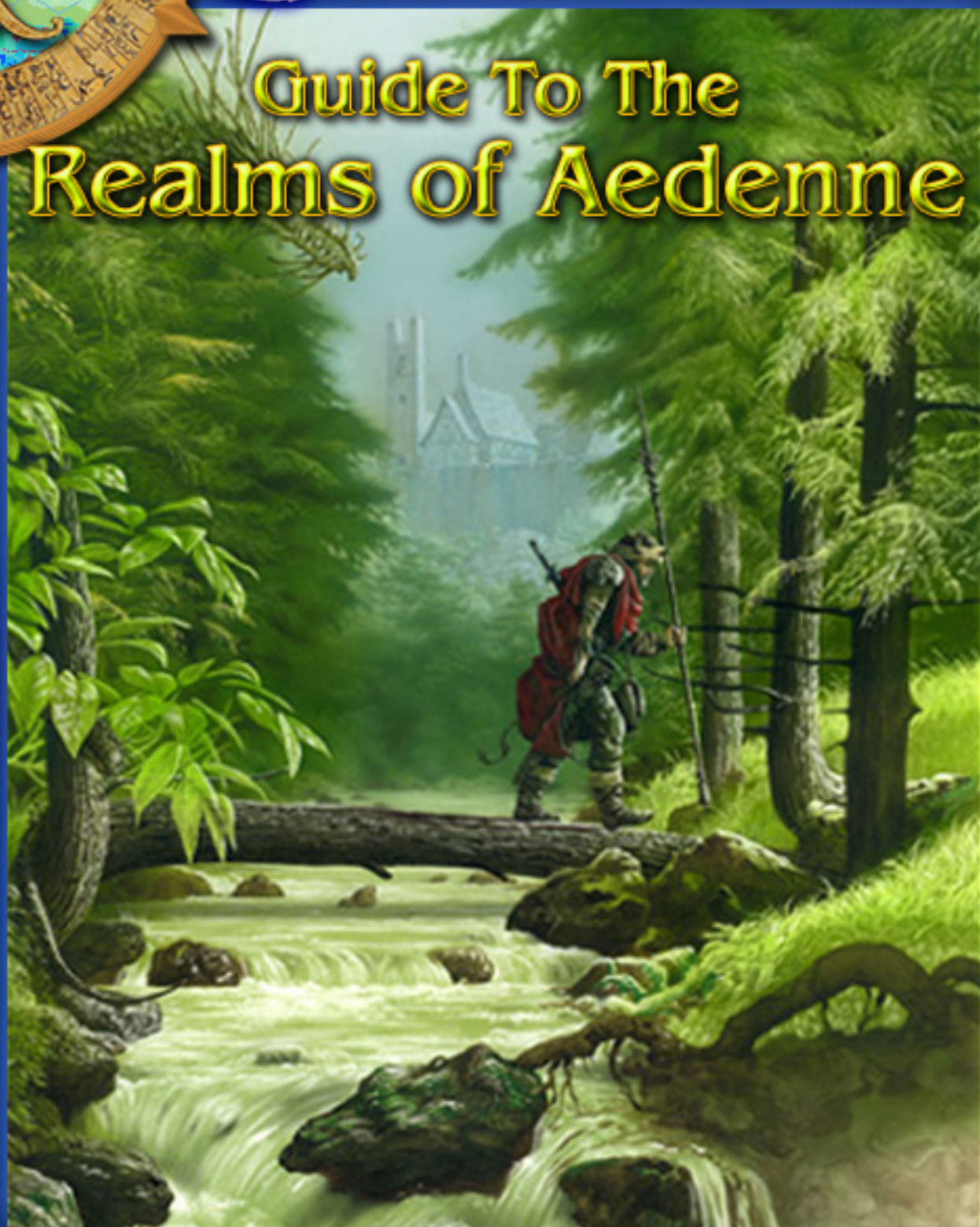


Guide To The Realms of Aedenne



A Roleplay Resource

Compatible with 1st Edition Advanced Dungeons & Dragons

By Mike Stewart

Guide To The Realms of Aedenne

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**A guide to a new gaming world for the 1st Edition
Advanced Dungeon & Dragons game.**

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Guide To The Realms of Aedenne

Written by
Mike Stewart

Cover Art
Ciruleo

Interior Artwork
Christopher Walker
Elizabeth Stewart

Forward

You know, there's nothing like organizing something you've been working on in bits and pieces for almost two decades to make you realize just how much work you'd put into something. The Realms of Aedenne began life around 1986 as a rough map sketched on the back of a piece of cardboard during a game session. I had agreed to DM a one-shot game, and was prepared for a simple dungeon crawl. To my consternation, one player insisted on asking question after question about the cities in the area, what was beyond the wilderness, who was in charge of the region, etc. And so Aedenne was born.

Since that time I'd taken a rough sketch and fleshed the world out in greater and greater detail. The final product is what you hold in your hands (or read on your computer screen) right now. Aedenne has detail in some areas, but much is left vague. This is intentional, so that the DM has the maximum freedom to interpret the Realms as they see fit. However, I hope enough detail has been provided so that there is a good basic framework for any GameMaster to work from in making the campaign setting something recognizable as Aedenne, and yet full of their own concepts and ideas.

So, read on, and I hope that whether you're looking for a world to set your next campaign in or just a few ideas to experiment with in your own campaign world, that this Guide is what you're looking for!

Good Gaming!

Mike Stewart

Acknowledgements:

No work comes completely from one person, and the Realms of Aedenne are no exception. I'd like to first thank E. Gary Gygax for creating the best Fantasy RPG ever (in my humble opinion) Advanced Dungeons & Dragons tm, without which this campaign would never have materialized. I'd also like to thank Mark and the crew at Dragonsfoot for providing the venue that I could share this work from. In addition, I'd also like to thank my lovely wife Elizabeth for constantly pushing my creativity in RPGs and kicking me in the posterior whenever I'd slack off working on projects. Thanks, Hon!

Finally, I'd like to thank those intrepid adventurers who battled their way through the Realms of Aedenne over the past 16 years. For better or worse, you all played a factor in shaping the Realms of Aedenne!

Rahshima Boyd	Katrina Brown
Leonard Byrd	Mary Byrd
Richard Edwards	Anthony Emmel
Ben Fialkow	Jennifer Gundlach
Robert Hall	Mike Haskins
Julie Hamann	Rita Kelly
Les Layton	Robert Moore
Jorge Nickel	Nick Nelson
Elizabeth Stewartt	Ray Wadzeck
Chris Walker	Lynne Alisse Witten
Allen Woodruff	Koni Woodruff



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Introduction

“The skies darken and burn, and the earth churns its wroth upon the sinful people of the Empire. The shrieks and lamentations of the innocent are lost in the maelstrom of fire and death. Alas, when we didst contemplate that all was lost and the full fury of the Almighty had been cast upon us, the seas themselves threw down the western mountains and drove through the vallies, slaying all within their wake. Woe to the people! Who hadst turn their face from the God of their Fathers!” -Tigellinius, Historie of the fall of the Worlde

“Another wretched band of Humans was driven from the Ardonae wood today. The once-proud Imperials scattered as chaff before the Vanir unicorns and fled starving from our demesnes. Though they are Humans and have caused the Alfari much woe, still my heart weeps for their misery and degredation. Surely their gods have abandoned them.” -Argent Myrisius of Tir Ardonae, Confessions of Silver

The world known as Aedenne is a world in transition. A world trying to recover the lost glories of an ancient past. Once the Human Empire of Aquinas ruled most of the Known World, with the Elves and Dwarves maintaining respect and peace (if not warm relations) with this mighty Human Empire. The Humanoids of the North and far East (Orcs and their cousins the mountain dwelling Goblins and Ogres) were kept at bay by the great Imperial walls and legions. The Pax Imperii seemed destined to last forever.

But the Imperium began to rot from within. Some say it was due to the abandonment of the Elemental Gods that had made the Empire great in favor of those gods of the subjected peoples (the Ostander and Tandar). Others say it was due to the dabbling into forbidden Magicks, a practice that continues to this day by the mage Guilds. Whatever the reasons, a great storm of fire, flood and meteors barraged the very heart of the Imperium. This disaster decimated most of the Aquinian homeland and killed numbers without measure. The mountains of the west opened in great fissures and the sea rolled over the ruins, creating what is now known as the Azure Sea. Only part of the great city of Aquinas, capital of the Imperium, survived the floods by its location on the slopes of the great Taerra mountain.

When the elements quieted, the wars began. Sensing their chance, the barbaric tribes of the Ostander, the Tys, and the Ygithiri along with the ancient Kingdom of Istandar rebelled against the depleted and directionless legions of the Imperium. They succeeded and created their own realms. Only in that part of the Imperial land that remained above water (the Taerra Mountain and surrounding lands) did the Aquinians maintain their tenuous hold. This time, the waters that destroyed most of their realm saved what was left. Unused to water travel, the Barbarians could not threaten the Island of Aquinas (as it was now called) for almost a century. Which, by this time the Aquinians had recovered enough to defend themselves and their city-state.

The elves took this opportunity to increase their domains of woodland at the expense of the humans. Also, rumors abound of a civil war that was fought among the High Elves of Tir Ardonae, but nothing more is known other than this. The Dwarves kept to themselves in their Stone Warrens, and reduced all communications with other races save for at a single port in the crags of Darkenmoor. The halflings of the Western Cantons found themselves under the mastery of the Istandar Kingdom, but they accepted this quietly much as they did the overlordship of the Imperium.

Today, Aquinas considers itself a center of civilization in the barbarity of the Known World. many who sail the Azure seas speak of strange islands of forgotten Imperial Magicks,

sunken cities, and exotic aquatic races that descend from ancient Imperial stock. The other Kingdoms each style themselves successors to the Imperial heritage, but only time will tell if Humanity will come under the suzerainty of a single realm again.



A Short Timeline of the Realms of Aedenne

Method of Year Datage:

All Human Kingdoms date their calendar F.C.; or "Founding of the City" meaning the City of Aquinas. The human cultures did have other dating systems in antiquity, but the extended domination of the Imperium indoctrinated all Human races to the use of the F.C. system of the Imperial capitol. Therefore, from The Ice Seas of the northern Chieftans to the arid sands of Khoasia, all humans use the F.C. system.

The Elves and Dwarfen realms use different systems. The Elves date all relevant documents of the year of the ruling Argent Lord or Lady (i.e. the current timeline is the 3rd year of the ascension of Davot). As Elven Argents are quite long-lived (up to one thousand years), this system is not as complex as one might believe with only 11 recorded periods of Argent rulership.

The Dwarves, on the other hand, are chaotic in that each warren dates their records according to the supposed year of the birth of their patron god. Which even warrens with the same deity cannot seem to agree on what date this is but as few Warrens communicate much amongst themselves this rarely comes into relevance. The Kingdom of Aegol centrally uses the dating of the birth of the first Stone Crown but few Warrens abide by it save when protocol demands it.

Halflings use the dating of the humans as its easier to get along that way in the 'tall ones' society. The humanoid races don't really date anything much anyway. The Drow use the same system as the Elves but dating from their expulsion and the rule of the Obsidian Archons.

Timeline:

<u>F.C.</u>	<u>Event</u>
1	Legendary founding of the city of Aquinas by Human nomadic tribes on the fertile plains at the base of the Tara Mountain.
35	The gathering of the Councilium as the governing body of the Patricians (aristocrats) of Aquinas. Unlike the city-states that surround them, the Aquinians disdain Kings and insist on republican rule.
80	Aquinas wars with the Sargi & occupies the city of Sargos. Other city-states in the Basine valley either ally with or war against the rising power of Aquinas.
121	Basine cities engage in the War of Confederation, an intra-city guerilla war to

- determine hegemony, & begin persecution of Magic Users for 'heretical' magics.
- 128 Aquinas grants sanctuary & privileges to the sorcerors of the Basine cities. Grateful for this support, the Magic Users begin to use their power on behalf of the Aquinian Legions.
- 252 Humans of Aquinas, with support of the Basine Magic-Users, begin their conquests of the neighboring basine cities.
- 287 Aquinians subdue the Ostander barbarians to the east and force them under tribute to the republic. Istandar gathers its forces against the rising threat of Aquinas.
- 312 Aquinians Legions under Consul Setritius provoke an incident by occupying several city-states subject to the Istandar Priest-King. the First Aeniat War begins.
- 451 First Aeniat War ends as Istandar, after several defeats in the field, sues for peace and surrenders dominance of the southern Basine city-states to the Republic.
- 490 Aquinian Legions under Tribune Varrys ambushed in the Drakenwald by the Elves and destroyed. The Elves gain the initiative as the Republic scrambles to redeploy forces to hold the frontier.
- 491 Second Aeniat War begins as the Elves & Dwarves ally with Istandar against the Republic.
- 508 Legions under Hetarch Markos decisively defeated at the Basine city of Ionos. Joint Istandarian/Dwarven force besieges Aquinas.
- 509 The 21th legion under Imperator Talonarius Leonidas annihilates Elven army in the Emerald Holt. This victory allows the balance of the Republican forces in the east to move to relieve Aquinas.
- 512 The siege of Aquinas lifted as Dwarves retreat to the Aegol Mountains. Istandarian army is cut off by Talonarius and defeated. Istandar abandons the field and its Demi-Human allies.
- 513 In gratitude for his many victories, Talonarius is declared Dominus Augustus of the Imperium; the Republic is abolished. The Dominus

marches upon the Dwarves of Aegol but cannot draw them out for a decisive battle. Frustrated by the stalemate and anxious to turn on the real threat, the Elves, the Dominus signs a treaty (Treaty of Darkenhold) where the Dwarves recognize Imperial suzerainty but in truth are left to rule the mountains unmolested so long as they do not challenge Imperial hegemony.

515 The Elves of the Ardonae ally with the northern barbaric Tys and Ygthiri to oppose the Imperial Legions. Talonarius defeats all at the Battle of Lanarkium but sustains so many casualties that a peace treaty is soon signed between the Imperium & the Ardonae. (Treaty of Lanarkium)

561 Mage Guild founded in Aquinas by the Dominus Sempaticus to oppose Elven sorcery & Istandarian clerical magic in a co-ordinated manner.

580 The Imperial Legions are assaulted by magical summonings and forces of great power. These creatures, summoned servants of the Elves arcane might, subdue several Legions in a surprise assault. The Third Aeniat War begins. Istandar joins in on the side of the Elves, and the Ostander, Tys, and Ygithiri rebel against their Imperial overlords. The allies try to bring the Dwarves of Aegol into the fray but instead the Dwarves support the Imperium with supplies and arms but not troops as per the Treaty of Darkenhold.

592 The Ostander leader Tigellus slain and the Ostander rebellion quelled in the battle of Adrixasia Field. Imperial Legions break the Istandar militates at the Battle of Caestaus river and drive straight toward the capital city of the Istandar, Mardukosis, and place it under siege.

600 The Istandarian capitol of Mardukosis is captured after a 8 year siege and the entire population either slain or taken into slavery. The city was then razed to the ground and magical curses from the Mage Guild cast on the city site so that nothing could live there. Istandar falls under permanent Imperial subjugation.

605 The Elven armies under the Argent Lord Jenneal routed at the Battle of Wonald Holt. No further Elven armies able to take the field,

- but sporadic resistance continues from the hidden holts deep within the Ardonae wood.
- 606 The Tys & Ygithiri under King Wersengetorix brought to battle at the Greywood and routed. Wersengetorix was killed by the Praetor Talonar (the second) leonidas and the two barbarian tribes subdued for the Imperium. The entire northern region is placed under permanent military jurisdiction with a Tribune placed in Lanarkium.
- 610 Praetor Talonar slain in the northern hills bordering the Ardonae by a Ygithiri ambush. His legions fight to retreat and are forced to bury him in a secret barrow in the hills; the location of which was never again discovered.
- 641 The Imperium makes peace with the rebel Elves of the Ardonae by offering them the same arrangement as the Dwarven Treaty of Darkenhold, which they accept, though with bitterness. The Third Aeniat War concludes with the Imperium supreme in the civilized world.
- 682 Imperial Legions with Istandarian auxiliaries and Ygithiri cavalry move into Khosia and subdue the nomadic tribes of this region (fertile steppes in the pre-Cataclysm).
- 702-736 The Orc tribes of the northlands driven from the region with Elven aid and Imperial citadels established to keep them at bay. In the east, Imperial Legions with Aegol Dwarven scouts and Ostander reserves drive the Goblins from the Iron Crag Mountains, rescuing several previously unknown warrens of Dwarves that had been enslaved by the foul Goblins. Again, Imperial citadels are placed along the far sides of the mountains to keep the humanoids at bay.
- 741 Imperial Legions drive the Gnolls into the eastern heaths and into virtual extinction. Indeed, the name "Gnoll" becomes synonymous with "extinction" for many centuries due to these campaigns.
- 745-900 Peace is known throughout the domains of the Imperium. While legionaries are kept vigilant in the frontier citadels, most city walls and fortifications within the range of the Pax Imperii are dismantled. Even the Elves and Dwarves know a time of peace and tranquility.

- 900 The CATAclysm: Without warning Aquinas and the Basine cities were bombarded by fiery meteors from the heavens that wasted many cities and wrecked much of Aquinas itself. Following this carnage, the peaks of the Shark's Tongue crags break apart and the Basine valleys are flooded from the Western Seas. The Azure sea is created and most Basine cities submerged and destroyed.
- 901 The Tys & Ygithiri to the north, the Ostander to the east, and Istandar to the south rebel against Imperial rule. The Tys and Ygithiri are forced to a compromise with the strong Imperial forces in their region but everywhere else the Imperial government is overthrown.
- 905 The Elves of Tir Ardonae suddenly seal the borders of their wood, and brook no interlopers or allow any to leave. Rumors of a vicious civil war are heard, but the Elves refused to confirm (or deny) these rumors.
- 906 At the Imperial Citadel in Warric, the Kingdom of Eastgard is declared under King Merovin I. The Imperial Citadel is renamed "Sturmfestung" and becomes the royal palace for the Ostander Kings.
- 912 The Duchy of Tys Ygithir proclaimed under Duke Galaxtian after the reluctant agreement of the Imperial Tribune is obtained. As a symbol of the fall of Aquinian rule, Lanarkium is renamed Ral Lanark; "Ral" being a title for city in the Tys tongue.
- 940 Humanoids encroach on the Northern Human & Elf lands, assaulting and harassing the nigh-abandoned Imperial citadels.
- 976 Eastgard army begins an alliance with the Dwarf Warrens in the Iron Mountains against the Goblin hordes from the Eastern steppes. Ducal levies serving the King in Warrick re-occupy the abandoned Imperial fortifications.
- 1001 King Odovacer II of Eastgard founds city of Haven as a supply base to invade Aquinas. Attempt fails with cruel losses for the ill-trained Eastgard army. Aquinas, still in danger and not fully recovered from the damage of the Cataclysm, proffers a generous peace to Eastgard, asking only that Haven be given as a protectorate of the truncated Imperium, an offer quickly accepted.

