

PLANET ERIS



GAZETTEER

**A Geopolitical Lexicon of the 66th Æon, Including the
Empire of Sparn, Its Cities, Subject Realms, Adjacent Lands,
and the Known Seas**

BY
JIMM JOHNSON



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Designed & Written by Jimm Johnson

Edited by Guy Fullerton

Additional Writing & Design by Steven Clark & Keith St. Louis

Additional Concepts by the Planet Eris Campaign Dungeon Masters & Players

Cover Art by Peter Mullen

Illustrations by Rich Longmore & Luigi Castellani

Additional Illustrations from oldbookillustrations.com

Accompanying Map Art by Jimm Johnson & Steven Clark

Production Assistance by Chainsaw

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FOREWORD

I remember the first time I played in the Planet Eris campaign. It was a sweltering July in 2012 at King's Hobby in Austin, Texas, and the shop's AC was struggling to keep up with the heat and humidity. The table we played at was home-built, made of plywood, and had a big MDF cover that concealed its original purpose as a sand table for use in wargaming. A small mini-fridge sat humming behind us. It was the perfect setting for an old-school original 1974 edition session of Dungeons & Dragons (OD&D), and it was the perfect time to venture deep into the cannibal infested Jungles of Brool on our way to the Skull Mountain megadungeon (which Jimm Johnson had been running since the summer of 2010).

You see, what made OD&D so fun and interesting was the flexibility that the Dungeon Master (or "referee" in OD&D parlance) had in creating both the rules *and* setting for the game. It was really a different type of game compared to the contemporary pen-and-paper RPGs of today; the original three booklets gave only the briefest outlines, guidance, and examples of the rules and how to create content for the game. Planet Eris is a product of that era of imagination, separated though it is by 30 or 40 years of TSR editions, transitions, and takeovers. I felt that more than any other setting, it stayed true to the sources that inspired the creation of D&D.

Although I started off as a player, me and a few others eventually started our own Planet Eris games. I found myself calling up Jimm every time I went to create a new thing to put in it. I wanted to make sure I wasn't stepping on any established lore or diverging from the original intent of the setting. He finally drew up an outline of a gazetteer, which made it much easier to run our games in the same setting, allowing players (and their characters) to flow between DMs while allowing DMs to add upon and create their own content. A few years passed and it seemed like it was a good time to compile all the ideas and information we had developed into a complete booklet. Not so much detail that other DMs wouldn't feel there wasn't more to add, but enough that anyone reading it could sit down and run a game that feels exactly like how we run our games.

With this first edition of the Planet Eris Gazetteer, I'm hoping the rest of you are lucky enough to experience the magic of sword and sorcery I first experienced on that hot summer day years ago.

Steven "CountingWizard" Clark
Planet Eris Co-Dungeon Master
Austin, Texas
February 22, 2019

PLANET ERIS WORLD MAP

An electronic version of the Planet Eris world map, for which this book is written, is currently available for download at the following internet URL:

<http://knights-n-knaves.com/thescribesofsparn/planet-eris-map.jpg>

Poster-size prints of the map, *when available*, may be purchased at:

<http://cubeofquazar.blogspot.com/p/the-scribes-of-sparn.html>

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PLANET ERIS

It is revealed to men of wisdom, though other intelligences fail to corroborate the account, that a Prime Artificer conceived foremost of Planet Eris. And from that conception, all things— the lands, seas, stars, and yea the gods even!— were judiciously devised.

—*The Scrolls of Skrel (Ab Initio: roll I: pillar i)*

PROVENANCE

The knowledge assembled in this work represents the lifelong toil of Skrel, a cleric and scribe of the Sparnian faith. The lore and wisdom here encapsulated was hard won, and sometimes dearly purchased, from various and sundry sources both mundane and obscure, with certain points relating to science, metaphysics, and the laws of nature having been informed by the tedious consultations of oracles and wizards in communion with extra-planetary intelligences.

OVERVIEW

Eris is the 10th planet of a yellow sun known as Sol. The clear, daytime sky is a prasinus-lime color in which a large red and small blue moon are often visible. Eris is inhabited by several advanced races, the men of old Earth dominant among them. It is a relatively small world with an equatorial circumference of 2222 miles. On its current path, planet Eris orbits Sol every 555 years along an extreme elliptical. Each such cycle is referred to as one æon, most of which is characterized by relatively temperate climes. However, the final 111 years of each æon are marked by a season of extreme cold known as *True Winter*, when the amber planet, Ixion, appears as a third moon, and man retreats below the planet's surface. The aim of this work is to provide a general view of the lands and peoples extant during the middle seasons of the 66th Æon, when the indomitable Empire of Sparn held sway.

GEOGRAPHY

The planet's surface bears two primary continents, east and west, separated by the occidental ocean of Lanthos and the great eastern sea of Oros. The remote eastern continent is largely unknown and unmapped. At the center of the western continent lies Midia, the middle sea. From its shores, the Empire of Sparn and its subject realms are spread *ubivis-undiquis*. The sickle-cast Stygean Sea in the west separates the Empire from the Stygian subcontinent and the barbarian lands in the northwest. The Imkursag Erish, a vast range of towering icy peaks, demarcates the extreme northern limits of the wanderings of men. Beyond them is Fomoria, the inhospitable polar realm of the giants. The southern limits of men are marked by the Demon Sea and Dæmonoi ranges where cold desert pathways skulk toward the gelid, barren wastes of Hel: the antarctic binding place of the demons of old. Excepting the Demon Sea, all the seas of Eris are large salt water bodies. The inner sea of Midia is saline as well, but of lesser degree, as are the great lakes Dolga Mor and Kallas Mar. These formed long ago when great chasms opened and were filled by the waters of the Great Eastern Sea. The salt content of the lakes and channels west of Kallas Mar are reduced or insignificant, as Furvus Mar is fed by snow and springs, whose freshwater issuance flows west and south.

CLIMATE

A full accounting of Eris' planetary climates is beyond the scope of this work. In brief, the climate system is viewed as a series of latitudinal zones, arrayed north and south around a wide, temperate, central band, with some notable variation along the east-west stretch as well. Most realms of men fall within the middle temperate band and enjoy pleasant temperatures for the better part of each æon.

Latitudes north of the Apa Vodi-Smeshnyev rivers are cooler, with nighttime temperatures occasionally dropping to freezing. Beyond the Searth and other northern ranges temperatures decline rapidly, often remaining below freezing, as one approaches the Fomorian realms. Few men live in this sub-arctic zone, a notable exception being the Vlokrim of Kathorr in the northern realms of the far west. Temperatures in the southwest (Omphir and Stygia) are warmer than eastern lands of similar latitudes, with arid conditions prevailing.

Coastal areas of Oros and Lanthos receive frequent rains, especially in the early season of Primavera. Rainfall is somewhat less on the Midian coasts and the Stygean Sea. Rains tend to be more frequent north of the equator, although storms and cloud cover lingering above the Demon Sea deliver much precipitation (often snow) to the adjacent mountains and (rain) to the tropical jungles just north. South of the Demon sea is a bleak wasteland of extreme cold, where precipitation is rare.

SEASONS

Due to their protracted durations, the five seasons, each 111 years in length, are difficult to observe. A man of extreme lifespan, 120 years, may tarry his entire life with barely an inkling of the seasonal advance. It is primarily by examination of historical records and ancient lore that the scope of their effect is known.

Primavera (Spring): The seasons begin with Primavera. In the skies, planet Ixion at first appears as a yellow twin to Samer, but gradually diminishes as it departs for other cosmic regions. The glacial covering which engulfs Eris during *True Winter* recedes toward the polar regions as the planet warms. With the passing of Magna Hiberna (*True Winter*) man emerges from the underworld and begins to rebuild.

Vernumn (Summer): While the polar regions remain gelid, Vernumn is a temperate period for most of the realms of men. In its final years temperatures rise as Eris nears the perihelion of its sidereal ecliptic, especially in areas proximal to the equator.

Autumn (Fall): Eris begins its long journey away from Sol. High temperatures of the last years of Vernumn linger briefly, then decrease and remain temperate for the prevailing decades of the season.

Hibernumn (Winter): Planetary temperatures gradually fall throughout this season. With the increasing cold, surface life becomes less tolerable and men begin preparing for *True Winter*, renovating the long empty subterranean refuges.

Magna Hiberna (True Winter): Approaching its aphelion, Eris endures a season of intense climatic cold: *True Winter*. Ixion, a great orb of amber, now dominates the sky and Sol is shrunk to the size of a smoldering, xanthis star. Mankind has retreated underground as giants and demon beasts roam the ice and obtrude upon the surface realms.

MOONS

Planet Eris has two spherical moons known as Samer and Damini. Samer appears large and red, marked by a single, prominent, round crater. His movement is rapid, crossing the sky thrice each day. Damini's travel is slower, traversing the heavens but once in the same period. Damini is blue, appearing about one quarter the size of her crimson brother. When the two moons are at their brightest, during occasional periods when both appear full, their combined light bathes the Eridian night in a soft, purplish glow, said to be reminiscent of the Amaranth Haze of the *before-time*. (It is during such periods that giants and demons are held to be most active.) During the period of *True Winter*, Ixion, the amber planet, is also visible, appearing as a 3rd moon. It is not a true satellite, however, and the reader desiring more information is referred to the section below titled **SISTER WORLDS**.

SISTER WORLDS

The worlds here listed are placed in order of their proximity to fiery Sol. Interaction with these worlds and their denizens is rare, but not undocumented.

Volkana: First from Sol and steeped in liquid rock, Volkana is a world of tumultuous fire storms. The ancient, sapient salamanders are here, serving a powerful intelligence that smolders in the Tantalum core.

Amtor: Long ago, Amtor was ejected from the Eye of Iounus as a great mass of ice and rock. It careened aimlessly, shifting the paths of other worlds before it finally settled into its current orbit. It is now a steaming sphere, covered in a single vast ocean. Life, if there is any, exists in its warm deeps or at its rocky poles.

Earth: Once the pinnacle of human advancement, old Earth now lies in ruin, its survivors fighting each other and ruthless wizards who employ ancient, lost knowledge to construct war machines and evil contrivances.

Mars: Called Barsoom by men and other creatures who dwell there, Mars is a red, desert planet. Like old Earth, knowledge and relics of its devastated ancient past survive in hidden places.

Phaëton: This world was destroyed when a thunderbolt of Iounus pushed it into Mars. The collision shattered Phaëton. It is now a belt of large asteroids. Inhabitants of the destroyed world may yet live on these drifting islands of rock.

Iounus: A dying star drawn in by Sol, Iounus' arrival wrenched Eris and other worlds free of Kronos. Iounus no longer burns, but continues to antagonize its sister worlds. Its surface is roiled in turbulent storms that lash out or vomit matter, sometimes striking other worlds. Amtor was ejected from its great red eye.

Kronos: Wreathed in ice rings, Kronos was once a dim, amaranth sun to Earth, Eris, and Mars. Kronos is listed in many old texts as the Black Star or the Ebon Sun. In the *before-time*, Sol captured Kronos, throwing light upon him, shaping the *Great Wheel of the Sky* and producing Time for man and other beings. The Helikoi

believe Kronos has living consciousness, ancient knowledge, and Cosmic power. They regard the planet as father of their old gods.

Pluto: The surface of Pluto is dominated by dark purple mountains protruding from vast seas of greenish sand. Segmented wormlike structures rise from the dunes, home to the cloaked beings who harvest creatures from other worlds to slaughter and reanimate as vicious wight servants.

Ixion: This amber hued world orbits Sol once every 1665 years. Thrice each orbit, its circular course brings it close to planet Eris during the seasonal period of *True Winter*. It is inhabited by manlike creatures adept in magic and possessing much obscure wisdom.

Quaoar: Shedding no illumination of it's own, Quaoar is detectable only when it transits or occults another celestial body. Attempts to view it by scrying and clairvoyance often result in madness. Those who escape this fate report bizarre terrain combining grotesque qualities of jungle and coral reef. The ravings of sorcerers deranged by contact describe horrible torments by monsters with the general appearance of men bearing abhorrent tentacled faces.

Orcus: Planet of Undeath, Orcus bears the name of the bloated, goat-headed demon who rules there. The surface is a vast network of mausoleums, monoliths, tombs, and türbes set above unknown leagues of subterranean catacombs and death pits. Vast legions of undead roam, engaged in an existence unfathomable to living men.

HISTORY & CALENDARS

ORIGIN OF TIME

From the impenetrable gulfs of the forgotten before-time came Kronos, the Black Star, drawing the planets to his train, spreading his Amaranthine Cloak around them as he led them through the void. The Fomorians emerged into this strange realm, and the most ancient of their number still recall the Æons of the Amaranth Haze when time flowed like water, in many directions on seething, unstable ground...

...From whence came fiery Sol, even the Tablet of Motentheth does not speculate. Sol burned away the Amaranth Cloak and tamed Kronos, bathing the Black Star in radiance, illumining the Great Wheel of the Sky and ordaining the procession of Time. Then Iounus loosed the planets, and the Great Wheel receded from them until Time came to be measured by the spinning of the orbs themselves, each marking its days and nights according to its own peculiar rotations betwixt Sol and the outer dark.

—The Scrolls of Skrel (Historia Tempori: roll I: pillars iv-v)

HISTORICAL CHRONOLOGY OF THE ÆONS

Primordial Æons	The demons of old lurk in the cosmic maelstrom and in the outer Chaos beyond. Cosmic wind and spontaneous matter coalesce, forming the primordial planets.
Æeons of the Amaranth Haze	Kronos emerges from the outer gulfs, seizing Eris and her sister worlds, joining them to his train, and wrapping them in his Amaranth Cloak. Demons habitate the planets. Fomorians are born on Eris.
Æon 1	Sol, the great fire, burns off the Cloak of Kronos. The <i>Great Wheel of the Sky</i> appears and Time begins. On Eris, the Fomorians rebel against their demonic forebearers, consuming them, or banishing them to the <i>Ice Below</i> (Hel), or expelling them to the black gulfs.
Æon 6	Iounus joins the planets of Sol as they settle into their first paths. The <i>Great Wheel of the Sky</i> recedes and the passage of Time is marked by night and day. The red and blue moons, Samer and Damini, appear. The lustering stone, Glim, is found by dwarvenkind at planet Eris' core.
Æon 11	Celestial Folk of Lord Nemhedh descend upon Eris and erect the Towers of Law. Fomorians commingle with the Celestial Folk, but Xelbyuj, the Fomor King, slays Nemhedh and the Celestial Folk retreat to the Four Stars of the North. Altered by contact with the Celestial Folk, Fomorians become the giants of old, ruling Eris for many æons.
Æon 22	A thunderbolt of Iounus strikes planet Phaëton. Phaëton collides with Mars and falls from the sky. Many planets wander from their paths. Fleeing the Cosmic Devastation, the Firstmen of Barsoom (Mars) escape to Eris and old Earth. The Barsoomian remnant on Earth, Eris, and Mars begins to repopulate, but on Eris are made slaves by the giants.
Æon 23	Cosmic ice cast off by dying Phaëton strikes Eris and Earth, causing deluge. Aftershocks of the Cosmic Devastation bring planetary upheaval. The lands and seas of Earth and Eris are reordered.
Æon 24	Planet Eris settles into its second path. Led by Inuada of the Four Stars, Children of the Celestial Folk (elves) arrive on Eris, bringing magic and the Four Treasures. They arrive in a conflagration in which their ships are scuttled. There is war between the elves and giants. Elves prevail and the Fomorians accept elven rule. Some Barsoomians are absorbed by the elves, becoming Dearg (red elves), a half-breed underclass.
Æon 25	There is intermingling of elven and Fomorian nobility through which elves are cunningly brought under Fomorian rule, becoming slaves via fealty and onerous tribute.
Æon 26	Elves rebel against the Fomorian tyranny. The ancient Towers of Law are toppled. Reviving the Four Treasures, the elves prevail. Fomorians withdraw to the polar north. Elves are the dominant race of Eris. A utopian age ensues.
Æon 31	Chaos infects the elves as they become dreamy, heedless, and decadent. The Four Treasures are forgotten or lost. Some Dearg tribes break free of elvish rule, establishing a city in the enchanted Sands of Nod. Remnant tribes of Barsoomian Firstmen emerge in Stygia.
Æon 33	Fleeing an apocalypse of their world, Earthmen escape to Eris in a staggered series of arrival groups called the Nine Waves. Tribes of Earthmen begin to migrate across the planet.

- Æon 34 Migrations of Earthmen continue as their populations increase. Elves, slowly emerging from their hypnagogia, view Earthmen as a contagion and wage war against them. Unable to locate the Four Treasures, the elves are conquered and their remnant expelled to the Eridian underworld. Magic-use is introduced to Earthmen and certain demons are loosed. The Holy Wars ensue.
- Æon 35 The tribes of man emerge as the dominant survivors of the Holy Wars. Some tribes embrace the arcane arts; others prohibit its practice.
- Æon 36 The animal-headed gods of old Mars arrive on Eris, claiming the resurgent Firstmen tribes of Stygia as worshippers and servants. The Stygian Empire is established by the Red Queen.
- Æon 37 The Red Queen erects the Great Pyramid in Amon Sin.
- Æon 47 Planet Iounus ejects the great comet, Amtor, which careens aimlessly among the planets, wrenching them from their paths and precipitating a Second Cosmic Devastation. On planet Eris, the Empire of Stygia falls amidst planet-wide catastrophe and her gods hide themselves in the altered land. The Red Queen holds fast in broken Amon Sin.
- Æon 49 Amtor is drawn in by Sol and settles into its circle. Eris and the other planets assume their third, and final, paths. The gods of old Earth arrive on Eris, taking men as their worshippers. Planet Ixion appears in the skies of Eris and the first *True Winter* ensues. Wizards from Ixion appear, leading man to underworld refuges, forcing the exiled elves deeper underground. In man's absence, giants wander the icy surface.
- Æon 50 Planet Ixion departs as men emerge from the first *True Winter*. Ixionite wizards linger among human tribes in the west.
- Æon 51 Zeus and the Helikoi gods make Kalem, the Holy City, their planetary seat of authority. A golden age, the First Empire of Helikos, ensues.
- Æon 56 Barbarians, led by the gods Wodin and Thunor, overthrow the Helikoi Empire. War amongst the gods moves to the outer realms and man is left to reclaim order for himself.
- Æon 57 Surviving Helikoi drive back the barbarians. A Second Empire of Helikos ensues. It is an age of mortal kings and heroes that continues for many æons while the gods are engaged in distant conflict.
- Æon 62 Helikos softens as other nations gain prestige and dominion.
- Æon 63 An archon of the god Brass descends from the Illhedron Sphere to the plain of Brix. The Sparnian tribes unite and initiate a campaign of continent-wide conquests. Kymrikites swear fealty, but other Barbarian Kingdoms resist. Omphir submits to Sparnian rule. Ashivaka of Stygia enters alliance with Sparn, but retains practical autonomy. The First Rise of the Sparn Empire is declared.
- Æon 64 Second Rise of the Sparn Empire: Byelos and Ros are conquered and merged into a single territory. The Imperial City is founded.
- Æon 65 Third Rise of the Sparn Empire: Helikos is brought under Sparnian rule. Axos agrees to treaty with the Sparn, but remains autonomous.
- Æon 66 Fourth Rise of the Sparn Empire. Planet Eris Gazetteer is compiled by Skrel the Scribe at the Last Outpost of the Sparn Empire; completed on the Calends of Faëbrus in the 330th year of the æon.

MIGRATIONS, WARS, AND EMPIRES

Arriving in staggered successions known as the Nine Waves, Earthmen swiftly fell into tribal groups, dispersing in many directions from the various arrival points. Although the ordering of the arrivals is a topic of debate among the learned, the original Earth tribes are commonly identified as the Zaldiban, Thyukæ, Ysparan, Theusæ, Mæh'rin, Saphric, Seulomec, T'Azhiin, and Azdri. Of these, the Saphric, Azdri, and at least one branch of the Theusæ are classified as lost, their fates unknown.

The preponderance of original Earth tribes fracture in the late 33rd Æon, each into three branches (as, perhaps, part of a pre-arrival scheme). They drift as populations increase, wherever the inclination of the land and the hand of fate direct them. Additional branches emerge, and by the early 34th Æon, overlap of tribal territories provokes commingling of previously unmixed tribes and sporadic warfare. These expansions suffer violent reversals in the late 34th and 35th Æons due to interspecies conflict, first with planet Eris' existing sovereigns (the elves) and then with elements of demonkind that slip the bonds of the Ice Below (Hel). Earthmen emerge dominant from these conflicts, but weakened, their populations diminished, some tribal branches utterly wiped away.

