

The KINGDOMS



CAMPAIGN SETTING

by Keith Robinson



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A whole new world...

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CHAPTER 1

INTRODUCTION

Welcome to The Kyngdoms campaign setting, a new and vibrant setting designed for fun and high adventure. The details of The Kyngdoms are set out in the following pages, which include all the information necessary for you to run your own campaign. We wish you good fortune on your journey through these, as yet, unexplored and unknown places, and hope you will enjoy what is offered herein. Look for further product releases by The Kyngdoms aimed at enhancing your experience of this setting.

ARRASIA

Arrasia stands at the heart of all creation, where the elements and energies converge in a perpetual struggle. It is populated by all manner of beasts, both good and bad, where lands and ideals are fought for and where the gods themselves look for dominion and reverence. At the heart of Arrasia are the civilized kingdoms of men, elves and dwarves, whose histories are long and deep and whose cultures are complex and rich. Around them (and amongst them) are great evils - wild lands filled with those that would tear down the civilized world and replace it with anarchy, hate and destruction. And like reflections of the very substance of the world in which they live, they vie amongst themselves for dominance and control and the balance of their power is ever shifting and the struggle never-ending.

Arrasia represents the material world in The Kyngdoms, where it is expected that the majority of game play will occur. It is a round planet, which sits the very center of everything. It is here that the four elemental and two energy planes overlap and clash in a violent struggle that cause calm seas to stir into great storms and the earth to shake and expel great rivers of lava from its bowels. However, such is the balance of the

forces that overlap here, that no single one of them can dominate over the other for long and the equilibrium of Arrasia is thus maintained. Should this ever change, it is likely that Arrasia and all those that live there would be destroyed.

All of the lands of Arrasia are populated in some manner or another, though the degree of population varies dramatically. Towards the center, the civilized nations (both good and evil) have emerged. Within their borders can still be found evil and anarchy (for no nation, even the greatest, is free from the creatures that populate the world), but they offer some protection from the greater chaos that surrounds them. Here, too, the lands are at their most fertile and habitable, so it is no wonder that great cities have grown along the coastlines and heavily trod routes of Arrasia.

On the fringes of civilization lie the wild lands, where those that live there are tough and hardy and where foul and terrible beasts dwell in freedom. These wild and inhospitable lands are sparsely populated and those that dwell there are nomadic, or live in the mountains, hills and forests. Settlements found in such places are not plotted on any map, for they have little or no contact with the rest of the world and will unlikely last for long before they perish, destroyed by the wild denizens that are drawn to them. Only the hardiest come here, or the mad.

KARNISH

It is the year 275 of the Age of Karnish and Karnish now stands as the greatest of the nations of men. Good and lawful, it has emerged after the fall of the great evil empire, Amman, whose reign stood for nearly one thousand years and whose long and cold reach touched nearly every corner of the civilized world and beyond.

Where once oppression and cruelty dominated the political map, now trade and opportunity have risen to replace them. Karnish merchant vessels now sail the seas, buying and selling their goods, and the trade routes they have established have become essential to the growth and well being of those nations that have embraced this new entrepreneurial spirit. However, as is the way of Arrasia, so a new enemy has emerged from the darkness of its bowels: Hith. Once a great wizard, Hith drank from the *Fountain of the Immortals* and became one of the Aslah (the gods), but his mind was broken and his spirit turned black and now he wages war on Karnish and seeks to destroy it.

It is likely that most campaign adventures will begin in Karnish and that the majority of adventurers will be from Karnish, whose language, culture and religion are the most dominant in Arrasia. With *The Great Barrier Mountains* and *The Malvus Peaks* acting as a natural defense against the wild lands, and *The Kera Desert* sitting uncomfortably close to Arrasia's major city, the City of Karnish, plus the many hills and forests that fill their land, Karnish offers an inexhaustible supply of high adventure and political intrigue which should see any self-respecting adventurer rise to stand amongst the most powerful in the land.

Karnish Language: The Karnish language is the most widely spoken anywhere in Arrasia and, essentially, replaces *common* in this respect (though it is not a default that everyone has). However, not everyone in Arrasia speaks Karnish - indeed, in some places it would be a positively dangerous thing to do - and there is no one language that is spoken everywhere. However, Karnish is the language of trade and good taste for many nations and it is likely that it would be enough to get by with in most countries.

Karnish Religion: The Karnish pantheon are worshipped throughout Arrasia and will no doubt form the mainstay of the deities chosen by the clerics in your campaign. Although most gods meddle in mortal affairs little, religion still plays a significant role within the communities of Karnish and the political infighting between those of different beliefs is a constant tension, though rarely one that spills over into anything other than theological debate. Adventurers born in Karnish will most likely choose deities who are celebrated there, though there are no set restrictions in this regard.

THE ASLAH

The Aslah were the firstborn and were the children of *Eradu*. They are the gods of the cosmos, immortals with unimaginable power. Though they did not create the substance of the universe - this was created indirectly through Hoth - they have created everything in it: from the trees and flowers and creatures, to men and elves and dragons. All of their creations are born out of the substance of the universe - fire, earth, water, air and positive and negative energy - as indeed they are themselves.

Although imbued with great power and immortality, the Aslah are also flawed. In them are all the flaws that can be seen in their own creations: jealousy, hate, desire and greed, to name but a few. But there is also great beauty as well: love, forgiveness, tenderness and honesty. It is their general nature that draws them together or pushes them apart; the evil Aslah are drawn together, living in one of the many layered hells that the Aslah themselves created: Herophet, the fountain of evil which Gort himself built and imbued with his vileness, or Mulhata, or Talakos. The good Aslah are drawn to Damarkan, which has long stood against the tyranny of evil. Besides Damarkan there are also Paradorn, Wynord, and Henipur.

The shape of Arrasia has been forged by the Aslah, who brought to it both beauty and horror, good and evil. The battles of the Aslah have been fought wherever they or their subjects are found, with the aim of seeking dominion over all others. And though the Aslah are immortal and are not affected by the ever-blowing winds of time, their bodies can be broken and destroyed and their time ended. The spirits of the fallen Aslah rest in Paradorn, where *The Keeper of Divine Spirits* and his minions serve and protect them and, though many a faithful servant has tried, no Aslah has ever returned from that place.

The clerics of Arrasia associate themselves with a single Aslah, from where their power is channeled. All clerics must be associated with a deity, from whom they receive their spells and domains. Any cleric can only be associated with one Aslah and it is to them that they must dedicate their lives. The Aslah always seek to enhance their flock whenever possible amongst the mortal



A Knight of Fandor fights an orc of Hith

racers and regard clerics as being essential towards this aim.

Of the original nine children of *Eradu* only Kavak remains, and it is their offspring who now stride the worlds of Herophet and Damarkan. While most Aslah are born immortal, some have been great servants, released of their service and given the status of Aslah. Others still have drunk from the *Fountain of the Immortals*, through which the tears of Onnus flow. Only those whose heart is pure and whose mind is strong will survive the metamorphosis from mortal to Aslah. And though many have tried, only a few have succeeded.

STARTING A NEW CAMPAIGN

Starting a new campaign in The Kyngdoms is simple and some guidelines are set out below to help you in your task of getting your new adventure underway. What you get out of the game is down to you and your friends - the more you put into it, the more you are likely to get out of it. The Kyngdoms supplies you with a framework in which to set your own adventures and allows both the setting and its principle characters to grow and evolve. The Kyngdoms setting can form an intriguing backdrop to your campaign, filled with lore, mystery and power; or it can be at the heart of your campaign, with political intrigue, war and tension. How you decide to run your campaign is down to you - what we supply here are no more than guidelines and ideas, which you are free to use, abuse or ignore at your leisure.

The World: An Overview

The north of Arrasia, often frozen and battered with high winds and harsh seas, is populated almost exclusively by the Norvs, a hardy seafaring race who are said to be direct descendants of Uther and those that followed him after their escape from Herophet. More recently, it has seen the infiltration of Yarasians as the Kingdom of Tharg has emerged to rival the greatest land of the north, Norvsonnd. The lands at the center of Arrasia, sometimes referred to as the Midlands, are the most temperate and where the first nations emerged during the War of Chaos. A melting pot of Yads, Sárations, Syrámesse, Kerians, Yamites, Magasoans, Urilians, Eppennesse, Teschenians, Farasians, Datians and Urgolians, the Midlands has been at the center of the history and evolution of men and their kingdoms. The Southlands, hot and sunny, were for long the most peaceful of the lands of Arrasia, until the fall of Layagat and the strife of men, dwarves and elves. Populated primarily by the Karns, Yarasians, Thurmians and Crothurmians, the south has emerged as the new power in Arrasia, with the Karns a dominant force both within the south and the wider world.

Karnish sits at the heart of Arrasia, its greatest nation and empire and a force of law and good. Having defeated the once mighty and evil empire of Amman,

who were the lords of Arrasia for nearly one thousand years, in a number of great battles which saw the very ground itself shook and rent, Karnish saw its borders and influence expand into nearly every corner of the civilized world. Trade routes sprang up along the coastlines and soon goods - exotic and mundane - were being ferried to and fro. Great wealth was made and people for so long oppressed basked in their freedom.

Although Amman was defeated, the nation still survives, though as a shadow of its former self. Now known as Amman-Mon, Karnish has consumed the rest of the once mighty nation into its own empire, though conflict and violence are never far from the surface and the bedraggled and demoralized warriors of Amman-Mon still make raids against their old foe. However, a new enemy has emerged, forcing Karnish to switch her troops away from Amman-Mon and concentrate on the armies of Hith, who is a mortal transformed into Aslah, but whose mind is black and unstable and consumed with chaos and madness and is set on the destruction of Karnish and all it stands for.

In the Midlands, Syrámä, Hjothdal and the wood elves of Hir'vassäl Eduth continue their war with Amman-Mon, though where once their armies stood opposed, now raids and minor clashes are more common. Syrámä and the forces of the Triple Alliance, Yam, Orith and Hanai, continue to fight the Magasoans, whose constant incursions into their lands, and their support of those who seek to overthrow them, remains a constant threat. The Urgolians, a powerful race of horsed warriors who have conquered much of the east, now look not only to the dominion of Teschenia, but also west, where only *The Golden Peaks* now stand between them and the nations that lay beyond.

In the cold and harsh climes of the Northlands, Nýgamär continues its age long war with Hjothdal and their more recent war with Tharg. Elminn, once a mighty nation who could stand comparison with any, continues its steep decline, its lands rent and its people divided and with the civil war with Yerad draining further their already depleted wealth and resources. And standing at the heart of the north, the great seafaring and trading nation of Norvsonnd, where Uther himself was said to have landed and which is believed to be populated by those that followed him there from Herophet. The people of Norvsonnd - the Norvs - have populated much of the north and most of the nations there can trace their lineage back to this hardy people, though the ties between them are long since broken.

The history of Arrasia is given in full and rich detail in Chapter 13: The History of the Aslah and of Arrasia, which you can delve into at your pleasure to increase your understanding of The Kyngdoms and what it has to offer.

Where to Begin?

Finding a starting location for your new setting is an important first decision and, given the size and scope of

The Kyngdoms, not a choice easily made!. You can choose to start play wherever you think will best suit the tone and theme of your campaign, but the following tips are outlined to help you get a feel for the world and how best to fit in your adventures (and adventurers!).

Karnish: With Karnish the greatest and most influential nation in Arrasia, it is expected that most campaigns will start somewhere within its borders. Karnish offers the full scope of possibilities, as it borders desert, vast mountain ranges, hills, plains and swamp. To the north of their empire, the war rages with Hith and to the south lie the barbarian tribes. And, all over, humanoids and other beasts travel from their homes that border Karnish to make raids or find wealth or food (or all of these things). With major cities, substantial roads and, usually, welcoming people, Karnish is the prime location to start your adventure.

The Wider World (Civilized): The Kyngdoms, however, supplies an array of other starting possibilities, should you wish to choose them. Tharg allows for a wilder campaign feel, while retaining the essential feel of Karnish, whose language, culture and religion are as much a part of life here as they are in Karnish itself. For a more seafaring campaign, Norvsond, an island dominated by the Utherial Mountains and filled with the rugged Norvs, will provide an excellent and unusual starting point, though somewhat isolated.

For an exotic flavor, the old Amman provinces, now consumed by Karnish, will supply an excellent blend of political intrigue and cultural conflict, with endless possibilities, while retaining the Karnish element of language and culture. Amman-Mon itself, an evil and vile land, would provide the most unusual backdrop and an excellent starting place for those wishing to run a campaign of evil characters.

The Wider World (Frontiers): For a less civilized campaign feel, The Kyngdoms offers ample possibilities for setting the tone of the game you require. Urgolia supplies an excellent starting location for this type of game. Largely isolated from the rest of Arrasia, the nomadic tribes and horsed warriors live in a rough and violent world, where life is often short and hard. Situated in vast plains, but with access to desert, mountain ranges and hills, a campaign in Urgolia would be wild and remorseless, for the settlements are rare and the people tough and wary.

The Untamed Lands of HuriGhol and the Plains of Barbarian Hordes are also excellent starting points for any semi-wild campaign. Filled with nomadic tribes, aggressive and warlike, who traverse ancient migratory routes, the onus is primarily on survival. Although no permanent settlements exist, trade with the nomads is a way of life and understanding the land essential.

The Wider World (Wild): The unpopulated regions of Arrasia are wild and dangerous, with no settlements of any note and little opportunity for trade or to rest in safety. It is not advised that these parts of Arrasia be considered as a starting location and certainly not for

low-level campaigns, which will have little or no respite from the vagaries of the world and are likely to come to quick and sticky end. Should you wish to choose the uncivilized lands of Arrasia to begin your campaign, it is suggested that you run a higher-powered campaign, where the characters stand a far greater chance of survival. It is also suggested that inexperienced players or GMs also choose a more civilized beginning, where players can interact with other people and find safety and a place to buy and sell their wares.

CHARACTERS IN THE KYNGDOMS

At the heart of any good campaign are the heroes whose deeds become things of legend. When building new characters for a campaign in The Kyngdoms, we suggest you read the following guidelines to help you produce characters in keeping with the concepts and flavor of the setting. The following guide is here only as a preview and more detailed explanations are supplied in the appropriate chapters of this book.

Action Points: In The Kyngdoms, heroes are the stuff of legends, whose tales and deeds are sung of and their stories told by the greatest bards in the land. To underline this sense of the heroic, all characters in The Kyngdoms begin life with *action points*, which they can use when a moment of inspiration is required, or when a great deed must be done. All 1st level characters start out with 5 action points.

Character Traits: From birth and throughout life, an individual's personality is distinct and unique, a complex mosaic of good and bad traits. For some, these traits are the motivation for their great deeds, as they dare to prove their worth to themselves or are driven by a sense of doubt or greatness that is inherent to them. In The Kyngdoms, all characters begin life with a number of *character traits*, which will have a minor impact on them in one way or another, bringing a new dimension of characterization and roleplaying to your campaign.

Region of Birth: Even great heroes cannot escape their history and many are actively driven by it. From the humblest of surroundings, to the greatest palaces, all characters must be born somewhere. The place of their birth will have a great bearing on them, for it will dictate their mother tongue and, usually, the deity they will follow. Players should be free to choose the locality of their characters birth, but it should be in keeping with the general area of your campaign. In most cases, this is likely to be Karnish, whose language, culture and religion will offer most flexibility when traveling to foreign lands.

Languages: In The Kyngdoms, different nations speak different languages and no single tongue is common to them all. It is highly likely that there will be times in an adventurers career when she will found herself unable to easily communicate with those around her and, in certain circumstances, her language of birth may make a pariah of her. Every character starts life with at

least 1 language, which will normally be the mother tongue of their nation of birth. However, Karnish is widely spoken, so it is possible that some characters will speak Karnish, even if they were not born there.

Reputation: From the humblest of beginnings emerge the greatest of heroes. Some seek to be great within their own community, while others seek wider recognition. For many, fame comes as an undesired by-product of their renown. *Reputation* plays an important role in how people interact with each other in The Kyngdoms. Sometimes, reputation can open doors that would otherwise remain closed - sometimes, it is the reason why the doors are never opened. Every character in a Kyngdoms campaign will have a *reputation score* that will grow and change as they do. Sometimes characters will go to efforts to hide their reputation, while at other times they will use it to gain favor.

Deities: The *Aslah*, as the gods are otherwise known, have played a seminal role in shaping both the nature and history of Arrasia. Not only are they the creators of all the beasts that walk there (and everywhere), they have all too often interfered in the affairs of mortals for their own end. As such, the mortal races hold the *Aslah* in great esteem, whether good or bad, and many look to them as guides and protectors.

Excluding clerics, no character is required to follow a particular religion or be restricted to a single deity. Indeed, it is common for people to follow many, as their needs require. Clerics, on the other hand, have no such freedom, as they are representatives and vassals of their chosen Lord. In The Kyngdoms, all clerics must serve one deity alone. A godless cleric loses access to all

spells, domains and special abilities. Clerics are born to serve and serve they must.

Background: Players are encouraged to explore and expand upon the richness and depth of The Kyngdoms when building their own character backgrounds, from which good and consistent roleplay can emerge. We offer no hard and fast rules, as the scope of possibility is way beyond the scope of this book. Explore the maps, histories and adventures for ideas and create three-dimensional heroes whose exploits will become known throughout the nations and peoples of Arrasia.