1066	Eastgard wars with Istandar over the southern Azure coastline for the next 30 years. War ends inconclusively but with the city of Isenwald declared a 'neutral' city-state to separate the two Kingdoms.
1099	Tir Ardonae begins to encroach upon the Eastgard woodlands bordering the two realms.
1105	The (now Grand) Duchy of Tys Ygithir ally with Eastgard against Tir Ardonae. Several small wars, known collectively as the Elven Wars, continue for the next twenty years.
1125	The Elven Wars end with some woodlands ceded to Tir Ardonae, especially much of the northern woodlands of Eastgard. Eastgard rankles under the terms of the peace but are too weak to do otherwise.
1125-1214	The Reconstruction: A period of relative peace as the realms try to recover themselves. However, during this time the Orcs and Goblins begin to sense the weakness of the realms and begin to mass themselves. The Golden Oak Path, founded in the wake of the Elven Wars, try to warn the realms of the threat but in vain.
1215	Goblin & Orcish forces invade in mass along the Tys Ygithir, Tir Ardonae, & Eastgard borderlands.
1220	Joint Eastgard/Elven army at Frisiaburg (N.E. Eastgard) unite and repulse a large Goblin/Ogre army under the Hobgoblin Hell-Forger, but the humanoid army remains intact. Turned from its southwest march, the Goblinoid army moves instead due west into the Ardonae Wood.
1223	Dragon & Bear Commanderies of Tys Ygithir besieged and taken by Orcish hordes.
1224	Elven forces from both Tir Ardonae and the Greywood as well as Tys Ygithir levies engage the Orcs outside the city of Ral Lanark. The battle is a stalemate, but prevents the Orcs from cutting the Duchy in two.
1227	Eastgard's Knightly Cavalry sweep into eastern Ardonae and relieve Stone Oak & Grenice Holts under siege from Goblin forces. A Dwarf army from the Iron Crag arrives soon afterword to reinforce the knights.

- 1230 BATTLE of BLACK HOLT:
Human, Elf, and Dwarf army battled against hell-
Forger's Goblin horde and decisively defeated the
Humanoids and slew hell-Forger. Humanoids
retreated to the eastern steppes and ceased to
be a threat for centuries.
- 1232 The Orcs withdraw from central Tys Ygithir,
apparently without military reason as the
Elven-Tys Ygithiri were still trying to mass for
offensive operations. Most scholars assume
they withdrew due to Hell-forgers defeat at
Black Holt. The First Goblin War ends.
- 1289 Exarch Nyssus declares himself Dominus
Augustus and proclaims his intent to reunite
the former lands of the Imperium. Aquinas
begins to hire mercenary legions and expand
their already vast fleet. The Imperial
Reconquest begins.
- 1291 As the opening moves of the reconquest,
Aquian forces begin to occupy islands
throughout the Azure sea and build fortified
locales & ports.
- 1293 Aquian legions occupy northern coast of
Istandar and defeat Anlynrise levies sent
against them.
- 1295 Aquian legions besiege Ral Lanark in the
Grand Duchy and occupy coastal territories
across Tys Ygithir.
- 1297 In order to solidify his gains, Nyssus demands
that the Dwarves of Aegol adhere to the
ancient Treaty of Darkenhold. Aegol refuses,
and instead the warrens send troops and
support to the Grand Duchy. Tys Ygithirian and
Istandaran privateers find safe haven and
support in the Dwarven warren of Darkenhold,
renamed Darkenmoor after the Cataclysm.
- 1303 In an effort to stifle the Haven privateers
wreaking havoc on Aquian shipping, Dominus
Nyssus's legions occupy Haven and war with
Eastgard.
- 1307 Dominus Nyssus dies of a horrible wasting
disease. Auguries from the temples decree
that Nyssus's death was punishment for taking
the title of Dominus without the blessing of the
Gods.

1291-1323	Imperial Reconquest becomes a protracted war of attrition. Aquinian resources are quickly depleted against the superior numbers and resources of the successor states and Aegol.
1323	Treaty of Haven allows for the war's end and the withdrawal of Aquinian forces from the allied realms. Haven is made a autonomous city, though the Exarchate maintains the right to re-occupy it in extreme situations. The Basine islands remain under full Aquinian control.
1325-1602	"Time of Recovery": only minor border wars mar this period, when the attention of the Realms were centred on their own lands and foreign adventures were discouraged.
1562	Rangers of the Golden Oak Path report that the Orcs had returned to the north borders of Tys Ygithir.
1575	The Dwarven warren of Axehead observed Goblins in force on the steppes beyond the Iron Mountains.
1589	The Druids of the Golden Oak Path send their emissaries to the Human, Elven, and Dwarf realms to warn them of the coming attack by the Humanoids. However, the Druids are dismissed by the Primages of the Mage Guild as fools and agents of the Elves. Heeding the Guild, the Human realms are left squabbling among themselves and unready for war.
1610	The Demon Lord Orcus woos four of the five Mage Guild Primages (Istandar, Aquinas, Eastgard, Grand Duchy) with promises of power and immortality. They succumb to his corruption and are transformed into Liches, all without the knowledge of the Guild. They sequester themselves in their towers and plot the demise of the realms.
1621	SECOND GOBLIN WAR: The Lich Lords, in return for the power granted to them by Orcus, mass the Orcs, Goblins & Ogres to war against the southern realms. Using foul magics, they also raise legions of the undead to aid their efforts.
1622	The Humanoid armies & Undead invade the Grand Duchy, and forces from Eastgard, Aquinas, and Aegol march to their aid. However, Tir Ardonae refuses to become

involved much to the consternation of the Humans & Dwarfs.

- 1625 The Allied Human & Dwarf forces are pushed back to the southwest & southeast. The Ducal capitol of Ral Lanark is besieged but a tenuous supply fleet from Aquinas maintains the city garrison.
- 1630 For the first time in its history, the city of Ral Lanark falls & is sacked. The Eastgard army retreats and is forced back to Haven & the Drakenwald. To remedy the rapidly deteriorating situation in the north, the Istandarian forces are hired en masse by the Exarchate as mercenaries. This new allied army marches north to the aid of Eastgard.
- 1634 The Goblinoid horde move against the Duchy of Iron Mountain in Eastgard & force the Dwarven warrens on the defensive. The Great Warren of Aws Noir falls, with no survivors able to flee the doomed fortress-warren.
- 1638 A major Orc force under the Lich Lord Xusha of Delos invade Tir Ardonae. The Elves fall back and request aid from the Humans & Dwarves, who refuse. Thus begins the real enmity between the races.
- 1640 Battle of the Magi: The Mage Guild unites against their erstwhile leaders, the Lich Lords and despite many casualties imprison 3 of the Liches in the Abyss with the aid of the Druids of the Golden Oak Path. The Lich Lord Xusha escapes and leads his forces ever deeper into the Ardon Wood.
- 1641 The Elven Holt-City of Faycrest is burned to the ground during Xusha's invasion and the entire population put to the sword. The Elves blame the Humans realms, saying that the Mage Guild 'allowed' Xusha to escape so he could ravage the Ardonae.
- 1645 Orcs in Tys Ygithir defeated in the Battle of the Willowood & begin a retreat that stops at the northern hills. Save for occasionally raiding into the Duchy, they remain there to this day.
- 1649 A joint Eastgard-Istandaran army stops Goblin advance at the Iron Mountains but suffers so many casualties that further offensive attacks are impossible. The Istandarians demand more payment for their support and when such is not

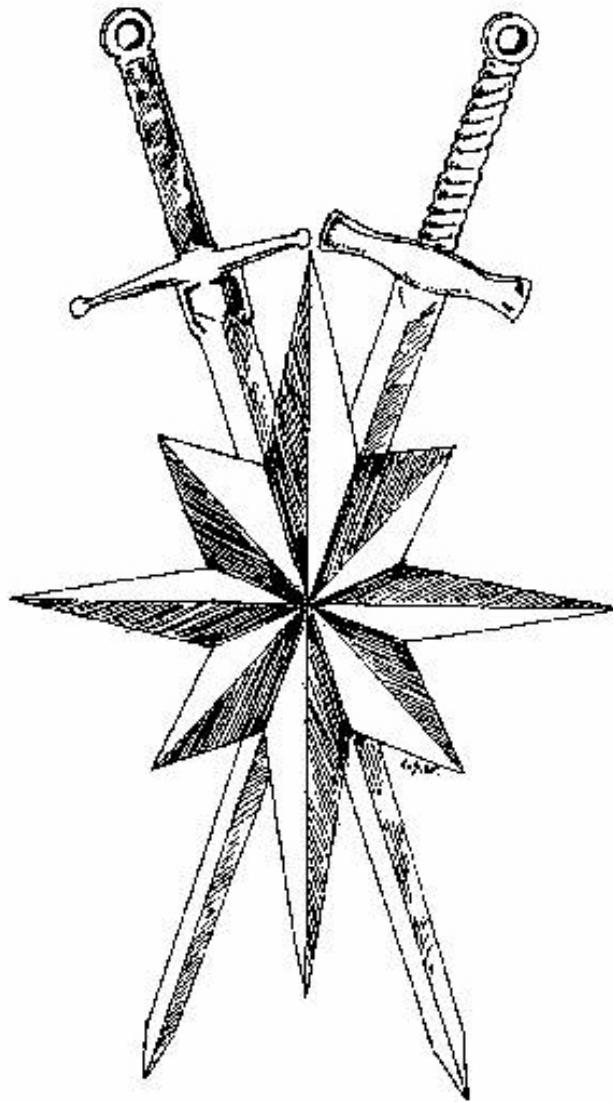
	forthcoming they return to Istandar. This leaves the Iron Crag Mountains with a small but growing Goblin threat on its southern flank.
1652	The Golden Oak Citadel of Repulse is razed to the ground by Xusha's hordes. The Elven Artifacts of great Arcane power held there disappear into mystery.
1655	The Elves use unknown magics to rouse their Patron Bahamut the Platinum Dragon to their side. In a fury, he summoned the good Dragons to rout the Orcs & Undead of Xusha at the gates of the Argent Tower itself. The Evil army is crushed, and the Orcs retreat in chaos.
1657	The last Orcish forces are driven out of Tir Ardonae to the northern hills.
1665	The Second Goblin War declared over, despite continued sporadic fighting on the borderlands.
1760	The Mage Guild is reformed, with every Human realm a signatory to their Great Charter. Determined to avoid the repetition of the Lich Lord fiasco, the Guild creates the rank of Grand Incanters to police the Magic-Users for demonic corruption. However, Magic-Users not part of the Guild are persecuted as rogues. In secret, the Warcasters of the Iron Ring are created to act as the 'Iron Fist' of the Incanters.
1798	The Elves and Dwarves refuse to place their Magic-Users under the authority of the Mage Guild out of fear of the Wizard's growing power.
1801-2	The "Fish War" begins with, under a pretext of losing fishing revenue to Haven, Eastgard attempts to seize the city-state, but intervention by Aquinas & The Grand Duchy prevent the city's subjugation. The war ends within a year with a return to the status quo.
1810-1900	Barbarous raiders from the Cold Islands (Ice Seas) begin massive raids across all the coastlands, from the Wild Coast to southern Istandar, with some ships raiding Aquinas and Haven in the Azure Sea. As the prior wars had been land affairs, all the Human realms were caught totally unprepared. Most of this century was put to repelling these small but fierce bands of warriors with strange magicks. Exarchate forts and forces deployed on the Wild Coast suffer the greatest from these raids.

1901	Due to the weakening of Exarchate legions by the Cold Islander raids, the Last Aquinian forces leave the Wild Coast region. With the loss of the only unifying force for the territory, the lands becomes wracked with chaos. Multiple petty fiefdoms take over local authority as pirate bands ply the seas unchecked.
1933-1949	“War of the Merchants”: Naval war between Aquinas & Istandar. While there were few major engagements, privateering abounded and Azure commerce suffers. Haven, In response to either their ships being attacked by Istandar or ‘commandeered’ by the Exarchate, abrogates prior treaties with aquinas and builds its own warships to protect Haven merchants.
1962	The Exarch Septimus Domedes is assassinated by a radical Patrician sect trying to restore the old Republic. A brutal civil war begins in Aquinas. The struggle lasts 22 years but no major interventions were attempted by any other Realms.
1984	Victorious in the field against the Patrician sect, Janos Diomedes assumes the diadem of the Exarch and eliminates Patrician resistance.
2021	The Grand Duchy of Tys Ygithir encroaches upon the Greywood and the Wild elves begin a guerilla war against Human occupation.
2049	Istandarian Levies primarily from Yorque engage in a futile war of conquest against the nomads of the Khosian desert. While this campaign fails, a force from Anlynrise occupies Isenwald as an Istandaran fief with only verbal protests from Eastgard.
2052	Grand Ducal emissaries sign a peace treaty with the Grey and Wild Elves and all Tys Ygithiran withdraw from the Greywood.
2076	In a surprise move, the Goblins invade Woldham in force. Many Dwarves fall as more and more of the warrens tunnels are inexorably occupied.
2096	The ruler of Tir Ardonae, the Argent Lady Melana Ap Tredygar is assassinated by unknown agents and her Marshall Davot becomes Argent Lord. The Tredygar Clan is accused of complicity with the assassins and the entire clan is subsequently declared outlaw. Their

holts are confiscated and their people spread
to the far corners of the Ardonae and beyond.

2101

Today



The Realms of Aedenne

The Realms of Aedenne are a varied group of states, from absolute monarchies to elected monarchs to rulers chosen by the gods themselves, and all points in-between. However, these realms described below are subject to change by the DM, and court intrigues, skullduggery, and downright rebellions can alter the political landscape of any of the Realms at any time. DMs are encouraged to use their imagination in modifying any of the Realms to their particular tastes.

The Elves and Dwarves are typified in the descriptions of Tir Ardonae and Aegol, but there are scattered Elven families and Dwarven Warrens in remote locales that may have different systems of ruler selection than noted in the typical examples. In the future, greater detail will be given on these realms as well as other territories far afield of the 'civilized world' such as the jungles of Setyss to the far south, the nomad tribes of the Khosian desert, and perhaps even the rumored Great Khan of the Goblins.

The Kingdom of Aegol

Aegol at a Glance:

Government: Elected Monarchy, The Stone Crown Weylund VII
Population: 30,000 , 95% Dwarf, 5% Other.
Resources: Iron, Steel, Coal, Precious Metals
Capital City: Vaultheim Warren (pop. 6,000)

History

Little is known of the origin of the Dwarfish races, though they have a multitude of legends about themselves. Most believe they were drawn from the living rock itself by the gods; which god depends on which warren one is in at any time the question is asked. The Dwarves are a lawful people, but only in the context of their warren which always holds a Dwarf's first loyalty. As the "Kingdom" of Aegol, the realm is marked by bickering and insubordination to a degree that makes the Kingdom of Eastgard appear as organized as the Imperium itself!

Society

To the dwarves of Aegol, their warren is paramount in loyalty and service. Within the warren itself, there are closely knit family groups and clans that can span into the hundreds. While these families occasionally hold small rivalry with each other, this competition is always in good spirits. Any family taking undue offense at a competition, or any family engaging in behavior beyond the pale of acceptable dwarven behavior is ostracised and sometimes driven from the warrens. This rarely happens, but when it does these families either move to the surface world to associate with Humans, live precarious lives of banditry in the lower tunnels, or travel deep into the earth never to be heard from again.

Religion:

The dwarves of Aegol worship several gods of a dwarven nature. These gods are hallowed in great cathedral-like caverns given over to their worship. While each warren dedicates itself to one of the gods, even those not chosen for special notice are still given great respect and shrines in every warren. But none of the shrines and temples can match the sanctuaries of Arkenheart. This warren of temples is unrivaled in fidelity to the gods and is considered the holiest of tunnels to all dwarves throughout Aedenne.

The gods of the dwarves are

CLANGGEDIN SILVERBEARD , the God of Battle
VERGADAIN , the God of Wealth and Luck
DUMATHOIN , the Keeper of Secrets Under the Mountain
ABBATHOR , Great Master of Greed
BERRONAR , Mother of Safety, Truth, and Home***

For more details on these gods consult the Unearthed Arcana.

***Note that the dwarves of Aedenne do not view Berronar as having a beard. The braids listed in her description are considered the braids of her tresses.

While very chauvanistic toward there own deities, there are a few dwarves that worship the Aquinian god Terra. In their doctrine (viewed as nigh-heretical by many dwarven clerics) Terra was the actual creator of the dwarven gods and peoples at the behest of the Almighty. While shunned and mistrusted, worshippers of Terra are usually left in peace to worship as they see fit.

Government

The Stone Crown (King) of Aegol is determined by the granting of the crown to a single family by a council of the Jarls (chiefs of the warrens). The family has the right to hold the crown for exactly 500 years, at which time another Jarls council is called. There can be no contesting of the right of a crown during this time unless the family holding the right dies off, though assassination is punished sternly by the Jarls. Dwarves have no gender inequality, and a crown may pass to a female as easily as to a male.

The current Stone Crown is Weylund VII, who claims to be a direct descendant of the vaunted Weylund I the forger of the Aegol Kingdom in the distant past. However, Weylund VII is not as well obeyed as that distant ancestor, and he is frequently striving to keep the other warrens in line. His warren of residence is Vaultheim, a deep warren whose prestige has increased with the Stone Crown residing in its halls. Weylund VII is aided considerably by his wife Ingra Ironarm, who holds the title of Hall Defender (General of all Armies). She is a mighty warrior and cunning commander, and acts as the 'mailed fist' to her husband's statecraft. Despite rumors among other races, Ingra has no beard nor do any other Dwarven females; though the thought that other races believe so is a great joke among Dwarvenkind.

Warrens

The Dwarves live in great warrens, former mines that were converted into cities by the incessant delving of the folk. To the uninitiated, the warrens seem a chaotic mass of tunnels with no rhyme or reason to their layout with many going in circles or to unexplained dead ends. This is an intentional construction strategy of the Dwarves, as it creates a maze incomprehensible to any invading forces.

The Seven Warrens of Aegol are listed below. Note that every warren has a number after the description. This is the relative depth into the mountain that the warren lies. A 1 is the surface of the range, with a 30 being the furthest depths any Dwarf has mined.