As the surviving tribes strive to recover the Empire of the Serpent, Stygia, rises under the Red Queen of the west. Earthmen are enslaved by the Barsoomian Firstmen of Stygia and their animal-headed gods. Thralldom is endured for 10 wracking æons. Thence come the sky-fires of Amtor, followed by the first True Winter; And the Stygian Empire falls.

Led by wizards of Ixion, the freed Earth tribes climb out of their winter refuges as masters of Eris once more. Attending new gods, and wandering boldly, there is tribal war, fragmenting, and recombining. Descendants of the Mæh'rin and Zaldib are now the Helikoi. Their gods forge an empire and the Golden Age of Helikos flourishes for 5 Æons. Unknown to the Helikoi, a far eastern empire of the Seulomec rises and falls during this time. But in the west, barbarian clans, descended from the Thyukæ and remnant Stygian Firstmen, are thriving and restless.

Helikos is overrun by western hordes. The Golden Age is cast in ruin as battling gods clamor back to the outer realms. In time, the barbarians are repelled and the men of Helikos build a second empire without the aid of distant gods. Retreating barbarians merge with offshoot Ysparans in the northeast as the five proto-Sparnian tribes emerge. An age of heroes and mighty deeds ensues while Helikos remains vigilant and strong. But decadence spreads as other nations gain prestige and gradually Helikos becomes bloated and soft. Then the archon of Brass descends upon the plain of Brix, uniting the proto-Sparnians, and selecting a boy king to institute the planet-wide inculcation of Cosmic Law.

The stage is set for the first rise of the Sparn Empire.

—The Scrolls of Skrel (Migrati Belli Imperia: roll IV: pillars cxvii- cxix)

IMPERIAL CALENDAR

The calendar of Imperial Sparrn traces its origin to old Earth.

- 24 hours = 1 day
- 7 days = 1 week
- 4 weeks = 1 month (28 days)
- 13 months + 1 day = 1 year (365 days)
- 111 years = 1 season
- 5 seasons = 1 æon (555 years)
- 1 æon = 1 orbit (a sidereal year)

NOTE: The period of the Eridian æon of antiquity is uncertain, as the path of planet Eris is known to have shifted in the Cosmic Devastations. (See also, the **HISTORICAL CHRONOLOGY OF THE ÆONS**.) It is commonly held that the ante-cataclysmic æons were of considerably longer length than the æons of modern Eris.

Days of the Week (and their Meanings):

<u>Sparnian</u>	<u>Kymrikite</u>	<u>Old Earth</u>
Soliad (Day of the Sun)	Soondaeg (Day of the Sun)	Sunday
Samiad (Samer's Day)	Moonsdaeg (Day of the Moons)	Monday
Daminiad (Day of Damini)	Trisdaeg (Third Day)	Tuesday
Midseptiad (Midweek's Day)	Wodindaeg (Odin's Day)	Wednesday
Pentiad (Fifth Day)	Thunordaeg (Thor's Day)	Thursday
Festchad (Feast Day)	Frakasdaeg (Day of Tournaments)	Friday
Kronoschad (Kronos' Day)	Saturndaeg (Saturn's Day)	Saturday

Months of the Year (and their Meanings):

<u>Sparnian</u>	<u>Kymrikite</u>	
Janis	Jafens	(Month of the Changing Face)
Faëbrius	Phaetens	(Month of Phaëton)
Maris	Marzens	(Month of Barsoom)
Apris	Venens	(Month of Amtor)
Quintius	Quiezens	(Fifth Month)
Iounis	Hoerens	(Month of Iounus)
Heptius	Seofens	(Seventh Month)
Krotius	Krôshens	(Month of Krotus)
Brazius	Brazens	(Month of Brass)
Dekamis	Dethedens	(Tenth Month)
Undekamis	Enleofens	(Eleventh Month)
Didekamis	Tuelfens	(Twelfth Month)
Iulius	Yulefens	(Month of Yuletide)
un Holiad	an Holidaeg	(the Holy Day)

Each month, containing 28 days, begins on a Soliad (Sunday) and ends on a Kronoschad (Saturday). The first Soliad of each month, however, is referred to as "the Calends" (i.e., "the Calends of Janis," etc.). Thirteen months comprise a year, the end of which is celebrated as a Holy Day that stands as a unique 365th day falling between Soliad and Kronoschad. This day celebrates the god Ashan as he brings an end to the old year and gives life to the new.

Calendar Usage in the Imperial Realms:

The Sparnian calendar is used across the Imperial realms, though the names of days and months will reflect local variation. The most glaring example being the Kymrikite names which remain in wide use throughout Kymrik, the Barbarian Kingdoms, and the Urchinn Isles. The desert tribes of Omphir employ a calendar that is structurally similar to the Imperial standard, but with names and other peculiarities drawn from Stygian reckoning (see below). The eastern realms, Byelaros, Helikoi, and Axos, follow the standard Imperial forms.

STYGIAN RECKONING OF DAYS, MONTHS, AND YEARS

The Stygian calendar is rooted in the calendar of ancient Barsoom. A Stygian year consists of 675 days with one additional day added to the calendar every 4 such years. The Stygian year is comprised of 25 months, each containing 3 weeks of 9 days. Additionally, the months are grouped quinquepartite into 5 periods called teers (derived from the ancient Barsoomian seasons), each 5 months long. The current Eridian æon (sidereal year) is equal to 300 Stygian years.

Days, Months, and Teers of the Stygian Year:

<u>Weekdays</u>	<u>Months</u>	<u>Teers</u>
Ewaptra	Ews'habbas	S'habbas
Sononwra	Sonhabbas	
Minaxtra	Mis'habbas	
Hawatra	Haws'habbas	
Kahuura	Kahabbasteera	
Sfutbatra	Ewsauwa	S'saura
Asasaptra	Sonsauwa	
Ornanawotra	Minsauwa	
Konsuwotra	Hasauwa	
	Sonkahsauteera	
	Ews'homu	S'homu
	Sos'homu	
	Mis'homu	
	Has'homu	
	Minkahs'homuteera	
	Ewsaut	S'saut
	Sonosaut	
	Minosaut	
	Hawsaut	
	Hawkasauteera	
	Ewaproyet	Proyet
	Soproyet	
	Miproyet	
	Haproyet	
	Kahhukaproyeteera	

RACES & LANGUAGES

MEN & MAN-LIKE RACES

Several advanced manlike races inhabit Eris, ranging in their likeness from the Barsoomians, who wholly resemble Earthmen in the main, to the beastmen, who are generally humanoid, but with distinctly animalian features. In all cases these races are subordinate to Earthmen who, after æons of struggle, now dominate the habitable realms of the planet.

Earthmen: Fleeing a dying world, Earthmen arrived on Eris at the dawn of the 33rd Æon. The unique method of their interplanetary translocation precluded retention of all previous technology and knowledge, excepting that carried in their own minds and memories. Thus, the ancient pre-Eridian history of man has been lost or grossly distorted in the supervening æons. Some kernel of that history, however, whether by lingering tradition or residual racial memory, seems to be preserved; for as Earthmen came to dominate Eris, their civilizations, in many cases, mirrored the forgotten empires of old Earth—a point not lost upon the gods, as evinced by the predilection of certain pantheons to particular populations selected as their worshippers. Among Earthmen, a diversity of racial types are identifiable within the Empire and adjacent realms. Modern physical and cultural characteristics of the predominating types are described in the sections hereafter devoted to the primary political divisions by which they are now commonly identified.

Barsoomians: The Barsoomians, who first came to Eris from Mars, are referenced in old lore as the Firstmen. They came to Eris long ago and have since commingled with elves, Earthmen, and perhaps other races. The purest descendants of their line dwell today in the Stygian capital of Amon Sin. (See also, **STYGIA**, for description of the native folk purporting Barsoomian ancestry.) Others of their old numbers have been absorbed by northern barbarian tribes. A remnant of the Dearn (Barsoomian half-elves) dwell in the Wild Lands of Oros, especially near the desert known as the Sands of Nod. While the Barsoomian of old is sometimes described as a giant, no modern evidence of this exists.

Ixonites: These apparent men hail from Eris' sister planet, Ixion. The race is very old and few in number, living mostly among the tribes of the Barbarian Kingdoms. They are man-like creatures who traffic with the denizens of planet Eris for pro-creational purposes. It is believed that they cannot reproduce themselves without coupling with the sentient beings of Eris. This situation has existed as far back as is known, although their occurrence on Eris has increased since the coming of the first *True Winter*. Over the course of the æons, the Ixonites have commingled in various periods with demons, giants, elves, and Earthmen. They are extremely long-lived (666 years), but they begin to appear old (i.e., wrinkles, gray hair, etc.) around the age of 22. They have superior intelligence and always carry a magical staff. Barbarian kings employ the aid and advice of Ixonite magic-users, putting them at odds with local clerics or druids. Deformity is common among the Ixonites: withered limbs, blindness, etc. The most powerful wizards of their race seem especially prone to these deficiencies and tend to have inferior physical constitutions.

Elves: Once an immortal race, knowing no death due to length of years or passing of the æons, the ancient elves are often called the Celestial Folk or People of the Four Stars (Failias, Goirias, Murias, and Findias). On Eris these stars are now dim, but still visible in the northern sky. Their migrations to Eris are known, in their lore, as the *Invasions*. It is said that a *pure remnant* of these conquered immortals retreated beneath the land and sea to parallel inner worlds. Certain of their progeny, however, persist on the surface world of Eris as half-elves (the product of a visitation of a divine elf upon a human female) or as changelings (full-blood elves swapped at birth with human children). While commonly shunned when their faerie natures are discovered, the most gifted of these come oft into the service of human princes as expert hirelings, sages, and advisors. The balance of their kind, however, must make their way in the world of men by cunning and wit. And it is from this pool that the typical elven adventurer is generally drawn.

Dwarves: That dwarves are of the earliest Eridian races, preceded perhaps only by demonkind and the Fomorian, is a certainty. From Gleven, father of the base stony elements, they are said to have descended, groping through subterranean darkness until Glim, the lustering stone, was unearthed by their ancient forefathers. The surface-dwelling dwarves of today recall little of their dim, ancient origins. Perhaps some of their number became separated from Glim; lost and wandering long, they came by chance to the surface world of men. Though their lore is all but forgotten, it would seem that the history of dwarvenkind is mingled inextricably with the strata of the deep underground itself, for all of their kind profess a kinship to stone and earth, and burn with unsatiable longing for things that luster and shine, a deep racial memory, perhaps, of the great lost stone of Glim.

Halfings (and other small folk): The small folk range in height from 1 to 3 feet, displaying immense diversity in physical characteristics and appearance. Those found in the wilds are smaller, less manlike, and malevolently devious. The halfings who dwell near and even among the society of men are the taller of their race, clothing themselves in the manner of men (though some disdain the wearing of shoes), often adopting a rural lifestyle or mundane profession. Secluded communities of the more gentle of their kind lie in the forests and vales of Kymrik and the Barbarian Kingdoms. Whether the small folk are descended from men, elves, or some elder race is unknown, as they maintain no written or oral tradition.

Beastmen (and Moabites): These humanoids inhabit the Savage Kingdoms. Most resemble varying animal types, possessing the head of a beast upon a brutish human frame. Others, while generally bipedal, exhibit more animalian anatomy overall, with the rarest and most extreme of their kind possessing strange forms, unreflective of either man or animal. Unique among the beastmen are the Moabites. These civilized, lion-like men maintain a secluded dominion east of the other Savage Kingdoms. They are agile, muscular, and skilled at tracking.

Quorions: The cephalopodian-headed denizens of planet Quor are increasingly found on Eris. They dwell in subterranean colonies from which they recruit treacherous men to assist in their clandestine program to gather and harvest humans. They are cousins of the brain demons of Thelid and the mindflayers far-off Illith.

CURRENT & ANCIENT TONGUES

Earthmen arrived on Eris possessing languages and dialects which have undoubtedly evolved and intermingled in the ensuing æons. At various times the tongues of old empires, notably Stygia and Helikos, enjoyed wide use, diminishing with the fall of those powers. The common tongue of the world today is Low Sparnian, which is rooted in the northern region of modern Sparn. While it has linguistic analogues with the ancient and scholarly High Sparnian tongue, it now contains many extrinsic elements and has evolved unique words and phraseologies of its own during the æons of Sparnian dominance. Low Sparnian is employed as the universal language of trade throughout the Empire and the known realms. Even the tribes of the southern jungles exhibit a grasp of it, to greater or lesser degree.

Languages of the Empire & Adjacent Realms:

Language	Usage
Low Sparnian	Common tongue of the Empire and adjacent realms
High Sparnian	Sparnian nobility, religious & legal documents
Helikoi	Helikos, Axos, Tar Toom, ancient texts
Kymrikish	Kymrik, eastern Barbarian Kingdoms
Omphirian	Jaru, Omphir (cities & towns)
Zhemeric	Omphir (desert tribes)
Ysparic	Byelaros (numerous dialects)
Vulgath	Urchinn Isles, Barbarian Kingdoms (numerous dialects)
Low Stygian	Stygian coastal villages, Amon Sin, Ahrima
High Stygian	Stygian nobility, religious & legal documents, ancient texts

Non-Human Tongues:

Tongues of the non-human races are rarely spoken in the Imperial realms. The Ixionites in the west use a secret speech amongst themselves, but are fluent in the Vulgath dialects of the Barbarian Kingdoms. The beastmen of the south employ many tribal tongues and dialects, mostly unpronounceable by men. Elves and dwarves generally wield the tongues of men amongst whom they were reared, their original racial tongues employed only by the remnant of their ancestors that linger in the underworld.

Ancient Tongues of Law & Chaos:

The ancient divisional tongues of Law and Chaos are the inherent original languages of all sentient beings. Earthmen recognize these these tongues instinctively, but are rarely able to brandish them with any complexity. Through study, however, they can be mastered by men of sufficient intellect. The lawful tongue is used by clerics in communion with gods of that alignment. Depraved anti-clerics, who worship demons, channel the tongue of Chaos when they pen their backward spells. (Studied clergymen of lawful bent, however, can make use of such scrolls through a method of reverse decipherment.) The alignment tongues are also applied by conjurers seeking the wisdom of extra-planetary intelligences.

POLITICAL DIVISIONS

EMPIRE OF SPARN

The ancient pre-Sparnians were five competing tribes— Den, Oubal, Krotu, Ara, and Ash— united in the faith of Brass when an archon of that god descended to the plain of Brix. The archon invoked the purifying fire of Oublios in a conflagration that consumed the impure leaders of the tribes. Sparnus, A boy of the Krotu was archonically appointed King of the united tribes and tasked with the divine mission “to spread Light and Law, Order and Symmetry” across the face of Eris.

—*The Scrolls of Skrel (Imperii Autem Ascenci: roll II: pillar xxii)*

SPARN

Ruler: Nemedus, Imperator Sparnorum

Population: 250,000+ (not including slaves and subject realms)

Capital: Imperial City of Sparn

Ensign/Colors: Dragon or gryphon/veridian on metallic peridot-gold

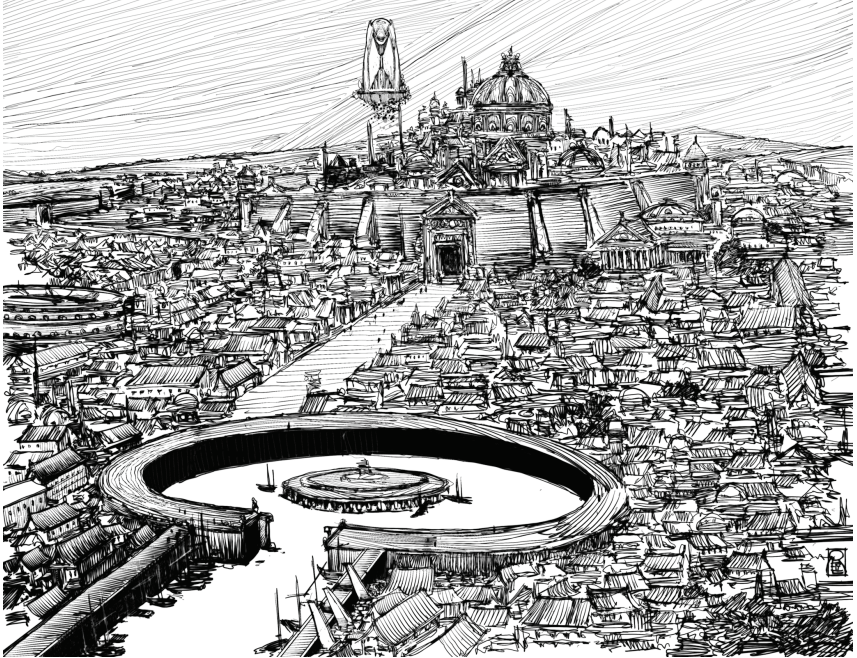
Resources: grain, foodstuffs, wine, cloth, art/craft items, copper, silver, gold, gems

Foremost nexus of trade, culture, and religion, the Empire of Sparn has undergone steady expansion since its first declaration. Prospering in the supervening æons, Imperial Sparn now enjoys its fourth successful rise. Controlling the cardinal, central regions of the continent, the Empire is unrivaled militarily and undisputed as a trading power. Its navy and merchant fleet dominate the Sea of Midia. Roads engineered for durability and heavy use facilitate movement of the Imperial legions and overland trade from the Imperial City to the far flung corners of the Empire. Sparn's outlying plains host farms, held by Sparnian freemen, whose crops provide a primary food source for the urban populations (though grain is also imported from Helikos and, to a lesser degree, rice from Amon Sin).

Four primary institutions emanate the authority, power, and influence that is Sparn: the Emperor, the Church, the Conclave Imperius, and the Sparnian Assembly. Of these the Emperor is by far paramount and, while regarded as undeified, he is an all but omnipotent dictator with Sparn's wizardly Conclave and the whole of its military engine at his command. The divinely ordained kingship of Sparn predates the Imperium and the Imperial seat is considered an extension of the sacred decree. Traditionally, the Emperor is a devotee of the gods Brass and Krotus, and purity of the royal lineage is maintained by the cults of those gods. (It is rumored, in certain circles, that giant blood flows in the veins of current Emperor, and there are outlawed theories on how this came about.)

Second in stature is the Sparnian Church of Law. The Church is the single greatest force for advancing the cause of Law on Eris, and the religions of the subject realms accede to the doctrinal decrees of the Hierophantic Arch-Patriarch of Sparn. The Church projects power beyond the religious sphere, its influence exceeding both the wizardly Conclave and the Sparnian Assembly. A group or individual who defies or undermines the Church risks being declared "persona not grata" (at best), or heretic (at worst).

The Conclave Imperius of Exalted High Wizards guards against arcane or demonic forces that would array against the Imperial City or the Empire. It engages also in research and other missions, and regulates magic-use to varying degrees in the Imperial realms. (The compilation and classification of standard spells is promulgated by a suborder of the Conclave.) Occasional conflicts arise when activities of the Conclave run afoul of the Church, and there is some vying for influence between the two bodies. Each, however, accepts the requisite role of the other, and the Emperor (who prefers to let both on long leads), rarely intervenes. Other arcane orders exist, but are of lower stature and wield no notable power, as the Conclave would co-opt or crush any that did. The Conclave opposes the wizards of Ixion, perhaps their most formidable adversaries, but tolerates with seeming cordiality the consortium in the Islands of Axos.



Comprised of the noble heads (111 in total), the Sparnian Assembly convenes in the month of Heptius to debate policy and to submit recommendations to the Emperor. While some few of the assemblymen consider these deliberations with utmost gravity, most observe the convention foremost as a time of feasting and debauchery at the Emperor's largesse. (Noble-born assemblymen are immune from arrest for the convention's duration.) In the Empire's formative years, the assembly exercised considerable authority, its consent required for the execution of powers now unilaterally exercised by the Emperor. The assembly could press its authority as a check on the Emperor's power but given Sparn's current economic and military dominance, challenge to the status quo seems unlikely. The modern assembly is little more than a mechanism for stamping Imperial edicts and mollifying the noble houses, keeping them (and by extension the citizenry) loyal and pacified. Despite this, the aristocracy wields considerable wealth and it is rare that the Emperor will flout their gravitas, at least publicly.