NEW RULES

Several alternative rules are included, which are meant to stimulate roleplaying and increase the enjoyment of both the setting and your game. All the new rules are geared toward the roleplaying needs of players and enhancing their experience and enjoyment of their characters. They are all simple to add to your campaign and have no impact on the wider rules of the game.

None of the rules presented here are essential to your enjoyment of The Kyngdoms, so are used at the GM's discretion, who may elect to use none, some, or all of the additional rules. Outlined below is a brief overview of each of the new rules. See Chapter 2: Rules for a more detailed explanation.

Action Points: The Kyngdoms campaign setting envisages that the player characters are great heroes, capable of magnificent and awe inspiring deeds that the ordinary folk of Arrasia can but marvel at. As such, *Action Points* have been introduced to replicate a charac-

Table 1.1: Racial Changes

Race	Name	Changes Made
Dwarves	Arctic Dwarves	Arctic dwarves have been added as a new dwarven subrace and dwell on the northern mountain slopes of Arrasia.
	High Elves	High elves are replaced by wood elves as the default elf type for The Kyngdoms. High elves are mostly found in the outer planes of Henipur and Qathay.
Elves	Wood Elves	Wood elves become the default elf type for The Kyngdoms.
	Desert Elves	Desert elves are added as a new elven subrace.
	Jungle Elves	Jungle elves are added as a new elven subrace.
Half-Elves	Jungle Half-Elf	Jungle half-elves are added as a new subtype.
	Arctic Gnome	Arctic gnomes have been added as a new gnomish subtype.
Gnomes	Desert Gnome	Desert gnomes have been added as a new gnomish subtype.
	Jungle Gnome	Jungle Gnomes have been added as a new gnomish subtype.
Goblins	Arctic Goblins	Arctic Goblins have been introduced as a subtype of the goblin race.
Halflings	Deep Halflings	There is no such thing as deep halflings in The Kyngdoms and those outlined in the MM are dropped.
Kobolds	Arctic Kobolds	Arctic kobolds have been added as a new subtype of kobolds.
Orcs	Desert Orcs	Desert orcs have been added as a new subtype of the orc race.

ters ability to find within them an inner reserve that they call upon in times of dire trouble and which help change the course of the history unfolding around them.

Character Traits: Every character in The Kyngdoms has their strengths and weaknesses. Some are mentally tough, but physically frail, others are good with detail, but lack an understanding of the greater picture, while others are specially gifted at using certain spells, but not so at others. Such is the framework within which *Character Traits* operate, focusing upon a character's individual traits that make them who they are. All traits have both a positive and negative side effect and are an excellent way to expand upon the role-playing opportunities of that character.

Reputation: The Kyngdoms is filled with tales of heroes and villains, whose legendary deeds and adventures have made them famous throughout Arrasia. *Reputation* is a means to allow characters to make themselves known. At first, this is likely to be locally, but as tales of their daring grow, so do their reputations. Soon, perhaps, their names are spoken by the aristocracy, even royalty. For a rare few, even the Aslah themselves take note. Every character in The Kyngdoms gains a reputation bonus, which helps sway, for good or bad, the judgment of those that recognize them.

THINGS TO LOOK FOR

Although The Kyngdoms is designed to run smoothly with the core rules, some changes have been made to improve the setting's flavor. As well as the introduction of new (optional) rules, there are several other changes worth noting. This section highlights rules and flavor changes in a quick and easy manner. They are discussed in detail elsewhere.

Races

The core races remain unchanged, except as follows: wood elves replace high elves as the default elven race. It is also worth highlighting that high elves do not live in Arrasia and have little to do with those that do. Only those that adventure to Henipur and Qathay are likely to ever encounter high elves. Finally, deep halflings are dropped altogether. There are several new sub-race additions, including arctic, desert and jungle variations. See Table 1.1: Racial Changes for details.

Common and Undercommon

The *common* and *undercommon* languages have been removed from The Kyngdoms campaign setting. The language of Arrasia's underworld is *Xamian*, which replaces *undercommon* entirely, but in all other ways remains the same. However, there is no such thing as a *common* language in The Kyngdoms, with different nations speaking their own languages. Karnish is the nearest thing to *common*, being spoken widely across much (but not all) of Arrasia. As such, new characters are expected to pick a language to replace common. This will generally be the same as their place of birth, though does not have to be.

Clerics and Deities

All clerics in The Kyngdoms must put their faith in one of the gods. They can follow only one deity at any given point in time and a cleric that has no faith (i.e. one that follows no god) loses access to all spells, domains and special abilities from their cleric class levels, until their faith is renewed and their trust placed once again in a god of their choosing.

It is also worth noting that in The Kyngdoms the majority of those who work within the many churches have no particular or special abilities. These individuals are known as *acolytes*, who are ordinary individuals who have dedicated themselves to their chosen Lord. These are Experts who have taken skill ranks in Profession (acolyte), as outlined in Chapter 10: Deities and Religion (see the DMG for full details on the Expert NPC Class). Acolytes bring healing to the sick, feed the poor and form the general religious body of their church. The clerics are those who have a special bond with their deity and are generally the church leaders and missionaries.

Optional Rules

A number of optional rules have been included in The Kyngdoms campaign setting, including *action points*, *character traits* and *reputation*. As already noted, these are entirely optional and are not central to your enjoyment of The Kyngdoms. They are included to add more variety and flavor to your campaign, without adding any further additional complexity. Feel free to pick those that you like and reject those that you don't. It is *your* campaign after all!



CHAPTER 2

NEW RULES

ACTION POINTS

In a campaign set in The Kyngdoms, great heroes emerge from the swirling mists to accomplish great deeds and undertake legendary missions. To reflect this, characters in The Kyngdoms have *Action Points*, which allow them to scale even greater heights and scrape their way out of even tighter corners. Action points give characters the means to affect game play in significant ways, by improving important rolls or unlocking special abilities. Each character has a limited number of action points, and once an action point is spent, it is gone for good.

ACQUIRING ACTION POINTS

A beginning (1st-level) character starts the game with **5 action points**. A character above 1st level starts the game with a number of action points equal to **5 + ½ his current character level**.

Every time a character advances, he gains a number of action points equal to **5 + ½ his new character level**. Unused action points are not carried over to the next level and are dropped.

NPCs and Action Points

Most NPCs won't have action points. However, significant recurring arch-enemies may well be considered worthy of action points and should be awarded them by the GM, who should award them an appropriate number of action points. A number of action points equal to ½ the NPC's level is a good baseline.

USING ACTION POINTS

You can spend 1 action point to add to a single d20

roll, to take a special action, or to improve the use of a feat.

You can spend 1 action point in a round. If you spend a point to use a special action (see below), you cannot spend another one in the same round.

Add to a Roll

When you spend 1 action point to improve a d20 roll, you add the result of a 1d6 roll to your d20 roll (including attack rolls, saves, checks or any other roll of a d20) to help you meet or exceed the target number. You can declare the use of 1 action point to alter a d20 roll after the roll is made, but only before the GM reveals the result of that roll. You can't use an action point to alter the result of a d20 roll when you are taking 10 or taking 20.

Depending on character level (see Table 2.1: Adding to a Roll), a character might be able to roll more than one d6 when he spends 1 action point. If so, apply the highest result and disregard the other rolls. A 15th level character, for instance, gets to roll 3d6 and take the best result of the three. So, if he rolled a 1, 2, and 4, he would apply the 4 to his d20 roll.

Special Actions

A character can perform certain tasks by spending an action point that allow a range of skills and tasks to

Table 2.1: Adding to a Roll

Character Level	Action Point Dice Rolled
1st-7th	1d6
8th-14th	2d6
15th-20th	3d6

be accomplished that would otherwise be beyond them.

Activate Class Ability: A character can spend 1 action point to gain another use of a class ability that has a limited number of uses per day. For example, a monk might spend an action point to gain another use of her stunning fist ability, or a paladin might spend an action point to make an additional smite attack.

Boost Defense: A character can spend 1 action point as a free action when fighting defensively. This gives him double the normal benefits for fighting defensively for the entire round (+4 dodge bonus to AC; +6 if he has 5 or more ranks in Tumble).

Extra Attack: During any round in which the character takes a full attack action, he may spend 1 action point to make an extra attack at his highest attack bonus. Action points may be used in this way with both melee and ranged attacks.

Spell Boost: A character can spend 1 action point as a free action to increase the effective caster level of one of his spells by 2. He must decide whether or not to spend an action point in this manner before casting the spell.

Stable: Any time a character is dying, he can spend 1 action point to become stable at his current hit point total.

Weapon Proficiency: When wielding a weapon with which that character is not proficient, he may spend 1 action to become proficient with that weapon for the duration of the combat.

Improving Feats

Action points can be applied to feats to extend the range of their abilities and give a potentially much needed boost in a tight situation. Unless otherwise stated, each effect requires a free action to activate and lasts 1 round.

Blind-Fight: You can spend 1 action point to negate your miss chance for a single attack.

Combat Casting: You can spend 1 action point to double the bonus on Concentration checks granted by the feat, from +4 to +8.

Combat Expertise: You can spend 1 action point to double the bonus to Armor Class granted by the feat. For example, if you take a -3 penalty on your attack roll, you gain a +6 dodge bonus to AC.

Dodge: You can spend 1 action point to increase the dodge bonus granted by the feat to +2. The effect lasts for the duration of the combat.

Greater Spell Focus: You can spend 1 action point to increase the save DC, as granted by this feat, by +1, from +2 to +3.

Greater Spell Penetration: You can spend 1 action point to gain a further +2 bonus on caster level checks granted by this feat, from +4 to +6.

Improved Critical: You can spend 1 action point to double your critical threat range. Since two doublings equals a tripling, this benefit increases your threat range from 19-20 to 18-20, from 17-20 to 15-20, or from 15-

20 to 12-20, including the effect of your Improved Critical feat. This benefit stacks with the benefit of Improved critical, but not with other effects that increase threat range.

Improved Initiative You can spend 1 action point to double the bonus on initiative checks granted by the feat, from +4 to +8.

Power Attack: You can spend 1 action point to double the bonus on damage rolls granted by the feat. For example, if you take a penalty of -3 on your attack roll, you add +6 to your damage roll. If you are wielding a weapon two-handed, you gain no additional benefit.

Spell Focus: You can spend 1 action point to double the increase to save DCs granted by the feat, from +1 to +2.

Spell Penetration: You can spend 1 action point to double the bonus on caster level checks granted by this feat, from +2 to +4. The effect lasts for the duration of the combat.

CHARACTER TRAITS

Traits are aspects of a character's personality, background, or physique that make him better at some activities and worse at others. In many ways, traits resemble feats: a character can have only a limited number of traits, and each trait provides some benefit. Unlike feats, however, traits always carry a corresponding drawback. In addition to their game effects, traits suggest characteristics about the character's personality that might lead to interesting roleplaying opportunities. Together with a character's class and feat selection, traits offer a way for game mechanics to encourage deeper character backgrounds and consistent roleplaying.

Traits serve as an interesting starting point for roleplaying, reminding players of their characters' most prominent strengths and weaknesses. However, roleplaying a certain aspect of a character's personality does not require possessing the trait. For example, a paladin can be honest and forthright without the Honest trait. The player should roleplay the character consistently even though the character's honesty has no effect on his skill checks.

A character can begin play with up to two traits, chosen by the player at the time of character creation. Alternatively, the GM can require players to roll on Table 2.2: Character Traits to determine the traits possessed by their characters.

As characters advance in level and ability, they might want to get rid of the traits that they chose at the beginning of play. Although characters cannot rid themselves of a trait directly, specific feats, skills ranks, or magic items can compensate for the penalties imposed by a trait. For example, by spending skill points to gain a rank in Bluff and a rank in Diplomacy, thereby offset-

Table 2.2: Character Traits

d%	Trait	d%	Trait	d%	Trait
01-02	Abrasive	34-35	Hardy	66-67	Saddleborn
03-04	Absent-minded	36-37	Honest	68-69	Skinny
05-07	Aggressive	38-39	Illiterate ¹	70-71	Slippery
08-09	Argumentative	40-41	Inattentive	72-73	Slow ¹
10-11	Brawler ¹	42-43	Light-fingered	74-76	Sneaky
12-13	Caring	44-45	Musclebound	77-78	Specialized
14-15	Cautious ¹	46-47	Nearsighted	79-80	Spellgifted
16-17	Clumsy	48-49	Nightsighted ¹	81-82	Stout
18-19	Cowardly	50-51	Nimble	83-84	Stylish
20-21	Detached	52-53	Nondescript	85-87	Survivor
22-23	Dishonest	54-55	Passionate	88-90	Suspicious
24-25	Distinctive	56-57	Plucky	91-93	Torpid
26-27	Easygoing	58-59	Polite	94-96	Uncivilized
28-29	Farsighted	60-61	Quick ¹	97-100	Roll again twice ²
30-31	Focused	62-63	Reckless		
32-33	Hard of Hearing	64-65	Relentless		

¹ This trait has special restrictions (see the text). If you don't qualify, roll again.

² No starting character may have more than two traits. If a player rolls this result two or more times, the player may choose which two traits to keep.

ting the drawback of the Abrasive trait.

If the GM allows it, players may add traits to their character after 1st level. The GM might allow a player to assign a trait to her character after she has roleplayed the character in a manner consistent with the trait in question, or after a traumatic or life-changing experience (after dying, a character might develop the Cautious trait or the Aggressive trait). If the GM includes this option, a character should gain a new trait no more frequent than once every five levels.

ROLEPLAYING OF TRAITS

If a player creates a character with one or more of the traits described here, she has three basic choices for how that trait affects the character's personality.

First, the character might view the trait as a weakness. A character with this view might try to hide the trait or make excuses for his behavior. On the other hand, he might seek out others with the trait to feel better about his own idiosyncrasy.

Second, the character might view the trait as a strength. A character might call attention to the trait, encourage others to act in ways that mimic the trait, or simply assume that those without the trait are less worthy than those who possess it.

Finally, the character might not acknowledge the trait at all. A character might adopt this attitude toward a trait for several reasons, each suggesting something

different about the character's background and personality.

- The character might not be aware of the trait; for example, a nearsighted character might not realize that others see better at a distance because his impairment is mild and the onset was so gradual that he never noticed the change.
- The character might be aware of the trait but not want to admit that he possesses it. For example, an abrasive character might realize that his mannerisms affect others, yet find more solace in putting the blame on those whom he offends rather than on himself.
- The character might know but simply not care.

TRAIT DESCRIPTIONS

Each trait in this section includes a benefit, a drawback, any special limitations regarding its selection by a character, and roleplaying ideas for how to incorporate it into your character's personality.

Abrasive

You are difficult and demanding in conversation, which tends to oppress those around you.

Benefit: You gain a +1 bonus on Intimidate checks.

Drawback: You take a -1 penalty on Diplomacy checks and Bluff checks.

Roleplaying Ideas: Characters with this trait might be loud and abrupt or quiet and sinister, but either way, most find them disconcerting or irritating.

Absent-Minded

You are fascinated by knowledge and learning and are capable of pursuing complex trains of thought quite quickly. However, your preoccupation with such thoughts makes you a little less aware of your surroundings.

Benefit: You gain a +1 bonus on Knowledge checks (although this does not let you use a Knowledge skill untrained).

Drawback: You take a -1 penalty on Spot checks and Listen checks.

Roleplaying Ideas: Characters with this trait might flit from idea to idea, trailing off in mid-sentence or mumbling their way through complex ideas. Conversely, characters with this trait might be extremely articulate but still allow their thoughts to move faster than the pace of the conversation.

Aggressive

You are quick to initiate combat, and you tend to press the attack once battle is joined. Your enthusiasm makes you a dangerous foe, but you sometimes leave yourself open to blows that a more cautious warrior would avoid.

Benefit: You gain a +2 bonus on initiative checks.

Drawback: You take a -1 penalty to Armor Class.

Roleplaying Ideas: Characters with this trait are often hotheaded and quick to anger, or simply think that the best form of defense is quick offense.

Argumentative

You always find yourself getting involved in debates and arguments, even on subjects you know nothing about.

Benefit: You gain a +1 bonus on Bluff checks.

Drawback: You take a -2 penalty on Diplomacy checks.

Roleplaying Ideas: Characters with this trait may enjoy playing devil's advocate or simply like being argumentative. Either way, they always state their arguments assertively, but cannot be easily reasoned with.

Brawler

You naturally move close to your opponents when

fighting, instinctively grabbing and punching rather than striking with weapons.

Benefit: You gain a +1 bonus on unarmed attack rolls and grapple checks.

Drawback: You take a -1 penalty on all other attack rolls.

Special: A character with the Improved Unarmed Strike feat can't select this trait (if a character with this trait later gains that feat, he loses the trait).

Roleplaying Ideas: Characters with this trait often disdain the use of weapons entirely, and some eventually learn more refined martial arts based on their instinctive fighting techniques. Many brawlers might not even be consciously aware that they fight differently from other characters; they simply know that the best way to take someone out of a fight is to grab or punch him.

Caring

You have an uncanny understanding of physiology and use your skills to help heal the sick and tend the wounded.

Benefit: You gain a +1 bonus to Heal checks.

Drawback: You take a -1 penalty to Listen checks and Spot checks.