Roznig Mines: These are far to the north and are one of the newest warrens, only founded during the Second Goblin Wars as a staging area to strike at the flanks of the Orc forces invading the Grand Duchy. These mines are wealthy in iron and bauxite and are not as depleted as some of the older warrens. 6

Stone Fist: This warren is one of the oldest in Aegol, with a proud lineage of warriors from the Basine Wars to the battles of today. Though very little ores are left here, the coal deposits are still hardy and many subterranean foodstuffs (such as fungi, cave fisheries, etc.) are grown in the depleted caverns. 10

Vaultheim: This warren is the largest of them all, and tries to rival Stone Fist in renown and lineage (though they are younger by 200 years). As the seat of the Stone Crown of Aegol, their residents frequently purport themselves with excessive dignity and (some Dwarves would say) arrogance toward those from other warrens; a fact that does not endear them to their kin. Vaultheim has large gold deposits, and some silver as well. 18

Darkenmoor (Darkenhold): This warren was originally a forward hold against the Human Imperium. While no real ores of any worth were to be found there, Darkenhold was considered vital to withstand the encroaching humans from the southeast. However, after the Cataclysm Darkenhold was partially flooded by the emerging Azure sea and developed into a trading port for Aegol. This warren is the only place where the Dwarves trade with other races in earnest, and even a few of the sturdy folk have tried their hand at seacraft; with decidedly mixed results. 1

Arkenheart: This warren is the deepest of them all, and is considered to reside within the very heart of the Aegol Mountains. Due to its location, it is a place held in reverence by the Dwarves throughout Aedenne and many Dwarven families try to journey there once during their lives to worship at the mighty halls of the gods located there. While most activity here is turned over to religious matters and training for warfare (never far from any Dwarf's mind), what mining that does occur frequently brings strange metals unknown by the greatest sages to be brought to the forges of the Dwarven smiths. 27

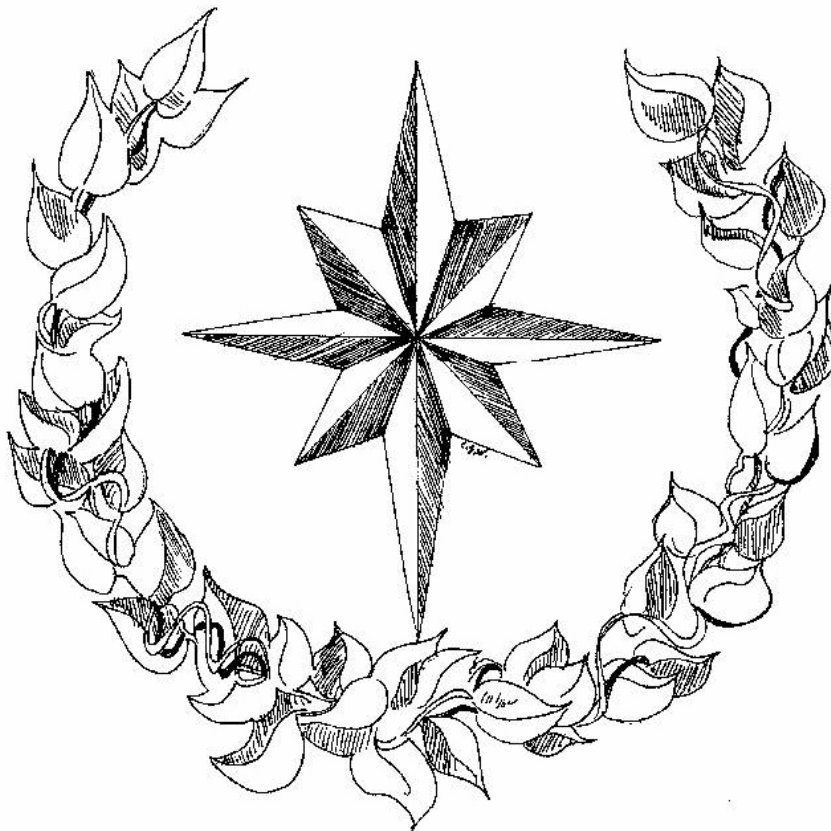
Graniteheim: The warren of Graniteheim is located at the very southwestern tip of the Aegol Mountains and has extensive dealings with the petty fiefdoms of the Wild Coast. Unlike most of their cousins, these dwarves specialize in the use of crossbows and polearms and have used them to great effect in the defense of their hold against opportunistic bandits and warlords. Much granite and marble is found here, and is traded throughout Aegol for decoration and defense. 11

Iron Hold: Ironhold warren is located on the western side of the mountains and face the chaotic northlands along the edge of leeshire. Frequently under attack by marauding humanoids, Ironhold prides itself on the quality of their warriors within the confines of tunnels and caverns. They also are known for the use of goblinbane, a poison of unknown origin (to outsiders) that is extremely potent against those of goblinish blood (goblin, hobgoblin, bugbear). While they occasionally grant such poison in small amounts to dignitaries or great friends of the warren, its origin and preparation are a closely guarded secret. Copper and tin are plentiful in this area, along with small traces of platinum and nickel. 9

Game Notes:

* Dwarven Fighter/Clerics are almost always from Arkenheart, or at least spent a significant time studying there.

* Darkenmoor is the only official trading location (by order of the Stone Crown), but other Jarls occasionally hire humans to try to smuggle past the Crown's tariffs.



The Exarchate of Aquinas

Aquinas at a Glance:

Government: Absolute Monarchy, The Exarch Patroklos Diomedes
Population: 1.5 million, 90% Human, 10% Other; 25% slaves)
Resources: Fishing, oils, slaves, shipbuilding
Capital City : Aquinas (pop 900,000)

History:

This Island constitutes the remnants of the once-great Human Imperium, and while still maintaining much of the civilization of the Empire they are a people lost in the past. The Exarch (Regent) still acts as if he rules the Known world, but few pay him any heed. The city of Aquinas, despite the Cataclysm still the largest in Aedenne, is a city of magnificent architecture and a thousand monuments to past glories.

Geography:

The island was formed by the Cataclysm out of the Terra Mountains and the sloping highlands immediately surrounding it. While some agricultural land is scattered here and there, most of the population raises herd animals such as sheep and goats or fish from the islands many bays and inlets for sustenance. The tempratures are mild, with frequent rainstorms and humidity. Approximately 70% of the island is rocky and mountainous, with small plains and beaches dotted along the periphery of the island.

Society:

The thoughts and opinions of the people of Aquinas are never far from their glorious past. Even the most rude of Aquinian coloni (peasantry) view themselves as superior to the nobility of the “Barbaroi” nations that surround them (Tys Ygithir, Eastgard, Haven, Istandar). As such, they are a proud people and will take any slights from a barbaroi human as a dire insult. Many are the wars forced upon reluctant Exarchs by the mobs of Aquinas for little or no cause because honor was percieved to be at stake.

The people of Aquinas can be divided into three classes, Coloni, Plebians, and Patricians. The Coloni are the rural folk who till the fields or mine the Terra Mountains. While in other lands, the peasantry are despised the Coloni see themselves as hard-working small holders who are the backbone of the Exarchate much as the citizen-farmers of the old Imperium. While they do use some slaves, they do not own the massive numbers of slave labor common to the Patrician farms that are slowly encroaching on the Coloni’s priviledged place in Aquinian society; the small hold farms.

The Plebians are the city dwellers and suprisingly make up almost half the population. This general term denotes artisans, merchants, and the unemployed rabble alike; with the last being kept fed and docile by the Exarchs with the use of free bread doles and massive entertainments. The Plebians are the least effective in exerting political power save through the Mage Guild, the Priesthood, or through mob riots that force the Exarch to bend to the mob’s will. But riots are a dangerous way to influence the government, as a few Exarchs have

obtained the courage to use the military to brutally suppress such riots. Fortunately for the mobs, rare is the Exarch who feels secure enough with their hold on the Diadem to exert such power on the masses.

The final group are the Patricians. They are the old families that can trace their lineage back to the long past days of the Aquinian republic, before the creation of the Imperium. Once these families were powerful and held the government of the realm in their hands, but no longer. Today the Patricians spend their time jockeying for favor at the Court of the Exarch, and preen themselves on the deeds of their ancestors in the dim past.

Government:

The Island is ruled by the Exarch, the direct Regent of the Dominus Augustus. The equivalent of a Chancellor during the Imperial days, the Exarch now rules as absolute monarch. The office has become hereditary, and his appointed officers rule the island. Great Patrician families have considerable sway in both the acquisition of offices and votes in the ancient tribal assembly The Consilium. Once a true parliament, it has acted to "rubber stamp" the Dominus (later the Exarch) and their policies. The patrician families are granted "Civitates" to rule in the name of the Exarch, but these holdings are not hereditary and thus give the Exarch power over the Patricians. Currently, the Exarch is Patroklos Diomedes, whose family has held the Exarchate for the past two centuries.

The Sectorum are the Imperial officers that rule Aquinas in the name of the Exarch. This consists of the Hetarch (supreme head of armies), the Setarch (supreme naval commander), the Grand Master of the Order of the Pegasi, the Pontifex Maximus (high priest of the Almighty), the Primage of the Aquinian Mage Guild, and a few others as appointed by the Exarch.

Military:

The Exarchate still maintains the Legionary system, but only one of the four legions (the 21st) is truly made up of Aquinians and is reliable. The other three (22nd, 28th, and 33rd) have Aquinian officers and are comprised of mercenaries. The fleet, however, is superb. Patrician families still view the fleet as a noble calling (from the early days of the Exarchate when the fleet held the barbarians at bay) and strive to enter the Imperial Temple of Aqu, where naval tactics are taught and refined. The fleet consists of 6 Dreadnoughts (8 lines of oars), 18 Triremes (3 sets), and 26 "cog" type sailing vessels. They do enlist privateers on occasion, but do not mix them with regular naval units for fear of 'contamination' of the fleet's elan.

Religion:

The official religion, and the one held in most esteem by the Coloni, is that of the Almighty. This Church, led by the Pontifex Maximus, is powerful in temporal matters and has many Cathedrals throughout the island. The deities of this pantheon are:

The Almighty: God of peace, truth, light, and rulership. This god is rarely portrayed other than as an elderly King, ruling over the universe of his creation.

Muiri: Goddess of justice and defense. Muiri is a deity subordinate to The Almighty, but she has a substantial following in her own right. She is a goddess of paladins and those wishing to smite evil. Muiri is the warrior spirit to The Almighty's peaceful ways.

Elementals: Terra, God of Earth; Aeir, Goddess of wind; Ignis, God of fire; and Aqai, Goddess of water. These four act as servants to The Almighty and perform as intermediaries between mortals and the Celestial presence.

While the Aquinian religion is the state faith, and is revered in the countryside Aquinas is truly a cosmopolitan city, with temples and shrines to virtually any pantheon imaginable easily accessible at various locations. No deity of Aedenne is lacking representation and even some of the demon cults have quietly placed themselves within the confines of the city.

Game Notes:

* HAVEN: The Free City of Haven is nominally under the Exarchate, but in truth the rulership is a fiction. The Overlord of Haven pretends that he's appointed by the Exarch, and the Exarch never tries to appoint anyone other than whom the Haven Overlord wishes (usually the Overlord's heir). This fiction aids both realms in allowing greater trading markets and opportunities. If the Exarchate ever did try to exert true authority over Haven, they would doubtlessly face not only a rebellious haven but the Ostander states of Eastgard & Tys Ygithir and perhaps even Tir Ardonae. None of these realms wish to see a powerful Aquinian presence on the continent.

- Treat the faith of the Almighty as a pseudo-Catholic Church of the High Middle Ages. There are Bishops, Monastaries, etc. and the entire Church is ruled with an iron hierarchy.
- The Patricians are frequently embroiled in assassination plots on rivals, smuggling in forbidden drugs from Setyss, and otherwise trying to increase their power. A PC party could find themselves hired for all sorts of missions in this rich land of intrigue.



Caledon: The Cold Islands

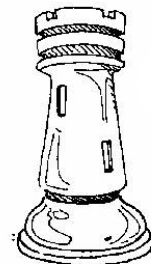
Cold Islands at a Glance:

Government: Tribal Monarchy, Highking Brennus Mac Connad o' Clan Brenainn
Population: 35,000 (90% Humans, 8% Dwarves 2% Other-usually slaves)
Resources: Copper, Furs, Timber , Foodstuffs-fish
Capital City: Brenainn (pop 5000)

Overview:

The Cold Islands were barely even known of in the heyday of the Human Imperium. While the Empire certainly had the power to bring this archipeligo under its domain, Imperial captains reported that the land was rough, contained little wealth of minerals, and the people were too primitive and truculent to make good subjects or slaves. And so, the islands were ignored even after the Cataclysm, and only legend seemed to surround this area and its peoples.

This changed from the years 1810-1900 F.C., when fierce barbarian raiders seemed to explode from the Cold Islands in a wave of pillaging and destruction. From the Wild Coast to the western shores of Istandar their longships appeared and struck at the towns and villages across the face of the known world. Even Aquinas found itself briefly under siege (1848-49 F.C.) by these tribesman with incredible fighting prowess and strange shamanistic magics. However, by the beginning of the 1900s the raids were becoming less and less frequent. Some sages attribute this to the increased defenses of the southern lands, others to the fact that the Cold Islanders had become awash in booty and slaves. None yet know the truth, and for the past 200 years the Cold Islands have become quiet again....but for how long?



The Kingdom of Eastgard

Eastgard at a Glance:

Government: Hereditary Monarchy, King Thodoric II
Population: 400,000 (90% human, 5% Half Elves, 2% Dwarf, 3% other)
Resources: Foodstuffs, minerals, timber
Capitol City: Warrick (pop. 32,000)

History:

This Kingdom was founded shortly after the Cataclysm, when the barbaric Ostanders overthrew their Aquinian masters and promptly adopted much of the Imperial culture and government. Eastgard is a prime example of the feudal states of Medieval Europe, with nobles holding fiefs in vassalage to great Dukes and the King, and the Chivalric code respected.

Geography:

Eastgard is a 'triangle' divided into 3 sections, with a circle in the center of Royal Land. The Upper point is the Duchy of Borealis, which borders Tir Ardonae. The bottom left is the Duchy of Verdantia, which borders the Azure sea to the west and the Kingdom of Istandar to the south. The third Duchy is the Duchy of Iron mountain, which is flanked on both sides by the Iron Crag Mountains. These Duchies are subsequently broken into various petty Marches, Counties, Baronages, and smaller fiefs.

Wooded and Mountainous in the north, the south is rich and fertile and frequently yields great harvests which bring much coin to the nobles of the fiefs. Which, as great nobles do when they are rich, they promptly spend on baronial wars and feuds. The eastern Duchy of Iron Mountain is poor in agricultural products, but great mineral wealth abounds, though removing it in the presence of the Goblin hordes is ever a dangerous endeavor.

Cities:

Ardonirain: This town of 7,000 is located in the Duchy of Borealis, March of Ardon Wood at the end of the Tir Ardonae frontier. A large trading city, it grew out of a timber camp that was converted to a frontier defense during the Elven-Eastgard wars. The seat of Marquis Di Cabrini, a notorious Elf-hater, this city acts as the command station for the entire northern defense of the Kingdom.

Ausberg: This city is on the west side of the Iron crag Mountains, and acts as a hub for the transfer of jewels and minerals mined from the Crag before being sent to the rest of the Kingdom. This town is heavily walled and garrisoned, and is the Ducal seat for the Duke of Iron Mountain.

Frisiaburg ; The town of Frisiaburg is located at the extreme northeast of the Kingdom, and has the unenviable fortune of being at a juncture where Tir Ardonae, Eastgard, and the Goblin tribes all meet, the very northernmost tip of the Iron Crag Mountains. Part of the Duchy of

Borealis, the Baroness of Frisiaburg keeps her city well defended and frequently sallies forth to battle both Elf and Goblin on these inhospitable borderlands.

Verdanshire: The Verdantshire town was until just recently (50 years ago) a small trading stop on the way from the southlands to Warrick. However, with the loss of Isenwald to the Istandarans, the Duchess of Verdantia now keeps her seat here and spares no expense at preparing the city as a grand successor to the old Ducal seat of Isenwald. Despite the hostility between the two realms, Verdantshire has found itself a mecca for trade with the exotic southlands and many caravans travelling to and from the two enemy Kingdoms add coin and cosmopolitan tastes to this once-backwater town.

Warrick This city is the oldest in Eastgard, having been founded as a legionary camp during the Second Aeniat War (491). This city has only grown over the centuries, and was virtually untouched by the carnage of the Cataclysm. The seat of Eastgard Kings for the past 1200 years, Warrick has ever been the jewel for any who would subjugate and rule Eastgard. The mighty royal fortress, Sturmfestung, looms over the sprawling city as a constant reminder of royal power and authority.

Society:

The society of Eastgard is that of a traditional Medieval state, with an agrarian peasantry tilling the land on behalf of the nobility, who in turn maintain themselves for war and defend the peasantry. However, with the expansion of Haven to the west and the pressures of rulership upon the King, the local merchants (Burgesses) are beginning to find themselves with greater and greater political power.

The new Burgess class have found the Eastgard Kings more and more willing to bestow noble title upon them in return for financial support of royal forces against the entrenched old nobility. This has created great friction between the nobles, who view the Burgesses as money-grubbing commoners with no honor or courage; and the Burgesses, who view the nobility as arrogant brutes who care more for war and their own personal honor than the welfare of their own people or the betterment of the state.

So far, the King has kept both factions balanced off against each other, but this uneasy state of affairs is bound to fall sooner or later.

Government:

The Kingdom of Eastgard has a feudal nobility of Dukes, Counts, Barons, and Lords that all owe nominal loyalty to their King, Theodoric II. In truth, the King spends much of his time avoiding deposal (Ostander are not big on 'Divine Right') and keeping his truculent vassals in line. The great Dukes of the realm rule their Duchies directly, with only nominal vassalage owed to the Crown. They owe scutage to the King in times of war (they must provide military forces to royal command for 40 days), but other than a 10% tax on goods to the Crown these regions are left to their own devices. Occasionally the Dukes will war with each other, and the King usually does not intervene unless a foreign threat is imminent.

The Crown of Eastgard is hereditary, and the King rules with the assistance of his Royal Counselors. These magnates of the realm have in the past been the great nobles, and petty court lords and ladies with royal connections. However, recently Theodoric II has begun to appoint capable Burgesses to some of these offices such as Chancellor of the Exchequer and

High Justiciar of the Realm. While the nobility still has greater influence with the Crown, these days may be numbered.

Military:

Each Duke has their own levies, which vary widely. Iron Mountain has the weakest, while Borealis has the strongest. The King has the Huskarls, an elite group of 400 knights sworn directly to the Royal service. While small, they make up for their lack of numbers by intense training and loyalty (around 2-3rd level each with 4-5th level officers). Some say their martial skills rival those of the Imperial Knightly Orders themselves. Eastgard has no real ports (Haven is nominally a free city) and thus has no navy to speak of.

Religion:

The people of Eastgard worship the Norse pantheon (see Deities & Demigods), with quite a few in the northern Duchy of Borealis also revering Melikki. While the Norse pantheon is not an official state religion, its primary competitors (The Almighty & Istandarian/Babylonian) is highly discouraged as the religions of 'the enemy'. Small shrines and temples to these gods may still be found in large cities, however. In the northlands bordering Tir Ardonae, the Golden Oak Path (q.v.) has some strongholds, but while they enjoy popular local support the nobility of the region's distrust of Elves and Half-Elves keep tensions high.

Game Notes:

- There are constant tensions and infighting among nobles throughout Eastgard, and any group of experienced PCs may find themselves sought after as mercenaries for any of the petty wars that flare up from time to time.
- While those who worship Melikki in the Golden Oak Path are inevitably druids, in Eastgard there is a small but influential clergy and church of Melikki in the traditional AD&D model.
- The Duke of Borealis is quite ambitious, and rumors abound that he is hiring an army to try to seize the Eastgard throne. He might not even be above assassinating the King? Of course, he'd not wish to use his own people for such a dirty task, but a party of PCs might just do the trick.
- The Mage Guild centered in Warrick is privately disturbed by the Golden Oak Path, and suspect that they may still be holding several Elven magical artifacts saved from the sacking of Repulse (Second Goblin War). A party of PCs might be hired to infiltrate the Path and discover their treasures.
- The dwarven warrens of the Iron Crag Mountains are hard pressed by the Goblin menace on Woldham. They might be willing to hire an experienced band of PCs to journey to the lost warren of Aws Noir to find dwarven treasures rumored to still lie there. Not to mention such a raid might take some of the pressure off Woldham.

The Free City of Haven

Haven at a Glance

Government: Hereditary Monarch, The Overlord Krager
Population: 75,000 (80% human, 15% Dwarf, 5% other)
Resources: Fishing, Trade Goods
Capital City: Haven (pop. 60,000) 15,000 in surrounding region

Overview:

Haven is a thriving port city on the Azure sea, located at the juncture of three mighty realms; The Grand Duchy of Tys Ygithir to the Northwest, The Kingdom of Eastgard to the southeast, and the High Elven realm of Tir Ardonae to the northeast. Across the western Azure sea is the Exarchate of Aquinas and south are the ports of Istandar.

Haven was founded on the newly created shore of the Azure sea shortly after the fall of the Human Imperium 1200 years ago. Originally constructed as a base camp for King Odovaker of Eastgard's abortive invasion of the Aquinian Isle, it later developed into a major port city. Despite a brief occupation 800 years ago by the Dominar Nyssus of Aquinas and his legions, Haven has been more valuable as a trade city instead of a prize to be fought over by the various nations that surround it. It serves the needs of all races and countries as an independent city-state ruled by the Overlord Krager, who is careful to avoid entangling alliances with any of his neighbors.