IMPERIAL CITY OF SPARN (*Capital; pop. 66,000*)

The shining Imperial City, from which the Empire is administered, sits upon the southern tip of the Maçistè peninsula near the center of the Midian Sea. The metropolis, (excepting the outlanders' quarter) is hedged within a wide 30' wall of saffron arenite with towers set every 100'. The *old city* consists of the Citadel, Hexidrome, high quarter, Imperial Academy, Sparnian Assembly, and the military and merchant harbors. The *new city*, north and west of the harbors, includes the commercial and artisans districts, temple plaza, arena, thieves' quarter, and numerous open bazaars.

Citadel & Charolite Throne

On a hill, elevated above the *old* and *new city*, the Citadel of the Emperor gleams like the eminent source of Law and luminance that is Sparn herself. Below 50' ramparts, shining mansions of the high nobility are nestled on the slopes around. The citadel, erected with slabs of bellatrix granite (extracted from the Zagros quarries beyond the Midian Sea), exhibits an attuned amalgam of architecture: shining Omphirian spires and domes, massive Helikoi columns and hexagonal towers, and great vaulting arches of distinctly Sparnian aspect. The fortifications and grounds are secured by the heavily armed *Legio I Sparna*, under command of the elite order of the *Imperatis Knights Draco*. The palace complex rises six stories. Its interior, maintaining the mix of cultural designs without, is opulent. Galleries and corridors boast a mélange of precious and semi-precious stone, mined in all corners of the Empire, employed as cyclopean polygonal wall blocks, complex floor tiling, friezed columns, and carved archways. Here dwells the Emperor with his queens, heirs, strategists, advisors, royal slaves, and other adjuncts.

In a massive, multi-tiered chamber, its lofty ceiling supported by gargantuan columns, two large, solid gold gryphons stand guard at the base of tandem, successive sets of large, jade staircases (33 steps in each). These ascend to a wide dais of black opal where the Charolite Throne is set amidst the Archontis Aurea Draconis: an immense gold sculpture forming the archons of Krotus (six dragons spread in a cupped, fanlike array, poised as guardians around the throne). Gifted by the Queen of Stygia, the Archontis is imbued with wards that protect the entire palace. The throne itself is carved from an immense single piece of swirling purple-black charolite, taken from the Giant Kingdoms as a prize of war in the 64th Æon.

Hexidrome Temple

Situated within the ramparts of the Citadel, but set apart from the Emperor's palace, is the Hexidrome, erected as the planetary seat of Brass and Sparn's five tribal gods of Law (q.v., **GODS OF SPARN**). The high priesthood dwell within, and the complex's lower archives house a vast athenæum of books, scrolls, tablets and other fonts of wisdom, both common and obscure.

Floating Tower of the Conclave Imperius

Buoyed upon the air, a white tower of odd aspect often floats above or near the Imperial City. The structure sits on a wide disc, the underside of which emits an angular array of luminous energy that keeps the complex aloft and accounts for its occasional movement. This is the floating hall of the Conclave Imperius of Exalted High Wizards.

New City

While the priesthood, nobility and academics of the *old city* may seem elevated and remote to the common citizen, the *new city* with its shops,

temples, and bazaars teems with everyday excitement and opportunity. Nearly any desire or entertainment may be had if payment is forthcoming, including the daily contests of the gladiatorial arena.

Military Harbor

The military harbor of the Imperial City is a great circular construction, 999 feet in diameter with 99 slips for warships of various aspect. Twenty-two additional slips ring the Admirality Insula, at the harbor's center. The bulk of the navy consists of Sparnian bireme and ringaler, reinforced by the greater penteres and decemereme war galleys. (Despite the grand scale of the Imperial fleet, if the Empire is lacking in any aspect it is naval technology. As the population moves underground for generations at the close of each æon, previously achieved levels of seamanship are severely diminished. Notably, the barbarians of the northwest seem less affected by this cyclical reversal.)

Outlying Cities, Towns, and Places of Note:

In addition to the municipalities detailed here, the Empire maintains military outposts (vallums and castrums) throughout Sparn and the subject realms. The most notable of these are listed under the realms in which they lie.

Brix (*pop. 7,500*)

Brix is built around a small, perfectly circular lake that is described in the Scrolls of Pinius the Elder and other authoritative texts as the crater formed when the archon of Brass fell to Eris and united the Sparnian tribes. Devotees of (and converts to) the Sparnian religion pilgrimage here to drink from the waters of the lake.

Gygaxos (*pop. 5,200*)

This town facilitates trade between Sparn the Giant Kingdoms of the north. Fomorian barges from Inis Tor bring pelts, whale oil, rare ivories, and even meteoritic iron, returning north with goblin slaves and goods (spices, grains, and large bolts of linens) purchased in Gygaxos' markets.

Mentiar (*pop. 12,500*)

The inhabitants of Mentiar are an even mix of Kymrikites and Sparnians. Although truly a Sparnian municipality, Kymrik regards Mentiar as its port city. Ships here skirt the coast to and from Omphir and the Imperial City.

Tantos (*pop. 18,300*)

This metropolis is endowed with many locales similar to the new city areas of the Imperial City: temple district, arena, numerous open markets. It also features an extensive library available to any citizen or subject of the Empire.

Stelvarun (*pop. 28,000*)

Stelvarun serves nearly half the sea trade coming from Helikos. Merchant ships from Byelaros frequent here as well, while slavers from the coast of Oros usually bypass this port, headed for the markets in the Imperial City. The local population is Sparnian with a sizable Helikoi minority (about 30%).

Villar (*pop. 16,300*)

Villar includes the town proper and the numerous private estates, many of palatial stature, which occupy the surrounding country. The outlying population is entirely Sparnian nobility (servants and slaves excepted), but Byelaros traders and the occasional Helikoi merchant are common.

SUBJECT REALMS

The subject realms of the Empire include Kymrik, Helikos, the protectorate of Omphir, and the Byelaros territory. While all are bound by Sparnian Law, the authority exerted over each varies. Byelaros is intrinsically restive, requiring direct administration by an appointed governor and permanent stationing of Imperial legions to maintain order. Omphir is likewise unruly, but the Empire cares little about the squabbling desert tribes, concentrating resources there on the security of the western trade route. The populations of Kymrik and Helikos, conversely, are well-disciplined subjects, requiring less Imperial presence, and thereby exercising a freer hand in their own governance. In general, however, the Empire imposes few economic controls on its subjects, leaving such regulation to local guilds.

BYELAROS

Ruler: *Provax, Imperial Governor*

Population: *69,000*

Capital: *Talos*

Ensign/Colors: *dicephalic eagle, serpent & moons held in separate claws/black on white & red parted pale*

Resources: *hides, furs, horses, goats, foodstuffs, salt, bronze, copper, silver*

Bisected by the salty, north-flowing River Druskav, Byelaros occupies the northeastern quarter of the Empire. It's northern border is traditionally marked by the rivers Apa Vodi and Smeshnyev, beyond which lies the Taiga Wood, verdured in sporadic coniferous growth. Originally two territories occupied by rancorous tribes and villages, Byel (or Byelos) and Ros were conquered by the Empire in the early 64th Æon and bound into a single Imperial territory. The laws of the Empire are administered by an appointed governor and a wiggery of Imperial magistrates travelling circuit throughout the territory. Byelaros has no indigenous entity with official law-making authority. Local chieftains come before the Governor quinquennially to voice inadequacies or suggest improvements to Imperial policy over the realm. A profusion of strongly embedded customs exist, however, to which outlanders are advised to adhere.

Height and build of the typical Byelaroi varies to some degree. Most are between five and six feet tall, of average to slender build, and generally pale skinned. Faces tend to be round, with eye color ranging from brown to deep blue. Hair, usually cropped short, is medium to light brown with the even lighter-haired types found in the northern forests. Facial hair is trimmed short, or shaved entirely. They are known for their horse husbandry, woodcraft, and skill in navigating rivers with stout lodyas called lodya.

There are signs of a burgeoning rebellion in Byelaros, led by a warrior employing the monicker "Estorga, Prince of Byel." He claims to be a direct descendant of Zdraveszek Borvi, the last high chieftain of the Byeloi tribes. Local reports suggest that Estorga is funded by the outlawed practice of shipping and selling arms to the Savage Kingdoms in the far south.



Cities, Towns, and Places of Note:

Once no more than widely dispersed villages ruled by Voivodya ("warrior princes" in the native tongue), Imperial trade has swelled the population centers of Byelalros to cities and towns of notable size. Male descendants of the old warlords still lead these settlements, vying now for economic and cultural primacy rather than martial dominance. A remnant of the old villages still linger on the steppes beyond the greater towns and cities described below.

Talos (*Capital; pop. 13,300*)

Known also as the City of Light, Talos was founded on the site where the White God (Belun) was slain by the Black God (Czernobog). Plank-roofed, log structures set along earthen streets surround the central fortress, *Castrum*

Tal, where the Imperial governor resides. A high volume of trade from the southern towns comes to Talos before moving west toward the Imperial City, by road and river. Lumber from the Taiga Wood makes its way here and the local craftsmen are known for their carpentry and woodcraft.

Arnes (pop. 620)

The hardened men and dwarves of Arnes mine the quarries of the Seül foothills. An infamous fortress, Tazr Laca, once the stead of a bloody warchief, occupies an island in the midst of a small lake on a ridge north of town. The fortress is now an inescapable Imperial prison, with multiple levels of lower dungeons. Inmates provide supplemental labor in the Seül mines.

Fezoor (pop. 800)

Fezoor is a small port and trade town on the southern road. It is unremarkable but for its export of Gorzalka, an alcoholic drink that is clear as spring water, but burns like fire. The drink, produced in secrecy by blind monks living in the hills north of the town, is reputed to possess healing properties.

Kor Mair (pop. 6,500)

Built after the Imperial occupation of the area, Kor Mair was a resupply port for the Sparnian galleys that eradicated the pirates of old Tazr Tarkaz. It is now a fair sized trading port.

Mos Kahn (pop. 7,000)

Mos Kahn was the seat of a great Rosoi chieftain prior to the Imperial occupation. Construction is mostly of wood, but its "princes" (descendants of Voivodya), continue to dwell in large yurts (albeit extravagant ones) at the center of the palisaded town. Horses, reared by outlying tribes are driven here biennially, for a great fair in which the animals are tested and sold. The sleek riding steeds of Mos Kahn are renowned throughout the Empire, and great wooden statues of the creatures abound within the city walls.

Robilos (pop. 160)

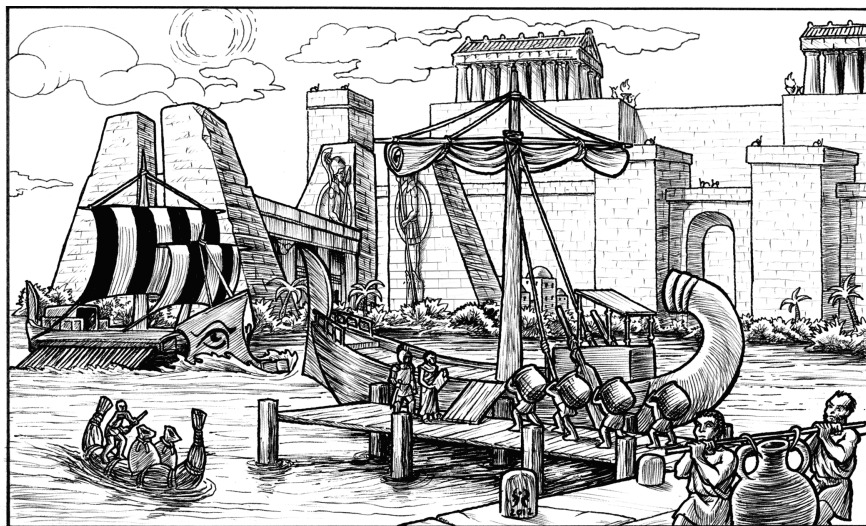
This village accommodates the fur trade and those heading up river. Lumber and salt-rubbed fish move south from here on the Imperial road.

Tazr Tarkaz (pop. 1,500)

Fishing is this town's prevailing occupation. Outside trade is laggard due to the presence of other nearby ports. The town bears the name of a ruined sea fortress, once belonging to a notorious pirate prince who menaced the region and spread the cult of Orcus. His fleet was wiped out in the 64th Æon, when his castle was bombarded and destroyed. Local folklore holds that the prince struck a bargain with his foul god, escaping to the Islands of Axos in the form of a never-dying ghoul.

Vis (pop. 900)

A small fortress, Vis Vallum, occupies the cliffs here, protecting the route from Kor Mair. The *Cohors III Tanax* have raised a light house to prevent sea traders running aground in the rocky bay. Mercenaries of Rosoi extraction can be recruited in the village, seeking employment with expeditioners exploring tunnels of uncertain origin on islands north of the Bengan peninsula.



HELIKOS

Ruler: *Lauropol, Politarch*

Population: *125,000*

Capital: *Partholon*

Ensign/Colors: *Owl with olive branch/white on dark cerulean*

Resources: *barley, wine, dried fruit, oil, leather goods, dyes, art/craft items, copper, silver, gold*

Comprising the southeastern quarter of the empire, Helikos occupies a large territorial expanse bordered in the north by the Sea of Midia and the Bay of Tarkaz. Its eastern extent is a vast stretch of coast along the sea of Oros. To its south lie the city of Durthos and the Savage Kingdoms, to the west the Swamps of Azerath. Helikos is a tributary of Sparn and subject to the laws of Empire. In ancient times it was ruled by the gods themselves. Later, mortal kings and assemblies of aristocrats held power. Helikos enjoyed two extended imperial periods after the decline of Stygia. Coming under Sparnian rule in the early 65th Æon, the kingship (by then little more than a ceremonial title) was terminated and Helikos reorganized as a republic with a Politarch elected every 10 years by the Ekklesia, a representative assembly, drawn via sortition from the qualified male citizenry. The Ekklesia possesses limited legislative powers and meets biannually in the Dome of Partholon. Helikos maintains a robust and disciplined military corps, second only to the Imperial legions. Preferring formations of pikemen to cavalry, Helikos is renowned for its hoplites, regarded as the finest foot soldiers on Eris.

Men of the Helikoi race are fair to tan skinned, of slender build, averaging five and half feet in height. Faces are triangular with a pointed chin and a straight, delicate nose. Eyes are usually dark amber to brown, but blue is not unheard of. Hair, straight and curly, is medium brown with some light and dark extremes.

Cities, Towns, and Places of Note:

Partholon (*Capital; pop. 39,500*)

Partholon is one of the oldest and longest continually occupied cities on Eris, with multiple strata of ancient galleries, ruins, and catacombs beneath its surface streets. Thought to have been originally founded by the Celestial Folk, it has been inhabited in later periods by elves, Fomorians, and Earthmen. Its temples are numerous but, much like the rest of the city, distributed without planning or forethought. Sites of note include the Dome of Partholon, the Politarch's Villa, and its architecturally impressive public fora. Overland trade from the south moves through Partholon, and merchant ships from all parts of the Empire utilize its port.

Durthos (*pop. 27,800*)

Officially a Helikoi municipality, Durthos' actual political status is unsettled. The city declared independence when a Sparnian knight-commander was dispatched to assist the Helikoi. After dealing with invading beastmen, the knight-commander used the *Legio IX Helix* to take control for himself. The town is now a de facto city-state vassal of Sparn. Rumors abound as to whether this dereliction will be held as treason, or the city granted the status of *Imperial immediacy*. The Emperor appears uninterested in pressing the matter so long as trade and taxes continue to flow; and the Politarch of Helikos is content to be no longer responsible for the southern border. The population is two-thirds Helikoi, with the remainder a mix of varying ethnicity and race (including some beastmen).

Irikai (*pop. 2,400*)

Known as the Village of the Golden Plains, this town is surrounded for miles by farms of varying size. Grains and local produce move from here to the markets in Partholon and Durthos.

Kalem (*The Holy City; pop. 14,500*)

Regarded as the geographical center of the known world, the Helikoi gods ruled from this city in ancient times. Massive ruins cover the high cliffs where the gods once sat in dominion over Helikos' Golden Age.

Kask (*pop. 1,900*)

Smaller than Irikai, Kask is in most ways similar to that village, serving as a gathering point for traders taking produce and other goods from local farms to the port at Tycha.

Oculés (*pop. 650*)

This coastal village sits at the end of an inlet known as Oculus Sund. It is a fishing community with a modest, but productive fleet of small vessels. Merchant galleys will dock here to take on goods from Sustarés or Tycha.

Sustarés (*pop. 1,500*)

Sustarés is known for its weatherworn statuary and agora market surrounding a crumbling acropolis atop the town's central hill. An open theatre on the face of the ruins is still in use, attracting artists and travellers who pilgrim annually for exhibitions of arts, crafts, and dramatic performances.

Trykés (pop. 830)

Idle and unremarkable, Trykés is a preferred haunt for treasure hunters desiring minimal exposure of their activities in nearby areas: the Swamps of Azerath, the Savage Jungle, or the Helika range. However, while it was once easy to slip in and out of the village with plunder from these locales, spies from Durthos now monitor such activity.

Tycha (pop. 7,200)

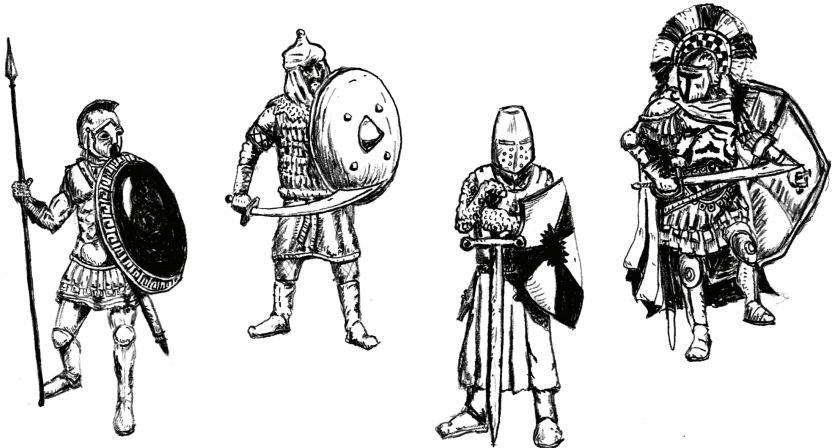
Once port for a task force of Helikoi galleys, elimination of the Tarkaz pirates in the 64th Æon cleared the way for the Tycha's transformation to a moderate trading port. Slavers from Axos and the Bight of Krawth put in to resupply on their way to the Imperial City and on their return voyages, taking local goods to Cir Soor, Wixia, and the Savage Kingdoms.

Vallum Oster (pop. 300 *Sparnian limitanei*)

A Sparnian fort south of Durthos on the edge of the Savage Kingdoms, Vallum Oster sits astride the historical invasion route between Durlôin and the Achela-Bakara range. The fort is garrisoned by the *Cohors VII Rapax*.

Wixia (pop. 900)

This village on the Bight of Krawth benefits from a conflux of its local industry with the merchant trade, both overland and by sea. Craftsmen here excel in the making of rope and nets, while the adjacent waters are fished and raked for their abundant oysters. The proximal hills and mountains (and some areas of the eastern Achelos River) are prospected for precious metals, fueling the local economy and trade with merchants who skirt the coast.



Helikoi Hoplite, Omphiri Captain, Kymrikite Knight, Sparnian Knight-Commander

KYMRİK

Ruler: *Atholas, King*

Population: *58,000*

Capital: *Koerin*

Ensign/Colors: *Sun with 3 rays on gyron or pennon/gold on crimson*

Resources: *cheese, ale, wine, wool, parchment, lumber, steel, copper, silver, gold*

Originally three kindred but independent clans, the Kymrikites confederated in the mid-63rd Æon under Ulath the Bull. Ulath's rise was financed and militarily backed by (the then newly united nation of) Sparn. Kymrik has been a loyal tributary of the Empire since that time, bolstering Imperial forces in many Imperial conquests. Early acquiescence to Sparn and its ambitions has benefitted Kymrik economically, which in turn has tamped down lingering rivalries of the root clans. The Kymrikites are adept swordsmen and skillfull lancers. The ancient and renowned order of *Knights of the Triskaidecamensa* is based at the White Palace in Koerin.