Roleplaying Ideas: Characters with this trait have a natural compassion for those around them and have the ability to use their hands to bring relief to the unwell and patch up the injured. However, in order to avoid the violence around them, they bury themselves in the task at hand and concentrate solely on healing others.

Cautious

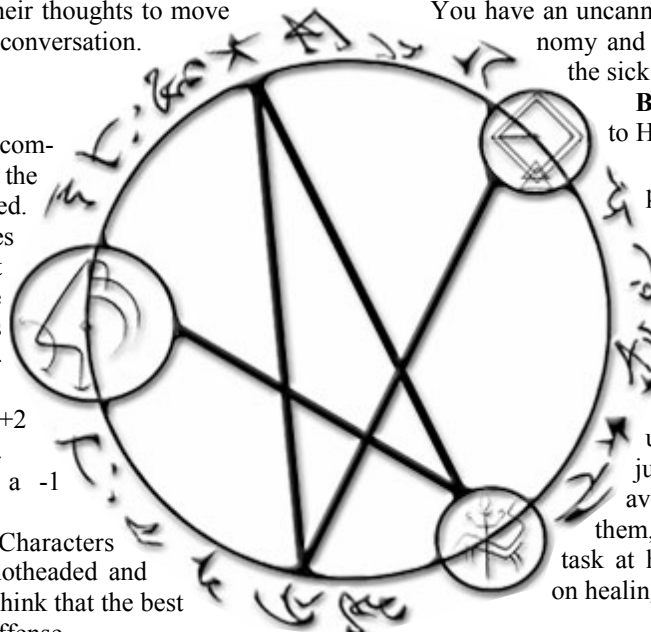
You are cautious in combat, even a bit cowardly, and you take more care to defend yourself than others would. However, this caution renders you susceptible to fear effects.

Benefit: You gain an additional +1 dodge bonus to Armor Class whenever you fight defensively or take the total defense action.

Drawback: You take a -4 penalty on saving throws made to resist fear effects.

Special: You cannot select this trait if you have immunity to fear or fear effects. If you later gain immunity to fear, you lose the benefit of this trait.

Roleplaying Ideas: Characters with this trait might consistently urge talking rather than fighting, or they might do little to discourage their companions from combat but simply remain as far away from foes as



possible, using ranged weapons or spells.

Clumsy

You are so wrapped up in your own thoughts that you are forever walking into things and knocking stuff over.

Benefit: You gain a +1 bonus on all Intelligence-based skill checks and ability checks.

Drawback: You take a -2 penalty on all Dexterity-based skill checks and ability checks.

Roleplaying Ideas: Characters with this trait often walk around in a world of their own, wrapped up in their own introspection and contemplation. However, they are unaware of things around them and are forever walking into things, tripping over objects or knocking things over.

Cowardly

You are a coward, preferring to avoid risking yourself at any cost.

Benefit: You gain a +1 bonus to Hide checks.

Drawback: You take a -2 penalty to Sense Motive checks and all level checks against Intimidate.

Roleplaying Ideas: Characters with this trait prefer to slink away into the shadows rather than risk getting hurt. Often bullied and ridiculed for their cowardice, they are often easily intimidated, cajoled and manipulated.

Detached

You maintain a distance from events that keeps you grounded but limits your reaction speed.

Benefit: You gain a +1 bonus on Will saves.

Drawback: You take a -1 penalty on Reflex saves.

Roleplaying Ideas: Characters with this trait are likely to be quiet and restrained, but they might be vocal when others falter in their beliefs.

Dishonest

You are naturally deceitful and insincere with others. You have a talent for lying, but have difficulty convincing others when you do speak truthfully.

Benefit: You gain a +1 bonus on Bluff checks.

Drawback: You take a -2 penalty on Diplomacy checks.

Roleplaying Ideas: Characters with this trait might be portrayed as crafty liars, or lying might simply be second nature to them, making actually telling the truth a difficult chore.

Distinctive

You have some distinctive physical feature such as a scar, a prominent nose, a limp, or some similar characteristic that is hard to disguise or conceal.

Benefit: You gain a +1 bonus on Reputation checks.

Drawback: You take a -1 penalty on Disguise

checks.

Roleplaying Ideas: Characters with this trait might be sensitive about it, or they might play up its presence to gather attention, sympathy, or notoriety.

Easygoing

You are naturally friendly. Others feel comfortable around you, but this trait also makes it more difficult for you to be pushy or suspicious.

Benefit: You gain a +1 bonus on Gather Information checks.

Drawback: You take a -1 penalty on Intimidate checks and Sense Motive checks.

Roleplaying Ideas: Characters with this trait might be more easily manipulated in interactions with NPCs, or they might simply prefer not to argue and instead use their natural talent to learn more about the world around them.

Farsighted

You have difficulty focusing on nearby objects, but your distance vision is more keen than normal.

Benefit: You gain a +1 bonus on Spot checks.

Drawback: You have a -2 penalty on Search checks.

Roleplaying Ideas: Characters with this trait might be sensitive about it, or they might simply be oblivious to its presence, having never known any different way of experiencing the world.

Focused

You can keep your attention on a task despite many distractions; however, events in the background might pass you by.

Benefit: You gain a +1 bonus on Concentration checks.

Drawback: You take a -1 penalty on Spot checks and Listen checks.

Roleplaying Ideas: Characters with this trait often seem single-minded or even obsessive in their focus on a specific task.

Hard of Hearing

You have a slight hearing impediment, and to compensate, you have become more in tune with your other senses.

Benefit: You gain a +1 bonus on Spot checks.

Drawback: You take a -2 penalty on Listen checks.

Roleplaying Ideas: Characters with this trait might be sensitive about it, or they might simply be oblivious to its presence, having never known any different way of experiencing the world.

Hardy

You are made of tougher stuff than the average person, but you're not quite as quick to react to dangerous

effects.

Benefit: You gain a +1 bonus on Fortitude saves.

Drawback: You take a -1 penalty on Reflex saves.

Roleplaying Ideas: Characters with this trait might see their physical prowess as normal and look down on less hardy individuals, or they might see it as their duty to play the role of protector and help those less able to endure physical hardship.

Honest

You are naturally straightforward and sincere. This quality helps you persuade people to your viewpoint, but you have difficulty telling lies and seeing deception in others.

Benefit: You gain a +1 bonus on Diplomacy checks.

Drawback: You take a -1 penalty on Bluff checks and Sense Motive checks.

Roleplaying Ideas: Characters with this trait might be naive or too unsophisticated to lie, or they might be aware of worldly matters and simply choose to take a higher ground.

Illiterate

You cannot read, but have devoted yourself to learning other skills.

Benefit: Choose any one skill except Decipher Script or Forgery. You gain a +1 bonus on checks using that skill.

Drawback: You are illiterate.

Special: You can eliminate the negative effect of this trait by spending two skill points to become literate. Unlike with the barbarian, you cannot become literate by taking a level in any class other than barbarian.

You can't select this trait if your character is already illiterate because of race, class, or any other reason.

Roleplaying Ideas: Characters with this trait might be sensitive about not being able to read, or they may not value the written word.

Inattentive

You find it difficult to concentrate on one thing for very long and are quickly distracted.

Benefit: You gain a +1 bonus on all Charisma-based skill checks and ability checks.

Drawback: You take a -2 penalty on all Wisdom-based skill checks and ability checks.

Roleplaying Ideas: Characters with this trait find it difficult to focus, quickly shifting their attention from one subject to another. To the frustration of others, they prefer interacting with those around them, at the expense of the task at hand.

Light-Fingered

You are quick of eye and swift of hand and enjoy the thrill of thievery and living on the wrong side of the

law.

Benefit: You gain a +1 bonus on Sleight of Hand checks.

Drawback: You take a -1 penalty on Open Lock checks and Disable Device checks.

Roleplaying Ideas: Characters with this trait often live on the edge of the law, using their fast hands to raid the pockets of the innocent. However, their gift is a natural one and they struggle with mechanical and technical concepts, which require hard work and mental aptitude to master.

Musclebound

You are good at almost everything that requires strength, but less adept than most at tasks that require coordination.

Benefit: You gain a +1 bonus on Strength-based skill checks and ability checks.

Drawback: You take a -2 penalty on Dexterity-based skill checks and ability checks.

Roleplaying Ideas: Characters with this trait are likely to solve problems with physical strength rather than through trickery or finesse.

Nearsighted

You have difficulty focusing on distant objects, but your eye for detail is more keen than normal.

Benefit: You gain a +1 bonus on Search checks.

Drawback: You take a -1 penalty on Spot checks.

Roleplaying Ideas: Characters with this trait might be sensitive about it, or they might simply be oblivious to its presence, having never known any different way of experiencing the world.

Nightsighted

Your eyes are particularly well suited to using darkvision, but they are less well adapted to what others consider normal light.

Benefit: Add 10 feet to the range of your darkvision.

Drawback: You take a -1 penalty on Spot checks when in areas of bright light.

Special: You must have darkvision as a racial ability to have this trait.

Roleplaying Ideas: This trait might not affect a character's personality at all, but it might make the character prefer going on underground or nighttime adventures.

Nimble

You are lithe and fleet of foot, preferring to use your natural athleticism to get you into and out of combat.

Benefit: You gain a +1 bonus on Tumble checks.

Drawback: You take a -1 penalty on all Strength-based skill checks and ability checks.

Roleplaying Ideas: Characters with this trait are

lithe and dexterous, preferring to use their athleticism to get into and out of combat. However, they tend to struggle with arduous and physical tasks.

Nondescript

You have the kind of appearance and personality that means you are rarely noticed and completely unmemorable.

Benefit: You gain a +1 bonus on Disguise checks.

Drawback: You take a -1 penalty on Reputation checks.

Roleplaying Ideas: Characters with this trait seem unable to have any influence over others. They may be quiet and are generally ignored. Some may take to embracing false personas to overcome their flaws, while others actively enjoy their anonymity and use it to their own ends.

Passionate

You are made of tougher stuff than the average person, but you are highly suggestible.

Benefit: You gain a +1 bonus on Fortitude saves.

Drawback: You take a -1 penalty on Will saves.

Roleplaying Ideas: Characters with this trait might be gruff and place extreme value on overcoming physical obstacles, or conversely, their weakness against magical enhancements might leave them fascinated and fearful of such things.

Plucky

You have a strength of will not reflected in your limited physical gifts.

Benefit: You gain a +1 bonus on Will saves.

Drawback: You take a -1 penalty on Fortitude saves.

Roleplaying Ideas: Characters with this trait might be annoyingly positive-minded, or they might only show their mental resilience in times of dire need.

Polite

You are courteous and well spoken.

Benefit: You gain a +1 bonus on Diplomacy checks.

Drawback: You take a -2 penalty on Intimidate checks.

Roleplaying Ideas: Characters with this trait might be honestly polite and kind, or they might simply be adept at mimicking social conventions to get what they want.

Quick

You are fast, but less sturdy than average members of your race.

Benefit: Your base land speed increases by 10 feet (if you don't have a land speed, apply the benefit to whichever of your speeds is highest).

Drawback: Subtract 1 from your hit points gained

at each level, including 1st. A result of 0 is possible.

Special: You must have a Constitution of 4 or higher to select this trait.

Roleplaying Ideas: Characters with this trait typically try to stay away from physical combat, but a rare few might relish it, striving to see if their superior speed is enough to best hardier warriors.

Reckless

You naturally sacrifice accuracy to put more power behind your blows.

Benefit: You gain a +1 bonus on damage rolls after successful melee attacks. For the purposes of a critical hit, or when applied after an attack with a two-handed weapon, the bonus is not multiplied, giving only a total +1 bonus to damage rolls.

Drawback: You take a -1 penalty on melee attack rolls.

Roleplaying Ideas: Characters with this trait might be loudly passionate about entering combat and overcoming foes through strength of arms, or they might be so desperate to avoid confrontation that they put extra effort into every blow in an attempt to end the encounter more quickly.

Relentless

You don't know the meaning of the word "tired". You go all out until you simply can't continue.

Benefit: You gain a +2 bonus on Constitution checks and similar checks made to continue tiring activities (see the Endurance feat for a mention of all the checks and saves to which this benefit applies).

Drawback: Any effect or condition that would normally cause you to become fatigued instead causes you to become exhausted.

Roleplaying Ideas: Characters with this trait may see others as soft or weak, especially anyone who complains of being tired or fatigued. They might openly scoff at others' weaknesses or might quietly encourage them to "tough it out."

Saddleborn

You are natural in the saddle, but have little patience for handling animals when not riding them.

Benefit: You gain a +1 bonus to Ride checks.

Drawback: You take a -1 penalty to Handle Animal checks.

Roleplaying Ideas: Characters with this trait rarely bother to consider animals as good for anything other than mounts, but they are extremely confident about their riding abilities.

Skinny

You are very slender for your race.

Benefit: You gain a +1 bonus on Escape Artist checks.

Drawback: You take a -2 penalty on Strength checks to avoid being bull rushed or overrun.

Roleplaying Ideas: Skinny characters tend to be pushed around by tougher types, so those with this trait might be shy, or they might be very defensive when faced with such situations.

Slippery

You are less adept at grappling and wrestling than others of your size and strength, but you are adept at slipping out of another's hold.

Benefit: You gain a +1 bonus on Escape Artist checks to escape a grapple and on grapple checks to escape a grapple or avoid being grappled.

Drawback: You take a -1 penalty on all other grapple checks.

Roleplaying Ideas: Characters with this trait might fear close combat, knowing they are less adept grapplers than most opponents. On the other hand, good escape artists with this trait might enjoy battling larger foes into grappling them, knowing they can easily slip out of the grasp of most foes.

Slow

You are slow, but sturdier than average members of your race.

Benefit: Add +1 to your hit points gained at each level.

Drawback: Your base land speed is halved (round down to the nearest 5-foot interval).

Special You must have a base land speed of at least 20 feet to select this trait.

Roleplaying Ideas: Characters with this trait tend to be relatively immobile in combat. They typically prefer to wear strong armor (or other protective devices), since it's hard for them to flee a fight.

Sneaky

You are light on your feet and are naturally skilled at moving quietly and avoiding the attention of others.

Benefit: You gain a +1 bonus on Move Silently checks.

Drawback: You take a -1 penalty on Bluff checks and Sense Motive checks.

Roleplaying Ideas: Characters with this trait are light on their feet, but not very good when having to deal with others. They are often quiet individuals who keep themselves to themselves.

Specialized

You have a knack for one kind of work or study, but other tasks are harder for you to accomplish.

Benefit: Choose one specific Craft, Knowledge, or Profession skill. You gain a +1 bonus on checks using the specified skill.

Drawback: You take a -2 penalty on all other

checks using the same skill (Craft, Knowledge, or Profession, based on the skill chosen).

Roleplaying Ideas: Characters with this trait often see themselves as elite artists or experts rather than mere professionals, and they might regard their chosen vocation or study as more useful or interesting than other tasks.

Spellgifted

You have a gift for casting spells from a certain school. Although your spells from this school are more potent than those of other casters, you are not as effective at casting spells from other schools.

Benefit: Choose a school of magic. Add 1 to your caster level when casting spells from that school.

Drawback: Reduce your caster level by 1 whenever you cast a spell that is not from your chosen school.

Roleplaying Ideas: Characters with this trait might be loudly vocal about the merits of the school of magic that they understand most readily, or they might feel awkward and out of place around "normal" spellcasters as a result of their unusual aptitude.

Stout

You are heavy for your race.

Benefit: You gain a +2 bonus on Strength checks to avoid being bull rushed or overrun.

Drawback: You take a -1 penalty on Escape Artist checks.

Roleplaying Ideas: Overweight characters are often bullied so those with this trait might be shy, or they might be very defensive when faced with such situations. Some turn to humor to defuse such situations, while others become bitter.

Stylish

Everything you do is done with style and panache.

Benefit: You gain a +1 bonus on all Charisma-based skill checks and ability checks.

Drawback: You take a -2 penalty on all Intelligence-based skill checks and ability checks.

Roleplaying Ideas: Characters with this trait are highly charismatic and stand out from the crowd. However, they are all too often regarded as being both superficial and not particularly intelligent.

Survivor

You have a better understanding than the average person of the natural world around you and know how to survive within it.

Benefit: You gain a +1 bonus on Survival checks.

Drawback: You take a -1 penalty on Bluff checks, Diplomacy checks and Gather Information checks.

Roleplaying Ideas: Characters with this trait have an affinity with nature and are happiest with the wind in their hair and grass underfoot. All too often, how-

ever, they find their interpersonal skills wanting and are usually uncomfortable in urban environments.

Suspicious

You are naturally suspicious of everyone and everything. While this trait makes you hard to fool, it makes others slightly less likely to agree with you or find you threatening.

Benefit: You gain a +1 bonus on Sense Motive checks.

Drawback: You take a -1 penalty on Diplomacy checks and Intimidate checks.

Roleplaying Ideas: This trait might express itself as comic levels of paranoia, or it might make the character quietly cautious about others.

Torpid

You are sluggish and slow to react to danger, but also resistant to others' commands.

Benefit: You gain a +1 bonus on saves against enchantment (compulsion) effects.

Drawback: You take a -2 penalty on initiative roles.

Roleplaying Ideas: Torpid characters may be seen as lazy, or as methodical and measured in their actions.