Geography:

The city is walled, with a inner castle (The Sanctuary) where the Overlord and his government live and perform business in the city. Haven has 2 gates; the Argent Serpent Gate at the Northeast and the Sable Serpent Gate at the southeast. The port facilities are extensive and usually not very corrupt.

The quarters of the city are divided amongst the following:

Hermes's Ground: The merchant area, with the palatial Temple of Hermes, patron god of Haven, in its center. This is the core of the city and by far the largest quarter. The ground is full of shops selling all types of non-magical wares> Little is actually illegal in Haven, so even the most exotic wares can be found for even the most discriminating customer. A common saying among the city denizens is "If you can't find it in Haven, it simply isn't".

Gold, Silver, & Copper: These are the residential districts according to status. Copper is closest to the Westwind port. Silver covers much of the center of the city and flanks both sides of Herme's Ground, while the Gold quarter is near the walls (but away from the serpent gates) for maximum security and privacy.

Aventia: Next to the Elven quarter, this area is the location of temples of various pantheons.

Scarlet: This quarter is the location of many middle to lower class taverns, gambling halls, & brothels. Also contains the Gladius Maximus, the area for gladiatorial combats & other sporting events.

Westwind: This quarter is the port facilities, warehouses, and inns who serve the sea-faring clients. This area has a large Dwarven population who coordinate shipping on the main routes from Haven to Darkenmoor.

Alfarian: This quarter, also known as the Elven City, is verdant parkland, with a golden 15 foot fence & gate surrounding the area. The quarter is well guarded and interlopers are not appreciated. This area contains the dwelling of the Elven Consul and his staff.

Mage quarter: This area is dominated by the three Towers of the Guild- the tower of Air, the tower of fire, and the tower of water. There are small shops of minor sorcerers selling their skills below the towers but all must be sanctioned by the guild.

Military:

The Overlord keeps a standing force of mercenaries to guard the city walls and police the city itself. This force is well equipped and numbers about 2000. The Overlord also maintains a small fleet of 8 cogs and 2 Quadremes, and these are kept busy patrolling the west shores for pirates.

Relations with the Exarchate:

The Free City of Haven is nominally under the Exarchate of Aquinas, but in truth the rulership is a fiction. The Overlord of Haven pretends that he's appointed by the Exarch, and the Exarch never tries to appoint anyone other than whom the Haven Overlord wishes (usually the Overlord's heir). This fiction aids both realms in allowing greater trading markets and opportunities. If the Exarchate ever did try to exert true authority over Haven, they would doubtlessly face not only a rebellious haven but the Ostander states of Eastgard & Tys Ygithir and perhaps even Tir Ardonae. None of these realms wish to see a powerful Aquinian presence on the continent.

The Kingdom of Istandar

Istandar at a Glance:

Government: Theocracy, Priestess-Queen Ishtar XIV
Population: 2 million, (86% Human, 7% Halfling, 7% other)
Resources: Cotton, Flax, Wines, Steel
Capital City: Ishtariopolis (pop. 125,000)

History:

The Tandar were an ancient people from the southern steppes and once rivaled the city of Aquinas for control of Humankind. Subdued and incorporated into the Imperium, they managed to keep their culture alive until the Cataclysm, when they threw off the Imperial yoke and returned to the priest-king rulership of their heritage.

The Tandar Kingdom has spent the past 50 years in a fruitless attempt to conquer the Khosian nomads to their south. Now, they have decided that the northern lands of Eastgard may be more to their liking.

Geography:

The Kingdom of Istandar is mostly arid, with irrigation in the central highlands allowing for the growing of some agriculture. However, pastoral herding is still the primary means of sustenance throughout most of the realm. To the east are the Barrier Mountains, where mineral riches aid the wealth of the Kingdom. To the west are more herding regions, with orchards becoming more prevalent the closer to the Western Seas one travels. The Halfling Cantons are an exception, with their industriousness and irrigation aqueducts providing grains and other harvests that find ready markets throughout Istandar. To the south the terrain becomes more dry, with deserts beginning beyond Yorque and into Khosia. Horses and Camels are the predominant means of travel, with the latter especially predominant in the south.

Cities:

There are six major cities in Istandar, and each are dedicated to a god of the Istandarii pantheon.

Ishtariopolis: This city is dedicated to Ishtar, and her High Priestess the Priestess-Queen currently rules all of Istandar as Ishtar XIV. Located in the center of the Kingdom, this city is primarily an administrative hub but also acts as a center for religious affairs. The capital is located 49 miles from Mardukosis, the old capitol leveled in ancient times by the Imperium in 600 F.C.

Isenwald: This city is now dedicated to Marduk, God of justice. This is a new city, seized only recently from Eastgard and was subsequently "Istandar-ized" by a massive rebuilding program to change the look of the city to a traditional Tandar culture. While the exterior of the city reflects this, the people resent Istandarian control and frequent revolts are not uncommon.

Isenwald acts as a timber center and trading post from Istandar to Eastgard. The city is located near the border with Eastgard in the Northeast woods.

Anlynrise: dedicated to the love aspect of Ishtar Inanna, this city is famous (notorious?) for decadence of every sort imaginable. A center of luxuries, Anlynrise offers spices from Istandar, slaves from the Exarchate, and even drugs and potions from far off Setyss. No vice is too foul, no want unfulfilled in this den of iniquity. This city is located in the Northwest, near the Halfling Cantons.

Dalreaata: This small city is dedicated to Ramman, god of storms. This port's primary resource is fishing, with some trade between the Azure sea and the southern lands such as Khosia and Setyss. This city is located in the Southwest on the Western Sea.

Yorque: This city was originally a great agricultural center in the pre-Cataclysm days, but after the disaster transformed Khosia from fertile plains to barren desert, Yorque lost most of its former grandeur and is a shadow of its former glory. Dedicated to Girru, god of fire. This city is located near the Khosian Desert in the Southeast.

Korlyn: The grand city of Corlyn is a rich mining city located within easy travel of the Barrier Mountains. With no Dwarven presence to speak of to compete for the mineral riches of the region, this city is increasing in power in the Kingdom; a fact that translates into rivalry with Ishtariopolis for future dominance of the realm. While the Gnoll tribes do harry the domain of the city, they are too fractious to provide any real threat. This rising power of a metropolis is dedicated to Anu, god of the sky.

Society:

The Tandar have evolved over the centuries from a herding, nomadic people to the cosmopolitan city dwellers of today. Istandaran culture is patriarchal, with the clergy and the disdained Mage Guild being the only avenues of advancement for the female gender. Once the Priest-Kings ruled each city as a direct avatar of their chosen deity, but with unification (circa - 200 F.C.) such power has been reduced but not forgotten. A classic desert culture, they exonerate the warrior and the priest, though merchants are not despised as in the northern realms.

The priesthood's of the various temples are the real authority in Istandar. The Priestess-Queen Ishtar XIV is the top of a highly ordered and bureaucratized organization of temples and shrines that act as the seats of government from the great cities to the smallest village. As such, entrance into the clergy is highly sought after by the common and ambitious alike. However, every temple has strict entrance requirements and initiations before any acolyte is taken into their ranks. At higher ranks, the clergy shave their heads as a sign of authority and greater communion with the divine powers.

The warriors view themselves as the descendents of the old priest-kings, and frequently chafe at being subordinated to the priests of the temples. Though minor rebellions have arisen from time to time, a deep-seated faith in their gods keep the warriors abrasive but obedient. Chariots are the exclusive travel method of the warrior class, and Istandaran warriors ride their chariots whenever travelling to advertise their station (even when other modes of travel would be more efficient). The warriors spend their time hunting animals and humanoids on the frontiers, or trying to instigate wars with Istandar's neighbors for the glory of their particular city's deity.

The merchants are usually commoners, though some poor warrior families do try their luck at commerce from time to time. While not equal to the other two classes of society, they are not considered inferior by birth (at least by the priests) and are recognized throughout the society for their vital role in economic health and wealth. Merchants within a city are considered sacred to that city's god (regardless of the deity in question) and therefore any attack upon them is an affront to the divine powers while they are within the city. Therefore, while banditry on the highways between cities are common, attacks on merchants within a city is almost unknown.

Government:

The Priestess Queen Ishtar XIV is the absolute and total ruler of her realm. As the High Priestess of Ishtar her word is law and even the clerics of other gods of the Istandaran pantheon recognize her primacy. This rulership dates from the year 600 F.C., when with the fall of Mardukosis the former supreme god Marduk the Justice Bringer was considered to have been supplanted by Ishtar and his High Priest forced to relinquish the role of Priest King to Ishtar's High Priestess. Ishtar XIV has a large number of male concubines who double as her personal bodyguard, and her children are many. However, while it is tradition that one of the Priestess-Queen's daughters will ascend to the Clergy of Ishtar and eventually rulership of Istandar, this is not guaranteed and on rare occasions another Cleric of Ishtar has assumed the mantle of rulership.

Upon the death of the former Priestess-Queen, that ruler's daughter is taken to the temple of Ishtar at Ishtariopolis and if the Goddess manifests herself within the applicant the daughter is proclaimed the new Priestess-Queen. On those rare occasions that another was chosen, the Goddess manifested upon one of the many clergy of Ishtar in attendance viewing the rite (all clerics of Ishtar are required to travel to Ishtariopolis regardless of prior duties for this ritual).

The Priestess-Queen rules through the military, which is somewhat reliable, and the clerics of the temples various cities. While the former can be uncertain at times, the latter are inscrutably loyal despite their own patron deity. Even the followers of Marduk have recognized the ascension of Ishtar since 600 and obey all commands, though with occasional bad grace. As all segments of Istandaran society, from warriors to beggars, are highly superstitious and faithful to their gods, even an a highly unpopular Priestess-Queen can be assured that her mantle will never be challenged or life threatened by an Istandaran.

The Governor-Theocrats are usually the High Priests of the patron god of each city and rule their city and its environs in the name of the Priestess Queen and will follow her commands to the letter. Though on occasion a Governor-Theocrat will try to take liberties with the 'interpretation' of that letter. But none dare tread too far out of line, for even a High Priest is like a sheep to a wolf when compared to the wrath of the Lady of Ishtariopolis.

Military:

The Istandar fight in levies drawn up by the warriors of each city and their retainers. They have 3 standing armies of about 1000 troops each (Khosian army, Ostander Army, and the Militates of Ishtar). Each city jealously guards their right to control their own levies, and frequently this pettiness defeats more Istandar armies than any enemy host. They have a small

navy, but only use it to guard their northern coast against the Exarchate. They have few ships on their southern coast, since only privateers are of concern in this region.

Religion:

The Tandar as noted earlier are a highly religious society. Piety to one's deity is considered the height of endeavor and those who dedicate themselves to the gods are respected as no other class are. The gods of the Istandar Kingdom are respected by all the cities and are given places of honor in the temples even if the god(dess) in question is not the patron deity of the city. Clerics of other non-evil deities from other lands are treated with some reverence by the populace, but the clergy of Istandar treat these other clerics as 'poor cousins' who do not support the enlightened gods of the Istandar faith. For game purposes, reference the Babylonian mythos in AD&D's Deities & Demigods for further information. The exception is Inanna, who can be found in the same work under the Sumerian mythos.

Game Notes:

- Clerical magics are held in great respect, so even with the Mage Guild extant in the realm Magic Users are looked on with some contempt. Even Clerics of other religions are given greater respect than 'godless' Sorcerers.
- A temple priest's daughter has escaped their palatial home and has ridden with her retinue at all speed to sample the delights of Anlinrise. The PCs could be hired to retrieve her from the carnal pits of the city.
- The ruins of Mardukosis were cursed by the Mage Guild in 600 F.C. so that no living thing may reside there. PCs may adventure there for a short time to find the gutted ruins of the city and the powerful magics and treasures rumored to still reside there.
- Another rebellion in Isenwald, led by the grandson of the old Eastgard baron whose land it had once been is rumored to be afoot. PCs could participate in liberating the city, or could be hired by the Governor Theocrat to infiltrate and break up the plot.

Tir Ardonae: The Elven Realm

Tir Ardonae at a Glance:

Government:	Absolute Monarch, The Argent Lord/Lady
Population:	28,000 (90% High Elf, 5% Grugach, 5% Other (woodland folk))
Resources:	Exotic flora, Magics, Wines, Crystalware
Capital City	The Argent Tower (pop. 1,000 in surrounding region)

History:

No one knows for sure the ancient beginnings of the Alfari, or Elves as they are now called. The Elves once held sway over the mighty forests of Aedenne, in times long past when Humanity was in its infancy. However, as time has passed the Elven numbers and powers have dwindled until only in the great wood of Tir Ardonae do they still hold their ancient power and glory.

Of all the societies of Aedenne, the Elves of Tir Ardonae trace their lineage the farthest into antiquity and their pride in this achievement of their race knows few bounds. Only the Human realm of Aquinas can match the Elves in hubris and disdain for their fellows; for even other elves such as the Wild and Gray face the disdain of their highborn cousins of the east woods.

However, all their arrogance cannot hide the fact that Tir Ardonae is in decline. Legends abound of mighty Elven magics and artifacts, rumors that are quite true. But most of these great enchantments were done long ago, and few among the Elves maintain such power. Great citadels of living wood were formed once, but again in the dim past. The ennui that grips the Elves seem to encroach more and more upon their very society with each passing generation.

Regardless of their origins, the catastrophe that shattered Aedenne was a severe blow to elven power. After the waves of disaster receded, they withdrew to their forest vastness and hid behind shields of magic and the power of the forests itself. Today, most High Elves live in Tir Ardonae forest. Those which dwell in other lands are isolated families or exiles; the latter shunning their homeland and the shadows of once vast power. Only the Grey and Wild Elves of the Greywood and a few scattered lineages dwell away from the seat of elven power that is Tir Ardonae.

The notable exception to this is the Free City of Haven. Alone among the Human cities, Haven boasts an extensive Elven Quarter and is the sole major trading link between the Elves and the outside world.

Today, Tir Ardonae remains as mysterious as ever. Rumors speak of a new conflict - this time among the elves themselves. Civil conflict among nobles is not uncommon, but open rebellion against the Argent Lord himself has been, until now, utterly unthinkable. Whether these rumors will prove true, or simply more wild speculations about the legendary home of the elves, remains to be seen.

Geography:

Unsurprisingly, Tir Ardonae is a place of ancient forests, rolling grasslands, and a few craggy mountains at the center of the great wood. The land's elevation gradually increases toward the center of the realm, with the forests growing thicker along the higher slopes and hills, until at last the great slopes of the Alfari Mountains rear up, rugged and forbidding.

Society:

The High Elves of the Tir Ardonae, while not the scions of magic and power that their forebears were, still take great (some say inordinate) pride in their uniqueness.

The elves live in small communities or clans with specially defined regions of 'responsibility' to guard and protect. In effect, this gives each clan a fief which they guard jealously against interlopers of any race.

The High Elves frequently use mighty trees as "Holts"; living castles of magically hardened wood that are manipulated into growing to the proper shapes for dwellings and defense. Such fortresses are the equal of any Dwarven warren or human castle in matters of defense.

The communities around a Clan Holt are invariably places of tranquil beauty, composed of graceful structures formed from the nature surrounding them. Here elders and their younger family members and retainers pursue lives of peace and beauty, using their skills and magics to derive fruits, nuts and grains from the wood without the tilling of other races. They hunt as well, but with proper obeisance to the goddess of the forest, of course.

Such pleasantries come to an end, however, during the all-too-frequent feuds between elven clan nobles, in which entire households have been known to strap on armor and swords, mount up on their choicest warbeasts, unicorns or griffons, and ride into open battle with other nobles, for some real or imagined slight. Elven pride leads to such feuds, which may last for centuries, and also prevents close cooperation between rival clans, a tendency which almost destroyed the realm during the Lich Lord Zushaz's invasion 500 years ago. Only the intervention of the Dragon Princes or the Argent Lord himself can end such conflicts, and such authority is exercised infrequently.

Government:

The lands are ruled by the august Argent Lord (or Lady). He is aided by the Dragon Princes, a council of nine ancient and wise elven nobles. The Seven have no real political authority, but their advice is usually followed due to the great respect and esteem in which the other elves hold them. When a Dragon Prince dies, the Argent Lord elevates a new member from the ranks of elven nobles, though this has not occurred in over five hundred years.

Religion:

While the traditional Elven pantheon is worshipped (see Unearthed Arcana), The nature Goddess Ki is held in equal regard to Corelon Larethian A "Goddess & God" duality has evolved

them into the two predominant deities. NOTE: See Deities & Demigods Babylonian Mythos for details on Ki. She is also worshipped by the Ostanders of Eastgard & Tys Ygithir as the Goddess Mielikki..

Wild elf druids are known to venerate great and ancient trees, using them as temples and shrines. These areas are considered sacred sites by other Elves, and the Protector-Knights devote themselves to their protection (see Appendix A for Elven Protector Knights).

While not worshipped per se, the Temple of Bahamut the Platinum Dragon is given great respect. The Elves believe that they were first formed from the magic and power of the good Dragons of Aedenne, and therefore view Bahamut as their 'foster father' and hold him in great reverence. The Elves mantle of greatest respect, bestowed on their elders of great renown, is that of Dragon Prince.

Cities:

As previously noted, many elves live in small settlements, but a few large cities have grown up. This term is literal, as most are created by shaping massive trees to fit the roles of building much as the Holts are used for castles. The most prominent of these was Faycrest, a mighty walled city of soaring towers and elaborate parks and public spaces. Burned to the ground during Xusha's invasion, the city is in the process of being rebuilt, but many of its ancient wonders were smashed and destroyed utterly in the Sack, and most of its inhabitants put to the sword. Even 500 years later the damage is quite noticeable.

Elsewhere, the city of Black Holt has sprung up around its namesake, an old ironwood fortress that once guarded the realm's eastern reaches from humanoid invasion. This settlement is known for its starkness, and the itself is where the finest elven warriors and Protector knights are trained. Young elves are often sent here for education, before serving their clans as warriors.

The port city of Avontide, on the banks of the Avon river, is home to the Realm's shipyards. The mighty elven ships and other vessels are built here, along the peaceful waters that flow to the Azure sea. This city is a center of trade with the outside world, with a great deal of commerce with Haven and the greater Azure passing over its waters.

Other places of note in Tir Ardonae include the ruins of Repulse, the citadel of the Golden Oak Path where the famed Elven artifacts of power once rested. Destroyed by the orcs, the Citadel has never been rebuilt, but remains as a memorial to those who died defending it.

On the north border of Tir Ardonae, lies the Ringholt, where many ancient weapons are stored, far from the bickering nobles and, supposedly, safe from the outside world.

In the center of Tir Ardonae, near the sacred Temple of Bahamut, lies the Argent Lord's tower. Here, the elves' sovereign ruler has remained for centuries, overseeing the people, and overseeing the realm. Here, too, the Dragon Princes meet in council and discuss the state of the realm.

The Vanir:

The Vanir are a select group of warriors amongst the High Elves of Tir Ardonae. The Vanir are exclusively cavalry, but they ride either Griffons or Unicorns. All Vanir are armored in special 'plate mail' of elfin creation, but this plate is not steel but of special leaves magically bonded into appropriate armor of glimmering gold. Each elf petitioning to join the Vanir are put through rigorous tests of mind & body and few are considered worthy to be accepted.

The final test is that of 'bonding'; The prospective Vanir go into the deep wood and wait for a month alone for either a Griffon or Unicorn to willingly come to them as their mount. If one does not come, the elf cannot become a Vanir, but still holds some high renown in Ardonae society.

Once an elf has been accepted by their mount, the beast is loyal unto death. The gender of the elf to their mount is irrelevant; despite legend unicorns will choose males as much as females and the griffons are also not gender specific.