Magic-use was not traditionally practiced by the men of Kymrik. In prior times Ixionite wizards served as advisors to Kymrikite kings and chieftains. With the coming of the Empire, the Ixionites were expelled and replaced by sages under the aegis of the Conclave Imperius. Nevertheless, Kymrikite kings are known to secretly consult with the Ixionites, even in modern times. Kymrik maintains cordial relations with the petty kingdoms on its western frontier and trades with them.

Cities, Towns, and Places of Note:

Koerin (*Capital; pop. 17,500*)

The gleaming towers of the White Palace of Koerin project an air of stark boldness and righteous majesty unmatched in the known realms. In the keep at the center of the castle sits Atholas, the irreproachable king of Kymrik, with his *Knights of the Triskaidecamensa* (a large 13-sided table of white marble). Before the reign of Ulath, the entire city lay within the white walls. Today, the palace and old walled city sit on a low hill amidst an outer unwallled town that spreads leisurely across the surrounding country, gradually thinning into the outlying farms and tiny hamlets that comprise most of the kingdom.

Oestia (*pop. 10,300*)

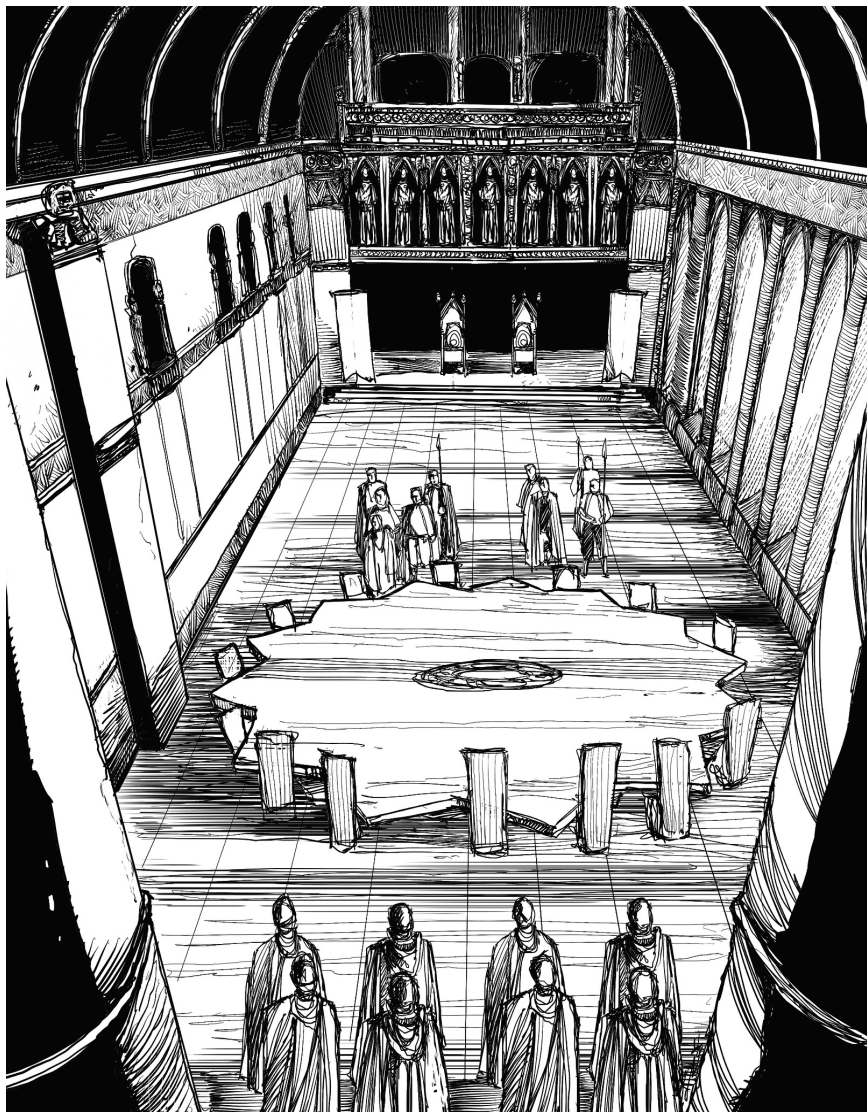
Nestled in the lowland between the Adjurant and the Kymrik Wood is the city of Oestia. Regentry is held by one of Atholas' knights, but daily governance is administered by the Lord Mayor and a town council. While less populous than Koerin, more trade intersects Oestia, bound mostly in the direction of Mentiar and Sparn, but also to Koerin, Skoloes, and the northern villages. While there is no major road north, traders from Oestia journey beyond the Adjurant and Shlee Fal to traffic with men and halflings near Rath Denacht.

Skoloes (*pop. 6,000*)

Often referred to by Kymrikites as Verganham (actually the forest area to the northwest), the proper name of this town and keep is Skoloes. It is ruled by a thane who is vassal to the Kymrik crown. Skoloes is known for its Verganham wine, produced from golden mollithorn fruit that grows throughout the forest.

Outlying Villages and Castles (pop. 10 to 60 each)

Scores of hamlets are spread across Kymrik, amidst a patchwork of farms in even greater numbers. Most maintain ad hoc self-government with collective decisions called by majority vote. Larger villages may elect a mayor or council (traditionally 6 aldermen). Regardless of how they govern themselves, each farm and village is vassal to a landed knight, generally, but not always, a knight of the first rank who has been granted a small keep, of which there are 12 (usually a large tower with moat, garrisoned by 30-40 men-at-arms). From each, the proximal countryside is patrolled and local revenues levied.



OMPHIR

Ruler: *Zaladin Mahasta, Shahraj*

Population: *83,000 (plus mainland tribes)*

Capital: *Jaru*

Ensign/Colors: *2 moons/carmine & cobalt on citrine*

Resources: *salt, blue ochre, textiles, silk, fragrances, granite, gold*

Set between Midia and the Stygean Sea, Omphir extends from the Demon Jungles to the Cedar Forest in the north. Omphir is an Imperial protectorate: the Empire's principal interest being the defense of its desert trade route. The tribes that would become Omphir settled the area after the sky-fires of Amtor. No precise history of these groups exist, but the Shahraj was firmly established in Omphir by the the 57th Æon (as the country was a known subject state of the Helikoi Empire at that time). Initial control of mainland Omphir by the Shahraj was through conquest and extermination of certain powerful tribes. (Note that Omphir was not primarily desert at this time. Once covered by lush plains and game-filled bush, mainland Omphir was subject to a fiery curse unleashed by the demon Xot, weakening the nation a scant hundred years prior to its submission to Sparn).

Today, the Shahraj rules from the insular capital of Jaru on the lush Isle of Omph, north of the country proper, where he enjoys the pleasures of his seraglio and imported Verganham wine, as his underlings conduct the daily business. The greater part of mainland Omphir, surrounding the crags of Zagros, is a parched wasteland. The Imperial trade route runs north of the Zagros where Lake Namaq sustains the city of Boltash. This road is patrolled by the *Legio IV Serpens*. Even so, caravans seldom travel without mercenary protection as fanatic dervish infest the desert, raiding each other and passing merchants indiscriminately. Nearly all trade between the Empire and the western kingdoms passes through Omphir, overfilling the coffers of the Shahraj with tolls levied on the steady merchant trade. The mainland population centers are governed (more or less) independently, as the Shahraj takes little interest in them beyond the collection of revenues.

Two parallel cultures co-exist in Omphir. Among the whispering sands of the deep desert, disparate nomadic tribes roam. Their exact number is uncertain, but four dominant bands are known: the Banjars, Kachacks, Mata Qashari, and the Sel Juks. They persist in the worship of old gods and submit to the mutterings of prophets and demons. In contrast, Omphir's cities are home to men who clothe themselves in the trappings of civilization, but operate by corruption and graft. Power is wielded by a few venal magnates, as lesser merchants and peddlers jockey for advantage, and the numbers of the destitute grow. Since its submission to Sparn, Omphir's old tribal gods have been replaced in its urban centers by the gods of Sparn or, in many cases, with Helikoi or Omphirian cognates of the Sparnian deities. The exception to this pattern is the worship of the demigod Agni in Boltash (see below), whose cult is entrenched in the culture of that city. There is precedent within the cult of Agni (and among the tribes) for religious foment, and current conditions, in both the cities and desert, may presage such an outbreak.

Cities, Towns, and Places of Note:

Jaru (*Capital; pop. 16,300*)

Jaru is located on the Isle of Omph at the west end of the Sea of Midia. It receives much of the coastal traffic bound for Sparrn. The palace of the Shahraj is here along with the estates of Omphir's aristocrats. An ample portion of inflowing revenues is diverted to Jaru's chief moguls (an oily collection of bureaucrats, merchants, and nobility) who oversee the daily operations of the city. A flotilla, manned by Omphiri but officered by Sparnian Trierarchs, patrols the immediate waters.

While outlanders are free to visit the markets and bazaars clustered about Jaru's outer walls, entrance to the inner city is restricted to men extracted from the old Perzhic tribes. Royal gatekeepers make this determination on sight, in most cases, and anyone within the walls may be required to produce his genealogy on demand. If recited convincingly to the guard, an official appearance documenting one's proper ancestry can be avoided. The penalty for failure of this test is death.

Ahrima (*City of Thieves; pop. 13,500*)

On the eastern shores of the Stygean Sea sits the City of Thieves. A governor, appointed by the Shahraj, rules in name only. As the singular port of departure for goods moving to the western kingdoms, a great many palms must be greased for such passage to proceed. Travelling merchants will find their personal guard bribed out from under them if they fail to comply with Thieves Guild demands. The Thieves Guild constitutes the true ruling power with influence extending beyond the city walls— even to the Imperial City according to some sources. In spite of this, wealthy merchants and nobility dwell within the city, albeit behind tall, sturdy walls and dangerous gardens. This is a city of entrenched factions: a veritable nest of vipers, each attempting to bite the other for momentary advantage. The Thieves Guild is not immune to this dynamic, but seems to emerge as the prime beneficiary of it.

The Guild numbers in the multiple hundreds at the very least, with members physically branded and bound by death oaths. It operates as a compartmentalized bureaucracy whose inner cells authorize and control all criminal activity. The head of each "division" is in charge of his own particular racket, employing fees, intimidation, and theft to siphon wealth from one of the many economic sectors within the city. The Guild's leadership is shrouded in such secrecy that it is unclear who or what is the real power behind the power. Even so, the Guild is the true source of authority in the city at large, acting, ironically, as *de facto* law enforcement, dealing swiftly and harshly with unsanctioned crimes. The actual city guard limits its commission to the maintenance of public order, overlooking most other criminal acts.

Boltash (*pop. 27,400*)

Boltash lies on the southeastern edge of Lake Namaq. Following the devastation of Xot, the city was conquered by Agni, a warrior from the south, purporting to possess supernatural powers over all forms of elemental fire. He proclaimed himself God-King of Boltash, waging war on the occupying Helikoi, but was shortly slain in a campaign to overthrow the Shahraj.

With Agni's defeat, the Shahraj took control of the city, dispatching a royal governor and a military force to promote trade and maintain order.

Caravans, merchants, and soldiers of fortune converged from far and wide to ply their wares and taste the city's exotic entertainments. While men of various Omphiri strains, hook-nosed and of dusky complexion, continue to substantiate the majority of the city's inhabitants, many positions of power and dominance have been assumed by interloping moguls from Stygia, Helikos, and even more distant lands. The adherents of Agni have persisted through the centuries as a cult adhering to the God-King's *Codex of the Fire*, its priesthood thriving as a fixture of the society and politics of the city. Sparn tolerates his sect as an ancillary of the Sparnian god Oublios. The primary temple devoted to him submits to this status, but defiant splinter cults persist.

Oasis (pop. 300)

Perched on a small desert plateau, this walled town and caravanserai is the only watering hole along an unpatrolled southern route to Ahrima. Tolls are levied on travellers and caravans availing themselves of Oasis' water and protective walls. It is garrisoned by mercenaries in the employ of Amistar, a member of the Camel Consortium, a coalition of wealthy breeders who control Omphir's camel market.

Omphaal (pop. 5,100)

This port is rarely accessed by smaller ships, which hug the Midian coast, but larger vessels, braving a direct crossing between Mentiar and Tar Toom, prefer this port over the bustling docks of Jaru.

Samaal (pop. 2,400)

Once a major port, Samaal was ravaged by Sparnian and Kymrikite forces in the 63rd Aeon. It has never regained its former glory, and the Empire has chosen not to maintain the old road between Boltash and Samaal, diverting some trade that would flow through Jaru, directly to the Imperial City.

Tar Toom (pop. 7,100)

Most caravans making their way into or out of Omphir by sea utilize this port. The markets are boisterous, with Omphiri comprising about half of the merchant class, the remainder split between Sparnians and Kymrikites.

Zala Manca (pop.250)

South of the Cedar Forest between Omphir and Kymrik, Zala Manca is a stone fortress on the plains north of the desert. Once a guard post against northern incursions, its purpose as such is unnecessary under the current geopolitics of the region. It has become somewhat autonomous, although a tax collector from Jaru still makes an appearance every few years.





ADJACENT LANDS

AXOS, ISLANDS OF

Ruler: Axos, *Sevastokrator (aka The Bronze God, aka Emperor of the Bronze Isles)*

Population: *Uncertain (presumed 2,500+)*

Capital: *Cir Soor*

Ensign/Colors: *Hydra/black on white*

Resources: *spices, rare woods*

The Islands of Axos are ruled by a small hierarchy of sea-faring magic-users that use the island group as their personal sanctuary and living laboratory. The wizards who reign here never appear in human form, but project their minds into massive, metal, human-shaped automata, through which they direct their servants and minions. It is uncertain where, or even if, their flesh and blood bodies still abide. Axos is not a tributary of the Empire, but a treaty of some complexity governs the relationship of Axos and Sparrn. The outlying islands are a breeding ground for all manner of bizarre things, including chaos dragons of every color.

Cities, Towns, and Places of Note:

Cir Soor (Capital; pop. 1,200)

Cir Soor is an island settlement and fortress that accesses the Sea of Oros. It is a port and trading post for ships from Kor Mair, Tycha, Partholon, and the Imperial City. Slave ships from the Savage Kingdoms headed for Sparrn, with holds full of goblin chattel, pass through this port. The inhabitants are merchants and traders of all races and descriptions. Orcs, half-orcs, and other sub-human types wander the village streets, some slaves, but others seemingly free traders. Magic items may be found in the shops and markets with uncommon frequency. Most are mundane devices, but some few are of significant potency (although flawed and cursed items are not unheard of). Experienced human and non-human mercenaries alike may be found here, seeking adventure among the islands or elsewhere if the pay is generous and the recruiting individual seems capable. An ample security force led by elite mercenary commanders maintains law on the island. This force is well equipped, wearing black tunics over their armor. Their helmets and shields are emblazoned with a black 5-headed hydra, and they command a small but extremely swift interdicator fleet of Helikoi dromons.

BARBARIAN KINGDOMS

Ruler: *Various (see individual holdings listed below)*

Population: *Uncertain (perhaps 35,000+)*

Capital: *None*

Ensign/Colors: *Various. However, the ensign of the Yulefens Alliance in the 321st year of the 66th Aeon was a field divided quarterly, party per cross, with an argent wolf on independence blue (representing Morgunna of Irrunfel), an open upright hand sanguine on argent (representing Migrond of Kathorr), an oak tree sanguine on sable roundle on emerald field (representing the wandering Fennians), and a chequy field gold and sable (representing Rothkar of Hroth).*

Resources: *textiles, spices, hobbitweed, cattle, lumber, rare woods, steel*

These clanholds, chiefdoms, and petty kingdoms remain free of Imperial rule. The territories stretch from the tundra and pine forests north of the sea of Borea to the shores of the Stygean Sea in the south; and from the borders of the Sea King's holdings in the west to the eastern Skolz Mountains beyond the Blak River. This is a land of many tribes, each boasting its own particular king who typically rules no further than a days ride from his drinking hall. The men are broad shouldered and muscular, standing as much as six and a half feet tall, their fair skin often browned by the sun. With blue, gray, and hazel-green eyes, faces are usually long with a square jaw and prominent eyebrows. Hair, worn shoulder length or longer, ranges from light brown in the east to dark brown and auburn in the west, with blond hair among the clans of the north. Head hair is sometimes braided with beards common in the north and long mustaches among the western tribes.

Fiercely independent and individualistic, these men are wary of any political bond beyond personal loyalty to a local tribe or chief. They are especially averse to attachments (accords, treaties, etc.) to the Empire, and more than one envoy of the Imperial realms has gone missing in their lands. Interclannic raids are common, but differences are forgotten and alliances forged when some larger threat looms. Some say giant blood flows in their veins, a claim oft repeated when one of these men loses his temper. Despite their inelegance, these people possess a remarkable mastery of shipbuilding and steelcraft. Northmen pilot swift longships up riverways to sack settlements in Kymrik and Stygia, with occasional raids into the interiors of those realms. The western clans build incredible sailing vessels, primarily for trade with Kymrik, Stygia, and the Urchinn Isles. These ships even navigate the deeps, beyond the coastal waters which confine Sparnian and Helikoi galleys. Blacksmiths and armorers of the Barbarian Kingdoms are renowned, their steel arms of greater quality than even Kymrik.

The disdain of the barbarians for the Empire is such that few Imperial merchants will travel in those western kingdoms. Animosity has always existed but was amplified when Sparn attempted to capture Laighinnes in the Yulefens Invasion. Nevertheless, barbarian traders—unable to resist the profits and goods available—do come west, through Rath Denacht and Karskar Lok. Others access the Imperial markets by shipping goods south to Ahrima or Amon Sin.

Cities, Towns, and Places of Note:

The holdings listed here constitute the most robust and enduring of the petty kingdoms within the territory. Most are palisaded fortresses or stonework keeps as opposed to actual towns. Settlements of many smaller chiefdoms exist, rising and falling in significance, their exact number uncertain.

Alma (pop. variable; up to 240)

Occupied sporadically by Cuvhal Fenn, nomad king of a warrior band called the Fennians. In the past this encampment consisted of a cluster of bothies and cowhide yurts, but makeshift palisades have been fortified to form a circular rath of more permanence.

Caer Nemheth (pop. 500)

A keep occupied by Duril Mec Shoghan, King of the Nemhetians. Their sailing ships rival those of the Sea King.

Dun Irrunfel (pop. 240)

This is a wooden fortress ruled by Morgunna, chieftainess of clan Irrunfel.

Hroth (pop. 1,200)

An impressive pine fort with a central stonework keep, famed for its spectacular drinking hall. Rothkar, High Thane of the Dhanu, rules here. The Hrothans and other Dhanu tribes dwell along east coast of the Sea of Borea. They are reputed to be fierce warriors and sea raiders.

Kathorr (pop. 2,100)

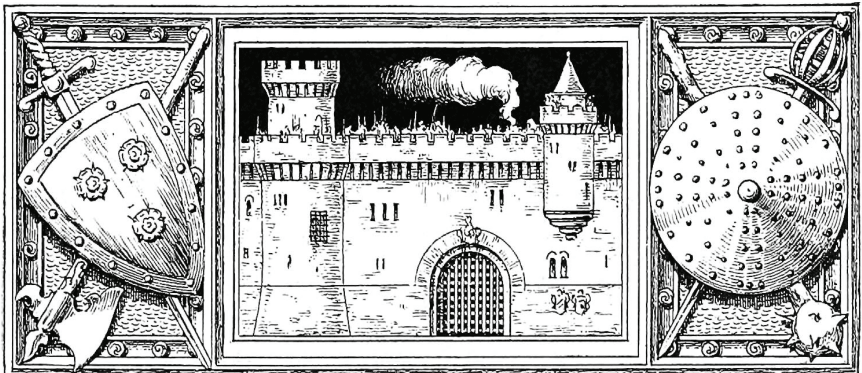
This fortress is the seat of Migrond, high chief of the Vlokrim, a confederation of tribes comprised of rugged, blond northmen.

Laighinnes (pop. uncertain; several tribes)

In *The Abstruse Histories of the West* by Jarrem the Black, this territory was ruled by the legendary Arrohart the Lion. Ruins found throughout the area, attest to the veracity of this lore. It is now occupied by tribes who swear fealty to the mythic king of old, but resemble little more than bandit gangs.

Rath Denacht (pop. 450)

On the eastern edge of the Barbarian Kingdoms, this keep sits upon the River Gwy, surrounded by water, including a partial moat.