Uncivilized

You relate better to animals than you do to people.

Benefit: You gain a +1 bonus on Handle Animal checks and wild empathy checks.

Drawback: You take a -1 penalty on Bluff checks, Diplomacy checks, and Gather Information checks.

Roleplaying Ideas: Characters with this trait are likely to feel awkward in social situations; that might be expressed as shyness or quiet behavior, or it might be expressed through an overly exuberant need to participate in conversations.

REPUTATION

Arrasia is filled with all manner of individuals, from great heroes to feared foes, whose reputation has been built over the years upon their exploits and adventures. In The Kyngdoms campaign setting, every character gains a reputation of one sort or another as their career progresses, expressed as a *reputation bonus*. While a character might try to take advantage of his reputation from time to time, usually the character's reputation precedes him - whether he wants it to or not.

Reputation enhances noncombat interaction between characters by providing bonuses to certain skill checks. Those who recognize a character are more likely to help

them do what they ask, provided the character's reputation is a positive influence on the NPC or monster that recognizes them. A high reputation bonus makes it difficult for a character to mask their identity, which can be a problem if they're trying not to be noticed.

FAME OR INFAMY

What a character's reputation represents lies in the character's interaction with the NPCs or monsters. Most characters with a high reputation bonus (+4 or higher) are considered well known within their profession or social circle. Whether this notoriety has a positive or negative effect depends on the point of view of the person who recognizes the character.

Nom de Plumes

and Secret Identities

If a character successfully uses the Disguise skill or illusion magic to mask his identity, then what he accomplishes while disguised doesn't affect his reputation score for good or ill.

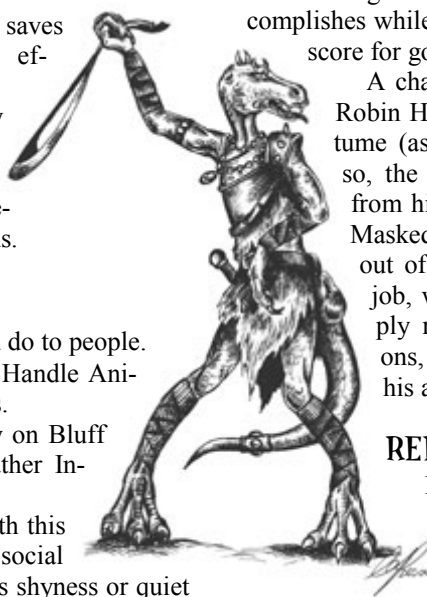
A character may adopt a *nom de plume* (as Robin Hood did) or wear a mask or other costume (as Zorro did) during his adventures. If so, the character tracks reputation separately from his real identity and his alter ego. If the Masked Cat Thief of Karnish needs to sneak out of town after a particularly high profile job, what better way to do so than by simply removing his mask, hiding his weapons, and departing under the anonymity of his actual self?

REPUTATION CHECKS

Most of the time, a character doesn't decide to use their reputation. The GM decides when a character's reputation is relevant to a scene or encounter. At the moment it becomes pertinent, the GM makes a reputation check for an NPC or monster that might be influenced in some fashion due to the character's notoriety.

A reputation check is equal to 1d20 + the character's reputation bonus + the NPC or monster's Int modifier. The GM may substitute a Knowledge skill bonus for the Int modifier if he decides the character's past activities apply to a particular field. For example, if the character were a cleric, Knowledge (religion) might be appropriate. Additional modifiers might include the following:

- Character is famous, known far and wide with either a positive or negative connotation. +10
- NPC or monster is part of a character's profession or social circle. +5
- Character has some small amount of fame or notoriety. +2



The standard DC of a reputation check is 25. If the NPC or monster succeeds on the reputation check, he or she recognizes the character. That recognition grants a bonus, or penalty, on certain subsequent skill checks, depending on how the NPC or monster reacts to the character.

SKILL CHECKS

When a NPC or monster with an Intelligence score of 5 or higher has a positive opinion of a character's reputation, the character gains a bonus on Bluff, Diplomacy, Gather Information, and Perform checks equal to their reputation bonus.

When an NPC or monster with an Intelligence of 5 or higher has a negative opinion of a character's reputation, the character gains a penalty on Bluff, Diplomacy, Gather Information, Intimidate and Perform checks equal to their reputation bonus.

The bonus or penalty on these skill checks applies only when a character is interacting with an NPC or monster that recognizes the character. Others present in the encounter are unaffected by the character's reputation.

NPC REPUTATIONS

Players decide how their characters act. Sometimes, however, it's appropriate for a GM to call for a skill check using an interaction skill affected by reputation. For example, an NPC might use Bluff to lie to player characters who, in turn, use Sense Motive to detect the lie. If an NPC tries to intimidate a player character, the GM can use the NPC's Intimidate check to determine which characters see the NPC as intimidating and which don't. Similarly, a Diplomacy check can tell the GM which characters find an NPC persuasive and which do not. At other times, players may want to know if their characters recognize a particular NPC or monster. A reputation check can help GMs in these situations.

The reputation check to see if a player character recognizes an NPC or monster is the same as described above. However, the GM should make the skill check privately and keep the actual result secret. Doing this prevents players from using reputation checks as a form of radar for measuring the importance of every NPC they encounter.

Modify the results of the NPCs' and monsters' interaction skill checks by their reputation bonuses when they interact with characters who recognize them.

CALCULATING REPUTATION

A player character has a reputation score based on their class levels; Table 2.3: Reputation Scores summarizes this information for the eleven character classes in

Table 2.3: Reputation Scores

Level	A	B	C	D	E	F	G
1st	+0	+0	+0	+0	+0	+1	+1
2nd	+0	+0	+0	+0	+0	+1	+1
3rd	+0	+0	+0	+0	+1	+1	+1
4th	+0	+0	+0	+1	+1	+1	+2
5th	+0	+0	+1	+1	+1	+2	+2
6th	+0	+1	+1	+1	+1	+2	+2
7th	+0	+1	+1	+1	+2	+2	+2
8th	+0	+1	+1	+2	+2	+2	+3
9th	+1	+1	+2	+2	+2	+3	+3
10th	+1	+1	+2	+2	+2	+3	+3
11th	+1	+2	+2	+2	+3	+3	+3
12th	+1	+2	+2	+3	+3	+3	+4
13th	+1	+2	+3	+3	+3	+4	+4
14th	+1	+2	+3	+3	+3	+4	+4
15th	+1	+2	+3	+3	+4	+4	+4
16th	+2	+3	+3	+4	+4	+4	+5
17th	+2	+3	+4	+4	+4	+5	+5
18th	+2	+3	+4	+4	+4	+5	+5
19th	+2	+3	+4	+4	+5	+5	+5
20th	+2	+3	+4	+5	+5	+5	+6

A For Commoner Levels.

B For Adept Levels.

C For Expert and Warrior Levels.

D For Barbarian, Druid, Monk and Ranger Levels.

E For Fighter, Rogue, Sorcerer and Wizards Levels.

F For Bard and Cleric levels.

G For Paladin and Aristocrat levels.

the *PHB* and the five NPC classes from the *DMG*.

A multiclass character has a reputation according to their class level in each of their classes, regardless of what their character level is. For example, an 7th-level barbarian/6th-level cleric has a reputation score of +3 (+1 from their barbarian levels, +2 from their cleric levels). Their score increases to +4 when they reach 14th level if they take 8th level in barbarian, but not if they take a 7th level of cleric.

For a class not mentioned on this table, determine the associate reputation score by assigning the class to a column with classes of a similar sort. (For instance, the assassin class probably has the same reputation score as the rogue, and the blackguard would be equivalent to the paladin.)

CHAPTER 3

RACES

Arrasia is filled with all manner of creatures, living in all manner of environments - from the highest peaks, to the deepest depths. As well as there being many animals - that is, creatures with little or no intelligence and whose sole interest is survival and propagation - there are also many races with complex and evolving cultures who vie with one another for

dominance and survival. Indeed, many cultures evolve within the same racial groups, who also vie amongst themselves.

Although creations of the Aslah, they have no control over their free willed children, though considerable influence. It goes without saying that the races are, in one way or another, reflections of those that created them and that the spirit of their creator manifests itself in their nature and way of life. The only exception to this - as they are exceptions to so many truisms - are the humans, who were created by Voln as a gift to Kavak, but were set to betray him until Shylar learnt the secret of the evil in their hearts and placed there also goodness, to oppose and fight the evil. So it is the lot of mankind that the struggle between good and evil is fought within their hearts, as well as their homelands.

Table 3.1: Races of Arrasia represents the major races that dwell on Arrasia, though by no means all of them are explored here. Lizardfolk, troglodytes, giants, ogres, sahuagin, centaurs, to name but a few, are not expanded upon here, but all play significant roles within the demographic makeup of Arrasia.

Table 3.1: Races of Arrasia

Race	Environment*	Alignment**
Dwarves	Hills, mountains underground, arctic.	Lawful Good ¹
Elves	Forests, plains, desert, jungle, mountains, water.	Chaotic Good ²
Gnolls	Plains, hills, mountains.	Chaotic Evil
Gnomes	Hills, forest, desert, arctic, jungle, underground.	Neutral Good ³
Goblinoids	Plains, hills, mountains, underground, arctic.	Neutral Evil
Halflings	Anywhere (except underground).	Neutral
Humans	Anywhere.	Any
Keradinn	Desert.	Lawful Evil
Kobolds	Forests, mountains, hills, underground, arctic.	Lawful Evil
Orcs	Mountains, forests, hills, plains, underground, desert.	Chaotic Evil

* Listed in order most commonly found.

** The alignment most common to that race.

¹ Duergar are usually Lawful Evil.

² Dark elves are usually Chaotic Evil.

³ Svirfneblin are usually Neutral.

DWARVES

Created by Kavak to build and maintain his great citadel of Lima, the dwarves were the first race on Arrasia, where they lived peacefully for countless generations. Later, Voln would betray Kavak and Lima destroyed and the dwarves scattered. Many fled Lima and founded new homes in the hills and mountains of Arrasia, while others were driven deep underground, where Grism would lead them against Dyonicos and Xagraxus in the darkness of the underworld.

The dwarves despise the elves, who they believe betrayed them to Dyonicos during the battle for Lima, when Orphus, mistakenly, ordered his elves to fire against the dwarves of Graxber and brought defeat where they might otherwise have been victory. They sought their own revenge during the fall of Layagat, the great elven kingdom of lore, and sacked Urth, sparking a war between the two races. Although a thousand years have passed, and the elves and dwarves have learnt to live uneasily together, they can find little respect for one another and tensions are always high.

Dwarves speak Dwarven. Most who travel outside dwarven lands (as traders, mercenaries, or adventurers) know at least one human tongue (usually Karnish, but always that which is most relevant to them), while warriors in the dwarven cities usually learn Goblin to better interrogate and spy on those evil denizens that make constant war upon them.

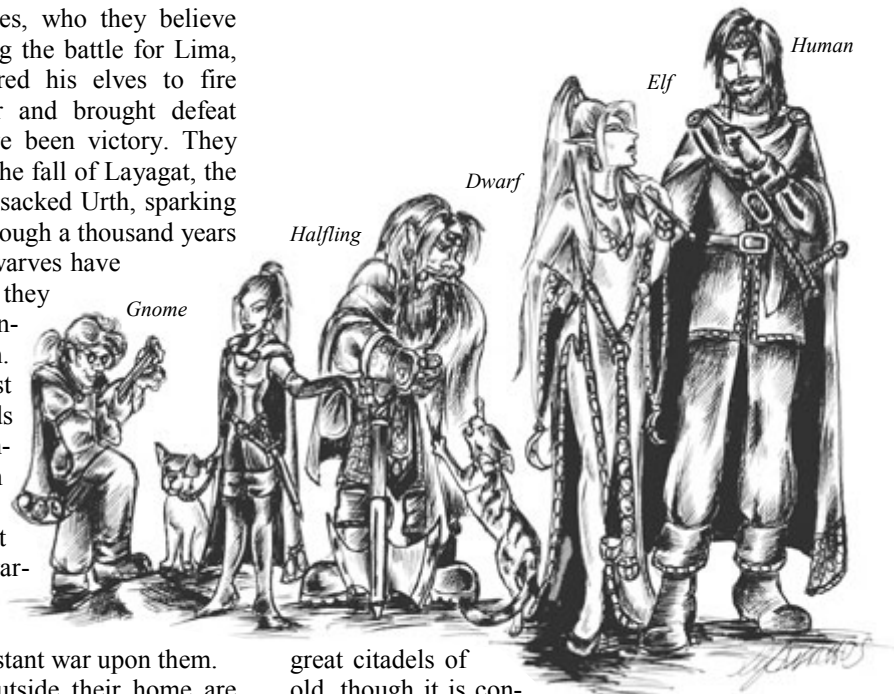
Most dwarves encountered outside their home are warriors.

DWARVEN HOMELANDS

The dwarves have made their homelands - usually splendid citadels built deep into the side of mountains and hills - all across Arrasia, though mostly around its civilized core, where trade and alliances can be had. They tend to avoid elves, though this is not always possible and tension nearly always exists where the two races live within close proximity - indeed, conflict is not uncommon between them and though this is usually on a small scale, it can occasionally erupt into something bigger.

Dwarven citadels are nearly always on a grand scale, with Lima, the greatest dwarven citadel of all and which was destroyed by Dyonicos, the standard by which all other citadels are judged. Dwarves love precious stones and metals and fill their great chamber with them. The main halls tend to be large affairs, with vast, ornately carved pillars and columns carved out of the rock, where magnificent communal feasts occur, in which all donate and participate, when they will wear their finest and most ostentatious outfits.

Once, large numbers of dwarves dwelt in the Great Barrier Mountains, where Kavak first stood upon Arrasia and built Lima, but numbers there have declined and their citadels destroyed. Indeed, the Great Barrier Mountains are now home to many smashed and derelict dwarven citadels that now house all manner of evil creatures. In more recent times, Hith has unleashed his orc armies against them and still more dwarven homelands have been destroyed and the dwarves displaced. Many new and small dwarven communities have sprung up all over the mountain range, but only the ancient citadel of Ardale now stands as a monument to the



great citadels of old, though it is constantly besieged by the minions of Hith.

Further north, in The Great Northern Hills, the dwarves are still numerous and the citadels there - Gryk Thalek, Orthex (both ancient and monumental constructions) and Kandaq (a relatively new citadel, built by the dwarves who have been driven from their homelands in the Great Barrier Mountains) - are home to a large number of dwarves. The emergence of Tharg has seen good trading opportunities open up and the dwarves there have not been slow in taking advantage. Indeed, they have seen the growth of Tharg as essential to their own well-being and are on friendly terms with those that live there. They are also on friendly terms with the gnomes of Rathanak, Daccathan and Unsyr. However, their homelands are under constant attack from the wild creatures of The Wild Lands and The Steppes of Eris, as well as the more evil dwellers of the valley of Ximenies and Ragmannon Gorge, both of which are infested with orcs and where it is rumored a great demon has made a home for himself.

The ancient citadel of Yarmex, located in the South Downs, stretches back as far as the First Elf-Dwarf war, when dwarves there helped sack the Layagat city of Urth. It is the home of the *Portal of Caenarvac*, through which Uther traveled to return to Damarkan, bringing an end to his war with the dwarves. It is a splendid citadel and much trade passes between them and Karnish, with whom they have very good relations.

Further east, The Malvus Peaks and the Gava Hills are home to large numbers of dwarves, with Ki-Dyer the oldest remaining dwarven found citadel anywhere on Arrasia and both U'gunn and Maccatoa large and splendid examples of dwarven architecture. They are on friendly terms with the gnomes of Siran and Harikir and the halfling enclave of Nendor, but have too often found

themselves in conflict with the elves of Yander Hothin-belim and the nation of Uradun, where orcs are far too common.

The largest population of dwarves used to be found around The Wretched Mountains and The Splendid Hills, where the greatest citadels were also once found, including The Golden Citadel, which was said to be Lima rebuilt. However, the rise of the Black Mage has brought desolation to that area and the dwarves have been driven out of their homes, which have been destroyed. Karadan, Samman, Henna, Xanak and even the Golden Citadel itself have all been destroyed and the dwarves dispersed. Many have traveled south and begun to rebuild - Venaxia and Rathand having recently emerged - or to live in Goyn, while others have headed north into The North Lands. To the west, Ilken, which stood unconquered and unbowed against Amman for hundreds of years, Irith, Owthenus and Kri-Aruk are all great dwarven citadels that have survived the rigors of time within this testing part of the world.

The White Mountains are home to the arctic dwarves, who prefer smaller communities to their southern brethren. The arctic dwarves live just below the highest and most rugged peaks, in a harsh and tough environment that is almost constantly frozen over and battered with high winds and ferocious storms. However, three great citadels have emerged in the north, home to large numbers of arctic dwarves. Weirnarras, Angkara and Urkurd dominate the smaller communities that surround them, who offer fealty and loyalty to whichever is nearest. The greatest of these is Urkurd, whose influence stretches unchallenged for thousands of square miles. The arctic dwarves tend to keep to themselves and defend their communities from the many creatures that they share their mountains with, but have been known to make trade with the people that now live along the coastlines that are overshadowed by The White Mountains.