The Vanir have historically been the 'elite' force of Tir Ardonae and take their role of protectors of the Alfari very seriously. They are all good in alignment, and hold Correlon Larethian as their patron deity. The Vanir were founded as an exclusive Order after the 200 year civil war when the exiles were driven out for their abominations, and so the Vanir were given the duty of defending the Elves from all evil; especially the exiles (Drow).

In game terms, a Vanir is a Cavalier and must meet the prerequisites of that class. The griffon or unicorn are based on the statistics in the Monster Manual, save that any intelligence for such creatures will be one rank higher than usual (ie. Griffons will be Average, Unicorns will be Very). The 'plate mail' is considered +1 plate (officers will have +2 or more), and this armor must be treated monthly with a special potion created by the elves or it will dissolve into dust. All such armors are made exclusively to fit the wearer upon entry into the Vanir, and as such will only fit other elves and even then only on a 30% chance.

Game Notes:

- * Since the Second Goblin War, many Elven artifacts and items of great power were lost and scattered throughout the northeast. If any were rumored to be in Human or Half-Elven lands, it is possible an Elven noble would hire a party (even of the despised humans) to obtain it for him.
- * It is very difficult for Humans to enter the Ardonae save under the protection of the Golden Oak Path, and even then they are at great risk.

***Portions inspired by the Wulf sagas, by Anthony Pryor

The Grand Duchy of Tys Ygithir

Tys Ygithir at a glance:

Government: Hereditary Monarchy
Population: 210,000 (85% Human, 10% Half Elf, 5% other)
Resources: Fur, Timber, horses
Capital City: Ral Lanark (pop. 45,000)

History

The Grand Duchy was another of the successor states to the Human Imperium, but took a different path than the Ostander to the southeast. The Imperial Legions in this region had been seasoned by years of warfare with the Northern Orcish tribes and did not easily fall against the barbaric Tys and Ygithiri tribes that rebelled against them. Eventually the tribes and the Legions reached a compromise with tribal chieftans having nominal sovereignty in the land (via their duke), but Legionary commanders having great sway in their legion's area of jurisdiction. Within the century, the Duke title ceased being solely hereditary and the former legionary commanders (Now the Knight-Commanders of their Commandereys) choosing the Duke in council upon the death or abdication of the prior Duke.

Despite internal tension between the Tys and Ygithiri, the Grand Duchy of Tys Ygithir nonetheless continues to act as a bastion against the elves and orcs that strive to encroach upon the north.

Geography:

The Grand Duchy is a rough land, with only the coastal areas developed to any significant degree. The forests to the west provide rich timber, though some hostility with the Grey Elves [exists](#). To the east are open plains, only ending at the wood edge of Tir Ardonae, a region that the western commanderies watch constantly for any encroachments. The central region is good agricultural land, though as one goes further north the land becomes sparse and forbidding. Ral Mimbra sits at the edge of the arable land, with the hills of the Orc Northlands providing a small barrier noting the limits of Grand Ducal power.

During the days of the Human Imperium little effort was made to develop cities in the northlands. Most of this region was considered simply to be used for resources and defense, with only Lanarkium (now Ral Lanark) developed, and only as a military command post. Since then, the Humans have slowly moved north and built towns, but as the area is still rife with monsters and other perils the cities are always built with an eye toward defense. The predominant cities are as follows.

Ral Lanark: The greatest port in the Grand Duchy and the capital, this walled city boasts several major decisive battles of the past

millennium being fought beneath its gates. The merchants of the city deal in fishing, timber, and the city is the sole location for Azure sea commerce in the Duchy.

Ral Denoth: This city lies to the west and is flanked by the lands of the Raven & Wolf Commanderies. Ral Denoth is a timber center and like all cities in the Grand Duchy is walled and strongly garrisoned.

Ral Stallus: This city is to the southeast and borders the Haven protected lands and falls within the territory (but not jurisdiction) of the Unicorn Commandery. Blessed with open fields and many small rivers, this area is used for horse breeding & cattle runs. Ral Stallus is fortified, but not as well as most other cities due to the lack of heavy stones and high water content.

Ral Partha: This city is located in the center of the Grand Duchy and is a mecca for commerce in all its forms. For military purposes, the roads to all other cities go to and from Ral Partha and only one road connects Ral Lanark & Ral Partha; a transport situation that the merchants of Ral Partha take full advantage of to monopolize most trade with the capital.

Ral Mimbra: Located in the north and east, this city is a forbidding collection of granite & stone with the heaviest fortification in the Grand Duchy. This is necessary due to its proximity to the Orcish frontier. Despite its location within (but not under the jurisdiction of) the Bear Commandery, they do a brisk trade in agricultural products for export to as far away as Aquinas and Haven. Considered the 'bread basket' of the Grand Duchy, its unfortunate proximity to the frontier makes it the first looting target of the invading Orc tribes of the past two goblin wars.

Society

As time progressed beyond the cataclysm, the Tys intermarried with the Imperial Legionaries to such an extent that in the land today they are considered one and the same. The Tys have almost exclusive control of the Knight Commanderies and much of the landed aristocracy, although the Ygithiri hold a few baronages and counties in the northeast and southwest.

The rivalry between the Tys and Ygithiri has only been exacerbated by this intermingling. The Tys today consider themselves somewhat superior to the Ygithiri in culture and outlook, being more of the mounted knights than the Ygithiri who tend toward foot combat and use of the longbow & axe. The Ygithiri for their part consider the Tys as almost foreign oppressors little different from the Imperial occupiers of the pre-cataclysm.

This racial friction displays itself in the rulership of the Grand Duchy. In truth, Tys Ygithiri has all the attributes necessary to declare itself a Kingdom and the ruler to rightfully take the title of King or Queen. But the Grand Duke or Duchess, almost always a Tys, is reluctant to do so due to Ygithiri legend. In the Ygithiri past, their ancient king Wersengetorix was killed in the battle of the Greywood (606 FC) and left

no heir. They believe that one day he will return to be their rightful king and will brook no other. Therefore, to maintain even the minor loyalty of the Ygithiri gentry the ruler must take this 'Return of the King' legend seriously. So, the ruler of Tys Ygithir is accepted by the Ygithiri with the subordinate title of Grand Duke but would never be accepted as a King.

Government

The Duke is elected upon the death of the prior Duke, and the election is held by the Knight Commanders in the Curia Regis. For the past 200 years, the Duke or Duchess has always been one of the Knight Commanders, and for the last 80 all from the Griffon Commandery. There are 6 Commanderies, and within each there is a mish-mash of military commanders with land holdings and Lords & Barons of the old nobility.

Military

The 5 Commanderies and the Ducal Commandery raise levies from their vassals as well as maintain small but well trained garrisons of Knights in their Commanderies and baileys. Each Commandery has between 200-300 of these Knights, and can raise 1000-3000 men at arms, depending on the individual commandery. The six commanderies are:

WOLF COMMANDERY

Location: Northwest along the border of the Greywood and the Orcish frontier

Commander: Knight Commander Sorscha of the Flashing Blades

***Knights of the Wolf Commandery are noted for the 'wolf snouts' and flared visor edges of their helmets.

RAM COMMANDERY:

Location: The northern border, west of the center border along the Orcish frontier

Commander: Knight Commander Alaric von Kreiger

***Knights of the Ram Commandery are noted for the curled rams horns decorating their helmets.

BEAR COMMANDERY:

Location: In the northeast, Wedge between the Orcish frontier and Tir Ardonae.

Commander: Knight Commander Antonio De Rosenwald

***Knights of the Bear Commandery are noted for the 'pig face' bascinets they wear designed to reflect bear snouts.

STAG COMMANDERY

Location: To the east, guarding the center of the Tir Ardonae border.

Commander: Knight Commander Simone NewKeep

***Knights of the Stag Commandery are noted for the steel deer horns decorating their helms, with the point numbers denoting rank.

UNICORN COMMANDERY

Location: In the south east, Guarding the Tir Ardonae & Haven/Eastgard border.

Commander: Knight Commander Daniel D’Arc

***Knights of the Unicorn Commandery are noted for single steel unicorn horns cresting their helms & the forehead barding of their horses.

GRIFFIN COMMANDERY (Ducal)

Location: at the city of Ral Lanark, on the northern coast of the Azure sea.

Commander: Duke Sigismund IV

***Knights of the Griffon Commandery are noted for having beaked visors and stylized helms in the shape of eagle heads.

RAVEN COMMANDERY

Location: The southwest border, facing the Dwarven Kingdom of Aegol & part of the Greywood.

Commander: Knight Commander Corvus mareno

***Knights of the Raven Commandery are distinct for the use of black armor & visors with stylized wings flaring on either side of the helm.

Religion

The humans of the Tys and Ygithiri were always strong worshippers of their local gods (Norse Pantheon), though a few villages on the coast have temples to the Almighty of Aquinas. Ral Lanark in particular has a large temple to the Aquinian deities dating to the pre-cataclysm days. The Tys are more likely to worship Aquinian deities or at least show respect for them as to them this as much of a social distinction to separate them from the ‘rustic’ Ygithiri who tend to remain worshippers of Odin and his kin (see Deities & Demigods Norse Pantheon).

Game Notes

- * for role playing purposes, consider the Tys vs. Ygithiri outlook similar to the Norman vs. Saxon rivalry of 11-13th century England.
- * As a bulwark against the Orcish tribes to the North, the Grand Duchy is less hostile toward the Elven races and the Half-Elves, though still not fond of them.
- As many wars were fought in this region, there are a plethora of ruined castles, abandoned dungeons, and other locales for PC’s to explore.



Vol Xyraxis: Realm of the Drow

Vol Xraxis at a glance

Government:	Absolute Monarchy, The Obsidian Archonirix,
Population:	23,000; 70% Drow, 30% slaves of various races.
Resources:	Underground Flora & Fauna, Jewels, Magic.
Capital City:	City State, with about 20,000 in surrounding region.
Special:	The Drow of Vol Xraxis are extremely secretive and will only give their existence away when taking slaves.

History

The mythic city of the Drow is not a creation of a demented scribe or a tale used by elven mothers to frighten their children. This darkhold is at once a refuge for the exiled from the surface, a place of dark beauty, and a center of evil and debauchery the likes of which are unknown on the surface world. Even the flesh pits of Anlynrise, the slave charnels of Aquinas, and the rapaciousness of Haven pale before this center of shadow and corruption.

Over a thousand years ago, the Drow clans were driven out of Tir Ardonae, the losers of a civil war whose reasons are kept secret to this day by the High Elves. The truth cannot be shared, for they feel it would bring catastrophe upon all Elvenkind. Which is true....

For the Drow were High Elven clans, who made dark pacts with evil demons & devils for the power to rid elvenkind of their foes the Humans once and for all. With this dread pact, those that would become known as the Drow brought forth the Cataclysm upon the world and the fall of the Human Imperium; despite its faults a major force of Law and Good in Aedenne.

This horror was too much for the other elf clans, who could not sanction such carnage no matter their feelings for the Humans. So, after the two centuries of civil warfare the eight Drow clans were driven from the elf woods, and cursed with the midnight hued skin that would forever mark them and their crime.

Over the centuries there are many Drow that have realized their forefather's foolishness and tried to repent. But the surface elves, ever narrow in their perceptions, judge all of the ebon skinned by the acts of the past and drive them off or slay them. Now the Drow are trapped by the crimes of the past. Most are still in league with demons simply because they feel there is no other choice if they wish to survive. And so, the tragic circle continues.

Geography

The caverns that house the City of Vol Xyraxis are in the form of the body of a great spider with the Temple to Lolth the 'head'. The 'body' is basically one huge cavern with a city built in it with elven architecture. Within is the hall of the Obsidian Archonatrix, the Hall of the Dragon Princes, Web of Magicks (the Drow Mage Guild) and other sights too beautiful and terrible to behold.

There are Eight main tunnels that diverge from Vol Xyraxis proper; each named after a 'Virtue' of the Drow listed below as well as the clan's specialty. These form the 'legs' of the spider from the central cavern.

West Side

	CLAN	VIRTUE	CLASS
1.	Unovanix	Vengeance	Cavaliers, the Dragon Princes
2.	Dosvanix	Deceit	Scholars
3.	Tresvanix	Cruelty	Slavers & Assassins
4.	Quatranix	Sensuality	Alchemists, Seducers

East Side

5.	Cincovanix	Dominance	Paladins of Lolth
6.	Sexvanix	Power	Sorcerors
7.	Sietanix	Greed	Merchants & Thieves
8.	Octanix	Damnation	Demonic cultists

At the end of each of the 8 main tunnels are the lairs of each of the 8 Drow Clans with many smaller tunnels branching out as needed with watchposts & mines. Slavery is **QUITE** common in Vol Xyraxis, and not even their fellow Drow are exempt from this state if circumstances permit.

Drow differ from the Dwarves in that they shape natural caverns that are already extant for their passages and do not craft them into symmetrical halls & warrens as Dwarves do.

Unlike the High Elves of Tir Ardonae, the clans are as much free associations of like minded individuals as places one is born into. Therefore, if one's birth clan is not to one's liking (or the clan's) a Drow may attempt to join another clan; though initiations and dangerous rites of passages are common to all the clans.

Game Notes

- * While rare, good Drow are known of and generally despised by their culture. Most good-aligned Drow lead hermit like lives in the darkness of the underground or try to steal to the surface. The latter path is more dangerous than the former, however, as High Elves try to destroy Drow whenever they are found.
- * Cleric/Magic-User multiclasss are common in Vol Xraxis, and are exclusively the female priestesses of Lolth.
- * Other Demons & Devils are worshipped as well, but the cult of Lolth persecutes them to various degrees, depending on the Demon/Devil's relation to Lolth.

The Wild Coast

General Overview

The Wild Coast has always been a remote and dangerous place, and never more so than today. In the days of the Human Imperium, it was isolated by the Aegol Mountains and the (now gone) Shark Crag from the rest of the Empire. They nonetheless did host a small garrison that did its best to maintain a semblance of order. With the Cataclysm, a brief period of petty fiefdoms emerged as the Legion assigned to govern the area dissolved with the authority of the Dominar. With the reconquest of Dominar Nyssus (circa 1291) the area was reoccupied and the fiefdoms crushed. But with the Cold Islander raids (1810-1900 F.C.) the Exarchate was forced to withdraw its forces from the coast. From amid the ruins and destruction left by the Cold Islanders and the retreating Exarchate mercenaries, local lords once again gathered themselves to carve up the land among themselves. Centuries later, three states have emerged to hold the Wild Coast in their grip, with several pirate bands scouring the coast, making and breaking alliances with the land states and each other at will.

Barony of Donnadale

Government: Hereditary Baronage, Baron Heinrich van Durien
Population: 12,000 (95% Human, 5% other)
Resources: Foodstuffs, herd animals.
Capital City: Donnadale (pop. 1,000)

Leeshire

Government: Hereditary Lordship, Lord Angus McAskeel
Population: 8,000 (95% Human, 5% other)
Resources: Foodstuffs, Timber, Furs
Capital City: Leewick (pop. 800)

Isenflow

Government: Hereditary March, Marquis Jean De Contarini
Population: 15,000 (95% Human, 5% other)
Resources: Fishing, Trade goods
Capital City: Isenflow (pop. 8,000)
Special: Unlike the other cities of the Wild Coast, Isenflow dates from the heyday of the Human Imperium (named originally for being a river port). As such, its walls are formidable and its architecture grand - for the Wild Coast, at any rate.

Organizations

Alongside the Realms, there are international organizations that work in concert (or against) the established Realms of Aedenne. These are sometimes supported by one or more of the courts, but more often than not pursue their specific goals on their own. Three of these groups are presented below, with the Thieves Guild of Haven given as a sample of such guilds in other cities.

The terms used to describe each group are as follows:

Symbol: This is the badge or heraldry that denotes each group. Depending on how visible the group is, this symbol will be a private badge of each member, a tabard worn by the followers, or even the symbols adorning their fortresses and residences.

Alignment: This term notes the general alignment of its followers, and the moral path that its goals and plans tend to follow.

Visibility: This is described as one of three terms, either “overt” or fully visible in society, “Private” which denotes inconspicuous but not real attempts to keep hidden, and “covert”, which signifies a determined effort to keep hidden from their society.

Renown: The term renown notes the attitude of society toward this group. While the term usually notes all general opinions in the society, it usually emphasizes the feelings of the society’s people over the legal system.

The Golden Oak Path

Symbol: a green roundel, with a triskellion of gold oak leaves in a 'pyramid' pattern with their stems meeting in the center.
Alignment: Any Good, but tending toward Neutral Good
Visibility: Overt
Renown: Distrusted

The followers of the Golden Oak Path are the worshippers of Meilikki, Goddess of nature & Mother of the Gods. All races are welcome, but most are either Human, Elven, or Half-Elven. All Druids & Rangers worship her, and there are small clerical temples active in Eastgard & Tys Ygithir. They once had holdings within the demesnes of Tir Ardonae, but after the Second Goblin War they have found themselves covertly shunned by the Dragon Princes and forced to locate their holdings on the edges of the Ardonae wood.

Their overt goal is closeness & harmony with nature and communion with all living things of Good or Neutral alignment. They also promote the protection of such from the evil humanoid races. Their covert goal is to battle Undead of all kinds and thwart the plans of the Demon Lord Orcus, the arch enemy of their Goddess.

The Druidic Groves & Ranger Lords give sanctuary to those who are being wrongly persecuted, and this has not endeared them to the states in which they reside. Many in the realms consider them 'traitors' to Humans and 'elf lovers' but this prejudice is mitigated due to the invaluable service the Druids & Rangers provided to the realms during the Goblin Wars. This service granted the Path certain rights that they exercise in their sanctuaries and allow them to act as independent forces from the realm they might reside in.

The Path is coordinated by the Holly Ring; a council of Four Druids & Three Ranger Lords; One Ranger Lord from Tys Ygithir, One from Eastgard & One from the Iron Crag. The Druids are drawn from similar locations with the Fourth from Isenwald. The eighth, the Druid of the Ardonae Sanctuary, was slain during the Second Goblin War in the sac of the Repulse citadel (1652 F.C.). As the Path has been gradually forced from Tir Ardonae, this past has remained vacant for many years.

The Mage Guild

Symbol:	A purple field with a pentacle in the center, surrounded by an iron ring.
Alignment:	Neutral (any)
Visibility:	Overt
Renown:	Respected, and feared

The Mage Guild of Aedenne is very autocratic and controlling of all Human magicks throughout the known world. They would like to control non-Human magicks, but have had little success in this regard.

No alignment is specifically barred from the Guild, but violation of the Guild rules are treated harshly. Any town (500+) has a Mage Guild representative, and the larger the town or city the greater the presence. Large towns (1000+) will have a Mage Guild Tower, and larger ones may have several.

Ranks among the Guild are as follows:

Apprentice: This is an initiate (0 level) who assists a Master (Arch-mage or higher) for an indeterminate amount of time and is released when the Master feels the Apprentice is ready and shows proficiency in the arcane arts (1st level or so).

Mage: This is the standard low-level Magic User. They are given menial jobs around a tower, handle minor incantations, or jobs the higher level Arch-Mages do not wish to engage in. Sometimes they are chosen to be the local Mage for a village. This is advantageous in that they are the pre-eminent mage in the village, but disadvantageous in that it is frequently a 'dead end' for advancement. (prestidigitator, evoker, conjurer, theurgist)

Arch-Mage: This rank usually has a 'middle management' status in the Guild and is one of the major Casters in the local Guild. Usually attached to towers, they are used as troubleshooters on Guild business. They usually head towers in all but the largest cities. (thaumaturgist, magician, enchanter, warlock)

Grand Incanters: These spellcasters are the leaders of the Guild and hold control of the Guild in a large city. (sorcerer, spellbinder, wizard)

Primage: These are the highest of them all. Each Kingdom has only one Primage, and they comprise the Inner Council of the Guild. Only Aquinas, Haven, Ral Lanark, Warrick, and Ishtariopolis are of this rank. There are some who are given the honor due to immense power but do not rule any towers. Instead, they engage in research on behalf of the Guild and increase its arcane lore. They usually have 'emeritus' attached to their title to denote their non-attached status.