STYGIA

Ruler: *Ishuss, The Red Queen, Goddess of Charms*

Population: *65,000+ (including coastal areas; interior population unknown)*

Capital: *Amon Sin*

Ensign/Colors: *Cobra/black on mordant red*

Resources: *ochre, incense, papyrus, rice, jewelry, ivory, pearls, diamonds, gold, mithril*

Once an empire extending to the Savage Kingdoms, the ancient land of Stygia is now a dark realm of swamps, deserts, tombs, and crumbling monoliths. Its vast territory is bordered by the Stygean Sea to the north and east, the Dæmonoi Mountains in the south, and the unknown seas of Lanthos in the west. The interior is no longer occupied by men, and the western coasts are known only from the maps of Hlarg'rd the Fierce who sailed the devastated coastline in the 50th Æon.

Originally founded by the Red Queen in the 36th Æon, Stygia has been ruled by queens claiming to be either a mortal incarnation of Ishuss, the ancient goddess of Barsoom, or (as in the case of the current ruler) the goddess herself. The current Ishuss has occupied the Stygian throne since the first rise of the Sparn Empire in the 63rd Æon, and shows no signs of age. Her predecessor, Ashivaka, ruled for over 3 æons and claimed to be the 2nd coming of the original Red Queen. Ashivaka fled the country when it became known that she was a vampress.

The decadent city of Amon Sin is the only of its ancient metropoleis that still stands. The population of the coastal villages is about 99% human. These folk claim Barsoomian ancestry: coppery skinned with lustrous black hair, usually without curl, and eyes of dark emerald or deep purple-blue. Within the capital city there is somewhat more ethnic variation, as the original stock has immingled for æons with the Omphiri and barbarians traders from the north.

Cities, Towns, and Places Note:

Amon Sin (*Capital; pop. 47,000*)

The skyline of this ancient Stygian metropolis is dominated by the Great Pyramid of the Red Queen. Second in population only to the Imperial City, Amon Sin sprawls over a large area seen loosely as 2 districts: the temple district and the merchant district. The population of the city is about 65% human, 5% non-human, and 30% slaves (human, dwarf, and goblin). The city is infamous for it's slave-worked mines of diamonds and gold. The few free non-humans to be found will generally be dwarves or beastmen. The markets and shrines on the outskirts of the city are infested with gypsies and thieves. Amon Sin imports goods from all reaches of the Sparn Empire via the trade roads through Boltash and Ahrima, and exports diamonds and ivory via these same routes. There is also a brisk sea trade with the Barbarian Kingdoms and the Urchinn Isles.

Coastal Villages (*pop. 20-200*)

Several hundred small villages line the Stygian coast from the River Styx to the shores along Rajay Naag. These settlements rely on fishing and trade, but also cultivate rice on the often-flooded coastal plains. Tribute to the Stygian queen is paid in rice, gold, and able-bodied males.

URCHINN ISLES & HOLDINGS OF THE SEA KING

Ruler: *Rufians Mandrakys Malistrone LXIII, Sea King*

Population: 15,000

Capital: *Strongmoor*

Ensign/Colors: *Sea Lion, rampant/argent a chevron sable on celadon vert*

Resources: *exotic woods, ink, tobacco, coral, gold*

The Urchinn Isles lie west of the sea of Borea. These cays are the domain of the Sea King, who rules from the coral throne in Strongmoor at the southern tip of the Mithron Peninsula. Whether Strongmoor is properly a part of the Barbarian Kingdoms is a subject of debate among scholars. Trade between Strongmoor and the Barbarian Kingdoms is certainly robust, but the Sea King does not involve himself in the ongoing conflicts and other lively affairs of his barbarian neighbors, so long as they do not threaten the sea trade.

Long ago, the Urchinn Isles were dominated by fair skinned, black haired tribes of hunters, navigating the islands in birch canoes. A remnant of their number persists, still practicing their primitive ways and worshiping their old gods: Raven, Coyote, and Heng. They decorate themselves with elaborate tattoos (produced with blue ink extracted from a local species of dogbane) and prefer clothing made of animal hide, often bear, seal, or doeskin.

In the 62nd Æon, maritime advances in the coastal Barbarian Kingdoms, ushered in an era of conquest and piracy. The islanders were displaced, enslaved, or exterminated in the plundering of the islands. These practices continued in ensuing æons, and the islands became a place of constant strife and petty warfare as the freebooters styled themselves *Sea Kings*. Then came the *Great Purging* of Rufians the First who, from the coastal fortress of Strongmoor, campaigned across the islands. His marines sallied forth in a mighty fleet, toppled the petty island kings, and returned to Strongmoor with holds full of pirate treasure. Today, the Sea King's edict grants safe passage to all flying the merchant flag as his fleet repels pirates, old and new, that persist.

Cities, Towns, and Places of Note:

Strongmoor (*Capital; pop. 2,300*)

Strongmoor is a large stone fortress and walled city with shops, bazaars, and open markets. It is the only port beyond Ahrima and Amon Sin that is friendly to Imperial traders. They, along with merchants from Stygia and Omphir, trade here for the fine steel of the Barbarian Kingdoms.

Krakenhold (*pop. 180*)

An ancient stone keep, reoccupied by order of the Sea King. In securing the adjacent wilds, several giants were driven out, and fealty secured from a dwarf clan and other local denizens. In the process, the new master of the hold became enamoured of a river nixie, under whose spell he is still bound.

OTHER LANDS KNOWN & UNKNOWN

FOMORIA (The Giant Kingdoms)

Population: *Uncertain (perhaps 30,000 giants; 50,000 slaves, mostly goblin)*

Beyond the mountains of Imkursag Erish, contorted masses of ice are spread. An incremental flow and compression of glacial masses has formed a realm of awesome polar Chaos: the Fomorian Rifts. Here amongst buckled ice crags and sheer, ice-walled chasms lie the Giant Kingdoms. It is said that five realms exist in Fomoria, each ruled by a giant king. Of these, Baal Baphan is overking of all giants, his rime throne set upon the very northern pole of Eris. Maps of the region are few and vague, as the extreme climate and terrain are anathema to human exploration. Not since Demenokles, founder of the Imperial City, has man set foot in these wastes.

HEL (The Demon Wastes & The Ice Below)

Population: *Uncertain*

Sullen grounds known as the Demon Wastes cover much of the demon realms of Hel at Eris' southern pole. The air is dark and heavy throughout and the dysmorphic topography seems to transform without warning. Paralyzing winds whisper in sonorous murmurs or howl in curious tones. Steep hills become sheer fissures and bottomless crevasses or odd, concave plains strewn with piles of earth and comminuted stone. Gullies weave and digress like fleeting pathways below scabrous ridges dotted with caves and distorted protuberances. And all paths lead eventually to a broad gray steppe, outspread with upjutting pillars, like a vast primordial prison. None enter willingly this realm of cold, twisted marl and shale, sometimes named in old writings as the *Ice Below*. The nightmare forms that abide here defy the understanding of most men, though they fleece the shapes of men when it suits their needs. At the beginning of Time, arcane primordial bindings were laid upon this land by the elder Fomor to immure their demon progenitors. The demons are still bound here, but certain spells given to men may be used to loosen their tethers.

ISHPAN ("Fabled")

Population: *Uncertain (perhaps 100,000+ Earthmen, likely descended from original T'Azhiin)*

While held by most men to be a mythical place, "fabled" Ishpan is certainly a real country (likely the dominant power of Eris' little-known eastern continent). The existence of this land is attested to by known individuals hailing from it. (The most prominent example being Sen of Ishpan, an oriental wizard counted among the Conclave Imperius of Exalted High Wizards.) Ancient traditions of honor and martial service reputedly pervade this eastern culture. A large, inland sea is said to dominate the country. Few specifics are known of the Sea of Ish. It is named in legends, claiming it holds Ishray, terrifying translucent beasts, all but invisible beneath its waters.

MOAB

Population: *Uncertain (perhaps 6,000 lion-men; possibly other beastmen, likely feline)*

Beyond the Savage Kingdoms and the Solthrim Peaks is the secluded country of the lion-men. Unique among the bestial races, Moabites are a nation of Law. The priestesses, by whom they are ruled, attend the catlike Stygian goddess, Bast.

SAVAGE KINGDOMS

Population: *Uncertain (perhaps 20,000 beastmen; few humans)*

Resources: *exotic goods, slaves*

The animal-like races that inhabit these lands are descended from ancient Stygia. It is rumored that their terrible progenitors still haunt the desolate interior of that ancient land, where men no longer dwell. Men are likewise scarce among the Savage Kingdoms which are home to a tumult of humanoid beastmen. Lycanthopes are found among them, the most powerful of which rise to positions of rulership in some groups. Their organization ranges from wandering bands, to loose-knit tribes and clans. Warring between groups is random and ongoing.

Trade Town (pop. 2,200)

A day's march south of Vallum Oster, control of this vile pit is contested by numerous savage kings and shamans. Ownership frequently changes, but brave merchants wanting to deal directly with the Savage Kingdoms do business here, trading arms and armor for slaves and rare exotic goods.

WILD LANDS OF OROS

Population: *Uncertain (perhaps 1,800 hill tribesmen; plus unknown numbers of jungle tribes and other populations likely descended from original Seulomec)*

The far shores of the sea of Oros delimit the eastern reach of the Empire. It is only in the last 50 years that a permanent Imperial presence has been established here. The areas adjacent to the Empire's last outpost have been mapped and catalogued. To the north: the cannibal haunted Jungles of Brool. To the south: the Land of the Hill Tribes. To the east: the whispering Sands of Nod. And beyond, off the eastern edge of the map: the Wild Lands of Oros. The Wild Lands are a savage and untamed territory. Men and monsters alike occupy the expanse, in vicious competition for survival and dominance.

Last Outpost of Sparn (pop. 300 Sparnian limitanei; 200 colonists)

Atop the cliffs of Oros' eastern coast, a repurposed stone fortress, the last outpost of the Sparn Empire, sits as a final marker of civilization on the boundary between Law and Chaos. This is a military outpost, in most ways similar other borderland fortresses of similar design. The curtain wall of the outer bailey is 25' high; that of the inner bailey being 40.' A trading post, provisioner, stables, tavern, and even an Imperial bank lie within its walls— all amenities intended to encourage exploration and expansion into the lands east.

GEOGRAPHICAL FEATURES

ALPHABETIZED CYCLOPÆDIA OF LABELLED MAP FEATURES

Achela-Bakara Mountains: The dual peaks, Achela and Bakara, sit above the lesser slopes of this small range. Achela, an inactive volcano, rises nearly 6,000 feet. Clinging to its lower slopes are the ruins of Anatolis. (Once a holy pilgrimage site and small city dedicated to an oracle of Apollo, Anatolis was destroyed when the mountain erupted in the early 61st Æon.) Twin of Mount Achela, Bakara rises over 5,000 feet, just shy of Achela's prominence.

Achelos River: Issuing from the peaks of mount Achela, makeshift ports, accomodating the slave trade out of the Savage Kingdoms, are frequently encountered on the south shores of this riverway. Piracy is not uncommon and merchants sailing here go adequately armed in most cases.

Acheron, Inlet of: The inlet of Achreon stretches over 100 miles as it curves along the southern coast of the Stygian subcontinent, narrowing in width from 30 to 5 miles as it nears the River Acheron.

Acheron, River: Southernmost of the six rivers of Stygia, the Acheron is fed by waters erupting out of the isle of Epriok in Lake Nyas. The river twists its way round the lake, coming within sight of the West Dæmonoi Range and issuing into the Inlet of Acheron whose waters merge with the ocean of Lanthos. The *Tablet of Motentheth* holds that this river once flowed in the oppostie direction and was a gateway to the Stygian underworld.

Adjurant, River: The River Adjurant cuts deep and swiftly through the country of the Kymrikites. Crossings at other than bridges or known fords is perilous. At points where Imperial trade routes abut the river, barges are loaded with goods (typically kegs of wine, ale, and lumber from the Verganham, or weapons forged in Oestia) headed for Jaru, Omphir, and Helikos. A bridge spans the river on the road between Oestia and Skoloes.

Amaranth Mountains: This range stretches from the Jungles of Brool to the edge of the Wild Lands. Its western slopes, especially where bordered by jungle, are blanketed in large, purple-red flowers, giving the range an amaranthine hue when viewed in the distance. (An oracle resides in a high cave in the southern part of the range, whose discernments are purchased with gold, gems, and flesh.)

Apa Vodi River: This flow originates in the Seül Mountains and winds southeast where it joins the salty rivers Druskav and Smeshnyev. Its cold, treacherous flow is a challenge to navigation and wrecks haunt its deep bottoms.

Azerath, Swamps of: These mires were once the dominion of Azerath the Necromancer. Elder evil lingers here and men shun the area. Spectral armies are reported by survivors finding their way out of the swamp's interior.

Baalok, Spurs of: The jungles have crept in around this range, except for its southeastern slopes. A wide pass separates these peaks from the East Dæmonoi.

Balor: A large island situated where the Stygean Sea meets Lanthos, Balor is known as a cursed place. The southern bay is occupied by a small human settlement known as Stilltown, which services barbarian merchant ships. Dwarves once dwelt in the bayside cliffs, but may have moved deeper underground.

Ban, Gulf & Island of: The gulf and island of Ban are avoided, not only because of the cold climate, but sightings of odd flying beasts have given rise to superstitions among mariners. A fierce, chimæraic creature supposedly resides on the hills of the island where a lost Rosoi tribe is said to have once settled.

Benga, Gulf of: Boats from coastal villages work this bay while merchant galleys travel to and from the river ports at Talos and Kor Mair. The waters conceal sand bars and large rocks, whose dangers are multiplied by vicious salt spray caused by frequent high winds. A lighthouse on the western cliffs mitigates these hazards.

Blak River: Flowing south from Dûvh Sæ and Blakmyrr, these dark waters are swelled by the River Ystwyth before emptying into the Stygean Sea near the isle of Yst.

Blak Thicket: This dense stretch of wood lies south of the Blakmyrr swamps. The twisted pengrove tree found in the swamp is of even greater abundance here, as is the contorted ground hazel. Undergrowth is uncommonly thick.

Blakmyrr: Thick with moss-laden pengrove trees and speltarn bracken, rumors of a dragon cult at Loc Invernix persist here. Local clans believe the beast attributed to the adjacent loch makes its den amongst the mists and boggy marsh-pools.

Blue Hills: The forested hills of northern Kymrik are populated by woodsmen descended from the ancient Kymbral tribes. Many beasts dwell within, some hunted by men, others better avoided. The wood is dense but passable, with intermittent undergrowth. Birch, aspen, and cottonwood dominate, yielding to white pine and mountain hemlock in the north and a smattering of red cedar in the west. Some halfling tribes dwell here as well.

Borea (North Sea): Distinguished by its three large gulfs, the sea of Borea lies above the confluence of the Stygean Sea with the ocean of Lanthos. A mainspring of the Barbarian Kingdoms, its cold waters extend from the Urchinn Isles in the south to the Kaliscron Fjords in the far north. The coasts, especially its eastern cliffs and strands, are frequented by an assortment of tribes, some seafarers with established territories, others nomadic hunters.

Bristle Forest: Tucked into the western reach of the wood are hidden glens where clans of halflings abide. These folk have lived free and unmolested for ages, guarded by men who swear their protection as part of ancient oaths to Laighinnes.

Brool, Jungles of: This dense, suffocating area teems with deadly fauna and cannibal tribes. The expanse was once ruled by clans of intelligent apes. Tumbled stone-block ruins are all that is left of the simian empire, but remnants of their kind lurk in hidden places— and Xinj, the ancient ape city, filled with emeralds and ivory, may yet sit hidden in the east.

Byr-Leng Rift: Whether this place is ruled by demons or powerful savage kings is not certain. Amidst the wide, rocky canyon, three great mesas rise. Large towered fortresses sit upon each, strongholds of the evil unhuman monarchs who reign.

Dæmonoi, East: It is held that the Dæmonoi ranges (east and west) were once a single chain spanning the entire lower continent, including Stygia. Since at least the 47th Æon (but perhaps as early as the Holy Wars) they have existed as a pair of truncated, though still extensive, ranges separated by the Demon Sea. The East Dæmonoi provide a natural border between the Savage Jungle and the badlands of the Savage Kingdoms. Many of the icy peaks on its eastern extreme are quite tall, upwards of 15,000 feet, but dwindle to around 3,000 feet before dropping into the Demon Sea. It's northern foothills are masked in dense rainforest and team with fauna. Its southern face is cold and desolate, inhabited by black dwarves, beastmen, and other foul things.

Dæmonoi, West: The West Dæmonoi mirror the topography the eastern range, but extend much further, bending northward of the River Acheron where the foothills topple into badlands and jumbled crags at the southern reaches of the Vast Desert.

Delthus Lag: This widening of the Reogax south of Ravak Mar is fished by men dwelling in the foothills of the Ülfswëordhyl mountains and the northeastern fringes of the Blue Hills. Fomorian traders moving between Inis Tor and Gygaxos sometimes tarry on the eastern coast. Its waters appear blue from the cerulean clay that lines its bed and shores.

Demon Jungles: This impenetrable region (labelled *Katunga* on some maps) is the most dangerous location proximal to the civilized realms. Exotic, fearsome beasts, of types known and unascertained, pervade the twisting growth beneath its black canopy. The outskirts are occupied by nomadic and territorial tribes often conflated under the single classification: *Katungan*. Those encountered vary greatly in size, some attaining no more than four and a half feet, with others fully six feet tall. All are dark complexioned, deep brown to black, their build lean and muscular. Faces are oval-shaped with wide set brown eyes, wide noses, and smallish ears. Hair is black and tightly curled, with sparse facial hair. They attack intruders (and competing tribes) on sight with brutal bloodthirst. No expedition to the region's interior has ever returned.

Demon Sea and Isles of the Ice Wizard: This large water body is an anomaly. Shrouded neath a gloom of perpetual sky-brume, the upper portion, which juts northward between the adjoining jungles, is humid and warm, with mists clinging to the surface of the waters. A string of islands, remnants of the central Dæmonoi Range, separates this area from the larger southern portion which is likewise cloud-laden but stricken with bitter winds and frequent heavy snows. Tabular bergs of ice drift in these lower waters, a hazard to any who would fare the expanse. Six upjutting land formations, the Isles of the Ice Wizard, are fixed remotely off the southwestern coast. Proximal to these cold mysterious clots, many steep, spired icebergs wander, not only in the icy waters, but through the frigid air as well.

Dheikos Sund: The scattered islands and inlets of Dheikos Sund are said to have been fashioned by a great electrical blast accompanying the arrival of the Helikoï gods in the 51st Æon. Many villages sit upon the islands and rocky banks that lead to the holy city of Kalem, built amongst the cliffs at the sund's southern end.

Dolga Mor: This long, curving lake and connecting channels separate the Taiga Wood from the tundra and mountains beyond. The triplet volcanos, Tribus Tyrannis, are visible from the lake.

Druskav, River: This slow, north flowing river, marks the old boundary of Byela and Ros before they were joined into a single territory. Its dense, salty waters thin as it joins the Apa Vodi to become the faster flowing Smeshnyev. Traders from Sparn and Helikos travel these waterways en route to Talos and the coasts of Byelaros.

Duarumons: This low mountain group may actually be a southern extension of the Seül. The River Vin and lesser streams flow southward from its slopes. Men of the local villages claim that elusive dwarves abide within.

Durlôin: This prominence stands above the surrounding foothills at a height of 18,000 feet. Gold mined on its slopes once contributed to the wealth of Durthos. The mines are said to be depleted and modern expeditions are few due to the hostile tribes, human and beastman, in the area.

Dûvh Sæ: The waters of the Dûvh Sæ are black as onyx. Men who traffic here cling to the southern coasts, preferring the swamps to the haunted hills on its northern periphery.

Epriok, Mount: Sources list Epriok as a portal to the underworld. The mountain is certainly strange and foreboding. Black in appearance, it sits amidst the remains of other dark prominences that have been blasted into an immense confusion of giant boulders and vertiginous crags. Knowledge of the place is assembled mainly from wild myths describing demon guardians and soul-sucking mists.

Erath, Mount: Mount Erath rises over 25,000 feet. Its lower slopes and surrounding foothills are covered in jungle growth. Above this, large ledges support prairie-like grass-covered areas that transition to a permanent snow cap around 15,000 feet.