DWARVEN POLITICS AND SOCIETY

The dwarven realms are dominated by clans, who control and influence large geographic boundaries. The folk of a particular clan are fiercely loyal to their chief, who is generally an exceptional individual, with strong dwarven traits. Because the essential dwarven nature is both lawful and good, there is very little conflict between the clans, who instead prefer to work with one another to defend their citadels and enhance their trading prospects. This is also true of the powerful families - *Houses* - that make up the political groups of dwarven societies (even ordinary dwarves are loyal to one *House* or another), despite the fierce locking of horns that can occur. Occasionally, however, dwarven

Houses can clash violently when, usually, ancient grudges are renewed or a new chief is being sought. Less rarely, the clans themselves can come to blows.

The clan chief is nearly always a paragon of his community (see Chapter 4: Classes for details); not only is he the epitome of dwarven characteristics and values, but he also ranks as amongst the most powerful individual within that community. A chief acquires his status through a formal vote of the *Houses* that make up the dwarven political scenery and who represent the ordinary dwarves who make up the majority of the population. The position of chief is permanent and only upon the death of the present incumbent will another be chosen.

Political dynasties are common within clans, but anyone can put themselves forward for the position of chief, once an official request for nominee's has been announced. During this period - which is a long and protracted affair - the tension and political intrigue is high, with all manner of deals and agreements being made as the votes (each *House* has exactly one vote) are vied for. However, although anyone can stand as a candidate for chief, it is unheard of anyone other than a nominee from one of the *Houses* being voted in, since they themselves control the votes.

The ordinary dwarf seems happy to let themselves be ruled in this way, preferring instead to mine for precious stones and metals, which they covet above all else. Many dwarves live in small dwellings carved into the hills and mountains, usually alongside the veins which are being mined and which can become a web of tunnels and shafts. The larger citadels dominate the smaller communities around them that are of the same clan and during times of strife, smaller communities uproot and look for security in the larger, better-defended ones.

Large or small, there is nothing drab or dreary about dwarven homes, which are usually impressive affairs, ornately carved and sprinkled with gold, silver and all manner of precious stones. Dwarves also enjoy nothing more than feasting and their great halls come alive to great communal feasts where they dress up in their finest livery and drink and eat all they can manage.

Hill Dwarves

The most commonly encountered of the dwarves, the hill dwarf lives in the hills of Arrasia and make up the vast majority of all dwarves encountered. Hill dwarves favor earth tones in their clothing and prefer simple and functional garb, except for feasts and important occasions, when they prefer ostentatious clothing - usually of the finest materials, with precious stones and metals an expression of their status and wealth. The



skin can be very dark, but it is always some shade of tan or brown. Hair color can be black, gray, or brown. Dwarves average 4 feet tall and weigh as much as adult humans.

Dwarves are experts in combat, effectively using their environment and executing well-planned group attacks. They rarely use magic in fights, since they have few wizards or sorcerers (but dwarven clerics throw themselves into battle as heartily as their fellow warriors). If they have time to prepare, they may build dead-falls or other traps involving stone. In addition to the traditional dwarven weapons that all dwarves are trained in, some also use shortbows and crossbows (light and heavy).

Hill Dwarf Traits (Ex): Hill dwarves possess the following racial traits.

- +2 Constitution, -2 Charisma.
- Medium size.
- A dwarf's base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load.
- Darkvision out to 60 feet.
- Stonecunning: This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Dwarves have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.
- Weapon Familiarity: Dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- Stability: Dwarves are exceptionally stable on their feet. A dwarf has a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +1 racial bonus on attack rolls against orcs (including half-orcs) and goblinoids (including goblins, hobgoblins, and bugbears).
- +4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants).
- +2 racial bonus on Appraise checks that are related to stone or metal items.
- +2 racial bonus on Craft checks that are related to

stone or metal.

- Automatic Languages: Dwarven and one human tongue. Bonus Languages: Giant, Gnome, Goblin, Orc, Terran, Xamian.
- Favored Class: Fighter.

SUBRACES

The information above is for hill dwarves, the most common variety, who build their citadels in the hills of Arrasia, usually where they are able to trade with the other races. There are four other major dwarven subraces, which differ from hill dwarves as follows.

Arctic Dwarf

In the snow-covered peaks of The White Mountains in northern Arrasia, dwarves are the masters of both ice and stone. They build massive, elaborate defenses of ice and rock around the mines where they dig for precious metals and stones, which they hoard in their mountain dwellings. These are generally smaller than their southern dwelling brethren - although three great citadels have emerged over the centuries that dominate the political landscape of this race of dwarves.

Arctic dwarves have lived in The White Mountains for thousands of years, having been driven there during the War of Chaos, and have adapted to the harsh environment in which they live. Generally, they have little to do with the other races, except those who constantly make war on them, but do occasionally trade with the humans that have formed communities along the base of mountains in which they live. However, they tend to live high up, amongst the snow-covered peaks, but just below the highest and harshest mountains.

Arctic Dwarf Traits (Ex): These traits are in addition to the hill dwarf traits, except where noted.

- +2 Strength, -4 Dexterity, +2 Constitution, -2 Charisma. This trait replaces the hill dwarf's ability modifiers.
- Cold Endurance: Arctic dwarves have a +4 racial bonus on Fortitude saves made to resist the effects of cold weather exposure.
- Icecunning: Arctic dwarves can apply their stonecunning benefits to structures and natural features made of ice, as well as those made of stone.
- +1 racial bonus on attack rolls against kobolds: Arctic dwarves must defend against constant assaults by kobolds. This trait replaces the hill dwarf's racial bonus on attack rolls against orcs.
- +2 racial bonus on Appraise and Craft checks related to items made of ice.

Deep Dwarf

These dwarves live far underground and tend to be more standoffish with non-dwarves. Driven from Lima by Dyonicos and led by Grism, the greatest of Kavak's smithies and amongst his most loyal and trusted subjects, they traveled deep into the darkness of the under-

world, where they have continued their war with Dyonicos and his foul derro ever since. The deep dwarves hate and despise the derro even more than they do the duergar (see below) and there is almost constant war between them.

Deep dwarves are the same height as other dwarves, but leaner. Their skin sometimes has a reddish tinge, and their large eyes lack the brightness of those of their kindred, being a washed-out blue. Their hair color ranges from bright red to straw blond. They have little contact with surface dwellers, relying on mountain dwarves to trade goods for them.

Deep dwarves speak Dwarven and Goblin, and occasionally Draconic or Xamian.

Deep Dwarf Traits (Ex): These traits are in addition to the hill dwarf traits, except where noted.

- Racial bonus on saves against spells and spell-like abilities increases to +3.
- Racial bonus on Fortitude saves against poisons increases to +3.
- Darkvision out to 90 feet.
- Light Sensitivity: Deep dwarves are dazzled in bright sunlight or within the radius of a daylight spell.

Duergar

Sometimes called gray dwarves, these evil beings dwell in the underground.

The duergar are the foul servants of Hengar, dwarves he deformed and corrupted during his stay in Canath, before Kavak could stand him no longer. He now uses them to make war on his enemies deep in the bowels of Arrasia, but especially against other dwarves, who they both fear and despise.

Most duergar are bald (even the females), and they dress in drab clothing that is designed to blend into stone. In their lairs they may wear jewelry, but it is always kept dull. They war with other dwarves, especially the deep dwarves, even allying with other underground creatures from time to time. They are descended from the dwarves and were corrupted and deformed by Hengar, whom they now serve.

Duergar speak Dwarven and Xamian.

Duergar Traits (Ex): These traits are in addition to the hill dwarf traits, except where noted.

- -4 Charisma (instead of -2)
- Darkvision out to 120 feet.
- Immunity to paralysis, phantasms, and poison. This trait replaces the hill dwarf's +2 racial bonus on saving throws against poison.
- +2 racial bonus on saves against spells and spell-like abilities.
- Spell-Like Abilities: 1/day - *enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries.
- Light Sensitivity: Duergar are dazzled in bright sunlight or within the radius of a daylight spell.
- +4 racial bonus on Move Silently checks.

- +1 racial bonus on Listen and Spot checks.

• Automatic Languages: Dwarven and Xamian. Bonus Languages: Draconic, Giant, Goblin, Orc, Terran, any human tongue. This trait replaces the hill dwarf's automatic and bonus languages.

- Favored Class: Fighter.

- Level adjustment +1

• Unlike other dwarves, duergar do not have weapon familiarity with the dwarven waraxe and dwarven urgrosh.

• Challenge Rating: Duergar with levels in NPC classes have a CR equal to their character level. Duergar with levels in PC classes have a CR equal to their character level +1.

Mountain Dwarf

The mountain dwarves live under the mountains, where they build magnificent citadels out of the rock, which are dug deep into the bowels of Arrasia. The first of the dwarven races, the mountain dwarves were once the most numerous and all other dwarves are derived from them, after the Battle of Lima which saw the dwarves defeated and scattered.

Long since in decline, large numbers of the ancient mountain citadels have been smashed and now lay in ruins, their once beautiful halls now filled with their evil foes and creatures of the deep. Nonetheless, the mountain dwarves persist and continue to fight their many enemies and trade with those that would be their friends.

Mountain dwarves live under the mountains of Arrasia, but generally not as far underground as deep dwarves. They average about 4-1/2 feet tall and have lighter skin and hair than hill dwarves, but the same general appearance.

ELVES

Elves average 5 feet tall and typically weigh just over 100 pounds. They live on fruits and grains, though they occasionally hunt for fresh meat. Elves prefer colorful clothes, usually with a green-and-gray cloak that blends well with the colors of the forest. Wood elves are the most common variety of elf and when being referred to as *the elves*, it is the wood elves that are being referred to. Any "elf" character will, by default, be a wood elf, unless another elven sub race is specifically mentioned. Wild elves are the second most common variety of elf. Of course, when traversing the plains, it is far more likely that wild elves will be encountered and when in the wood, wood elves will more likely be encountered.

Shylar sent the first elves to Arrasia, to help Kavak when the inevitable betrayal of Voln occurred. Unfortunately, Orphus, one of Shylar's minions who was given the charge of the elves on Arrasia, mistook Graxber's

dwarves for the enemy and had his elves rain their arrows down upon them, helping to bring about both defeat and the fall of Lima, the great dwarven citadel.

During the War of Chaos, Shylar sent more elves to Arrasia to aid the fight against evil, but most were waylaid and many were eventually driven south, where they built the great kingdom of Layagat; a place of high culture, philosophy and discovery. However, in the desert that surrounded them they found a new enemy - the keradinn - who destroyed Layagat. At the same time, the dwarves sought revenge and sacked Urth, sparking a war between the two races.

Layagat was destroyed and the elves driven from their homelands. It was also during this time that Tettungba, who had long dwelt in Layagat where she had corrupted the minds and souls of many of the elves who had dwelt there, rose and made war in The First Elven Strife, which saw elf fight elf. Eventually Tettungba would be defeated and her followers driven into the darkness of the underworld, where they would evolve into the dark elves. Later, they would once again come to the surface and make war on their hated brethren, and though they would stand on the cusp of victory, they would again be defeated and forced to return to their own deep and dark homes.

The Great Trail of Tears saw the elves roam Arrasia until they found their new spiritual homeland in Hir'vassäl Eduth, a great forest where they made their homes deep within the canopy. However, not all the elves would find new homes for themselves. Some remained in the desert to fight their old foes, while others became wild and nomadic and would traverse the plains of Arrasia on endless migrations.

The elves were also instrumental in the defeat of Amman, for they would pose a threat to the north of Amman and force them to use precious resources in order to stave off invasion, allowing Fandor and his armies to march through Amman and, eventually, secure their own freedom and the end of Amman.

Elves speak Elven, and most also know at least one human tongue and Sylvan.

Most elves encountered outside their homes are warriors.

ELVEN HOMELANDS

Hir'vassäl Eduth, otherwise known as The Endless Forest, is the spiritual homeland of the wood elves and where they are found in their greatest numbers. The elves tend to live in small communities - *communes* - in finely constructed buildings amongst the trees, which are linked with rope and vine bridges. Elven *communes* are sprinkled around Hir'vassäl Eduth and wherever they are found, so the wood is filled with elven faerie lamps and the sound of elven whispers and song.

Over the centuries, however, several large *communes* have emerged. The greatest amongst these is Neyavion, which sits in a valley through which flows Rayan Melith. Here resides the Spirit Guardian of the

Wood, who is revered by all wood elves. Exquisite buildings, including vast majestic halls, hug the great trees, as if extensions of the branches and foliage. Great vine bridges act as walkways linking the many layers and trees that support the vast and wonderful city, which is accessed by rope ladders and organic elevators. Other splendid wood elf cities of Hir'vassäl Eduth are Andor, Ayvillus, Fey'erusur and Val'assur.

Hir'vassäl Eduth is also home to many gray elves, who live in the mountains that are found there. Unlike their wood elf cousins, they prefer to live in larger communities, amongst the dense trees that hug the mountain slopes, though in magnificent wooden buildings constructed amongst the trees, rather than in them. Eiras and Farfanweah have emerged as two great gray elf cities, with layers built like steps down vast tracks of the mountainside. However, by far and away the greatest gray elven city in Hir'vassäl Eduth is Atheus, which sits almost at the very heart of the forest.

Fayn Eduth and Gal Eduth are also home to large numbers of wood elves and Gal Eduth especially is a wondrous wood, where magic hangs heavy in the air and is filled with a sense of wonder and amazement. In the heart of Gal Eduth is the wood elf city of Fey-anapey, which is greater even than Neyavion in beauty and mystique, though not in size. In the south, Greenwood, Quicillith Yamuth and Badathur Forest are all home to the wood elves, though only in Yander Hothinbelim in any great numbers.

Gray elves are only found in the south sporadically, along the Aeronauth Ineth Edowyn and Aras Ineth, at the eastern tip of which can be found Alathar, the oldest elven community in Arrasia, where Orphus hid himself from the world after his great mistake saw Graxber defeated and Lima sacked. The gray elves of Alathar look upon themselves as direct descendants from the elves sent by Shylar to Arrasia and look down upon the other elves, including other gray elves.

Wild elves can be found throughout Arrasia, following the migratory routes of their forefathers. They will often form temporary communities, where they will stay for several weeks or even months, before moving on to the next location along their route. Wild elves have no permanent settlements or homes, living from hunting, scavenging and herding.

Desert elves are most numerous in the Kera Desert, where the ruins of the once mighty elven kingdom of Layagat stand, destroyed by their hated enemy, the keradinn. They can also be found in The Sea of Dust and Marrabrak Desert. Like their wild elf cousins, desert elves are nomadic people who endlessly traverse the baking sands without putting down roots, though can often be found at oases around which desert gnomes have made their homes.

Jungle elves are similar to wood elves, living in small communities high up in the trees of Femmen Ver-raba, Femmen Thirl and even The Dead Jungle, though not in great numbers. Jungle elves tend to be few in

number and so live far apart from one another, making each community generally insular, inward looking and distinct. Whenever members from another community arrive, there is always great feasting and revelry.

Aquatic elves are the least numerous of the elves and the least encountered, preferring to spend their time under the seas of Arrasia, away from the troubles of the world. They live in small communities around the coastal waters of Arrasia, but are most numerous around The Sea of Ord, where they have some contact with the humans there, but more with the wood elves of Hir'vassäl Eduth, where they are happy to trade with their land tied cousins. It is rumored - though has never been confirmed - that a great city of sea elves can be found deep under The Sea of Ord, which is said to be as splendid (if not more so) than anything that any of their land tied ancestors have built.

The dark elves have made their homes in the darkness of Arrasia's underworld, where they live in great cities carved out of the rock. The cities are always large and filled with great numbers of dark elves, for the dark depths are too dangerous for small groups, who would be quickly overwhelmed and slaughtered. There are many such cities in the depths of Arrasia, each with a central temple dedicated to Tettungba, around which the city is built.

All of the elves of Arrasia are descended from their cousins in the outer planes of Henipur, the high elves. Created by Shylar to populate Henipur and tend her gardens, the high elves are more whimsical than those found in Arrasia, being more playful and full of glee. They are rarely found anywhere but in their beloved home of Henipur, under the watchful eye of Tannun Maruth, where they are especially skilled magicians who use their arcane arts to help tend and defend Henipur. They are usually only found outside of Henipur when sent by Tannun Maruth on a specific task, after which they will return to their homeland.