Adventurers:

For those looking for the 'fast track' up the Mage hierarchy, Adventuring is the predominant method of advancement. As one is tested in the arcane arts prior to being upgraded in rank, it is often quicker to get this knowledge through the danger of adventuring rather than years of meticulous study at a tower. The disadvantages, Death, are obvious and many prefer the safety of years of study over being devoured by monsters.

Any mage or higher rank can adventure, but must be given permission by their superior and report to the Guild once every six months at any tower they happen to be near. permission is granted yearly, and must be renewed. Those who do not report in promptly (without good reason) or not at all lose Guild membership and are considered Rogue Mages.

Rogue Mages:

There are some casters who learn and delve into magic without the guiding hand of the Guild. These are 'rogue mages' and are despised by Guild members and are frequently persecuted and even killed. Anyone found hiring the services of a rogue mage will find themselves bereft of Guild services and perhaps even minor curses upon them. For this reason, few will employ them. Non-human mages are usually not persecuted or molested but otherwise treated the same as rogues.

NEW SPELLS:

Reveal Sigil (Divination/Reversible)

Level: 0

Components: S

Range: 1"

Casting Time: 1 segment

Duration: 1 round

Area of Effect: One creature

Saving Throw: none

Explanation/Description: When cast, this spell causes a mystical sigil that as been placed upon a member of the mage Guild (usually on the forehead) to reveal itself to the caster, thus insuring identification of Guild members to each other.

The reverse of this spell (Imprint Sigil) exists as a 5th level spell, but it is a jealously guarded spell and only known by Grand Incanters of the Guild. When placed on a member of the guild, it is normally invisible unless a Reveal Sigil is cast. Detect Magic spells will note a

magical aura from the area where the sigil is placed, but will not actually illuminate the sigil itself.

This spell was created especially for the Mage Guild, and any rogue wizards found using it will suffer severely for it.

Thieves Guild of Haven

Symbol:	None known
Alignment:	Chaotic Neutral
Visibility:	Covert
Renown:	Persecuted

The Thieves Guild in the city of Haven is separated into the normal guild, the Beggar's Guild, and the Assassin's Guild. All are arranged in cells of 1-8 footpads/beggars/'daggers' with an operator (4-6 lvl) in charge. Cells are semi-autonomous but each operator reports to a Burglar/Filcher (5-6 lvl.) if a Thief or a Killer/Cutthroat (6-7th lvl) if an assassin. The Magnus Rogue rules the Thieves Guild as well as the Beggar's Guild. The Assassin's Guild is ruled by a Grandmother of Assassins (15th level). There are cordial relations among the three and it would take much to have them engage in infighting.

The Thieves Guild runs extortion, gambling, and most crime in the city. They will prey on [almost](#) anyone, but try to avoid City Officials or guardsmen as this brings the ire of the Haven Watch and the Overlord upon them. They control 2/3rds of the pirates in the Eastern Azure, but keep them mostly pillaging non-haven merchants or haven merchants who haven't paid their insurance. They do no business outside of Haven proper on the landward side.

The Beggars Guild are the most harmless as far as retributational ability, but they usually depend on the Thieves and Assassin's Guild for such. However, they are the best for obtaining information regarding most areas of Haven save for the Gold, Elven, and Mage quarters. Operators in the Beggars guild are considered NPC Thieves in game terms, but they have double the normal level skill in Hear Noise and Hide in Shadows, but no Thief ability to backstab.

The Assassin's Guild is small but very elite in Haven. They perform sanctions for pay or as special service to the Overlord. Frequently, they act as an unofficial secret police and/or enforcers for the Overlord, but will only come down on the Thieves Guild or the Beggars if something truly overt against the Overlord is committed.

The Assassin's Guild is also called the Black Roses in tribute to their leaving of a black rose upon the body of their victims. However, the Guild will not take any assignment to assassinate the Overlord or any of his officials.

Gods & Monsters of Aedenne

The gods of Aedenne can for the most part be found either in the AD&D Deities & Demigods, or the AD&D Unearthed Arcana. However, the pantheon worshipped by the ancient Human Imperium and whose faith is continued by the Exarchate of Aquinas is unique to Aedenne and is described below.

The structure and culture of the pantheon of the city of Aquinas is unusual for most AD&D campaigns. While most 1st edition AD&D games were influenced to one degree or another by the Middle Ages of Europe, there has been little attempt to include a fantasy equivalent of the Medieval Church that had such a major influence on European development during that period. The pantheon of the Almighty and his servants attempts to remedy this in a manner (hopefully) not offensive to Christians. After all, while the pantheon has some of the cultural flavor of the Medieval Church, it is not that body nor are its deities the same in most respects.

From a cultural standpoint, the Church of the Almighty is divided into Dioceses overseen by Patriarchs or Matriarchs (as per the AD&D cleric levels), with lower level priests administering to the flock in towns and villages depending on their level. Monasteries do exist, and these are frequently bases for the Monk class as followers of the Almighty try to avoid the shedding of blood. The overall head of the Church is the Pontifex Maximus, who presides over the clergy from his Cathedral in Aquinas. He is considered the avatar of the Almighty and his word is law in canonical circles.

The Almighty is considered the pre-eminent deity, with Muiri a close second. The four Elemental gods & goddesses are respected more as intermediaries to the dual greater deities and can be treated like Saints in this regard. Not worshipped per se, but requested to advocate on behalf of the worshipper. Usually temples are dedicated to the Almighty, with shrines within the temple to Muiri and each of the elementals. Muiri does have temples dedicated to her, but they are few and generally limited to military citadels and other places of war.

As with any other part of the Realms of Aedenne, if using the Aquinian pantheon is uncomfortable or not in keeping with the DM's view of the game then by all means exclude them. The Greek pantheon (from AD&D's Deities & Demigods) works as an excellent substitute and provides a link with Haven's patron god Hermes.

THE GODS OF AQUINAS:

The Almighty (Greater God)
God of Law and Justice
Alignment: Lawful Good
Domains: Law, Good, Healing, Protection
Typical Worshipers: Humans, Royalty
Favored Weapons: Mace, staff
Symbol: gold cross on a white field

The Almighty's principles are Justice, Order and Peace. He represents proper and traditional rule and as such was once worshiped (at least with lip service) by all human royalty during the heyday of the Human Imperium. The Lion and the Dove are his sacred creatures.

Duties of the Priesthood:

His clerics adorn themselves with tabards trimmed with purple or gold, the colors of kingship. He is referred to in most situations as The Almighty; his true name is a jealously guarded secret of the clergy and is only spoken in major rites.

After rejecting force and bloodshed from his war with his brothers Marduk and Odin, The Almighty foreswore the use of edged weapons and for this reason his clerics may not use them. Those of his clerics who find combat inevitable or for defensive purposes therefore use maces, staffs, or other non-edged weapons. This tradition is now widely used by the clerics of many other faiths, no doubt due to the influence of the Human Imperium.

Requirements:

AB Wis 14+

AL any Lawful non-evil

WP Maces & Sceptres, Staffs

PW (1) Detect evil 1/day, (4) use a limited Charm spell to stop combat for 1-6 rounds so the cleric may try to resolve things peaceably (no spell cost) (6) No save for Pacify Charm noted at level 4.

***This mighty Deity is somewhat remote from his worshippers, and so many pray to their Elemental servants Terra, Aeir, Aqui, and Ignis to intercede with The Almighty on their behalf.

Description: The Almighty is the Lord of All Creation, and as such is depicted as a magnificent King at his court, but his face is always obscured by a brilliant white light emanating from his face and body. He holds the scepter of rulership in one hand and the olive branch of peace in the other.

Muiiri (Intermediate Goddess)

Goddess of Vigilance, Austerity and Virtue

Alignment: Lawful Good

Domains: Law, Good, Protection, War

Typical Worshipers: Humans, Paladins

Favored Weapons: Longswords or Bastardswords

Symbol: a longsword of silver, with the point down upon a white shield

Muiiri is the "daughter" of The Almighty, having been born out of his warlike spirit he rejected after the early days of the Creation. While he is the symbol of just rule and peace, she is the shield-maiden who defends the ruler and defeats the enemies of a just peace. As such, she is a favored deity for paladins and Cavaliers, the latter within the Imperial Orders of Knighthood.

Muiiri is a good goddess, but tenacious in defense and unforgiving of weakness in those who follow her tenets. The virtues she requires of all her followers are Honesty, Humility, Charity, Courage, piety, and Prowess. The Falcon and the Stag are her favored animals.

Muiiri is a tireless foe of evil in all its forms, but undead, demons and devils are her particular foes which she battles at every opportunity.

Duties of the Priesthood:

Unlike the forgiving nature of the Almighty and many of his Elemental followers, Muiiri is a strict goddess who does not take failure lightly. Any Paladins of her Clerics or patronage who fall from grace will find it twice as difficult to plead for reinstatement as those of other deities. But she rewards those who battle evil within the tenets of her faith well and graciously. The only alignment allowed of her worshippers is Lawful Good,

Requirements:

AB STR 12+, CON 13+, DEX 12+

AL Lawful Good

WP Any swords other than shortswords

PW -1 to Armor Class when fighting evil, and +1 to all rolls while combating undead. These bonuses double at 5th level, triple at 10th, and so on. Clerics cannot allow evil to succeed, no matter the odds or certainty of defeat.

Description: Muiri is depicted as a maiden with long black hair, clad in elaborate plate mail (but no helmet). She is always armed with a longsword, and is usually depicted in a battle scene slaying the forces of evil.

Terra (Intermediate God)

Elemental Lord of Earth

Alignment: Neutral Good

Domains: Mining, Harvest, Earth Elementals

Typical Worshipers: Miners, Farmers, any who work with the Earth.

Favored Weapons: Club

Symbol: A granite slab with his sign upon it (glyph)

Terra is the God of Earth related things and acts as the intermediary to the Almighty for his worshippers. He is slow to anger, but his fury is akin to an irresistible avalanche when roused. He is very friendly with the Dwarven Gods and works frequently with them. He is also Lord of all Earth Elementals, and rules over them in the elemental plane of Earth.

Duties of the Priesthood:

The Clergy of Terra worship in natural caves, and prize the working of metal and jewels, but for Terra's glory rather than its own sake. Such ornaments are sacrificed in ceremonial forges during their rites. They train as fighters, and are known for their practical (if conservative) natures.

Requirements:

AB STR 14+

AL Any non-evil

WP Picks, hammers

PW +1 to PER rolls in underground, 5) Summon Earth Elemental 1/week, reducing to days for every level above 5 (ie at 6th can summon every 6 days, at 7th every 5, etc.)

Such elementals serve loyally upon the summoning, but checks are still rolled as per the PHB> Whenever a loss of control results the elemental simply returns to their realm. Such elementals summoned will never turn on their summoners, and any enemy caster who summons an elemental against the cleric of the same elemental god has double the chances of losing control of the summoned elemental.

Description: Terra appears as a massive hulking stone form with glowing green eyes.

Aeir (Intermediate Goddess)

Elemental Lady of Air

Alignment: Neutral Good

Domains: Storms, Wind, Intellect

Typical Worshipers: Magic Users, Scholars, Bards

Favored Weapons: Javelin, Spear

Symbol: A Glass lozenge with her sign upon it (glyph)

Aeir is the Goddess of air & wind related things and acts as the intermediary to the Almighty for her worshippers. She is the patron of intellect & inspiration and is worshipped by all those who delve in such; be it sorcerors, scholars, or bards & poets. She is also Queen of all Air Elementals, and rules over them in the elemental plane of Air.

Duties of the Priesthood:

The Clergy of Aeir worship upon open spires or high mountain peaks; anywhere where the wind is prevalent. Her clerics create works of intelligence in her glory and these can be new spells or discoveries of research or even poetry. A copy is symbolically sacrificed to her upon completion as thanks for her aid. They train as scholars of all kinds, and are known for their insight and inspired ideas (albeit sometimes impractical).

Requirements:

AB INT 13+

AL Any non-evil

WP javelins, darts

PW +1 to any INT based check. 5) Summon air Elemental 1/week, reducing to days for every level above 5 (ie at 6th can summon every 6 days, at 7th every 5, etc.) at no spell cost.

Such elementals serve loyally upon the summoning, but checks are still rolled as per the PHB> Whenever a loss of control results the elemental simply returns to their realm. Such elementals summoned will never turn on their summoners, and any enemy caster who summons an elemental against the cleric of the same elemental god has double the chances of losing control of the summoned elemental.

Description: Aeir appears as a beautiful human woman composed entirely of multi-colored clouds.

Ignis (Intermediate God)

Elemental Lord of Fire

Alignment: Neutral Good

Domains: Fire, War

Typical Worshipers: Fighters, Dancers

Favored Weapons: Greatsword

Symbol: A fire brazier with his sign upon it (glyph)

Ignis is the God of fire related things and acts as the intermediary to the Almighty for his worshippers. He is the patron of warriors and dancers as well as the concept of 'cleansing' against demons & devils. He is the sworn enemy of all Evil fire-based creatures. Ignis is also King of all Fire Elementals, and rules over them in the elemental plane of Fire.

Duties of the Priesthood:

The Clergy of Fire worship in the scent of braziers and torch-lit temples of bronze, steel, or any non-natural (mixed) metal. Electrum is highly prized by Ignis and those who sacrifice such to him may gain his favor.

The worshippers of Ignis are fierce warriors and are famous (notorious?) for instilling their fiery passions in whatever they do....war, love, dance, etc.

Requirements:

AB DEX 13+ & CHA 13+

AL Any non-evil

WP Broadwords, Greatswords

PW +1 to any combat attack roll, but only when attacking and not defending (ie when cleric wins initiative). 3) Continue fighting even after going below 0 HP, may continue to fight at negative HP's equal to half their CON (ie a 16 CON could fight to -8). 5) Summon Fire Elemental 1/week, reducing to days for every level above 5 (ie at 6th can summon every 6 days, at 7th every 5, etc.) at no spell cost.

Such elementals serve loyally upon the summoning, but checks are still rolled as per the PHB> Whenever a loss of control results the elemental simply returns to their realm. Such elementals summoned will never turn on their summoners, and any enemy caster who summons an elemental against the cleric of the same elemental god has double the chances of losing control of the summoned elemental.

Description: Ignis appears as a handsome, muscled human man composed entirely of flames & smoke. He carries a flaming Greatsword which he uses to smite his enemies.

Aqui (Intermediate Goddess)
Elemental Lady of Water
Alignment: Neutral Good
Domains: Seas, bodies of water, healing
Typical Worshipers: Healers, Fishermen, Sailors
Favored Weapons: Staff, Net
Symbol: A Conch shell with her sign upon it (glyph)

Aqui is the Goddess of water & healing related issues and acts as the intermediary to the Almighty for her worshippers. She is the patron of healing and those who travel on the waters. Many sailors are in her clergy, as are physickers who use both magic and nature to heal. She is also Queen of all Water Elementals, and rules over them in the elemental plane of Water

Duties of the Priesthood:

The Clergy of Aqui worship upon beaches and at natural pools of water whenever possible. Her Temple in Aquinas is both a healing center without par in the Known World and an academy to train sailors and those who command fleets during war. The healing of the sick and injured are her greatest works however and such ceremonial mass healings or blessings are considered sacrificial rites in her honor.

Requirements:

AB WIS 13+

AL Any Good

WP Staff, Net, any weapons that subdue

PW All clerics of Aqui may add their level to any healing magick they perform. 3) First healing spell is always at maximum strength each day. 5) Summon Water Elemental 1/week, reducing to days for every level above 5 (ie at 6th can summon every 6 days, at 7th every 5, etc.) at no spell cost.

Such elementals serve loyally upon the summoning, but checks are still rolled as per the PHB> Whenever a loss of control results the elemental simply returns to their realm. Such elementals summoned will never turn on their summoners, and any enemy caster who summons an elemental against the cleric of the same elemental god has double the chances of losing control of the summoned elemental.

Description: Aqui appears as a beautiful human woman composed entirely of solidified water.

THE MONSTERS OF AEDENNE:

The monsters of Aedenne can (for the most part) be found either in the AD&D Monster Manual, the AD&D Fiend Folio, or the AD&D Monster Manual II. However, the ecology of Aedenne is vast and many creatures are yet to be discovered and examined. A few are given below as examples.

Awakener

FREQUENCY: Very rare
NO. APPEARING: 1-3
ARMOR CLASS: -1 (4)
MOVE: 0"/see below
HIT DICE: 6 + 6
% IN LAIR: 75%
TREASURE TYPE: C
NO. OF ATTACKS: 1
DAMAGE/ATTACK: see below
SPECIAL ATTACKS: see below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 50%
INTELLIGENCE: Very
ALIGNMENT: Chaotic Evil
SIZE: S (approximately 1 ' round)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

The awakener is a special form of ghost/lich created by Orcus's minions. This being has its spirit form magic jarred into a piece of jewelry such as a circlet, bracelet, etc. of suitable size. This is usually put on a Zombie or Ghoul and the awakener then controls the body it is attached to. Awakeners also have the ability to animate undead as below:

6 skeletons or zombies/week
or...
2 ghouls/week
or...
1 ghast or wraith/week
or...
1 mummy/month

An awakener will enter an area rife with bodies (a graveyard, battlefield, or similar area) and begin its work. It will try and transfer its focus to the most powerful undead it creates to assure its survival. An Awakener can attach itself to a living host and control it, but cannot awaken any undead until it merges with an undead host. The undead an awakener creates has one intelligence rank higher than a normal creature of its type.

Awakeners cannot attach to Vampires or Liches and therefore have great antipathy for such undead rivals.

Awakeners can only be destroyed by either destroying the focus (a detect magic/evil spell with a successful PER roll to discover the focus) or the spirit attacked directly. Any physical damage harms the awakener's host not itself, but mental attacks (spiritual hammer, spiritwrack, feeblemind, etc.) affects the awakener directly. Magic Missile affects both spirit & body, but only 1 hp of damage per missile effects the Awakener itself, the rest damages the host.

If the Awakener is destroyed, the undead continue in their activity, but revert to normal intelligence for their type.

Awakeners can cast the following spells 1/day

Darkness 15 foot radius
Silence 15 foot radius
Cause light wounds
Turn Good (as a 4th lvl evil cleric)
ESP

Fey Cats

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 3
MOVE: 8"/24"
HIT DICE: 3
% IN LAIR: 5%
TREASURE TYPE: nil
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-2/1-2/1-3
SPECIAL ATTACKS: see below
SPECIAL DEFENSES: Invisibility
MAGIC RESISTANCE: 30%
INTELLIGENCE: Average
ALIGNMENT: Chaotic Good
SIZE: S (1 ½' long)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

The origin of Fey cats is murky, and few have been found in the wild save in the woods of Tir Ardonae. They are usually seen as familiars to Magic-Users and act well (if mischeviously) in this role.

Fey cats come in two varieties; winged & handed. The former have the flight capabilities as noted above, but the latter can grasp and use small objects and climb walls with a +30% roll.