Eridanu, River: Known for its prasinus hue, the Eridanu flows from its headwaters at Mount Erath along the eastern thickness of Rajay Naag. On its banks, primitive fishing villages persist in spite of the ever present dangers of the bordering jungle.

Fimbulthas River: This river in the Barbarian Kingdoms flows between the time worn ruins of old Laighinnes and the deep-shaded woods of Bristle Forest.

Furvus Mar and Inis Tor: This great lake is sustained by snow and deep coldsprings that feed, in turn, the rivers and lakes to the south and west. The Fomorian outpost of Inis Tor stands upon the large island in the lake's northern bulge. Men do not approach the island, from which rises a falciform tower that appears made of ice.

Giants Fjord: Few men travel here. Extending 20 miles northeast of Furvus Mar's northern bulge, this icy channel is a gateway to the Giant Kingdoms. Lesser Fomorians who trade with men in Gygaxos begin their southern journey here.

Gwy, River: Flowing west out of Karskar Lok into the Dûvh Sæ, the River Gwy cuts between the Wytchwoode and the fortress of Rath Denacht. An old ford east of the fortress is no longer maintained, but still serviceable in dry weather. Its banks host villages and farms, vassals of Rath Denacht.

Helika Mountains: South of the golden plains of Helikos, the peaks and valleys of this range host settlements of men and dwarves. These folk are not uncongenial, but tire quickly of prospectors and treasure hunters.

Helix River: Two high stone arch bridges span this river where it intersects the

Imperial trade routes. Helikos maintains a military presence on the north shores at these points, and galleys from Sparn and Omphir come up river to rendezvous with caravans at these crossings.

Helsgates: An alleged gateway to the sub-Eridian realms, tales of the Helsgates are conflicting. Recent lore depicts them as the gates to the Stygian underworld via a crevasse, from whence issues the River Styx. Older accounts identify a twisting pass between the volcanoes as the sole trackway in or out of the abominable *Ice Below* (Hel) where the ancient remnant of demonkind are bound.

Hill Tribes, Land of the: These grass covered hills are ruled from the hillforts of five chieftains. Horsed patrols, led by tribal champions, keep the roads (little more than cart ruts and foot paths) secure. Druids walk among these men. Recently, however, one of the chiefs expelled them from his hall and adopted the Sparnian gods of Law.

Imkursag Erish (Worldcrest Mountains): This wide chain circumscribes the polar realms of Fomoria as an intractable, natural barrier between the lands of men and the Giant Kingdoms. The slopes are sheathed in ice and snow, with staggering peaks, often towering more than 30,000 feet.

Isencorz Fist: This cold, but negotiable range derives its name from an old giant tribe that may yet dwell on its slopes.

Jötunnsclaw: This fjord, jutting north of Karskar Lok, reaches into the subarctic tundra beyond the adjacent conifer forests. The inlet's northern extremity, bordered by rugged, icy cliffs, is sometimes frozen over entirely. The area is plagued by ice trolls known to brave the freezing waters and overturn small water craft.

Kakkus, Fangs of: This vastness of tall, steep peaks thrusts northward from the south polar realms.

Kaldr Mountains: The loftiest members of this range are snow-capped. Barbarian clans inhabit the lower slopes, as well as the white-bearded Kaldr dwarves.

Kalebos, River: This north-flowing river separates the Desert Kavir from the Swamps of Azerath. It is slow flowing and shallow where bogs hamper its course. Navigation by boat is tedious.

Kaliscron Fjords: Branching from the northeastern gulf of the Borean Sea, the Kaliscron are a system of four wide, meandering inlets, each with subsidiary branches. Boulder strewn crags surround these icy channels. The name, Kaliscron, translates in the tongue of the Vlokrim as Kali's Crown. Depraved worshippers of the demoness, both giants and men, skulk the bleak mountain passes north of the fjords.

Kallas Mar: Kallas Mar is the easternmost of three large, connected lakes separating Sparn from the tundra and snowfields of the north.

Karskar Lok: This great, snow-fed lake sits between the Ülfswëordhyls and the forest of Wytchwode. Fog that issues from the western hills, sometimes covers the lake. Nevertheless, barbarian traders come here to deal with merchants from Kymrik.

Kavir, Desert: A large, salty desert overspreading mainland Omphir, Kavir is generally flat with sand drifts and low dunes. Some areas are rocky, especially near the Crags of Zagros. The desert is home to nomadic tribes. A Sparnian fortress (*Abban Val*) is set along the trade route that crosses the expanse.

Kosytus, River: Known as the Lamentations of the Giants, this westernmost of Stygia's six rivers is said to have been formed by the mingled tears and blood of the ancient Fomorians when they were defeated by the Celestial Folk. It sits west of the Plægyton amidst the Swamp of Plagues. Few details of this river are known, as aggressive insect swarms infesting the swamps render it nigh impassable.

Krawth, Bight of: A wide arc of coastline in the southwestern portion of the sea of Oros marks the Bight of Krawth. In his *Accounts of the Holy Wars*, sage Atilos Vath tells that a gargantuan beast, summoned from outer darkness, created the area with a single champ of its great maw. Cults in the Savage Kingdoms still worship the creature and claim it lies slumbering in Oros' deep waters.

Krawthstooth: The slopes of this solitary peak are formed of ivory stone, giving it a unique, bone-hued appearance. Shamans from the Savage Kingdoms pilgrimage here, believing the mountain is an enormous tooth loosed from the maw of a sleeping demon.

Laga Cæruleum: This large lake in northern Sparn is often cast with a vibrant blue coloration, due to clay and sediment of that hue delivered by the Reogax from Delthus Lag and the Blue Hills. The waters have a pleasing flavor and are exported as far as Stygia, whose queen, it is said, drinks and bathes from no other source.

Lagan, River: The Lagan is used by pirates based out of the Ystmire to menace traders on the Stygean Sea. Despite its potential as a route to western markets, neither Sparn or Kymrik have been unable to wrest control of this waterway.

Lanthos (Western Ocean): The one true ocean of planet Eris, much of the record of this expanse is assembled from rumor, legend, and scholarly conjecture. The the Sea King has dispatched expeditions into Lanthos, but those records are guarded and unascertainable. The information that follows is dubious at best. The impassable nature of the body is widely acknowledged as no Earthman has ever returned from an attempted crossing. Northern portions touch the icy ranges of Fomoria and the southern limits encroach upon the wastes of Hel. These polar coasts are guarded by giants and demons, respectively, who assault and destroy any vessel that comes within sight of their lands. It is held that the "fabled" land of Ishpan lies beyond, but violent, intervening waters prohibit passage. Huge and terrible beasts, aerial and aquatic, haunt the expanse, as do strange races of manlike beings that lurk in the inky deeps. Eld Lanthis, the ancient country of the Celestial Folk, is said to have occupied the central portion of Lanthos, but was submerged in the upheavals of the Second Cosmic Devastation.

Liethiu, River: Emerging from the Swamp of Plagues, the winding Liethiu snakes a course through the western Rajay Naag to empty into the Stygean Sea. Pinius the Elder holds that the ancient, fallen Towers of Law lie at the headwaters of this river, but Jarrem the Black refutes this, citing a garbled passage in the *Tablet of Motentheth* which places the Towers on the sunken plains of Eld Lanthis.

Loc Invernix: This large, deep lake in the barbarian highlands, has a sinister reputation among local tribes. An aquatic beast, sometimes reported as a dragon, sometimes as feline in form, is said to terrorize the lake. Tales of demonic rites, necromancy, and dragon-worship abound.

Midia, Sea of (Middle Sea): Fed by the northern rivers Adjurant and Vin, and the River Helix in the south, the Midian Sea is the lifeblood of Sparn, facilitating trade with all of the major realms of the Empire. The Sparnian navy patrols these waters, supported by the Helikoi fleet.

Midian Bek: This salty channel connects the Sea of Midia with the Bay of Tarkaz and Oros. It is heavily trafficked by merchant ships, Rosoi lodya, and slave galleys. The channel is several hundred yards wide with no fords.

Namaq, Lake: This lake supports the trade city of Boltash. It is used primarily for fishing and yields several odd species not found elsewhere, due perhaps to the lake's high mineral content.

Nephtys Fens: This flooded swamp feeds the river which bears its name. Its inner waters are foul, giving rise to large, distorted fungi and extensive moss growth, camouflaging the mud pools that saturate the expanse. The remains of an old decaying galley of uncertain origin sits within its limits.

Nephtys River: Wandering rivulets from polluted bog springs converge, forming this algae ridden watercourse. The river emerges from the marshes north of the Tiamos Range and empties into the sea of Oros near the Islands of Axos.

Nod, Sands of: Bordered by the Jungles of Brool and the Amaranth Mountains, this large desert spills eastward into the unexplored Wild Lands of Oros. It is said that an ancient city lies dreaming, somewhere amongst the dunes.

Nyas, Lake: This water body in southern Stygia is deep and fraught with peril. A large island occupies the eastern half of the lake where an aggregate of toppled mountains are centered around the prominence of Mount Epriok. A pocket of liquified rock may lie below the mountain, for the waters around can super-heat and boil. At times, the entire lake is engulfed in a poisonous mist, apparently released from below, a result, perhaps, of the deep leaking of foul gases.

Omph: The interior of this island is lush, tropical bush with tall grasses and numerous palm copses. Large game is abundant, and Sparnian and Omphiri nobility often organize elaborate sport hunts here.

Oros (Great Eastern Sea): This vast saltwater body, the second largest on planet Eris, stretches over 500 miles north to south. Its widest point, east to west, is nearly 300 miles from the Last Outpost of the Sparn Empire to the western ports bordering the Bay of Tarkaz. Direct crossings are perilous, as Oros is fickle and spontaneous storms gather from seemingly nowhere.

Plægyton, River: Ancient legends tell that the odious waters flowing this once dry trench were brought forth from the underworld by the Celestial Folk; such that when the Giants of old attempted to ford it, they were overcome by illness and plague. Like its lesser sibling, the River Kosytus, few men have set eyes on this water course due to the dangers of the surrounding swamps.

Plagues, Swamp of: This horrid expanse is infested with crawling things and insects of uncommon size. The ancient Stygian rivers Kosytus and Plægyton lie somewhere within. The more aberrant of the old Stygian gods are said to have retreated here when they abandoned their ancient temples.

Pohjasaloon River: Flowing south from the Seül Mountains, the Pohjasaloon feeds the Apa Vodi River and the Svetlayak.

Qthol: The southern reaches of this swamp condense into the Demon Jungles. Accumulated layers of mud make the area nearly impassable to all but the stunted bog-dwellers who know the hidden routes through. Many areas are overgrown with giant flowering plants, as deadly as they are beautiful.

Rajay Naag: Among the diversity of flora comprising this area, oil palm and mahogany are in abundance, as are the giant utilité trees which comprise most of the forest canopy. Serpents of all descriptions abound at every level of growth. Villages on the periphery of the region claim the inner jungle is guarded by the Nakash Pan— a cunning ancient race, part man, part snake.

Ravak Mar: Westernmost of the Sparnian great lakes, Ravak Mar sits cold and desolate. Clans of men once mined copper and silver on the upper banks along the Ulfswëordhyl foothills, but were driven out by Fomorians who coveted these metals. Tumbled ruins remain on the rocky southern shores.

Reka Dolg: The salt waters of this deep channel are slow-flowing at best. Moving west from the Great Eastern Sea to the reclining waters of Dolga Mor, the channel cuts through the denuded lowlands and valleys that separate the Ufelthyr Mountains from the Taiga Wood.

Rekgoristya: Bleeding slowly out of Dolga Mor, this saline channel winds westward, between the Searth and Seül Mountains, and into Kallas Mar.

Reogax, River: The Reogax flows south from Ravak Mar and Delthus Lag, emptying into Laga Cæruleum. Fomorian barges push their way along the river, headed for Gyaxos.

Savage Jungle: The jungles northeast of the Demon Sea contain the fabled and valuable Lotus flower, as well as exotic species of fruit, wood, dye, scent, and animal, including radiantly tinted birds: all luxuries the decadent and wealthy of Sparn and Omphir are willing to pay handsomely for. Cyclopean stone temples are reported within, as are giant reptiles.

Searth Mountains: Lesser Fomorians prowl this range and may have settlements. Scant men wander here, other than woodsmen from the hills south of the Rekgoristya, who cross the river in pursuit of rare pelts.

Seül Mountains: Split from the Searth range by the waters of the Rekgoristya, the Seül Mountains form a north pointing delta above the town of Arnes. Mining of the southwestern slopes supports several small settlements. The north and eastern portions of the range, however, are virtually uninhabited.

Shlee Fal: This small range is dominated by several prominent, central peaks separating Kymrik from the territory held by Rath Denacht. The southern slopes are forested in ash, birch, and candeberry, growing up from the Verganham Wood.

Skolz Mountains: This range marks the western boundary of Kymrik. The River Ystwith has its headwaters on the slopes above the Ystmire. Its high, northern ridges overlook the Verganham Wood.

Smeshnyev River: The Smeshnyev is formed by the confluence of the Apa Vodi and the River Druskav. It is semi-saline (from the salt content of the Druskav), and flows east, past the Byelaros capital of Talos, and into the Sea of Oros.

Solthrim Peaks: This range on the southeast coast of Oros hides Moab, the country of the lion-men that lies beyond.

Stygean Sea: Here be monsters! When the sky-fires of Amtor reshaped the land, the River Styx, flowing north from the twin fires of the Helsgates, was thrust wide. The waters of Lanthos poured into the resulting downthrust chasm, swallowing the cities of ancient Stygia, and swelling the emerald waters of the Styx to form the Stygean Sea. Its tepid deeps now stretch from the withered remnant of the Styx in the south, widening northward along Omphir and curving west below the Barbarian Kingdoms, hugging all the while the inner coast of Stygia, then joining the ocean of Lanthos beyond the cursed island of Balor. Barbarian traders ply these waters and will attack merchants flying Imperial colors.

Styx, River: Issuing from the foot of the Helsgates volcanos, the River Styx flows north 40 miles before rapidly widening into the Stygean Sea. Its waters are unusually warm, often giving up steam. It was once the longest river on Eris, before the Second Cosmic Devastation transformed Stygean subcontinent. Like the River Acheron, it is said to be a gateway to the Stygian underworld.

Svetlayak: This large freshwater lake supports several small hamlets. The largest and best known is the village of Robilos.

Taiga Wood: These verdured hills, especially in the south, are inhabited by woodsmen, working the forest for timber, as well as hunters and trappers who cross the Smeshnyev to sell pelts in Talos. There are reports of lesser Fomorian in the dark, northern areas near Dolga Mor.

Tarkaz, Bay of: Conterminous with the Sea of Oros at the mouth of the Midian Bek, four ports are accessible from this large bay: Tazr Tarkaz, Kor Mair, Tycha, and Cir Soor. The bay is patrolled by Helikoi galleys based out of Tycha.

Tiamos Range: This low chain, may have been a far eastern tail of the Dæmonoi, prior to the shifting of the lands in the 47th Æon. Its northeastern end is interrupted by the swampy River Nephys before tumbling into the sea and forming the Islands of Axos. The range hosts at least one goblin tribe, introduced to the area by a slave galley that ran aground.

Tribus Tyrannis (Three Tyrants): Upwinding effusions of grey smoke issue always from the triplet volcanoes spread along this range. Prior to the Imperial occupation of Byelaros, two of its members erupted, enshrouding the Taiga Wood and much of the northern Ros in dense black cloud and ash. The men of the Taiga believe the dark slopes are a gathering place for witches in the behest of a potent sorcerer.

Ufelthyr Mountains: This range is not particularly lofty, but its slopes are steep. Its northern location and precipitation from the sea causes ice sheets to form on its slopes. The southern expanse drops precipitously toward the waters of Reka Dolg where rockfalls (attributed to mountain dwelling giants) occur. A species of tusked, woolly beast inhabits the coniferous growth on the western slopes and the wood beyond.

Ülfswëordhyl Mountains: This range spans the northern border of Kymrik between Ravak Mar and Karskar Lok. Its name derives from the *Lays of Ülf*, a chief of the ancient Kymbral who drove Fomorian raiders north beyond the mountains.

Verganham Wood: Northern portions of this forest, claimed by Rath Denacht, are known by the people there as the King's Wood. A large bush, the mollithorn, grows throughout, and is prized by men of Skoloes who ferment wine from its fruit.

Vast Desert: This wide interior region of the Stygian subcontinent is blasted and dry. The terrain varies from flat sand and dunes to treacherous badlands littered with the ruins of the ancient Stygian Empire.

Vin, River: Flowing south from the Duarumons, local folklore holds that this river is turned to wine during Yuletide by diminutive fermentors toiling beneath the mountains. A large bridge crosses the Vin at the trade route southwest of Brix.

Vulpos Mountains: The Vulpos range rises cold and lonely amidst the northern tundra, each member sits in stark independence of the others in the range.

Wixian Hills: These hills are prospected for gold and other metals. Beastmen from south of the Achelos River sometimes prowl the area, hoping to steal what others have taken from the ground. The Sparnian *Cohors V Rapax*, operating out of the town of Wixia does its best to repel these elements.

Wytychwode: This overgrown forest covers the high terrain between the Dūvh Sæ and Karskar Lok. Locals say that on entering, a biting wind emerges, whispering the word, "Spákona," and bringing with it a sentiment of being watched.

Yst: Barbarian ships will not land on this isle. They say it is under the dominion of Nylnaria, an ill-tempered faerie queen who's minions protect the forest of Bristle.

Ystmire: The most primitive men of the barbarian realms live within this saltmarsh. Several tribes roam the area, armed with stone-tipped spears and primitive bows, though some bear swords formed of an unknown amalgam of glossy stone and dark iron. They cover themselves in mud and dung as camouflage and as a repellent against the biting flies that permeate the area.

Ystwyth, River: The Ystwyth flows from the slopes of the Skolz, feeding the northern reaches of the Ystmire before joining the Blak River and emptying into the Stygean Sea.

Zagros, Crag of: The Zagros consist of the three uneven spurs jutting from a jumbled central mass. The arrangement occupies the northern portion of the Desert Kavir. Granite and building stone is quarried in the Zagros foothills east of Boltash. A high cave in the central formation is warren to a powerful oracle.



GODS & DEMONS

Sparnian cosmology postulates reality as a physical manifestation projected into existence by the Prime Artificer, an omnipotent external being. In pressing the twin pillars of Law (Space and Time) upon the dual elements of Chaos (Force and Motion), Cosmic Order arose and the creation of the universe followed. Intelligences known as demons, which are sentient aspects of Chaos, strive unceasingly to return to primeval disorder, and recruit treacherous agents, including men, to such ends. Guarding against these designs are the gods of Law, constituted as shepherds and protectors of men.

—*The Scrolls of Skrel (Fermitati et Mutati: roll VII: pillars xliii-xliv)*

GODS OF SPARN

The Sparnian gods of Law dwell within the Ilhedron Sphere, a flawless, radiant, seventh dimensional construct that extends into third dimensional reality. It hovers in the outer dark beyond the planets. The gods are attended by archons, angelic beings, who serve them as watchers, messengers, and agents of their will.

Law is Light; Law is Order; Law is Justice; Law is Symmetry; Law is Harmony.

—*The Scrolls of Skrel (Hymnum Gloriæ Ariaira: roll LV: pillar xvii)*

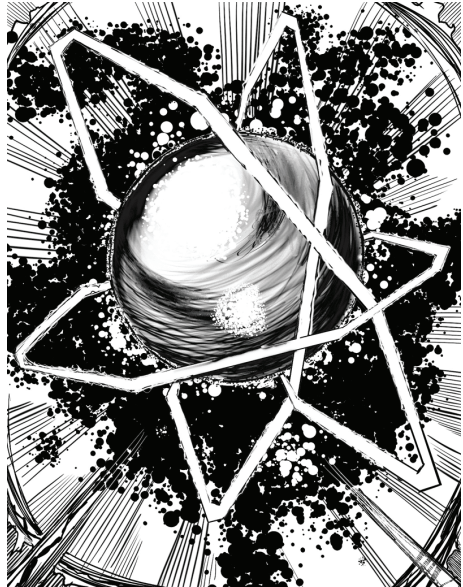
BRASS

Prime Deity of Law

Tenets: Universal order and flawless form are the ultimate, desired states of being. Inculcation of Cosmic Law is essential to the perfected continuance of all natural systems, including man, eliminating discord, dissent, and Chaos.