ELVEN POLITICS AND SOCIETY

Wood elves tend to live in communes, with their decisions made through communal debate, reason and agreement. Every elf in a commune plays a part in the decision making process, with the majority having the final say. Of course, it is not compulsory for everyone to involve themselves in the politics of the community and many - indeed, the majority - don't, allowing the politically minded to dominate and make decisions on their behalf. The *Spirit Guardian of the Wood* is the spiritual head of all the wood elves and lives in Ne-

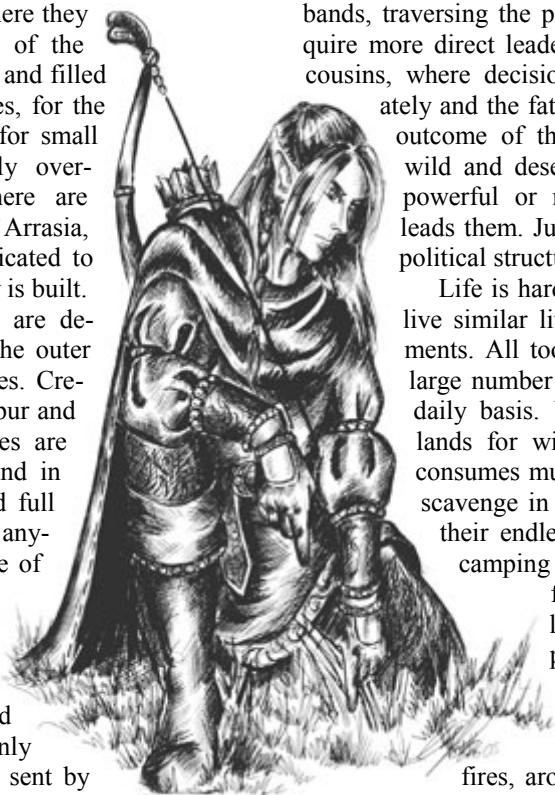
yavion. She is considered a great oracle, whose advice is sought and revered and many decisions are made on her slightest utterance, which are often cryptic or mysterious in nature.

Wood elves live simple lives amongst the trees and flora and fauna that they love so dearly. They enjoy feasts and song and lore and believe Hir'vassäl Eduth was a gift from Shylar, for it was carried as seeds on the feet on the unwitting Kavak, like all that now grows on Arrasia. Wood elves harvest berries, fruit and grain, which they care for and tend. They especially love wine and will spend hours relating the tales of old while merry from the sweet and potent wines that the elves are famous for. Wood elves are also superb craftsman and have forged many of the most powerful artifacts, which they have infused with their powerful arcane magic.

Wild elves and desert elves, who live in nomadic bands, traversing the plains and deserts of Arrasia, require more direct leadership than their wood dwelling cousins, where decisions are often required immediately and the fate of the band often relies on the outcome of that decision. As such, for both wild and desert elves, it is usually the most powerful or most wise amongst them who leads them. Jungle elves also tend toward this political structure.

Life is hard for wild and desert elves, who live similar lives in wildly different environments. All too often they are fending off the large number of dangers they encounter on a daily basis. Wild elves hunt and scour the lands for wild vegetables and fruit, which consumes much of their time. They hunt and scavenge in packs, even as their tribe make their endlessly journey towards their next camping spot, which can be for a night or for several months. There is far less time for enjoyment than experienced by wood elves, but their camps are extravagant affairs, filled with faerie lights and wind chimes and large fires, around which they sit and eat and sing of the trials of their forefathers.

Desert elves are not too dissimilar, except for them the oases that spot the deserts are central to their migratory routes, for they supply much of the food and water that is required as they continue their nomadic journeys. Desert elves scavenge the deserts for anything they can trade with the gnomes, who control many of the water holes and with whom they have good relations. They are also exceptional with their hands, crafting exquisite tools, jewelry and ornaments, which they sell on. They are exceptionally communal and their feasts are extravagant affairs, though not as ostentatious as either the wild or wood elves, for they do not wish to attract the attention of the many powerful beasts that live in the



baking sands, especially the keradinn, who will nearly always attack them.

The harsh environment of the jungle sees the jungle elves' daily routine dominated by hunting and scavenging for food and keeping the creeping jungle at bay. Like all elves, they are exceptional craftsman and look for trade with the denizens of the jungle (that are friendly towards them) wherever possible. Small bands of jungle elves will wander far from their home to both hunt and trade and are sometimes gone for days, even weeks. Jungle elves are very social and enjoy communal gatherings where feasts are had and stories are told.

Dark elven societies are strongly tied to the priests of Tettungba and the Great Thane, who represents Tettungba on Arrasia and who is chosen by her. Every dark elf city is ruled by a High Priestess of Tettungba, who is always female and head of the most powerful house within the city. They rule absolutely and without impunity and are both revered and feared in equal measure and their acolytes, through whom their decisions are enforced, are both powerful and evil. The many political houses of the dark elf cities continually vie and jostle for power and no High Priestess is ever safe from her enemies. Murder is rife within this political structure, with the High Priestesses all the deadliest of enemies and all seeking to gain the influence of the Great Thane and Tettungba herself.

Life can be hard in the darkness of the underworld, but not without rewards, and the dark elves are exceptional traders who will trade with almost anyone (when they are not fighting them). Competition between dark elves is fierce and trust not given lightly, as they are always suspicious of those that would make friends with them. They also use slaves for the hard labor required in their cities and the slave trade represents big business, in which the most powerful houses all have a significant stake. Murder, political intrigue, deception and betrayal are ways of life for the dark elf.

Both aquatic and gray elves have a monarch who rules over them. For the aquatic elves, a single queen rules all of them and her decision is final and affects all of the aquatic elves wherever they may be in Arrasia. For the gray elves, there are 4 monarchs, each of whom rules over the great cities that can be found in Hir'vassäl Eduth and Aras Ineth. They have incredible power and those communities with no monarch of their own form allegiances to one monarch or another. For reasons of geography, the ruling monarch of Alathar stands as the most powerful gray elf in Arrasia, for the gray elves of the south all pledge their allegiance to the King or Queen of Alathar.

Although the aquatic elves are the most easy going and full of the joy of life, and who wile away the hours playing and feasting and telling tales, there is still much to be done and threats to be opposed. Food is abundant in the ocean depths, where all manner of underwater vegetation is cultivated and harvested. Aquatic elves are vegetarians and will not eat the flesh of another living

being, but they have no qualms in killing anything that would threaten their communities or seek to destroy them.

Living amongst the trees that cling to the steep slopes of the mountains, gray elves spend their days cultivating their gardens and hunting for the large feast that occurs every evening and which supplies the needs of the entire community. They are not as light-hearted as others of their kind and their song is often melancholic and deep. They are exceptional metalworkers and their armor and weapons are second to none and often infused with great power. Gray elves are far more fearless than any other of their kind, for they wear coats of elven chainmail and wield beautifully carved longswords.

High elves live amongst the wonderful gardens and forests of Henipur, which they defend when attacked or otherwise spend their time tending. Their homes are built in and around the huge and magnificent trees and other foliage and much of their time is wiled away in song and merriment. However, high elves are conscientious and hard workers who love Henipur and all the wonders that fill it and need little urging to carry out their tasks. For the less inclined, the minions of Tannun Maruth are there to urge them on and chide them when necessary. High elves otherwise have no particular political structure, though the more powerful amongst them tend to emerge as natural leaders, who will often work closely with the servants of Tannun Maruth and even, for the most powerful, with Tannun Maruth himself.

Wood Elves

Wood elves, also sometimes called sylvan elves, are cautious warriors and take time to analyze their opponents and the location of the fight if at all possible, maximizing their advantage by using ambushes, snipers, and camouflage. They prefer to fire from cover and retreat before they are found, repeating this maneuver until all of their enemies are dead.

They prefer longbows, shortbows, rapiers, and longswords. In melee, wood elves are graceful and deadly, using complex maneuvers that are beautiful to observe. Their wizards often use sleep spells during combat because these won't affect other elves.

Wood Elf Traits (Ex): Wood elves possess the following racial traits.

- +2 Strength, +2 Dexterity, -2 Constitution, -2 Intelligence.
- Medium size.
- An elf's base land speed is 30 feet.
- Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.
- Low-light vision.
- Weapon Proficiency: a wood elf is automatically proficient with the longsword, rapier, longbow (including composite longbow), and shortbow

(including composite shortbow).

- +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

- Automatic Languages: Elven and one human tongue. Bonus Languages: Draconic, Gnoll, Gnome, Goblin, Orc, Sylvan.

- Favored Class: Ranger.

SUBRACES

The above information describes the wood elf, the most common variety. There are five other major subraces of elf, in addition to half-elves and jungle half-elves, who share enough elven characteristics to be included here.

Half-Elf

Half-elves are not truly an elf sub-race, but they are often mistaken for elves. Half-elves usually inherit a good blend of their parents' physical characteristics.

Half-Elf Traits (Ex): Half-elves possess the following racial traits.

- Medium size.
- A half-elf's base land speed is 30 feet.
- Immunity to sleep spells and similar magical effects, and a +2 racial bonus on saving throws against enchantment spells or effects.
- Low-light vision.
- +1 racial bonus on Listen, Search, and Spot checks. A half-elf does not have the elf's ability to notice secret doors simply by passing near them.
- +2 racial bonus on Diplomacy and Gather Information checks: Half-elves get along naturally with all people. This bonus may not apply in situations where half-elves are viewed with distrust.
- Elven Blood: For all effects related to race, a half-elf is considered an elf. Half-elves, for example, are just as vulnerable to special effects that affect elves as their elf ancestors are, and they can use magic items that are only usable by elves.
- Automatic Languages: Elven and one human tongue. Bonus Languages: Any (other than secret languages, such as Druidic).
- Favored Class: Any. When determining whether a multiclass half-elf takes an experience point penalty for multiclassing, her highest-level class does not count.

Jungle Half-Elf

Although not common, some mingling between the jungle elves and human tribes occurs. Indeed, some jungle elf tribes believe this helps to invigorate their tribe, while others will shun and even chase out those who bring shame upon the tribe. For the most part, however, jungle half-elves are tolerated, though generally eyed with suspicion and receive harsh treatment from the rest of the community.

Jungle Half-Elf Traits (Ex): These traits are in addition to the half-elf traits, except where noted.

- +2 racial bonus of Bluff and Sense Motive checks; jungle half-elves must maintain constant awareness of their place within society.
- No racial bonus on Diplomacy and Gather Information checks.

Aquatic Elf

Also called sea elves, these creatures are water breathing cousins to land-dwelling elves.

Aquatic Elf Traits (Ex): These traits are in addition to the wood elf traits, except where noted.

- +2 Dexterity, -2 Intelligence. These adjustments replace the wood elf's ability score adjustments.
- An aquatic elf has the aquatic subtype.
- An aquatic elf has a swim speed of 40 feet.
- Gills: Aquatic elves can survive out of the water for 1 hour per point of Constitution (after that, refer to the suffocation rules).
- Superior Low-Light Vision: Aquatic elves can see four times as far as a human in starlight, moonlight, torchlight, and similar conditions of low illumination. This trait replaces the wood elf's low-light vision.
- Weapon Proficiency: An aquatic elf is automatically proficient with the net, spear, and the trident. This trait replaces the wood elf's weapon proficiency.
- Favored Class: Fighter. This trait replaces the wood elf's favored class.

Dark Elves

Also sometimes known as *drow*, dark elves are a depraved and evil subterranean offshoot.

White is the most common hair color among dark elves, but almost any pale shade is possible. Dark elves tend to be smaller and thinner than other sorts of elves, and their eyes are often a vivid red.

Dark elves usually coat their arrows with a potent venom.

Poison (Ex): An opponent hit by a dark elf's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. A typical dark elf carries 1d4-1 doses of dark elf knockout poison. Dark elves typically coat arrows and crossbow bolts with this poison, but it can also be applied to a melee weapon. Note that dark elves have no special ability to apply poison without risking being poisoned themselves. Since this poison is not a magical effect, dark elves and other elves are susceptible to it.

Dark Elf Traits (Ex): These traits are in addition to the wood elf traits, except where noted.

- +2 Dexterity, -2 Constitution, +2 Intelligence, +2 Charisma. These adjustments replace the wood elf's ability score adjustments.
- Darkvision out to 120 feet. This trait replaces the wood elf's low-light vision.

- Spell resistance equal to 11 + class levels.
- +2 racial bonus on Will saves against spells and spell-like abilities.
- Spell-Like Abilities: Dark elves can use the following spell-like abilities once per day: *dancing lights*, *darkness*, *faerie fire*. Caster level equals the dark elf's class levels.
- Weapon Familiarity: A dark elf is automatically proficient with the hand crossbow, the rapier, and the short sword. This trait replaces the wood elf's weapon proficiency.
- Automatic Languages: Elven, Xamian, one human tongue. Bonus Languages: Abyssal, Aquan, Draconic, Drow Sign Language, Gnome, Goblin, Kerd. This trait replaces the wood elf's automatic and bonus languages.
- Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds dark elves for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.
- Favored Class: Wizard (male) or cleric (female). This trait replaces the wood elf's favored class.
- Level adjustment +2.
- Challenge Rating: Dark elves with levels in NPC classes have a CR equal to their character level. Dark elves with levels in PC classes have a CR equal to their character level +1.

Desert Elf

In the desert, elves follow nomadic lifestyles. They herd horses, cattle, and goats across the sands, sleeping during the day and working or traveling at night. Their wandering takes them many places and, as a result, they are welcome everywhere for the news and exotic trade goods they carry. Desert elves are the mortal enemies of the keradinn, who destroyed their ancient kingdom of Layagat.

Desert Elf Traits (Ex): These traits are in addition to the wood elf traits, except where noted.

- -2 Strength, +2 Dexterity. These adjustments replace the wood elf's ability score adjustments.
- Weapon Proficiency: Desert elves receive the Martial Weapon Proficiency feats for the scimitar, rapier, and shortbow (including composite shortbow) as bonus feats. This trait replaces the wood elf's weapon proficiency.
- Heat Endurance: Desert elves gain a +4 racial bonus on Fortitude saves made to resist the effects of hot weather.
- +2 racial bonus on Handle Animal, Ride, Spot and Survival checks. This trait replaces the racial bonuses for Listen and Search checks that wood elves get.
- No ability to notice secret or concealed doors by passing within 5 feet.
- Bonus Languages: Kerd is an additional bonus language for desert elves.
- Favored Class: Ranger. This trait replaces the wood elf's favored class.

Gray Elf

Taller and grander in physical appearance than others of their race, gray elves have a reputation for being aloof and arrogant (even by elven standards). They are directly descended from the first elves to come to Arrasia who served Orphus. They have either silver hair and amber eyes or pale golden hair and violet eyes. They prefer clothing of white, silver, yellow, or gold, with cloaks of deep blue or purple.

Gray Elf Traits (Ex): These traits are in addition to the wood elf traits.

- -2 Strength, +2 Dexterity, -2 Constitution, +2 Intelligence. These adjustments replace the wood elf's ability score adjustments.
- Favored Class: Wizard. This trait replaces the wood elf's favored class.

High Elf

Rarely seen in Arrasia, high elves are considered to be full of joy and high spirits. All elves are descended from the high elves, who spend their time tending the gardens of Henipur, under the watchful eye of Tannun Maruth. Despite their carefree nature, high elves are nonetheless formidable opponents and are especially skilled in the arcane arts. In Henipur, they wear fine garments that shimmer under the sun. When traveling outside of their homeland, however, they prefer to wear clothes that best suit the environment through which they wander.

High Elf Traits (Ex): These traits are in addition to the wood elf traits.

- +2 Dexterity, -2 Constitution. These adjustments replace the wood elf's ability score adjustments.
- Favored Class: Wizard. This trait replaces the wood elf's favored class.

Jungle Elf

Jungle elves are somewhat more primal than their baseline counterparts. In many jungles, ancient elven cities have been swallowed up by the voracious encroachment of trees, vines, and animals, leaving just a shadowy remnant of the population to remember the former glories of their lost civilization. Jungle elves also spend much of their time in conflict with the local jungle tribes.

Jungle Elf Traits (Ex): These traits are in addition to the wood elf traits, except where noted.

- +2 Dexterity, -2 Constitution. These adjustments replace the wood elf's ability score adjustments.
- +2 racial bonus on Knowledge (geography) and Knowledge (nature) checks. Jungle elves have an intrinsic understanding of their surroundings and the environment in which they live. This is in addition to the usual racial bonuses gained by a wood elf.
- Weapon Proficiency: A jungle elf is automatically proficient with the handaxe, rapier, shortsword, and shortbow (including composite shortbow). This trait

replaces the wood elf's weapon proficiency.

- No ability to notice secret or concealed doors by passing within 5 feet.

Wild Elf

Wild elves are barbaric and tribal. Wild elves' hair color ranges from black to light brown, lightening to silvery white with age. They dress in simple clothing of animal skins and basic plant weaves.

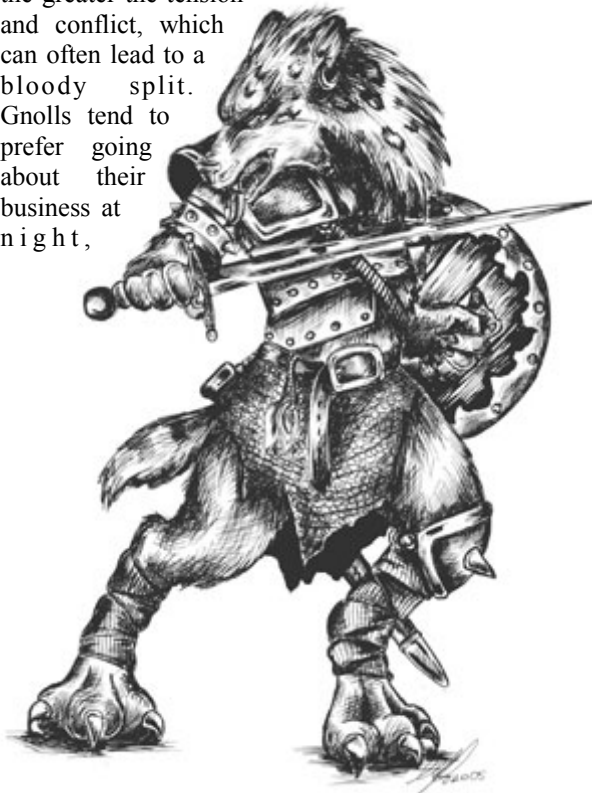
Wild Elf Traits (Ex): These traits are in addition to the wood elf traits, except where noted.