All Fey cats have the following abilities:

Ultravision, Detect Magic (2/day), invisibility (1/day), Unseen Servant (1/day)

A special ability for all Fey cats is that of polymorphing into the form of a great panther of similar color & ability (wings or hands) for 6 melee rounds once per day. In this form, The Fey cats' Hit Dice increase by 2 dice and AC becomes 2. Damage also is increased to 1-6/1-6/1-8. However, the additional Hit Points do not accrue to any Mage they might be the familiar of. This is exerting, and most Fay Cats will leave this ability as a last resort; being unable to access any other magic ability for the remainder of the day after assuming this form.

Description: Fey Cats appear as normal housecats with the appropriate variations in color & temperment with the addition of either suitably colored wings or small monkeylike hands in

lieu of paws (though claws are still present). The winged variety will use their invisibility to hide their wings and act as normal cats when in public settings.

Leadened Skeleton

Frequency: Rare
No. Appearing: 1-4
ARMOR CLASS: 3
MOVE: 6"
HIT DICE: 3
% IN LAIR: 0%
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6 or by weapon type
SPECIAL ATTACKS: nil
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: nil
INTELLIGENCE: non-
ALIGNMENT: Neutral
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

These skeletons were developed by a High priestess of Orcus in the northern lands of the Wild Coast. They are normal skeletons that have been dipped in molten lead during the creation rite. As a result, they are slower than normal skeletons but far more resistant to damage. By a blood sacrifice as they are dipped into the lead encasement, they resist being turned by clerics, who add a +4 to their needed roll.

Description: Leadened Skeletons appear as normal Skeletons, but with a dull sheen that faintly reflects light sources, a possible clue to wary adventurers.

ProtoLich

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 2
MOVE: 12" or by animal type
HIT DICE: 3
% IN LAIR: 0%
TREASURE TYPE: Q (X3)
NO. OF ATTACKS: 1-3
DAMAGE/ATTACK: see below
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +1 or blessed weapon to hit
MAGIC RESISTANCE: 30%
INTELLIGENCE: High
ALIGNMENT: Chaotic evil
SIZE: S
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

Protoliches are the animated skeletons of dead familiars, returned to an undead existence to serve as familiars to evil Magic Users or Clerics. The form of a Protolich may vary, and its physical attack abilities (claws, fangs, etc.) will mimic its powers in life. After the table is consulted for form, please check the Monster Manuals I & II for attacks & damage per attack. Note that Protoliches will lose any special effects that their form had in life; only normal damage is possible.

To determine the form of a Protolich, roll on the following table:

D20 Roll	Protolich Form
1	Sylph
2	Brownie
3	Hybsil
4	Blink Dog
5	Crow
6	Dog/Wolf
7	Bat
8	Cat
9	Hawk
10	Ferret
11	Owl
12	Snake
13	Mouse
14	Weasel
15	Lizard (1-2')
16	Toad
17	Pseudo Dragon
18	Faerie Dragon
19	Fay Cat (1-2 Winged, 3-4 hands)
20	Quasit or Imp (1D6 with 1-3 Quasit & 4-6 Imp)
*For a Quasit/Imp Protolich add +5% to Magic Resistance	

The wounds caused by its claws and/or fangs cause a reaction which drains 1 from its opponent's Constitution each time it is wounded unless a saving throw versus poison is made. Constitution loss remains for 2-12 melee rounds. If the opponents Constitution is reduced to 0, the target is not killed but is immobilized and will recover 1 Constitution point per day, barring further attacks by the Protolich.

A Protolich can cast an illusion upon itself, giving the appearance of a normal familiar of that type, though its evil nature can still be detected by a Know Alignment spell. The Protolich can also cast Detect Good, Detect Magic, and Darkness three times a day each. The creature may also regenerate 1 hp of damage per melee round.

Description: With the use of illusion, the Protolich appears as a normal familiar of the type determined. In their true form, Protoliches appear as animated skeletons of the creature that they were in life. A baleful red glow emanates from inside the skull, illuminating the eye and mouth cavities.



Aedenne House Rules

version 3.0

These house rules were developed concurrently with the Realms of Aedenne campaign in fits and starts over the past 16 years. Many have changed as some ideas worked, others did not, and new ideas came to the fore. As with any part of this Guidebook, use what you wish and discard the unwanted or unneeded.

CARDINAL RULE: THE DM IS ALWAYS RIGHT! Seriously, the DM is always willing to hear a dispute about a ruling, but it should either be brief or you should wait until after the game session and it will be discussed in detail. Any DM decision made during the game is final for the game session. It may be reviewed and changed for future games, but never retroactively.

CHAPTER 1: PLAYER CHARACTER CREATION

Determining Characteristics

Characteristics are the same 7 from standard AD&D (Strength, Intelligence, Wisdom, Constitution, Dexterity, Charisma, Comeliness), with the addition of a eighth: Perception (see below).

Characteristics are determined by rolling 4 six-sided dice eight times (taking the top three dice in each **AND** re-rolling 1's) and adding the total of each result. The eight number sets are then put into the characteristics as determined by the player.

If some numbers are too low or too high, then certain characteristics can be increased by taking away points from other characteristics. This trade of points can be done on a 2 for 1 basis. This can only be done in REASONABLE circumstances, and all trades must be approved by the DM.

Increasing Characteristics

As characters raise in level, some statistics may be increased. Upon a character advancing to the next level (in all classes if multiclassed) 2D10 are rolled and the points added as fractions to the statistic chosen. For example, a character with a 10 Strength rolls 2D10 and the total is 14, the player may put the 14 points as a fraction to the Strength, making the final result 10/14 as the Strength. The next level, a roll of 16 added to the Strength would result in a 10/30 and so on. When the percentage exceed /99 then the characteristic increases to the next full point and the number starts from 0 again.

Depending on the class, no more than 50% of the points rolled may be put into any one statistic. Furthermore, at least 02 fractal points must be put into the character's Prime Requisite characteristic every time a level is advanced - so long as such is possible. The statistics allowed to be increased for each class are as follows:

Class	Prime Requisite	Secondary Statistics
**FIGHTER	STR	CON, DEX
Barbarian	-	STR, CON, DEX
Cavalier	STR	CON, DEX
Paladin	STR, WIS	CON
Protector-Knight	WIS, STR	DEX
Ranger	STR, INT, WIS	-
**MAGIC USER	INT	DEX, WIS
Illusionist	-	INT, DEX, PER
Warcaster	INT	STR, DEX
**CLERIC	WIS	STR, INT
Druid	WIS, CHA	CON
**THIEF	DEX	INT, PER
Assassin	-	STR, INT, DEX
**MONK	-	STR, WIS, DEX
**BARD	DEX, CHA	INT

****** Any other subclasses allowed by the DM will default to the main class allocations unless the DM rules otherwise.

Please note that the above advancement system replaces all other AD&D systems such as those noted in the Unearthed Arcana, and at no time can racial or gender limits be exceeded with this system. However, Cavaliers gain +1D10 per level of fraction points to disperse beyond first level.

Characteristics Table Changes:

Strength: All per AD&D PHB, no changes.

Intelligence: Magic Users may opt to use their intelligence score to add to their spell abilities (see Wisdom).

Wisdom: The additional spell advantages may be used for Magic-Users as well, though based on INT score instead of WIS.

Constitution: Characters start at first level with their class die roll plus ½ their CON score (rounded down) as starting hit points. This ½ is only at first level, though normal CON bonuses apply at each additional level after first.

Dexterity: All per AD&D PHB, no changes.

Charisma: All per AD&D PHB, no changes.

Comeliness: All per AD&D UA, no changes.

Perception: The PER characteristic is to denote a person's base awareness of their surroundings. A low or high Perception (PER) can effect detection rolls, disbelieving illusions, and other feats based on the character's senses. Such modifications are defined on the table below.

Perception Table:

Perception Score	bonus to PER check	+% to Hear Noise	+bonus to Disbelieve
3	+2	-15%	-3
4-5	+1	-10%	-2
6-7	0	-5%	-1
8-12	0	0	0
13-14	0	0	+1
15-16	0	+5%	+2
17	-1	+10%	+3
18	-2	+15%	+4

Perception Score: This is the score rolled as all other characteristics (Strength, Intelligence, etc.) that determine the Perception (PER) of the character. Elves cannot have a PER less than 6 and Dwarves cannot have a PER more than 17. Half Orcs cannot have a PER more than 15).

Bonus to PER Check: This modifier is given whenever a character is performing any check (Surprise, checking for Secret Doors, etc.) that the DM feels is appropriate. The bonus is based on a D6 score and this die must be used at all times. For example, a dwarf's 1-3 on d4 to check sloping passages becomes 1-4 on a 1d6. This bonus (at DM's discretion) may also be added to any secondary skill checks that PER would apply to. [1-3](#)

+% to Hear Noise: This addition is a one-time bonus to a Thief or any class with the Hear Noise skill. This bonus is added at character creation. Multi-classed characters cannot obtain this bonus, though the other bonuses for a high PER still apply.

Bonus to Disbelieve ([ADD :](#)) This number is used to adjust the Saving Throw versus illusions whenever a character is actively attempting to disbelieve an illusion.

Please note that the DM is free to throw in additional modifiers that may adjust the PER bonuses at will due to circumstances and difficulties.

Character Races

All AD&D races are extant in Aedenne, with the exception of Gnomes. Other races may apply in extremely rare circumstances (DM's choice).

Character Classes

The permitted PC Classes allowed are all the ones from first edition AD&D's Players Handbook and Unearthed Arcana. The non-standard classes included in this Guide are the Bard, Warcaster, and the Elven Protector Knight. See Appendix A in this Guide for these classes. Others may be allowed with the permission of the DM.

Thief Variant Rules

Thieves and those classes with Thieflike abilities (Assassin, Bard, Monk) may elect to allocate thieving skill points rather than accept the standard allotments. This is performed in the following manner.

The base starting percentages for a Thief are:

Pick Pockets	15%	
Open Locks	10%	
Find/Remove		
Traps	5%	
Move Silently	10%	
Hide in Shadows		5%
Hear Noise	15%	
Climb Walls	60%	
Read Languages		0%

To determine the initial value of each skill, start with the base scores listed above. To these base scores, add (or subtract) any appropriate modifiers for race, Dexterity, Perception, and armor worn (see tables below).

The scores arrived at in the preceding paragraph do not reflect the effort a thief has spent honing his skills. To simulate this extra training, all thieves at 1st level receive 65 discretionary percentage points that they can add to their base scores. No more than 30 points can be assigned to any single skill. Other than this restriction, the player can distribute the points however he wants, though a skill less than 1% can never be used.

Each time the thief rises a level in experience, the player receives another 35 points to distribute. No more than 15 points per level can be assigned to a single skill, and no skill can be raised above 95 percent, including all adjustments for Dexterity, Perception, and race and all increases are at the discretion of the DM.

Armor Penalty

When a Thief wears any armor other than Padded, leather, or Studded Leather the thief's (or any class with Thief skills) abilities are penalized (-10% per AC grant over Leather). For example, normal Chain Mail (AC 5) would detract -20% from skill use. Magical pluses for AC do not add any penalty to the Thief's skills. Elven Chain counts as Studded Leather, with no penalty. This system replaces the one printed in the Unearthed Arcana.

Spell Casters (Magic-Users, Illusionists, Warcasters, Clerics, Druids)

Spell Point System

Magic Users and Clerics (and their sub classes) may use spell points to determine spell casting limitations. This system is described in the Spell Points System section in Appendix B.

Find Familiar

The tables for the Find Familiar spell, notably the determination of the type of familiar, are changed in style. Consult the end of Appendix B for details.

Clerical Healing

Cleric healing dice are as per AD&D, though the penetration rules apply for those healing spells granted by a healing deity (Hermes, Meilikki, Aqi, etc.).

Clerical Weapons

Clerics may opt to use the weapon of their god rather than the standard weapons (i.e. non edged) given to the Cleric class. In this case, the weapon of the god is the ONLY one allowed, and a -5 penalty is given for the use of any other weapons.

Multi Class/Dual Class

While multi-class and dual-classed characters are allowed, the class combination of Cleric-Magic User is ONLY available to female characters that worship either Aeir or Lolth.

Psionics

Psionic rules are not used for the creation of PC's, though monsters may still have such abilities.

Secondary Skills

This game uses the AD&D Secondary Skills system originally presented in the Dungeon Masters Guide p. 12, but with some modifications and greater variety of skills permitted. Please consult Appendix C for details.

CHAPTER 2. COMBAT

To hits and damage:

The AD&D 2nd edition THACO tables are used for all classes & monsters. No matter the skill, a NATURAL 20 is always a hit, and a natural 1 is always a miss. A natural 20 is always a 'Critical Hit', unless a 20 is the only number that could hit at all in which case the hit is considered only a normal hit. A natural 1 is always a 'Fumble', unless a 1 is the only number that could miss at all in which case the miss is considered only a normal miss. Consult the below table for suggested critical hits/misses.

When the critical (hit or fumble) is rolled, roll a D20 again and consult the below tables.

Critical Hits table:

<u>Die Roll</u>	<u>Effect of blow</u>
1-5	Maximum normal damage is totalled, no rolls needed
6-10	Double damage is rolled
11-15	Maximum double damage is totalled, no rolls needed
16-20	Triple damage is rolled

Critical fumble table:

<u>Die Roll</u>	<u>Effect of blow</u>
1-5	Drop weapon, must take a round to pick it up and lose initiative on the following round.
6-10	Lose next round initiative
11-20	No effect

Armor Damage

In order to properly simulate combat damage to armor and equipment, a Variable armor damage system will be used. Whenever a character is hit with a 'critical hit' (i.e. a natural 20) the AC of their armor degrades by one. That is, leather hit by a critical will move from AC 8 to AC 9. This damage remains until repaired by using armorer skills (check w/DM for time & cost). Any armor reduced to AC 10 is destroyed and cannot be repaired.

Shields (non-magical) may be substituted for an AC reduction to spare armor, but in such a case the shield is destroyed.

Please note that the above rules apply only to normal armor and shields. Enchanted armor and shields 'heal' themselves as part of the enchantment and subsequently behave as normal AD&D equipment. As such, magic shields may not be 'sacrificed' to save non-magical armor.

Penetration Damage

When damage dice are rolled for certain weapons, if the die comes up with a natural maximum roll, (i.e. an 8 on a d8, a 12 on a d12) the die may be rolled one additional die of damage per maximum damage die rolled. This may only be done once per maximum die rolled. Weapons capable of penetration damage are crossbows, pole arms, and spears. Other weapons may be capable of penetration damage if judged appropriate by the DM.

CHAPTER 3: CAMPAIGN

Experience

The awarding of experience points is done solely at the discretion of the DM. Extra points are awarded for good role-playing!

Player Attendance

If a player is not able to attend a session, the player must either arrange in advance to have another player run the player's character(s), or the DM will run the character for the player. NO DISAPPEARING AND RE-APPEARING CHARACTERS!

FINAL RULE!!!

The primary object of any role playing game is to HAVE FUN! The goal is not to kill the most monsters, get the most treasure, or get to the highest level. If anything, the goal is to create a character with dreams, drives, and emotions all their own. After all, isn't that what "role-playing" means?



Appendix A: Classes

Bard

The Bard class will be taken from the AD&D 2nd edition Player's Handbook with the following change in experience point allocation and level titles.

Table III Bard Experience Level Progression

Experience Points	Level	1d6 for Hit Dice	Level Title	Druid Spell Progression
0 - 2,000	1	(8 HP)	Rhymer	1 - - -
2,001 - 4,000	2	1	Lyryst	2 - - -
4,001 - 8,000	3	2	2Sonnateer	3 - - -
8,001 - 16,000	4	3	Skald	3 1 - -
16,001 - 25,000	5	4	Racaraide	3 2 - -
25,001 - 40,000	6	5	Jaungleur	3 3 - -
40,000 - 60,000	7	6	Troubador	3 3 1 -
60,001-85,000	8	7	Minstrel	3 3 2 -
85,001 - 110,000	9	8	Muse	3 3 3 -
110,001 - 150,000	10	9	Lorist	3 3 3 1 -
150,001 - 200,000	11	10	Bard	3 3 3 2 -
200,001-400,000	12	10+1	Master Bard	3 3 3 3 -
400,001-600,000	13	10+2	M.Bard (13th)	3 3 3 3 1
600,001-800,000	14	10+3	M.Bard (14th)	3 3 3 3 2
800,001 - 1,000,000	15	10+4	M.Bard (15th)	3 3 3 3 3
1,000,001 - 1,200,000	16	10+5	M.Bard (16th)	4 3 3 3 3
1,200,001 - 1,400,000	17	10+6	M.Bard 17th	4 4 3 3 3
1,400,001 - 1,600,000	18	10+7	M.Bard (18th)	4 4 4 3 3
1,600,001- 1,800,000	19	10+8	M.Bard (19th)	5 4 4 4 3
1,800,001 - 2,000,000	20	10+9	M.Bard (20th)	5 4 4 4 4
2,000,001 - 2,200,000	21	10+10	M.Bard (21st)	5 5 4 4 4
2,200,001 - 3,000,000	22	10+11	M.Bard22nd	5 5 5 4 4
3,000,001 -up	23	10+12	M. Bard23rd	5 5 5 5 5

warcaster

Ability Requirements: Intelligence 9+ Strength 12+ Dexterity 12+ Constitution 12+

Prime Requisite(s): Intelligence

Races Allowed: Human, Half-elf

Alignments: Any

From the beginning of recorded history, Human Magic-Users found that their arcane magics were incapable of tolerating the caster's use of armor or weapons beyond the simple dagger. Individual sorcerors and incanters researched this problem for millenia, and with the founding of the Mage Guild (561 FC) such studies were funded and pursued with greater vigor. After the Second Goblin War (1621-1665 FC) the Guild redoubled its efforts in this regard and some success was achieved in circumventing these unfortunate limitations.

The Iron Ring was founded as a secret quasi-police force within the Guild, to enforce the Great Charter and defend Guild interests. However, the skills that were discovered to allow casters to wear armor and carry weapons came with their own costs and only a select few were able and willing to enter the Ring and sacrifice their life forces for the good of the Guild. Research continues still, but the select of the Iron Ring will fulfill their duties to the Guild, no matter the cost.

Warcasters are closely policed by the Mage Guild and are usually assigned to major towers throughout the Realms. However, on rare occasions individual Warcasters are allowed to roam freely as free agents, though still answerable at any time to a Guild summons. In this way, Player Character Warcasters may adventure so long as they keep their special abilities as circumspect from the general public as possible.

Warcaster Experience Table I

Experience Points	4 Sided Dice for Hit Points	Level Title
0-3000	1	Novice
3001 - 6000	2	Warder
6,001- 12,000	3	Warder of the Gray
12001 - 24,000	4	Warder of the Iron Ring
24001 - 48,000	5	Arcaner
48,001 - 90,000	6	Arcaner of the Gray
90,001 - 130,000	7	Arcaner of the Iron Ring
130,001 - 175,000	8	Mage at Arms
175,001 - 275,000	9	Warlock
275,001 400,000	10	Warcaster
400,001 - 800,000	10+1	Warcaster (11th level)
800,001 - 1,300,000	10+2	Arch Warcaster
1,300,001- 1,600,001	10+3	Arch Warcaster (13th level)
1,600,001 - 1,900,000	10+4	Arch Warcaster (14th level)
1,900,001 - 2,300,000	10+5	Arch Warcaster (15th level)
2,300,001 - 2,700,000	10+6	Arch Warcaster (16th level)
2,700,001 - 3,300,000	10+7	Arch Warcaster (17th level)
3,300,001 - 3,600,000	10+8	Arch Warcaster (18th level)
3,600,001 - 4,000,000	10+9	War Master of the Iron Ring
4,000,001 *	10+11	War Magus of the Iron Ring

* 300,000 experience points per level of experience beyond the 20th.