Symbol: Any perfect geometric shape of gold or brass, often a hexagon, icosahedron, or star based upon these forms.

Description: Brass is the preeminent font of universal order and Cosmic Law, deployed by the Prime Artificer for the execution and maintenance of creation. Represented as a radiant golden shape of perfect aspect, he will appear as a giant shifting form (polyhedron, sphere, snowflake, or similarly flawless geometric object) if he manifests before mortals. This form is able to telepathically project its decrees to all men of Law. Brass does not commune with individual men, but may bestow gifts upon pious groups and nations in the



form of holy symbols and talismans which confer boons or protection upon the lawful bearers. Lesser interventions are dispensed by archons (angelic agents), often in the form of commandments accompanied by temporary grants of power, such as spells. Chaotic beings cannot bear the presence of Brass and must flee from him, if he physically appears, or be transformed into geometric shapes made of brass. Such manifestations are rare, occurring only if a chaotic threat of planetary or cosmic scale looms. Brass is utterly invulnerable except, perhaps, from direct attack by Eldrath, the primeval essence of Chaos.

Worshippers: Although unable to commune with Brass directly, clerics devoted solely to his sect may, upon receiving the rank of archbishop, double the duration of their spells due to their mastery of the principles of Law.

KROTUS
God of Discipline & Righteous Combat

Tenets: Adherence to Law, through discipline, engenders tactical and strategic advantage over Chaos. Direct imposition of Law through force of arms is the most efficient means of eradicating Chaos. Righteousness, of the nation and individual, accrues from the extermination of Chaos in all its forms.

Symbol: Gold-green dragon, dragon head, or flaming sword

Description: Krotus appears as an enormous muscled warrior in gold-green, dragon-scale armor with a flow of golden hair and beard spilling out beneath his dragon-head helm. In his arsenal are six weapons, imbued with power and intelligence, of which he prefers Anglaive, a great golden sword wreathed in motes of golden flame. Alternatively, Krotus may take the form of an enormous dragon. In this guise his weapons manifest as a formation of archons appearing as six elder gold dragons, with Anglaive serving as his chief lieutenant. As with Brass, Krotus will only appear physically when global or cosmic doom is imminent. His usual method of intervention in mortal affairs is through personal visions or omens given to warriors and military commanders. Less often, he may send a member of his arsenal, appearing as a weapon, a dragon, or a golden skinned man, to aid the faithful in time of need. Deeds of lawful might and valor are oft rewarded by Krotus.

Worshippers: Adherents of Krotus outnumber all others of the Sparnian faith. Commoner and legionnaire alike recite his prayers, and the heads of every noble house are members of his cult. His temples and shrines, situated in every realm of the Empire, are numerous, large, and richly adorned, guarded by disciplined clerics, warriors, and holy knights of the *Order Draco Prasinus*.



DEN

God of Reason & Knowledge

Tenets: Possibility is discerned by observation, experience, and reason, such that impossibility is proscribed and disorder avoided. When all outcomes are quantified, eliminating randomness, Cosmic Law will be fulfilled and Chaos eliminated.

Symbol: Compass and square above horizontal staff or serpent

Description: Den is represented as a furrowed, white-bearded wiseman, possessing infinite knowledge. While all possibility is known to Den, he employs cautious discretion in the dispensation of such wisdom to mortals. Den's knowledge is frequently conveyed to man by means of oracles, but devoted wizards and patriarchs of Law may commune with Den when the proper rites are employed. Even the divinations of lesser votaries will be of greater than normal accuracy when Den is invoked. Den possesses seven staves, collectively containing all possible spells. These wands are also Den's archons, taking the form of intelligent serpents when they are dispatched for some mission in the worlds of men. If indignified or provoked, Den can withhold or even remove (e.g., feeblemind) knowledge from the offending individual or group.

Worshippers: Den's worshippers are sages, scholars, and spellcasters who thirst to master the methodologies and disciplines of the sciences and magical arts. Devoted orders dress in sapphire-blue robes or vestments edged with scholarly sigils. Priestly adherents don biretta caps, with magic-users preferring the zucchetto.

OUBLIOS

God of Purification, Restitution, and Vengeance

Tenets: Cosmic Law requires justice be pursued, transgressions held to account, and injustice requited in proportion to the offense. Cleansing renders truth and makes the corrupted pure. Order is reward unto itself, and Chaos, which is falsehood, must be purged.

Symbol: Fire or red rod

Description: Known as the Purifactor, Oublios takes the form of a gaunt man with a searing gaze. He dons red robes and brandishes a red-glowing rod of heated iron that causes any substance it touches to ignite. Rarely, however, does Oublios employ his rod for he is accompanied at all times by his archon, Ifrith the Executor, a huge, cowed man wielding a flaming axe. When Oublios pronounces judgment, Ifrith executes the sentence.

Worshippers: The cult of Oublios are judges, litigators, and others who pursue truth, justice, or vengeance. Clerics of the *Lawful Order of Inquisitors* are adherents to Oublios exclusively. Entrance requires a test whereby a glowing



ember is placed upon the applicant's tongue. If the tongue holds falsehoods, it is burned away, leaving the acolyte a temple servant, now cleansed, but silent for the rest of his days. If the ember is extinguished, the entrant is proven free of lies, imbued with truth, and may advance through the ranks of the order.

ARIAIRA
Goddess of Symmetry and Harmony

Tenets: Perfect harmony and symmetry is strived for in all endeavors. Only through uniform, systemic harmony can order and flawless form be achieved.

Symbol: Symmetrical seashell

Description: Represented as a young woman of flawless form and beauty, Ariaira is matron of the arts, sciences, and physical disciplines. Beyond the creation of artistic works, she takes little interest in the affairs of men. She is loath to manifest among mortals, for the world is yet rife with dissonance and imbalance, but may send her archons in the form of brilliantly hued birds or stunning young girls able to charm any creature with their song. If she does appear, she possesses the power to make any imperfect object which offends her vanish and cease to exist. Mortal creatures that offend her in this way will be instantly teleported somewhere beyond her sight.

Worshippers: Followers of Ariaira include craftsmen, composers, artists, dancers, musicians, and architects. Clerics of her cult are women and eunuchs.

ASHAN
God of Healing and the Dead

Tenets: Life and death are harmonized components of Cosmic Law that must not be distorted or cheated through unnatural extension or undeath.

Symbol: White jackal head or skull

Description: Ashan is brother to the Stygian god, Anubis. He appears as a jackal-headed man in luminous white regalia, bearing a white, tamarix staff. All injury, infirmity, and disease are cured with a touch of its upper end. Its lower tip causes all the wounds and illnesses of a lifetime to instantly return, usually killing a mortal creature touched by it.



Worshippers: Priests belonging exclusively to the cult of Ashan gain bonuses in their attempts to turn/dispel undead and in their use of healing spells. These adherents are forbidden, however, from animating or raising the dead.

OTHER GODS OF MEN

The warring gods of old Earth no longer dominate Eris. Some left for distant worlds; some yet hide in obscure places. These gods, still worshipped in many realms are ranked by the Sparnian Church as cognates of the archetypal Sparnian deities. In many cases, they are *syncretic cognates*, combining attributes of two or more primary divine sources. Worship of the them is permitted, so long as the divine cognate is recognized by the cult in question. Heretical cults denying this truth exist in outlying areas, but their numbers are small, as their preponderance has been rooted out and eradicated by the *Lawful Order of Inquisitors*. (Cults of Stygia, the desert tribes of Omphir, and hidden Chaos cults persist beyond the firm reach of the Church.) If the old gods themselves wish to dispute this status, it lies with them to return and assert their position. So far, they have not done so. The sections below outline the non-Spurnian deities still worshipped by men. Detailed descriptions of these gods are not provided here, but can be found in various sources, including the comprehensive texts: *Histories of the Gods, Demi-Gods, & Heroes* and *The Cyclopædia Integrum of Deities & Demigods*.

Gods of Byelaros

The Byelaro attend Belun, the white god. The black god, Czernobog, is a creature of Chaos, and his cults persist only on the dark, wild fringes of the territory. Tribal lore holds that Belun was slain by Czernobog, resulting in the obstreperous backslide of the Byelaroï prior to the Imperial occupation. The Church of Spurn introduced the doctrines of Brass and his advent on Eris as a rebirth of Belun. Belun is now worshipped as a cognate of Brass, virtually indistinguishable in the core principles of Light and Law.

Gods of Helikos

The primary gods of Helikos are Zeus, Apollo, Ares, Diana, and Hades. Cults of lesser Helikoï deities also exist.

Gods of Kymrik and the Barbarian Kingdoms

The gods of the Kymrikites are Wodin, Thunor, Oghma, Bricriu, and Morrigan. The Barbarian Kingdoms generally worship these gods as well, under the names Odin, Thor, Tyr, Loki, and Hel.

Gods of Omphir

Except in Boltash, where the cult of Agni prevails, the old temples of Omphir have been rededicated to the gods of Spurn or their Helikoï cognates. The tribes of the desert, however, continue to worship old gods and demons: Hubal, Talab, Ishtar, Nergal, Druaga, Tiamat, and Xot.

Gods of Stygia

The Stygian pantheon is extensive. Beyond the reach of the Spurnian Church, its primary gods are Ra, Ishuss, Horus, Thoth, Apschai, Set, and Anubis. A multitude of other, animal-headed gods were once exalted, but are now rarely worshipped, except by strange cults (though many old temples yet stand in Amon Sin). These immortal creatures are said to dwell still on Eris, lurking in hidden places.

DEMONS OF ERIS & OTHER WORLDS

As with the gods of the subject realms, descriptions of specific demons and the minutiae of their powers may be researched elsewhere. The creatures outlined here represent the most commonly known of their number.

The demons of Eris have existed since the formation of the planet. Chaos reigned in the strange world before the before-time. And then came Orcus, Lord of Undeath who would make Eris his vassal. In protest, the demons of old began to procreate. They beget the Fomorian, great and terrible and ravenous, who feasted on their demon progenitors. Those not devoured were expelled to the outer dark, or kept with binding spells in the Ice Below. Scant of that old number remain on Eris, yet more persist than man dares dream. And some few of them, known by name, may be unbound with certain spells.

—*The Scrolls of Skrel (Occultat Kaasi: roll III: pillar ix)*

Eldrath: Known as the Untamer by his cults, Eldrath is primeval Chaos. Represented as a seven-pronged, black anti-star that sits at the center of the universe, he is an amorphous force, interacting with the physical universe through tentacles, which manifest as random, shifting forms, sometimes humanoid, that can cause insanity at will. His followers strive to undo all secular and Cosmic Order, including Time, in order to return to the non-state of pure Chaos.

Baalok: Lord of Eris, as he is named by his cults, Baalok rules the bound realms of Hel on planet Eris. He is successor of Kakkus, Eris' eldest recorded demon lord.

Berberbulah: This demon from the far planet of Gibberin appears as a deformed giant with four mouths and an odd number of tentacled limbs. His mouths babble incessantly, causing confusion in all non-chaotic creatures. Members of his cult perform all actions as part of a strange, meandering dance, that can compel an onlooker to join in against his will.

Chaal: Represented as an obese, horned man in rich robes, Chaal's cult skulks in shadowy corners of civilization. Adherents are unscrupulous merchants and bureaucrats, as well as thieves and assassins, holding to the code that power is achieved by personal ambition. The fate of others is irrelevant, as they are but tools to further personal gain. His symbol is a gold coin.

Druaga: Sometimes depicted as a ruby-skinned snakeman bearing an ornate scepter, this creature's true form is odd and terrible. Druaga is bound to Eris' south polar Hel, but is able to project Chaos energy into the upper world, creating **CHAOS MEDIUM CREATURES** (see hereafter).

Kali: A tall demoness with blue-black skin, Kali the Destroyer is often represented with four arms, but can instantly grow up to ten at will. She clothes herself in strings of human skulls and bears scimitars as weapons, attacking with as many per round as she has arms. She is matron of assassins and chaos warriors.

Nergal: Appearing as a obsidian skinned man bearing a shield of the same material, Nergal guards the spirits of the ancient demons and giants of planet Eris, and has access to all of their knowledge and secrets. He opposed the demon Orcus, before being bound in Hel, and was the catalyst of the spawning that brought forth the elder Fomorian.

Orcus: Ruler of Eris' sister world which bears his name, Orcus is Lord of Undead. His planet is populated by undead minions, harvested from many worlds. On Eris, secret cults of undeath, often led by powerful men, worship him.

Tiamat: Mother of Dragons, this demon appears as an enormous reptile with five heads, each the color of one of the Chaos dragon types (white, black, green, blue, and red). While bound in the south polar realm of Hel, each of Tiamat's heads is able to project its power to the most potent dragon of its type in the upper world, making it a **CHAOS MEDIUM CREATURE** worshipped by her cults.

Vyaray: The Lord of Storm and Sea appears as a sea monster, kraken, or giant octopus with red-black skin. No matter his form, a great pulsing sapphire, his source of strength, is attached to his head or central mass. Pirates and marauders fill his cults, maintaining that so long as a man has a ship and crew, there is no corner of the planet that cannot be plunged into chaos, and no secret hidden by the waves that cannot be discovered.

Xot: The Pincer Fiend, Xot, commonly appears as a giant crab, scorpion, or other massive, pincer-bearing form. His tenets and goals are unknown, but a cult in his name, led by the wizard Xotar, angered Xot, triggering the fiery devastation that turned the land of Omphir to desert.

CHAOS MEDIUM CREATURES

A Chaos medium creature is a special living being which acts as a focus for Chaos energy, such that anti-clerics worshipping it are able to gain and cast spells. Often, this Chaos energy is transmitted by a demon operating in some remote location, but naturally occurring Chaos creatures also exist (q.v., Gorloth the Tree God in **Dungeon Module UR1: The Tomb of the Sea Kings**). The influence of these beings is limited and spell casting abilities of its worshippers are confined to the proximity of the Chaos creature (generally 1 mile per hit die of the being).

Krawth: This immense beast, a relic of the Holy Wars, is the greatest of any known creatures of this type, for it has cults and shamans throughout the Savage Kingdoms. Fortunately, its influence seems limited to that area, perhaps because it lies sleeping in the deep waters of Oros.

Spawn of Tiamat: These Chaos dragons, five in all, represent the archetypal colors of their kind. Each is of the maximum hit dice for its type, able to employ its breath 9 times per day and possessing all applicable spellcasting abilities. The locations of the cults worshipping these creatures is uncertain. There may be one among the Barbarian Kingdoms, and perhaps the Islands of Axos as well.

UNALIGNED ELEMENTAL POWERS

The powers that govern the elements are sometimes propitiated by primitive races in the hope that they will grant luck or favors, or at least withhold their wrath. Druid spell effects (if such truly exist) are manifested through the influence of these elemental forces. Known variously throughout the realms, their common designations are: **Gleven (stone)**; **Eolar (wind)**; **Sindrath (flame)**; and **Sholas (water)**.

NOTES FOR THE CAMPAIGN REFEREE

MAP LEGEND

SCALE

A hexagon on the world map is 15 miles (or 5 leagues). This is the distance a man afoot may travel in a day when not inhibited by adverse terrain or conditions.




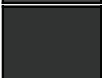
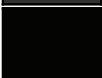
POPULATION SETTLEMENTS

<u>Map Symbol</u>	<u>Settlement Type</u>	<u>Population</u>
○	village	100 to 1,000
⊙	town	1,000 to 6000
●	city	6,000 to 15,000
⦿	metropolis	15,000+
⊛	capital	variable

CASTLES & MILITARY OUTPOSTS

<u>Map Symbol</u>	<u>Outpost Type</u>	<u>Garrison</u>
■	vallum, keep, or small fortress	30 to 300
▣	castrum, castle, or large fortress	300+

WATER DEPTH

	Water (0-100 Fathoms)
	Water (100-600 Fathoms)
	Water (600-1,600 Fathoms)
	Water (1,600-3,200 Fathoms)
	Water (3,200+ Fathoms)

TERRAIN GUIDE

Map Symbol	Movement Cost per Hex	Terrain Type and Description
	1*	Trade Routes: Roads patrolled by the Empire or forces of the realm in which they lie. Bridges, fords, or ferries are located at water crossings. Trading or military posts, serving as ports, may be placed at these points.
	1	Clear: Included are grassland, steppes, savannas, and other flat terrain with elevation changes to a degree that does not generally inhibit sight or travel. Vegetation is grass and shrubs with some trees.
	1	Tundra: Cold, flat, and treeless, shallow snow sometimes covers this terrain, dwindling to wide, snowy patches in warmer periods. Vegetation consists of dry shrubs, short grass, and brown moss.
	2	Desert: Characterized often by sand and rocks, climate in these generally flat, dry areas may be extreme, from arid to freezing. Vegetation is sparse or non-existent, as is water.
	2	Wasteland: Harsh terrain, with climate and vegetation similar to desert. Ravines, dry gullies, low crags, mesas, and other rocky features are common.
	2	Hills: Elevated landforms of 1,000 feet or less, often with a rounded summit, these areas may include minor escarpments, bluffs, crags or large dunes.
	2	Forest (Coniferous): These regions are covered in piney, cone-bearing trees (including deciduous conifers such as larch, tamarack, and cypress). Undergrowth is usually minimal.
	2	Forest (Deciduous): These regions are covered in leaf-bearing trees, usually with minimal to moderate undergrowth.
	3	Jungle and Rain Forest: More dense than forests, these often occur in tropical climates, with damp, dense undergrowth, vines, flowers, fungi, and bogs.
	3	Mountains: Larger than hills, most mountains rise steeply to well defined peaks. Included are high mesas, cliffs, and large crags. Snowcaps are often present with high altitude or polar proximity.
	4	Mountains (Polar): As mountains above, but often of greater height, these often appear white due to snow or ice cover. Included are glaciers.
	4	Swamp: Usually low-lying, these wetlands, include marshes, bogs and fens. They are water-saturated (fresh or salt) and may be flooded in whole or part.
	as dominant terrain type; +1 if crossing*	River: A flowing watercourse, rivers may be anywhere from 10 yards to 1 mile in width, but will typically be 20-200 yards at any given point.
	as dominant terrain type; +1 if crossing	Fjord or Sund: An inlet (or an outjutting arm of a larger water body), often bordered by cliffs or semi-mountainous terrain.

*Crossing a river where it intersects a trade route incurs no addition to movement cost.

Lesser Roads, Waterways, and Settlements: These features are not indicated on the world map. While some are mentioned in the text detailing a specific area, their in-game use is at the referee's discretion. It is recommended that they come into play only after expanded detail for a particular region is generated by the referee.

MOVE ALLOWANCE CHART

The numbers below represent the daily move allowance for various modes of travel.

Overland:		Aerial:	
Man Afoot	1	Dragon	8
Cart/Wagon	1 (2 on road)	Griffon	10
Mule	2	Flying Carpet	10
Draft Horse	2	Hippogriff	12
Heavy Horse	2	Flying Broom	13
Medium Horse	2 (3 on road)	Roc	16
Light Horse	3 (4 on road)	Pegasus	16

NOTE: A travelling party will only move as fast as its slowest member.

OVERLAND TRAVEL ON THE WORLD MAP

In an ongoing campaign, player characters will eventually desire to travel to far-off destinations, in search of treasure or for other personal reasons. For the adventurer lacking enhanced means of travel (flying steeds, magic carpets, etc.), this is most readily accomplished by horse or (for those of lesser means) on foot. Rules for such journeys may be as complicated and involved as the referee desires. The guidelines presented here, however, are simplified to allow travel from one location of interest to another with a minimum of preparation. The lay of the Imperial realms will be known to most characters, so the world map may be placed in full view of the players. Generally, the objective is simply to move from one point to another on the map. To accomplish this players must plot their course and execute the logistics of moving characters, as well as retainers and riding animals, over that distance while maintaining adequate daily necessities (i.e., food and water) and handling encounters along the way.

GAME TURN

A turn of play during overland travel is equal to one day, including a night's rest and encounters or other events that occur within that period.

Turn Sequence

1. **Direction Check** – Determine if the party travels as desired or moves off course.
2. **Movement** – Party moves as indicated by the **Direction Check**, subject to move allowance and terrain movement cost. If desired, a party may use movement to perform a search or to hunt & forage.
3. **Encounter Check** – Referee checks for random occurrences. Encounters with men or monsters, if any, are resolved through parley, melee, or evasion & pursuit.
4. **Food & Water** – Consumption of food and water (or lack thereof) is tracked on record sheets.
5. **Rest** – Party must rest for a minimum of 8 hours each day and 1 full day after 6 consecutive days of travel.