- +2 Dexterity, -2 Intelligence. These adjustments replace the wood elf's ability score adjustments.
- Favored Class: Sorcerer. This trait replaces the wood elf's favored class.

GNOLLS

Gnolls are hyena-headed, evil humanoids that wander in loose tribes across the plains of Arrasia. The tribe is dominated by their tribal chief and tribal shaman, who control the everyday and spiritual needs of the tribe respectively and between whom exists an almost constant tension as they vie for supremacy. However, no tribe exists for long without either and though outright conflict between internal factions is a common and bloody affair, a new tribal chief or tribal shaman will always emerge to continue the cycle.

Tribes can vary greatly in size - from 50 to 500 - but tend to average around 200 or so. The larger the tribe, the greater the tension and conflict, which can often lead to a bloody split. Gnolls tend to prefer going about their business at night,



though this is to be better able to pass undetected than because of any dislike of the sun or bright sunlight, which they are perfectly comfortable with. Small bands tend to scout ahead and report back to the tribal chief, who will gather a war band when prey is to be had.

Gnolls are of vicious temperament and they constantly squabble and fight amongst themselves. Like Naberru, who created them and to whom they give their fealty, they are spiteful creatures, full of hate and evil, and they have little regard for any forms of life, even those of their own kind. When gnoll tribes meet, they will usually fight, although it is not unknown for a particularly strong leader to unite tribes and make war on their enemies. Fortunately for the people of Arrasia, however, these are chaotic affairs and usually end in betrayal, in-fighting and murder.

Although gnolls kill and eat their prey, they also take the better specimens as slaves, either to serve their own tribe or to be sold later - usually to dark elves or some other foul race. Those enslaved by gnolls face a life of hardship and misery, and many will not survive for long if they are not soon sold. They also represent good sport for the gnolls, who enjoy watching gladiatorial combat between their mightiest warriors and the strongest (or, for real fun, the weakest) of those that are forced to serve them.

Gnolls are dirty, with mangy yellow or reddish-brown fur and a large, matted mane. They stand about 7-1/2 feet tall, weigh 300 pounds and are widely feared by small communities who are easy prey for the aggressive war bands. Gnolls tend to avoid large-scale conflict, preferring instead overwhelming odds in their favor. However, their natural spite and aggression make them formidable foes, even when they are largely outnumbered.

Gnolls use their physical strength to overwhelm and knock down their opponents. They are ill disciplined when fighting unless they have a strong leader; at such times, they can maintain ranks and fight as a unit. While they do not usually prepare traps, they do use ambushes and try to attack from a flanking position. Because of its shield, a gnoll's modifier on Hide checks (untrained) is -2, which means gnolls always take special care to seek favorable conditions when laying ambushes (such as darkness, cover, or some other form of advantageous terrain).

Gnolls speak Gnoll.

GNOLLS AS CHARACTERS

Gnoll Traits (Ex): Gnoll characters possess the following racial traits.

- +4 Strength, +2 Constitution, -2 Intelligence, -2 Charisma.
- Size Medium.
- A gnoll's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: A gnoll begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack

bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, and Will +0.

- Racial Skills: A gnoll's humanoid levels give it skill points equal to 5 x (2 + Int modifier). Its class skills are Listen and Spot.
- Racial Feats: A gnoll's humanoid levels give it one feat.
- +1 natural armor bonus.
- Automatic Languages: Gnoll. Bonus Languages: Draconic, Elven, Goblin, Orc, and any human tongue.
- Favored Class: Ranger.
- Level adjustment +1.

GNOMES

Gnomes were created by Shylar, along with the elves, to tend her gardens in Henipur and their close ties to nature have remained intrinsic to them ever since. Their bond with the elves has also remained, and many gnomes still follow elven deities. Like the elves, the gnomes came to Arrasia to help defend it from the evil that had consumed it, but soon found themselves overwhelmed and caught in a fight for their own survival. Soon, they fled the War of Chaos and made homes for themselves away from the communities of men, dwarves and the evil humanoid races, preferring instead to dwell in the hills, woods and forests.

Gnomes stand 3 to 3-1/2 feet tall and weigh 40 to 45 pounds. Their skin color ranges from dark tan to woody brown, their hair is fair, and their eyes can be any shade of blue. Gnome males prefer short, carefully trimmed beards. Gnomes generally wear leather or earth tones, though they decorate their clothes with intricate stitching or fine jewelry. Gnomes reach adulthood at about age 40, and they live about 350 years, though some can live almost 500 years.

Gnomes speak their own language, Gnome. Most gnomes who travel outside gnome lands (as traders, tinkers, or adventurers) know at least one human tongue, while warriors in gnome settlements usually learn Goblin.

Most gnomes encountered outside their home are warriors.

GNOMISH HOMELANDS

Although gnomes can be found throughout the kingdoms of men, where their skills are put to good use and where they are well regarded, the majority of gnomes dwell in communities amongst the hills of Arrasia. Gnomes have also found homes for themselves in the bowels underneath the surface of Arrasia, as well as in forests, jungles, deserts and even the frozen arctic climes. Durable and highly adaptable, gnomes will make homes for themselves wherever they must, though usually where they can sell their goods for a quick profit.

Rock gnomes are the most common species, preferring to live in cozy burrows built into the sides of valleys, though many are just as happy to live above ground, usually in complex barrow-like structures, lined with stone and with grass growing over them. Industrious and inventive, rock gnomes love to make new things and dabble with old items and are renown for their mechanical wonders. Naturally curious, they also make excellent alchemists, which they often use to augment their enjoyment of illusory magic - especially of the prankish variety.

Gnomes can be found all over (and under) Arrasia, living in tight knit and co-operative communities where the needs of the community always outweigh the needs of the individual. Although gnomish communities tend to be small - tucked away into small and well-hidden valleys amongst the hills - and isolated, they are always aware of the other communities around them, with whom they will trade their goods and services.

Most numerous in The Great Northern Hills, where gnomish communities can be found hid throughout the valleys, both Daccathan and Unsyr have emerged as large and well-defended gnomish *towns*, which play a full roll in the trade with the dwarves with whom they share the hills, the halflings of Ciradel and the people of Tharg. However, without doubt the largest and greatest of all the gnome communities is Rathanak, which has a population in the thousands and stands as the capital and spiritual homeland for rock gnomes throughout Arrasia.

Rock gnome communities can also be found in Ochlan Grampus, The Silver Hills and all across the hills of mid-Arrasia, but only in small numbers. Dendor, in The South Downs, and Siran and Harikir, located in the Gava Hills, are the only other significant gnomish communities, around which smaller communities are numerous.

Forest gnome communities are always small and, though rarely seen, can be found in most large woods and forests, though never in large numbers. The Endless Forest is home to the largest numbers of forest gnomes, where they are well hid from all except the elves, with whom they have good relations. They can also be found in Yander Hothinbelim, Ouicillith Yamuth, Fayn Eduth, and Caliph Wood, amongst others.

Jungle gnomes tend to build their communities on the rivers, with boats tied together to form a writhing bridge from one bank to the other, interspersed with intricate channels and canals. They rarely stay in the same place for too long, as they migrate up and down the rivers as it suits their needs and mood. They prefer to remain within the heart of the forest, well away from its edges, and are found throughout the hot, tropical forests of Femmen Thirl, Femmen Verraba and even The Dead Jungle.

Desert gnome communities are important members of the desert ecology. Although some desert gnome communities can be found around the lush and natural

water springs that dot the baked desert lands, most are hot and dusty affairs built around deep gnome-made water holes. All desert gnome communities are small and well defended, though always open to those that would trade with them. This is especially true of the desert elves that traverse the baking sands, with whom they have forged good relations. The gnomes tend to live however they can - burrows in the hard valley sides or tents if there is nothing but sand.

Deep gnomes - more commonly known as *svirfneblin* - are the rarest and least encountered of all the gnomes. Living deep in the belly of Arrasia, far underground, the *svirfneblin* are shy and wary, preferring to slink in the shadows and hide away from strangers. Their communities are generally small in size, rarely encountered and usually well defended, though rumors of large *svirfneblin* cities are common. They have little to do with the other races of the underworld, interacting with them only if they must, surviving through ingenuity, stealth and deception.

Arctic gnomes live in the frozen north, usually around the base of The White Mountains where they live amongst the rocky valleys and slopes, their communities hidden away and difficult to find. Arctic gnomes are extremely industrious and often wander far from home, in small bands, to hawk their goods or sell their skills or, more usually, both. They are welcome visitors amongst the settlements of The Savage Coast and The Badlands and they maintain good relations (and trade) with the arctic dwarves.

GNOMISH POLITICS AND SOCIETY

Gnome society is usually close knit, with generations of the same family often living and working together in a single burrow, where the fit and healthy look after the material needs of the household and the weak and frail the spiritual needs. The eldest members of the community are held with great respect and their knowledge and wisdom is always sought from the younger gnomes - both as a mark of respect and as a matter of practicality.

The head of any gnome community - called the *Elder* - is usually the wisest and most respected from amongst them. The Elder is chosen by the adults of the community and serves for a period of 25 years, before either being reelected or the community chooses a new Elder to govern them. The Elder is advised by the Wise Council, which is any number of gnomes chosen (and elected) by the community - nearly always the older, respected members of the community. They serve for a 10-year period, before being reelected, and their role is to help the Elder with his duties and advise him as they see fit.

All community-based decisions are made by the Wise Council, who represent the gnomes who have

elected them. It is based on a majority decision, with each member of the council worth the value of one vote, except the Elder, who is worth a number of votes equal to one third the number of members in the Wise Council.

Gnomes are almost constantly busy designing and making things. Experts with intricate designs and excellent problem solvers and lateral thinkers, gnome communities are usually a hive of activity as they produce goods to trade and barter with. They also hire out their services for all manner of projects that involve complex design or mechanical solutions

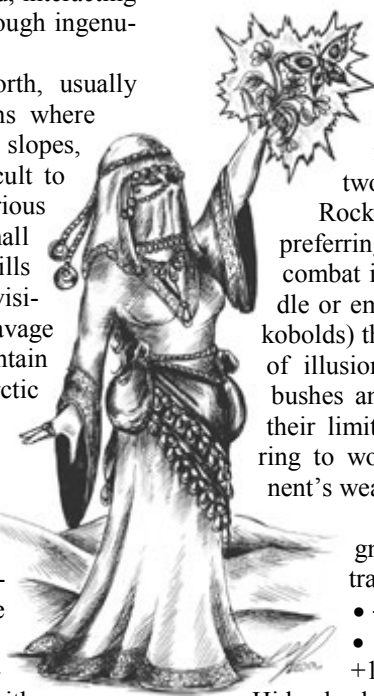
Rock Gnomes

Rock gnomes are the most common variety and are found throughout the hills and valleys of Arrasia, though either amongst or on the edge of the civilized and populated parts of the world. They are hard working, with clever hands, but can also be frivolous and always enjoy a good practical joke at someone else's expense - especially when it is combined with an illusory trick or two.

Rock gnomes avoid outright confrontation, preferring misdirection and deception when combat is necessary. They would rather befuddle or embarrass foes (other than goblinoids or kobolds) than kill them. Gnomes make heavy use of illusion magic and carefully prepared ambushes and traps whenever they can, aware of their limitations as soldiers and always preferring to work to their strengths and their opponent's weaknesses.

Rock Gnome Traits (Ex): Rock gnomes possess the following racial traits.

- -2 Strength, +2 Constitution.
- Small size. +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- A gnome's base land speed is 20 feet.
- Low-light vision.
- Weapon Familiarity: Gnomes may treat gnome hooked hammers as martial weapons rather than exotic weapons.
- +2 racial bonus on saving throws against illusions.
- Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. This adjustment stacks with those from similar effects, such as the Spell Focus feat.
- +1 racial bonus on attack rolls against kobolds and goblinoids (including goblins, hobgoblins, and bugbears).
- +4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants).
- +2 racial bonus on Listen checks.



- +2 racial bonus on Craft (alchemy) checks.
- Automatic Languages: Gnome and one human tongue. Bonus Languages: Draconic, Dwarven, Elven, Giant, Goblin, Orc.
- Spell-Like Abilities: 1/day - *Speak with animals* (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day - *dancing lights*, *ghost sound*, *prestidigitation*. Caster level 1st; save DC 10 + gnome's Cha modifier + spell level.
- Favored Class: Bard.

SUBRACES

The information above is for rock gnomes, the most common variety.

There are five other major gnome subraces, which differ from rock gnomes as follows.

Svirfneblin

Also called deep gnomes, svirfneblin are shy creatures and generally avoid contact with others - even other svirfneblin communities, if they can - preferring stealth and lurking hidden in the darkness of their world. They are also experts in stonework and their homes are intricate and elaborate tunnels dug out over the period of many generations.

A svirfneblin has wiry, rock-colored skin usually medium brown to brownish gray. Only males are bald; females have stringy gray hair. The average svirfneblin lifespan is 250 years.

Svirfneblin speak Gnome, at least one human tongue, and Xamian.

Svirfneblin Traits (Ex): These traits are in addition to the rock gnome traits, except where noted.

- -2 Strength, +2 Dexterity, +2 Wisdom, -4 Charisma. These adjustments replace the rock gnome's ability score adjustments.
- Stonecunning: This ability grants deep gnomes a +2 racial bonus on Search checks to notice unusual stonework. A deep gnome who merely comes within 10 feet of unusual stonework can make a Search check as though actively searching, and can use the Search skill to find stonework traps as a rogue can. A svirfneblin can also intuit depth, sensing the approximate distance underground as naturally as a human can sense which way is up.
- Darkvision out to 120 feet and low-light vision.
- Spell resistance equal to 11 + class levels.
- +2 racial bonus on all saving throws. This trait replaces the rock gnome's racial bonus on saving throws against illusions.
- Add +1 to the Difficulty Class for all saving throws against illusion spells cast by svirfneblin. This adjustment stacks with those from similar effects, such as the Spell Focus feat.
- +1 racial bonus on attack rolls against kobolds and goblinoids.
- +4 dodge bonus to Armor Class against all crea-

tures. This trait replaces the rock gnome's dodge bonus against giants.

- Automatic Languages: Xamian, Gnome, one human tongue. Bonus Languages: Dwarven, Elven, Giant, Goblin, Orc, Terran. This trait replaces the rock gnome's automatic and bonus languages.
- Spell-Like Abilities: 1/day - *blindness/deafness* (typical save DC 13), *blur*, *disguise self*. Caster level equals the svirfneblin's class levels. The save DC is Charisma-based and include a +4 racial modifier. This trait replaces the rock gnome's spell-like abilities.
- Nondetection (Su): A svirfneblin has a continuous *nondetection* ability as the spell (caster level equal to class levels).
- +2 racial bonus on Craft (alchemy) and Listen checks.
- +2 racial bonus on Hide checks, which improves to +4 underground.
- Favored Class: Rogue.
- Level adjustment +3.
- Challenge Rating: Svirfneblin with levels in NPC classes have a CR equal to their character level. Svirfneblin with levels in PC classes have a CR equal to their character level +1.

Arctic Gnome

Arctic gnomes are tough and hardy, their communities located in the frozen north of Arrasia. They tend to wander in small bands, looking for trade and goods, and travel the ice and snow on sleds pulled by wolves or polar bears. The sleds are often enclosed, keeping the freezing temperatures at bay and supplying a ready-made tent.

Arctic goblins are a constant threat to the arctic gnomes' communities and when they are seen, a community will ready its defenses and prepare for the inevitable conflict. However, once made aware, the arctic goblins struggle against the gnomes, whose magic and trickery is often too much for them.

Arctic Gnome Traits (Ex): These traits are in addition to the rock gnome traits, except where noted.

- +2 racial bonus on Sense Motive checks: arctic gnomes always seem to know instinctively when their welcome is wearing out.
- No racial bonus on Craft (alchemy) checks.
- Cold Endurance: +4 racial bonus on Fortitude saves made to resist the effects of cold weather or exposure.

Desert Gnome

Desert gnomes establish and operate fortified trading posts around water holes and oases, cultivating crops wherever possible and scouring the surrounding desert for the wealth of ancient buried civilizations. Desert gnome outposts are rarely quiet, doing business both day and night. They are on especially good terms with the desert elves. Desert gnomes are the most aggressive of all the gnomes, quick to defend themselves from the many threats posed by the desert. Like their

rock gnome counterparts, however, they prefer to avoid direct confrontation.

A desert gnomes' skin color tends to be tan to golden and dark brown, with usually short, dark hair. Despite the heat, gnome males still sport trimmed beards. They tend to wear loose clothes which protect them from the baking sun and heat of the desert.

Desert Gnome Traits (Ex): These traits are in addition to the rock gnome traits, except where noted.

- +2 racial bonus on Bluff, Diplomacy and Sense Motive checks: Desert gnomes are skilled at haggling and negotiating.
- No racial bonus on Listen checks or Craft (alchemy) checks.
- Heat Endurance: Desert gnomes gain a +4 racial bonus on Fortitude saves made to resist the effects of hot weather.
- Favored Class: Specialist Wizard (Illusionist). This trait replaces the rock gnome's favored class.