Warcaster Spell Progression*									
Warcaster Level	1	2	3	4	5	6	7	8	9
1	3	--	--	--	--	--	--	--	--
2	4	--	--	--	--	--	--	--	--
3	4	--	--	--	--	--	--	--	--
4	5	2	--	--	--	--	--	--	--
5	5	2	1	--	--	--	--	--	--
6	6	2	2	--	--	--	--	--	--
7	6	2	2	1	1	--	--	--	--
8	6	3	3	2	1	--	--	--	--
9	6	3	3	2	1	--	--	--	--
10	6' 4	3	3	2	2	--	--	--	--

11	6	4	4	3	3	--	--	--	--
12	7	4	4	4	4	1	--	--	--
13	7	5	5	4	4	1	--	--	--
14	7	5	5	4	4	1	--	--	--
15	7	5	5	4	5	2	1	--	--
16	7	5	5	5	5	3	2	1	--
17	7	5	5	5	5	3	3	2	--
18	7	5	5	5	5	3	3	2	1
19	7	5	5	5	5	3	3	2	2
20	7	5	5	5	5	3	3	2	2

Disruption Resistance regarding Armor

Because of the skills and secrets granted to the Warcasters of the Iron Ring, a Warcaster may wear armor at certain levels of advancement. A Warcaster may have an armored AC of 10 minus their level. So, a 1st level Warcaster may wear padded armor (AC 9), while a 5th level Warcaster may wear chain mail (AC 5). Regardless of level, a Warcaster may never wear armor higher than chain nor ever use shields. Magic armors may be worn, so long as they do not exceed the non-magic limitations (ie magic chain mail may be worn, but never plate).

Chain Casting

Another perk of the Warcaster class is 'chain casting'. One or more Warcasters can cast the same spell and multiply the effects. Chain-cast spells have their area of effect, range, duration and damage ratings multiplied by the number of Warcasters participating in the process. (The spell cast is based on the lowest level Warcaster participating in the process.) The primary advantage to this is that the cooperating mages can reach and affect more targets than they could individually. The participating mages must be within five feet of one another. For example, two Warcasters, one sixth and one seventh level, chain cast a Fireball. Individually, each one could only reach a range of 70 or 80 yards respectively. But together, they can reach a range of 140 yards (two times the range of the individual Fireball for the lowest level mage in the group). Damage from the chain cast spell will similarly be 14 dice (7x2). This is slightly less damage than they would have done if they each separately cast a Fireball in a shorter range but with their combined efforts, they have greatly increased their range (and area of effect).

MultiCasting

At higher levels, Warcasters can Multi-cast (cast two or more spells simultaneously.) Both spells, however, must be of a combat-nature (offensive/defensive).

Warcaster MultiCasting

Level of Warcaster	Number of Multicast Spells
1 -4	NA
5-7	2
8-9	3
10- 12+	4

Spell Holding

Warcasters have developed the capability to cast a spell, but hold it within their psyche just prior to the spell's activation.

Spell holding involves casting the spell in the normal fashion and then 'holding' it. Such a 'held' spell does not immediately take effect and is maintained in a stasis-which appears as a globe of energy surrounding the casting hand of the Warcaster until released or can no longer be held. A Warcaster can 'hold' a spell for 1 combat round per level of experience plus one. For example, a third level Warcaster could hold a spell for 4 combat rounds. Spells that have been 'held' can be used on the first segment of any combat round.

The Drain of Life Energy

The unfortunate side effect of a Warcaster's unique studies and mental exercises that allow them to perform as they do is that of the loss of vitality. This is reflected in the fewer hit points that Warcasters gain from level to level. Warcasters never gain any Hit Point bonuses due to high Constitution, and take twice as long to recover Hit Points due to rest and recuperation (1 HP/2 days). Furthermore, Warcasters burn through their life energy in the act of overriding the antipathy Accane magic has with metals in casting, so Warcasters age at twice the normal rate as normal characters.

An Unwise Life?

Because Warcasters tend to specialize in their mental disciplines and battle-magicks they don't devote as much time to other fields of magical studies. Warcasters must always maintain a maximum of combat spells whenever possible, and will only keep non-combat spells if all combat spells for the particular level are attained. Also, due to their concentration on combat specialty Warcasters cannot use the Find Familiar spell. As much of the paths involved in Warcaster study emphasize battle over general study, Warcasters suffer a -1 to Wisdom scores.

Elven Protector Knight

(Taken with permission from DF10: Manual of Professions (available from <http://www.dragonsfoot.org/mp>), with some modifications)

Ability Requirements: Strength 11+, Intelligence 10+, Wisdom 12+, Dexterity 10+

Prime Requisite(s): Wisdom, Strength

Races Allowed: Elf, Half-Elf

Alignments: Any Good or Neutral

The Order of the Protector Knights are a group of Elves whose specific task is to protect the most ancient Trees of Tir Ardonae, beings of almost divine station. When a Knight reaches 10th level, it is time to go out into the world to adventure. This brings experience of the wider realms, which benefits the longterm survival of the Trees. At 18th level the Knight will return and continue to protect and to train the lower level Knights. Unlike most of their brethren, they have no real animosity toward Humans or Half Elves, and rumors abound of a secret pact between the Order and the Golden Oak Path.

“Swimming the Verdant Sea”

The Knights have the special ability to Transport via Trees with a maximum range of one mile per level of the Knight. This transport must be via trees Up to level 15, Elven

Protector Knights are treated as Rangers, although at 7th level they do acquire the Druidic Shapechange ability.

At all levels Elven Protector Knights use the Bard spell progression list, with the usual bonuses for high wisdom scores. Spells are, of course, taken from the Druid Spell lists.

From 16th level up, they are treated as Hierophant Druids.

Table I
Protector Knight Progression

Experience Points	Level	8 Sided Dice for Hit Points	Level	Title
0 - 2,250	1	1		Sentryl
2,251 - 4,500	2	2		Sentinal
4,501 - 10,000	3	3		Assistant
10,001 - 20,000	4	4		Novice Defender
20,001 - 40,000	5	5		Defender
40,001 - 90,000	6	6		Knight Defender
90,001 - 150,000	7	7		Lord Defender
150,001 - 225,000	8	8		Protector
225,001 - 325,000	9	9		Knight Protector
325,001 - 650,000	10	10		Lord Protector
650,001 - 975,000	11	11		Lord Protector (11th level)
975,001 - 1,300,000	12	12		Lord Protector (12th level)
1,300,001 - 1,625,000	13	13		Lord Protector (13th level)
1,625,001 - 1,950,000	14	14		Lord Protector (14th level)
1,950,001 --	15	15		Lord Protector (15th level)

From 16th level Protector Knights gain the abilities of Hierophant Druids and Progress as follows. All EXP is lost and the Knight starts again at 1 EXP.

Table II
Protector Knights

Experience Points	Level	8 Sided Dice for Hit Points	Level	Title
0 - 500,000	16	16		Adept Protector
500,001 - 1,000,000	17	16+2		Adept Hierophant Protector
1,000,001 - 1,500,000	18	16+4		Lord Hierophant Protector
1,500,001 - 2,000,000	19	16+6		Master Hierophant Protector
2,000,001 - 2,500,000	20	16+8		Grand Hierophant Protector
2,500,001 - 3,000,000	21	16+10		Mystic Hierophant Protector
3,000,001 - 3,500,000	22	16+12		GrandMaster Hierophant Protector
3,500,001 and up	23*	16+14		Protector Hierophant of the Cabal

* The level limit is 23rd

From levels 1-15 Protector Knights take their abilities from the Ranger class. From levels 16 and up they take their abilities from the Druid class. Protector Knights of all levels can cast Druid spells and use the Bards table to determine the number of spells they can cast at any particular level.

The Knights Baton

At third level, Elven Protector Knights create a special baton of living wood that draws its energy from the forces of nature, and specifically the Venerable Trees of Life. This wand increases in power as the Knight increases in level, according to the following progression:

Table III
Baton Adjustments

Level of Knight	Bonus of Wand
3	+1
6	+2
9	+3
12	+4
15	+5

In the Grove of the Order, Or within one mile of any other compatible Venerable Tree, the Knightly Batons will always strike as a + 5 weapon and on rolling a straight 20 will do double damage to evil or undead opponents. The baton naturally does 1d6 damage to small or medium creatures, and 1d8 to large creatures. Normal Strength bonuses apply. The Elven Protector Knight may also specialize with the baton, but no other weapon may be 'specialized' (though proficiencies apply as normal).

Appendix B: Spellcasting

The following changes are made to the standard Advanced Dungeons & Dragons spellcasting system in the Aedenne Campaign.

Spell Points

A spell points system is in use, which allows spellcasters to cast as many spells as they have spell points. Spell points are determined by taking the total number of spells allotted to a MU or Cleric and adding them together (for example a second level mU has 2 first and 1 second level spells, which would equal 4 spell points). The additional spells granted to Clerics for high Wisdom (See Wisdom table in PHB) also apply to Magic Users, though the Intelligence statistic are used instead of Wisdom for the MU.

By the act of casting, a spellcaster expends one spell point per level of the spell. In other words, a first level spell costs one spell point to cast, a second level spell two spell points, etc. Spell points are thereby used until the pool of points is expended. The limitations on studying and relearning spells as well as the number of spells a Magic User may hold in their minds in addition to spell discovery remain in effect. Clerics may choose daily from the spell lists at will up to third level, but must keep a daily list of the spells prayed for. Clerical spells above the third level are obtained as per the Players Handbook. When all spell points are expended, the spellcaster may not cast any spells until the study and rest required as per the PHB is fulfilled. At such time, spell points are regenerated. This applies to both MU's and Clerics.

Extended expenditure of Spell Points: A spellcaster may expend more points during the casting of a spell to increase its effects as follows. If a spellcaster doubles the normal amount of points needed to cast the spell, the caster may choose one of the following effects:

1. The number of damage dice may be doubled.
2. The casting time may be halved.
3. The verbal or somatic components may be removed (DM's discretion).
4. The range/area of effect may be doubled.
5. The duration may be doubled.

If the caster spends triple the cost, they may choose two of the above effects, quadrupling four of the effects, etc. However, if such 'powering' of spells is done, the spellcaster must make a save vs. petrification, with failure meaning the spell does not work, the caster takes half the damage of the spell upon themselves, and they lose double the number of spell points the spell would have cost (including the doubled initial cost).

Cantrips cost .25 spell points to cast each, and need not be taken up in memorization slots. Cantrips are the most mundane of magics and are easily kept in the mind for repeated uses. While a MU may only cast Cantrips they actually have in their spell book, they need not memorize them on a regular basis, only needing to make an Intelligence check prior to casting.

Modification of Spell Effects.

Spells that increase at higher levels

for magic missile or any other spell that increases its effect advancing in levels, the spell point cost increases commensurately (ie for every level reached where the spell increases in power then +1 spell point cost is added to the casting cost).

Shield Spell

The Shield spell still grants AC 2, but any strikes upon the shield with a natural 20 will degrade the Shield's AC rating just as if it was normal armor (see Armor Damage rules). A strike upon a Shield spell with a Magic Missile does no harm to the target MU, but the Magic Missile spell automatically reduces the Shield spell AC by one.

Find Familiar

The spell "Find Familiar" will be changed as follows. When a MU casts the Find Familiar spell, the MU will roll 1D10; on a 1-5 the Familiar is a normal animal, 6-8 the Familiar is 'special', on a 9-10 there is no familiar in range. Once the normalcy/specialness of a Familiar is determined, the below tables are consulted.

Normal (D12)

- | | |
|----|---------------|
| 1 | Crow |
| 2 | Dog/Wolf |
| 3 | Bat |
| 4 | Cat |
| 5 | Hawk |
| 6 | Ferret |
| 7 | Owl |
| 8 | Snake |
| 9 | Mouse |
| 10 | Weasel |
| 11 | Lizard (1-2') |
| 12 | Toad |

SPECIAL FAMILIARS:

4 Tables

- | | |
|----|---|
| I. | Chaotic Evil |
| 1 | Quasit |
| 2. | Mane |
| 3 | Homonculous |
| 4 | Proto-Lich (roll on Normal table to see skeletal animal form; all else as a Quasit) |

- | | |
|-----|---------------------------------|
| II. | Chaotic or Neutral Good (D4) |
| 1 | Pseudo Dragon |
| 2 | Faerie Dragon |
| 3 | Fay Cat (1-2 Winged, 3-4 hands) |
| 4 | Sylph |

III. Lawful Good (D3)

- | | |
|---|-----------|
| 1 | Brownie |
| 2 | Hybsil |
| 3 | Blink Dog |

IV. Lawful or Neutral Evil (D4)

- | | |
|----|--------------|
| 1 | Imp |
| 2. | Gremlin (FF) |

- 3 Homonculous
- 4 proto-Lich

Neutral, & Chaotic Neutral (any)

Lawful Neutral roll on table closest to their 'tendency'.



Appendix C: Secondary Skills

(note: the below replaces the **PLAYER CHARACTER NON-PROFESSIONAL SKILLS** rules noted in the Dungeon Masters Guide c. 1979)

When a player character selects a class, this profession is assumed to be that which the character has been following previously, virtually to the exclusion of all other activities. Thus the particular individual is at 1st level of ability. However, some minor knowledge of certain mundane skills might belong to the player character -- information and training from early years or incidentally picked up while the individual was in apprenticeship learning his or her primary professional skills of clericism, fighting, etc. if your particular campaign is aimed at a level of play where secondary skills can be taken into account, then use the table below to assign them to player characters, or even to henchmen if you so desire.

Assign a skill randomly, or select according to the background of your campaign. To determine if a second skill is known, roll on the table, and if the dice indicate a result of TWO SKILLS then assign a second, appropriate one.

Table I: Secondary Skill List

Dice Score	Result
01-03	Alchemy/Brewing*
04-06	Administration*
07-09	Ars Magica*
10-12	Astrology/Scrying*
13-16	Blacksmith/Armorer
17-19	Bowyer/fletcher
20-22	Courtoise*
23-26	Farmer/gardener
27-29	Fine Arts *
30-32	Fisher (netting or harpoon)
33-35	Forester
36-38	Gambler
39-41	History/Religions*
42-45	Hunter/fisher (hook and line)
46-48	Husbandman (animal husbandry)
49-51	Jeweler/lapidary
52-54	Leather worker/tanner
55-57	Limner/pointer
58-60	Mason/carpenter
61-63	Miner
64-66	Navigator (fresh or salt water)
67-69	Performing Arts *
70-72	Physical Arts (Athletic or Acrobatic) *@
73-75	Physicker*
76-78	Sailor (fresh or salt)
79-81	Scribe*
82-84	Shipwright (boats or ships)
85-87	Tailor/weaver
88-90	Teamster/freighter
91-93	Trader/barterer
94-96	Trapper/furrier
97-98	Woodworker/cabinetmaker

99-00 Player may pick any from the above list, or ROLL TWICE IGNORING THIS RESULT
HEREAFTER

* = New Secondary Skill (see below)

@=Acrobatics only available to Monk or Thief/Assassin class, with agreement of DM.

When secondary skills are used, it is up to the DM to create and/or adjudicate situations in which these skills are used or useful to the player character. As a general rule, having a skill will give the character the ability to determine the general worth and soundness of an item, the ability to find food, make small repairs, or actually construct (crude) items. For example, an individual with Armorer skill could tell the quality of normal armor, repair chain links, or perhaps fashion certain weapons. To determine the extent of knowledge in question, simply assume the role of one of these skills, one that you know a little something about, and determine what could be done with this knowledge. Use this as a scale to weigh the relative ability of characters with secondary skills. Remember that Secondary Skills are a trade or craft that the Player Character invested some small time in before choosing their class, so no advanced knowledge or true professional skill should be considered evident.

(The above was reprinted from the Dungeon Master's Guide for First Edition AD&Dt—Hasbro/WoTC, pg. 12 with modified tables and text).

Certain secondary skills reflect the inherent abilities of many of the classes available to player characters in the AD&D world. However, any character with the appropriate secondary skill may know a bit about the field in question, but their knowledge is inferior to anyone actually practicing the class. For example, a fighter with Forester as a secondary skill has some woodland knowledge but would still be very inferior to even a first level Ranger or Druid in the same surroundings.

Below is a handy table to reference the various AD&D classes common to Aedenne and the secondary skills that would vaguely approximate such class knowledge.

Table II: Secondary Skills/Class Comparison

<u>Class</u>	<u>Class Skill</u>
BARD	Performing Arts
CLERIC	History/Religion
Druid	Forester
FIGHTER	Physical Arts (Endurance)
Barbarian	Hunter/Fisher(hook & line)
Cavalier	Courtoise
Paladin	History/Religion
Protector-Knight	Forester
Ranger	Forester
MAGIC USER	Ars Magica
THIEF	Trader/Haggler
MONK	Physical Arts (Acrobatics)

Further Secondary Skills are obtained as the DM allows. The system included below is based on a character's Intelligence but is purely optional and DMs are free to allow no further Secondary Skills.

Table III: Further Secondary Skill Advancement

levels a Secondary

INT	Skill is obtained
1-8	no additional skills allowed
9-11	10, 20
12-13	8, 16
14-15	8, 16, 24
14-15	7, 14, 21
16	5, 10, 15
17	5, 10, 15, 20
18	4, 8, 12, 16
19	4, 8, 12, 16, 24

SKILL DEFINITIONS:

While most of the Secondary Skill list is self-explanatory, some are obscure and are therefore briefly defined below. Please note that the precise definition and when/where the skill can be applied is entirely felt up to the DM.

Administration: This skill identifies that the character is proficient with government, bureaucracies, and other such organizations and may be able to infer proper behavior and procedure to interact with such groups.

Ars Magica: This skill is all the various minor disciplines any student of the Arcane are familiar with such as Witchcraft, Occult, Numerology, Demonology, etc. It is also useful in the further study of the Magical Arts.

Courtoise: This skill notes that the character is proficient with manners, social morays on their particular level of social class, and how to act among those superior or inferior to them. Public Speaking is also part of this, as is the many methods society uses to segment itself (such as heraldry, Regalia, etc.).

Fine Arts: The skill of Fine Arts covers the entire gamut of artistic expression in its physical sense, from design to sculpting to poetry and prose.

Forester: The facets of the Forester skill can cover a wide range of abilities, such as woodland lore, fire starting, setting small snares, identifying trees & ivies, etc.

History/Religions: This skill (chosen either with emphasis on History or Religion) allows the character to have knowledge of either local history or of other locales near the character's residence (DM's choice). The Religion aspect involves a knowledge of one's own worshipped pantheon/deity and their deeds, as well as a passing knowledge of other common pantheons as defined by the DM.

Husbandman (animal husbandry): The skill of Husbandry provides the character with knowledge of domesticated animals common to their culture, and their treatment, upbringing, and breeding. Simple training is capable as well, though more complex training is at the DM's discretion.

Jeweler/lapidary : This skill notes the character's ability with gem cutting, setting and crafting of fine jewelry and the use and appraisal of precious and semiprecious stones.

Performing Arts: The skills of Performing Arts comprise any method of artistic expression that entertain an audience by physical activity. This can encompass acting, singing, juggling, etc. and the parameters should be specified between the player and DM.

Physical Arts (Endurance or Acrobatic) : This ability portrays a character's early life's dedication to physical activity, be it of strength and endurance or acrobatics, one of which must be specified at character creation. Note that the acrobatics specialty is only available to the Monk or Thief/Assassin class, with the agreement of the DM.

Physicker: The skill of Physicker notes a character's ability with medieval healing theories and some rudimentary knowledge of healing herbs and their application for minor ailments.

Scribe: The Scribe's skill is that of penmanship, writing, and ink and paper preparations. Simple illumination is possible, as well as other writing abilities.