Direction Check: Travel by road, or along a river or coastline, does not require a direction check, nor is a check required if movement begins on a hex with a population settlement or outpost. Daily movement beginning on any other terrain type, requires a d6 roll. (Consult the **DIRECTION & ENCOUNTER TABLE** for result.)

Movement, Search, Hunting & Foraging: Movement is accomplished by comparing a party's move allowance to the movement cost of the hex moved through. A party afoot moves slowly, sometimes requiring several turns (i.e., days) to cross a single hex. Mounted parties, with greater move allowance, may traverse several hexes in a single turn. Move allowance may be expended to search a hex for some obscure or hidden feature. The cost to search a hex is equal to the normal movement cost required to cross the hex. So, a party afoot would require 4 days to search a swamp hex, whereas a mounted party might do it in 2. Hunting & foraging requires a party remain within a hex for 1 day. When this is done, roll a d6. The referee should impose penalties to the hunting & foraging roll due to extreme terrain (desert, wasteland, etc.) or other negative factors (e.g., weather).

d6 Result

- 1-2 Random monster encountered.
- 3-4 No food or water is found.
- 5-6 Food (for 1d3 days) and water are found.

Encounter Check: In addition to standard monster encounters, unexpected incidents (weather, accidents, discoveries, etc.) can affect overland travel. These are combined into a single table (the **DIRECTION & ENCOUNTER TABLE**, hereafter). A check is rolled each day, with chances for an encounter based on the terrain type occupied at the conclusion of a day's travel. If an encounter is indicated, roll percentile dice to determine the specific type of incident. Days of rest or non-travel within a single hex (due to illness, extended searching, or other circumstance) generate an additional encounter check for that day. (Ignore or re-roll encounters that conflict or do not make sense.)

Food & Water: A travelling character requires a minimum amount of daily necessities equal to one day's rations and 1 gallon of water. This requirement may be met by carrying the required necessities, by hunting & foraging, or by a chance discovery on the **DIRECTION & ENCOUNTER TABLE**. Crossing a hex with a fresh-water source (e.g., a river or lake) will automatically meet a day's water requirement and allow replenishment of carried water supplies. Records of water and food *must* be tracked (either by players or the referee), to include food and water for travelling retainers and animals, with penalties imposed on movement if excessive amounts are carried. Failure to meet the required amount of daily food or water should result in cumulative penalties to movement and/or health with death, due to starvation or dehydration, as the eventual outcome. In most terrain types, horses will meet their food requirement by grazing during required rest periods. Required daily water amounts for standard horse types are listed below.

Light Horse: 5 gallons	Draft Horse: 8 gallons
Mule: 6 gallons	Heavy Horse: 10 gallons
Medium Horse: 7 gallons	

Rest: Travelling characters must rest 8 hours out of each 24; and one full day's rest is required after 6 days of continuous travel (including searching and foraging). Failure to rest will result in fatigue (-2 to all character rolls) until the rest requirement is met. Prolonged encounters or evasion will spoil a rest period.

DIRECTION & ENCOUNTER TABLE

Encounter Type	Direction Check (d6)	Terrain Type
Trade Route	none	Clear
Clear	1	Forest
Forest	1-2	Mountain/Hills
Mountain/Hills	1-2	Desert/Wastes/Tundra
Desert/Wastes/Tundra	1-3	Swamp/Jungle
Swamp/Jungle	1-3	

Direction Check Result: If the indicated range is rolled, party has become lost. Roll another d6 and consult the Random Direction Chart printed on the map. Party must move at least one hex in the indicated direction, after which only one direction change is allowed.

Encounter Check (d6)	Encounter	Encounter Description
1-in-6	1-in-6	3-in-6
01-02	01-03	01-05
03-07	04-09	06-10
08-13	10-16	11-13
14-16	17-19	14-17
17-23	20-29	18-22
24-25	30-34	23-34
26-27	35-36	35
28-29	37-39	36-43
30-36	40-42	44-47
37-43	50-52	48-59
44-46	53-57	60-62
47-48	58-62	66-69
49-55	63-72	70
56-61	73-75	71-82
62-82	76-79	83-84
83-87	80-85	85-87
88-89	86-88	88-90
90-93	89-95	90-91
94-00	96-00	91-92
		93-96
		93-99
		00

Poison/Dehydration: Consumption of bad food/water. Lose ½ h.p.; Remain stationary 2 days.

Animals/Insects: Supplies ruined. Lose 3 days worth of food & water supplies.

Extreme Storm: Monsoon, hail, lightning, blizzard, or sand storm. Remain stationary 1-3 days.

Injury: Injured party members or animals prevent movement. Remain stationary 1-3 days.

Man or Monster: Determine encounter type by rolling on standard wilderness encounter tables.

Wild Fire: Forest, brush, and/or grass fire. Move 1 hex (random direction), spend 1 full day at rest.

Exhaustion: Due to weather, altitude, terrain or other conditions. 2 to all rolls until 1 full day of rest.

Quagmire: Mud, rotting vegetation, and/or water prevent movement. Stuck, no movement for 1 day.

Man or Monster: Determine encounter type by rolling on standard wilderness encounter tables.

Illness: Party members or animals succumb to temporary illness. Remain stationary 1 day.

Swarm: Roll d4 for type (1=spider; 2=centipede; 3=ants; 4=snakes). Resolve as melee.

Ground Fire: Brush or grass fire, move 1 hex in random direction.

Man or Monster: Determine encounter type by rolling on standard wilderness encounter tables.

Water: Water source discovered. Water requirement met for day. Refill water supplies.

Merchant, Caravan, or Patrol: May offer food/water/other items for sale, or tender aid.

Rain: Surface water collects in pools & streams. Water req. met for day. Refill water supplies.

Food: Food source discovered. Food requirement met for day. Add 1 day food supply.

Game Animals: Food requirement met for day. Add 2 days food supply.

Optimal Travel Conditions: Add 1 to move allowance if aboot, add 2 if mounted.

CITIES, TOWNS, AND CASTLES

A diversity of cultures and governments, each with its own character and idiosyncrasies, thrive and co-exist across the Empire and its adjacent realms. The notes below give only the slimmest guidelines for what will be encountered on the streets of the cities of Planet Eris. It is incumbent on the referee to expand on these benchmarks, animate these locations, and breath life into them.

Local Governments: These will often reflect the demeanor of the national governments to which they are subordinate. Most will have some central authority: either a single individual (such as a lord, mayor, sheriff, or village master) or a representative council (installed by election, inheritance, or other local custom), with varying degrees of warrant to make ordinances, try crimes, and execute justice. Larger settlements or outposts will generally have a professional guard force or military garrison, while lesser towns and villages may depend on local militia.

Equipment Availability: Settlements of town-size and larger (including most large castles) will have a variety of craftsmen and shops where items on the standard equipment lists may be purchased, including arms, armor, and mounts. Specialized items (e.g., customized arms, special clothing, musical instruments, etc.) can often be commissioned in these locations. In village-size settlements and smaller, specialized items will not be available unless there is a shop of the particular type that would produce the desired item. Arms and armor are likewise rare in these rural locales.

Accommodations: Accommodations will vary in quality according to the size of the settlement in which they are found. Quality level is expressed on the **Daily Expenses Table** (below) as a range of 1 to 6; with 1 being the most modest (and often the most filthy); and 6 being a level of grandiose to which a wealthy cosmopolitan merchant might be accustomed. Accommodations in villages and small castles will be of quality type 1 and 2. Towns may offer accommodations of up to quality level 4. Cities will have up to quality level 5, and the largest metropoleis will have quality level 6 accommodations. Outlying hamlets (generally not appearing on the map) will have basic necessities (food, water, lodging), but accommodations will be rough (e.g., the floor of a farmers stable, etc.), and never of a quality greater than level 1. The table is no more than a guideline for pricing accommodations. Local prices and fluctuations in the market are the province of the campaign referee.

Daily Expenses Table

Type of Expense	Cost of Accommodations by Quality Level					
	1	2	3	4	5	6
Room (inn or hostel)	1 s.p.*	1 g.p.	2 g.p.	4 g.p.	5 g.p.	7 g.p.
Board (prepared meals)	7 s.p.	2 g.p.	3 g.p.	5 g.p.	6 g.p.	7 g.p.
Maintenance (clothing & equipment)**	2 s.p.	6 s.p.	1 g.p.	2 g.p.	4 g.p.	7 g.p.
Entertainment/Companionship	1 s.p.*	1 g.p.	2 g.p.	5 g.p.	15 g.p.	20 g.p.

*One in 20 chance of contracting lice, fleas, or some other minor affliction.

** Character with a weapon bearer in his employ may reduce this expense by one half.

SIMPLE RULES FOR SEA TRAVEL

The enterprising referee is free to extrapolate additional procedures from these simplified rules, or to employ an alternate ruleset if he desires. The **SHIP STATISTICS TABLE** provides ranges of general statistics for common ship types. Some entries on the **SEAFARING TABLE** and **SEA ENCOUNTERS MATRIX** will suggest outcomes for which detailed rules are not provided. In such cases, the situation must rely on the fair judgment and improvisational acumen of the referee.

SHIP STATISTICS TABLE

Type*	Daily Move Allowance**	Hull Points	Sail Points	Crew (Rowers)	Cargo Capacity***
Barges, Rafts, & Boats	3-5 / 1-2	1-8	0-3	1-6 (1-8)	0-1
Longships	7 / 4	9-12	4-6	6-10 (30-60)	1-2
Merchant, Small	5 / -	9-18	5-8	10-15 (0-16)	10-40
Merchant, Large	6 / -	21-32	10-15	25-30 (0)	50-100
Galley, Small	6 / 3	9-14	5-7	10 (50-100)	2-3
Galley, Large	4 / 2	19-24	8-11	20 (100-300)	3-5
Eld Lanthian	7 (10)	21-40	n/a	20-50+	unknown

*Longships include: Hrothian Drakkar, Borean Skei, and Barbarian Snake Ship;

Merchant, Small includes: Helikoi Round, Borean Knarr, Byelaroi Lodya, and Stygian Trader;

Merchant, Large includes: Barbarian Trader, Sea King Cog, and Omphirian Qorbota;

Galley, Small includes: Sparnian Bireme & Ringaler, Helikoi Dromon, and Merchant Penteconter;

Galley, Large includes: Sparnian Penteres & Decemereme, Helikoi Tirimere, and Imperial Pleasure Galley

**First number is sailed hexes per day; Number following slash is maximum daily rowed movement; Parenthetical is submerged movement.

***Cargo capacity is Imperial tons.

Note on Hull/Sail Points & Incendiary Effects: Hull and sail point numbers are equivalent to the structural defense points of castles, buildings, etc. Generally, one die (d6) of damage by a standard weapon or other attack equates to 1 point of structural (i.e., hull or sail) damage (although some weapons, arrows for instance, may be ruled completely ineffective against a ship's hull). Incendiary attacks (e.g, fireball) incur 1 point of damage per die (i.e., a 6 die fireball does 6 points damage) and will ignite a hull for 1-6 rounds after which a save must be rolled or it will continue. Sails hit by an incendiary will burn indefinitely if not extinguished.

GAME TURN

A turn at sea is one day of travel, including any encounters or other events occurring within that period.

Turn Sequence

1. **Wind Check** – Determine wind conditions and duration.
2. **Plot Course & Direction Check** – Plot course and determine if ship travels as desired or moves off course.
3. **Movement** – Ship moves as indicated by the **Wind & Direction Check**, subject to move allowance. If desired, ship may use movement to perform a search.
4. **Encounter Check** – Referee checks for random encounters. Encounters, if any, are resolved through parley, melee, or evasion & pursuit.
5. **Weather Damage** – Note weather damage to hull/sails.

SEAFARING TABLE

2d6	Wind Conditions (& Duration)	Move Allowance Adjustment	Direction Check (d6)***	Daily Weather Damage****		Daily Encounter Check (d6 roll)	
				Waves (hull pts.)	Wind (sail pts.)	Coastal or Lake	Open Sea
2-3	Becalmed (1d6 days)	no move*	n/a	0	0	5-6	6
4-5	Headwinds (1d4 days)	- ½	1-3	1	1	6	5-6
6	Gentle (1d4 days)	- ⅓	1	0	0	6	6
7-9	Moderate (1d4 days)	normal	1-2	1	0	6	6
10	Fresh (1d3 days)	+ ⅓	1-2	1-2	1	6	6
11	Strong (1d2 days)	+ ½	1-3	1-3	1-2	6	5-6
12	Gale (1 day)	x2, forced**	n/a	1-6	1-6	5-6	4-6

*Oared move possible if crew includes rowers.

**Run before gale at 2x normal move in random direction; chance for major damage, run aground, or other calamity.

***Roll may be adjusted by relevant ability of captain or pilot. If indicated range is rolled, ship veers +/-60° for ⅓, ⅔, or all of move (based on original d6 result).

****At sea with full crew 1 pt. (hull or sail) may be repaired per day; at anchor 1-3 pts. per day; in port d4+2 pts. per day.

Wind Check: Before the commencement of travel, roll 2d6 and reference the **SEAFARING TABLE** to determine prevailing wind conditions and duration. If conditions are unfavorable, a ship at port may wait until they improve. Once conditions are established by the die roll, they continue until the indicated duration expires, at which time new conditions and duration are rolled.

Plot Course & Direction Check: At the beginning of each day a ships planned course must be plotted. If the movement begins at a port or within the same hex as a coastline, no direction check is required. In all other cases, reference the pertinent column of the **SEAFARING TABLE** to determine if ship moves off-course. If the range indicated is rolled, ship veers +/- 60° (50/50 chance either way). When off-course movement occurs, it will continue for ⅓, ⅔, or all of a day's move, depending on the number rolled for the direction check (1, 2, or 3). If off-course movement brings a ship into a costal hex, or if off-course movement occurs for less than a full days move, remaining movement may be used to correct or alter course, regardless of direction check or original plotted course.

Movement: Move allowance statistics listed on the **SHIP STATISTICS TABLE** indicate the number of hexes that may be sailed or rowed in a day for various ship types. Small craft (barges, rafts, and boats) may only enter river or coastal hexes, where water depth is less than 100 fathoms. Galleys (small and large) usually remain within sight of land, but may navigate waters of 600 fathoms or less. Waters beyond this depth become too rough for safe travel, requiring a d6 roll for each such hex entered. On a roll of 1 or 2, the galley is taking on water and will capsize or sink if the ship's captain fails a saving throw.

Encounter Check: Reference the **SEA FARING TABLE** for chance of encounter. If an encounter occurs, roll for particular type on the **SEA ENCOUNTERS MATRIX**. Encounters may be resolved through parley, combat, or evasion & pursuit. Standard monster, combat, and evasion rules may be used, or the table for **ABSTRACT RESOLUTION OF SEA ENCOUNTERS** may be employed.

Weather Damage: Sailing under various wind conditions incurs regular wear to a ship's hull and sails. This wear is represented as weather damage on the **SEAFARING TABLE**. Accumulation of large amounts of damage to the hull or sails should result in reductions to daily move allowance.

SEA ENCOUNTERS MATRIX

Roll d20 by Nautical Region

Urchinn Isles	Lanthos	Borea	Stygean Sea	Midia	Demon Sea	Oros	Islands of Axos	Encounter Type
1	1-3	1	1	1	1-3	1-3	1-2	Storm/Gale
2	4	2-5	2	-	-	-	-	Vikings
3-5	5	6	3	2-3	-	4-6	3-4	Pirates
6	6-7	-	4	-	4-7	7	5	Undead Pirates
7-8	-	7-8	5	4-9	-	8-9	6-10	Merchant
9	8	-	-	10	-	-	-	Warship
10-12	-	-	-	11-14	-	-	11-12	Patrol
-	9	9-11	6	-	-	10-12	13	Buccaneers
-	10-11	-	-	-	8-9	-	-	Eld Lanthian
-	12	-	7	-	10	13	-	Kraken
-	13	12	8	-	-	14	14	Dragon Turtle
13	14	-	9-10	-	11-12	15	15	Sea Hydra
-	15	-	-	-	13	-	-	Tritons
14	16	13	11-12	-	14	16	16	Giant Octopus
15	17	14	13	-	15-16	17	17	Dragon
16-17	18	15-16	14-15	15	17	18	18	Sea Serpent
18	-	17	16	16	18	19	19	Mermaids
-	19	-	-	-	-	-	-	Giant Megalodon
-	20	18-19	17-18	17-18	19	-	-	Giant Fish
19-20	-	20	19-20	19-20	20	20	20	Giant Crab

ABSTRACT RESOLUTION OF SEA ENCOUNTERS

The table below may be used to resolve sea encounters when expedient play is desired, without resorting to involved combat and evasion rules. Its use is optional.

d20	Result
1	Ship & crew are lost. Player characters roll d6 for fate (1: character is dead; 2-6: character is out of play for number of weeks equal to die roll).
2-5	Ship damaged. All characters out of play for number of weeks equal to die roll.
6-15	Encounter is avoided, but possible complications: roll d6 to determine if/how long character is taken out of play (1-3: 0 weeks; 4-5: 2 weeks; 6: 3 weeks.)
16-19	Enemy vanquished, but no treasure captured.
20	Enemy vanquished, treasure is captured. Roll on standard treasure tables.

Note on Lake and River Travel: While the **SEAFARING TABLE** may be used for ships on large lakes, its use is optional, and improbable results may be ignored or modified by the referee. Encounter type in lakes may be determined on the **Borea** column of the **SEA ENCOUNTER MATRIX**, or the **River** column in the standard rules. Bonuses and penalties for sailing and oared movement on a river are as stated in the standard rules, as is the chance of a random encounter (a roll of 5-6 on d6).

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PLANET ERIS WORLD MAP

24" x 36" GLOSSY POSTER



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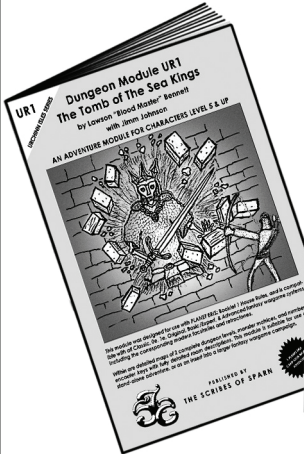
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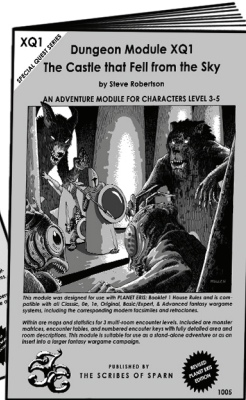
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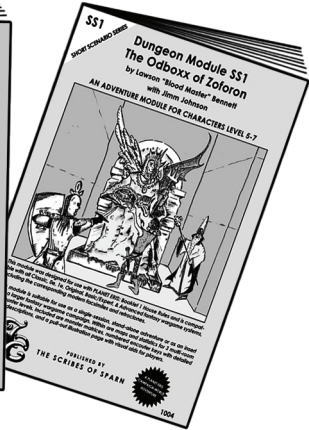
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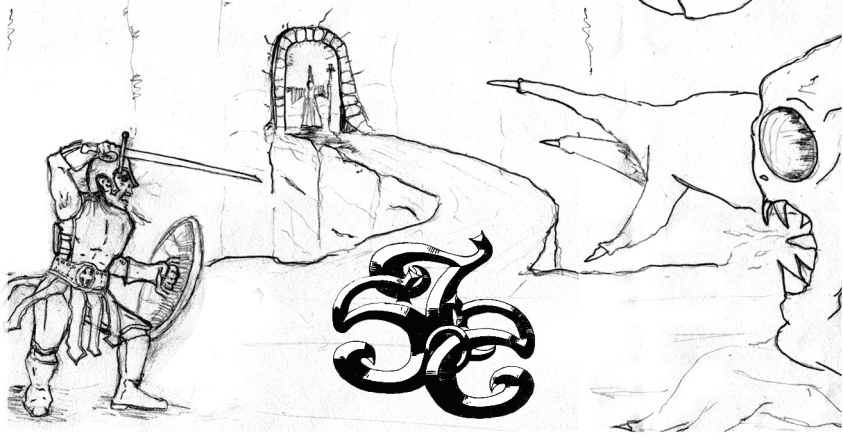
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NOTES