Forest Gnome

Forest gnomes generally prefer their own company and, occasionally, the company of elves, and are rarely encountered or seen by those that they wish to avoid. Living under the canopies of the forests of Arrasia, where their burrows and communities are well hidden, they have very little to do with the outside world.

They are the smallest of all the gnomes, averaging 2 to 2-1/2 feet in height, but look just like regular gnomes except with bark-colored or gray-green skin, and eyes that can be brown or green as well as blue. A very long-lived people, forest gnomes have an average life expectancy of 500 years.

Forest Gnome Traits (Ex): These traits are in addition to the rock gnome traits, except where noted.

- Pass without Trace (Su): A forest gnome has the innate ability to use *pass without trace* (self only, as a free action) as the spell cast by a druid of the forest gnome's class levels.
- +1 racial bonus on attack rolls against kobolds, goblinoids, orcs, and reptilian humanoids.
- Automatic Languages: Gnome, Elven, Sylvan, and a simple language that enables them to communicate on a very basic level with forest animals (this replaces the rock gnome's speak with animals ability). Bonus Languages: Draconic, Dwarven, Giant, Goblin, Orc and any human. This trait replaces the rock gnome's automatic and bonus languages.
- +4 racial bonus on Hide checks, which improves to +8 in a wooded area.

Jungle Gnome

Jungle Gnomes live in and along the mighty rivers that wind through the jungles. A gnome jungle town is often a collection of boats tied together across a river, with channels to allow passing vessels through (after they pay a toll, of course). Jungle gnomes are also seen

traveling the rivers, trading what they can find to those that they meet along the way.

The skin of jungle gnomes tends to be tough and heavily wrinkled and, unlike almost all other varieties of gnomes, the males generally avoid beards - being an excellent place for the numerous bugs of the jungle to live and breed. They are essentially nomadic in nature, with their river communities moving up and down the river at their pleasure. Some consider them scavengers of the jungle, while others regard them as essential to the jungle ecology.

Jungle Gnome Traits (Ex): These traits are in addition to the rock gnome traits, except where noted.

- No racial bonus on attack rolls against kobolds.
- No dodge bonus to Armor Class against giants.
- +2 racial bonus on Climb and Swim checks: jungle gnomes live their long lives clambering in and out of boats, and in and out of water.
- +2 racial bonus on Craft (shipbuilding) checks. A little lumber and a few simple tools make for a happy and industrious jungle gnome.
- +2 racial bonus on Use Rope checks: jungle gnomes consider rope the most useful tool on their boats.
- No racial bonus on Listen or Craft (alchemy) checks.

GOBLINOIDS

BUGBEARS

Created by Gygafrak to counter the threat of Ragmannon's orcs, bugbears are unattractive, bad tempered, chaotic beasts who are feared throughout the land. Not as common as either goblins or hobgoblins, bugbears fill the ranks of Gygafrak's and Babbarax's armies to provide the muscle in close combat. Although ill-disciplined, they form the battering ram which can so often prove decisive in battle - the mere sight of a regiment of these foul beasts is often enough to cause the ranks of the enemy to break and run.

When not being guided by a powerful leader, bugbears prefer to ambush opponents whenever possible. When hunting, they normally send scouts ahead of the main group that, if they spy prey, return to report and bring up reinforcements. Bugbear attacks are coordinated, and their tactics are sound if not brilliant, but all too often can break down into chaos and bitter infighting.

Tribes are usually on the small side - around 50 or so - and are led by the strongest, meanest or most charismatic. The chief of any tribe will find himself under almost constant threat from upstarts, though outright challenges will only occur when the challenger considers their position a strong one. Challenges take the form of violent physical and political struggles between opposed factions. After the victor emerges, it is common for his enemies to be purged from the tribe, which in-

volves either expulsion or murder.

Bugbears are often found amongst goblins, who they constantly bully. In fact, it is common for bugbears to be chiefs of goblin tribes, where they can laud it over their weaker brethren almost unopposed. When different bugbear tribes meet, violence is almost certain, as their egos require them to constantly prove themselves against one another. Bugbears have long memories and tribal rivalries can run deep.

Bugbears, as their name suggests, are bear-like in appearance, covered in dirty coarse dark hair and usually standing around 7 feet tall. They are powerfully built, with rippling muscles and terrifying claws on their hands and feet and sharp, discolored fangs. Although they have exceptionally tough hides, bugbears usually wear armor and carry shields.

Bugbears speak Goblin and one other human tongue.

BUGBEARS AS CHARACTERS

Bugbear Traits (Ex): Bugbear characters possess the following racial traits.

- +4 Strength, +2 Dexterity, +2 Constitution, -2 Charisma.
- Medium size.
- A bugbear's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: A bugbear begins with three levels of humanoid, which provide 3d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +1, Ref +3, and Will +1.
- Racial Skills: A bugbear's humanoid levels give it skill points equal to 6 x (2 + Int modifier). Its class skills are Climb, Hide, Listen, Move Silently, Search, and Spot.
- Racial Feats: A bugbear's humanoid levels give it two feats.
- +3 natural armor bonus.
- +4 racial bonus on Move Silently checks.
- Automatic Languages: Goblin and one human tongue. Bonus Languages: Draconic, Elven, Giant, Gnoll, Orc.
- Favored Class: Rogue.
- Level adjustment +1.

GOBLINS

Goblins first appeared in Arrasia during the War of Chaos and are now numerous in number. Created by Babbarax, in her image, Goblins are generally weak and cowardly creatures who are bullied by the bigger, stronger races. This has taught goblins to exploit what

few advantages they have: sheer numbers and malicious ingenuity. The concept of a fair fight is meaningless in their society. They favor ambushes, overwhelming odds, dirty tricks, and any other edge they can devise.

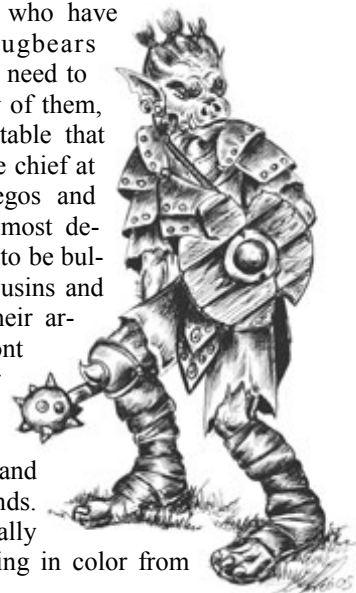
Goblins have a poor grasp of strategy and are cowardly by nature, tending to flee the field if a battle turns against them. With proper supervision, though, they can implement reasonably complex plans, and in such circumstances their numbers can be a deadly advantage. Strong leaders tend to come in the form of hobgoblins and bugbears, but charismatic or powerful goblin leaders have not been unknown. The more advanced goblin tribes rear worgs, which they train and use as mounts. Goblin worg riders are greatly feared, as they have been known to have a devastating and decisive impact on the battlefield.

Goblin tribes are usually large in size, with anywhere between 200 to 600 a common size.

Some tribes have been known to number a 1000 or more, but these are rare and short lived; they either fall into anarchy and chaos and different factions fight for supremacy within the tribe, or a powerful leader unites them, usually through constant wars. The organizational structure of the tribe is dictatorial, with a single chief, usually referred to as the *King*, running the tribe with an iron fist and with absolute authority. These are usually either the strongest or most charismatic of the tribe. Political infighting within a tribe is common and the chief must be on constant guard to protect their position.

It is common for goblin tribes to have their numbers swelled by their stronger and larger cousins, hobgoblins and bugbears, who also tend to emerge as the tribe chiefs. Goblin chiefs who have hobgoblins or bugbears amongst their number need to be exceptionally wary of them, for it is almost inevitable that they will challenge the chief at some point - their egos and general loudness almost demand it. Goblins tend to be bullied by their larger cousins and will often augment their armies - forming the front ranks - when war breaks out.

A goblin stands 3 to 3-1/2 feet tall and weighs 40 to 45 pounds. Their eyes are usually dull and glazed, varying in color from



red to yellow. A goblin's skin color tends to be a yellow-green - sometimes more green or more yellow, though tribes tend to have the same appearance. Goblins wear clothing of dark leather, tending toward drab, soiled-looking colors. Goblins speak Goblin; those with Intelligence scores of 12 or higher also speak a human tongue of some form.

Most goblins encountered outside their homes are warriors.

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

Challenge Rating: Goblins with levels in NPC classes have a CR equal to their character level -2.

GOBLINS AS CHARACTERS

Goblin Traits (Ex): Goblin characters possess the following racial traits.

- -2 Strength, +2 Dexterity, -2 Charisma.
- Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- A goblin's base land speed is 30 feet.
- Darkvision out to 60 feet.
- +4 racial bonus on Move Silently and Ride checks.
- Automatic Languages: Goblin and one human tongue. Bonus Languages: Draconic, Elven, Giant, Gnome, Orc.
- Favored Class: Rogue.

SUBRACES

The above information describes standard goblins, who are the most commonly found, preferring temperate and warm regions. There is one subrace of goblin.

Arctic Goblin

Arctic goblins are feared and reviled because their appearance will either herald a period of heavy raiding, leading to theft and property damage, or, worse, the beginning of a period of sustained heavy goblin activity, when large numbers maraud the countryside and even siege small towns and villages.

Usually, arctic goblins survive in the icy mountain regions of The White Mountains where they make their homes on the frozen slopes. Here, they are a constant menace to the settlements of The Savage Coast and The Badlands, making constant raids against them and razing small communities to the ground. This is especially true during the winter months, when they forage for food and goods amongst the isolated human communi-

ties.

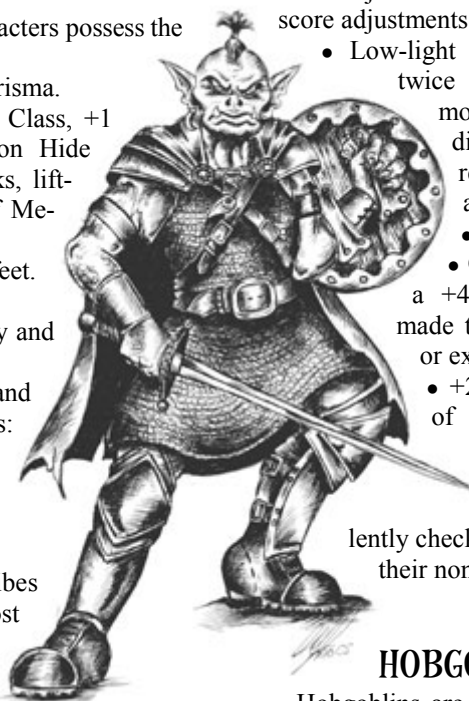
They are also common in the frozen northern wastes of The Wild Lands and The North Lands, living nomadic lifestyles, constantly moving from place to place as needs must and making war on whoever they meet. As the winter sets in and the lands further south freeze, so the arctic goblins migrate south, harassing the countries of Ciradel and Tharg.

Arctic goblin tribes tend to be much smaller than their southern cousins, with tribes usually no larger than 200 or so, although it has been known for larger tribes to emerge from time to time. Their skin color also tends to be frosty-green - almost to the point of being gray.

Arctic Goblin Traits (Ex): These traits are in addition to the goblin traits, except where noted.

- -2 Strength, +2 Constitution, -2 Charisma. Arctic goblins are hardy creature, but weaker than many races. These adjustments replace the common goblin's ability score adjustments.

- Low-light Vision: An arctic goblin can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- No darkvision
- Cold Endurance: arctic goblins have a +4 racial bonus on Fortitude saves made to resist the effects of cold weather or exposure.
- +2 racial bonus on Bluff and Sleight of Hand checks: Arctic goblins are natural thieves, snatching anything that isn't nailed down.
- No racial bonus on Move Silently checks: arctic goblins aren't as stealthy as their non-arctic cousins.



HOBGOBLINS

Hobgoblins are larger, stronger cousins of goblins, created by Gygafrak to augment his goblin armies and overcome the weaknesses inherent in them - they were, after all, created in the image of his sister, Babbarax, being herself both cowardly and weak. Filled with his hate and evil ways, hobgoblins are also very disciplined and strategically astute, bringing nous as well as courage to the armies of Babbarax and Gygafrak, especially during the War of Chaos and the Goblin-Amman wars.

Hobgoblins' hair color ranges from dark reddish-brown to dark gray and tend to have darker skin colors than goblins. Hobgoblins' eyes are yellowish or dark brown, while their teeth are yellow. Their garments tend to be brightly colored, often blood red with black-tinted leather. Their weaponry is kept polished and in good repair.

Hobgoblins tend to live and work alongside their small cousins, the goblins, who they bully and domi-

nate, often taking the position of chief within a goblin tribe. However, although not as numerous as goblins, hobgoblin tribes are common enough, usually numbering around 200 to 300 in number. They are highly militarized - organized and disciplined and trained for war - with the chief usually the individual most capable of leading the tribe. When different hobgoblin tribes meet, conflict is almost inevitable. Rivalries between tribes are often historic, with generations of military history between them. Fortunately for the world at large, hobgoblins are very rarely known to work together under any circumstances, except when called upon to do so by Gygafrak and Babbarax themselves.

These creatures have a strong grasp of strategy and tactics and are capable of carrying out sophisticated battle plans. Under the leadership of a skilled strategist or tactician, their discipline can prove a deciding factor. Hobgoblins are ferocious in battle and prefer tight-quarter fighting where their natural stamina and agility make them fearsome opponents. Hobgoblin armies are usually augmented with goblin warriors, who tend to take the front ranks. This both stops them from running away and means they usually take the brunt of the initial onslaught. Hobgoblins hate elves and attack them first, in preference to other opponents.

Hobgoblins speak Goblin and at least one human tongue.

Most hobgoblins encountered outside their homes are warriors.

Skills: Hobgoblins have a +4 racial bonus on Move Silently checks.

HOBGOBLINS AS CHARACTERS

Hobgoblin Traits (Ex): Hobgoblin characters possess the following racial traits.

- +2 Dexterity, +2 Constitution.
- A hobgoblin's base land speed is 30 feet.
- Darkvision out to 60 feet.
- +4 racial bonus on Move Silently checks.
- Automatic Languages: Goblin and one human tongue. Bonus Languages: Draconic, Dwarven, Infernal, Giant, Orc.
- Favored Class: Fighter.
- Level adjustment +1.

HALFLINGS

Halflings, like the elves and gnomes, were created by Shylar. But rather than to tend her gardens, the halflings were gifts to Pittok, to fill his halls with joy and laughter and to act as a reminder to him always of the joy that he had brought to her. Like the elves and gnomes, the halflings were sent to Arrasia to aid in the War of Chaos, but were soon overwhelmed, their numbers divided and forced into hiding. Many halfling enclaves appeared, hidden amongst the hills on the edges

of the human nations, where they lived in peace. However, halflings are curious and hard working creatures and instilled with a natural wanderlust, so they soon began crisscrossing the plains of Arrasia and now can be found in most places. Indeed, such has been their success in finding new homes and in being accepted by all manner of races, that they are now the second most numerous race, behind humans.

Halflings stand about 3 feet tall and usually weigh between 30 and 35 pounds. They have brown or black eyes. Halfling men often have long sideburns, but beards are rare among them and mustaches almost unseen. Halflings prefer simple, comfortable, and practical clothes. Unlike members of most races, they prefer actual comfort to shows of wealth. Halflings reach adulthood in their early twenties and generally live into the middle of their second century.

Halflings speak Halfling and at least one human tongue.

Most halflings encountered outside their home are warriors.

HALFLING HOMELANDS

Halflings are numerous throughout Arrasia; their wit and amicable nature making them very few enemies and endearing them to most. Within human communities, halflings are common enough, where they work hard and play hard, often being found at the center of attention in the local tavern. Unlike other races, who tend to be drawn together when living amongst humans, halflings are happy to scatter themselves and live where they can find the comfort they so enjoy. In some large cities, however, small halfling enclaves can be found - but they are welcoming and jovial places.

However, despite the halflings' demographic spread, there can be found, on the very edges of the civilized nations, the small nations of halflings which were formed during the War of Chaos, when the halflings arrived in Arrasia unprepared and ill-equipped for the violence of the world as it was. Many have since been crushed and become a part of history, and now but a few survive.

The most northern of these, and by far and away the largest, is Ciradel, surrounded by The Great Northern Hills where they now find themselves as a neighbor to the people of Tharg, as well as the gnomes and dwarves that have dwelt there for even longer than themselves. Living in small rural communities spread out throughout the region, the largest of these is Haighfain (though small relative to the towns and cities of men).

Further east, enclosed to the west by the Fayn Eduth and to the east by The Golden Peaks, is Bayfork, where the land is green and fertile. Here, the halfling communities can be found in the very mountains, where they mine gold and silver. The largest of these communities is Baridge, nestled up against the base of the mountains. The halflings here make a good living trading with the elves to sell to the dwarves and vice-versa.



The third of the halfling nations is Nendor, which sits isolated amongst the Gava Hills, where they trade with the gnomes and dwarves. It is also the most exposed, with raids from Uradun and the tribes of Yarasal J'naria a common problem. Balthor is the largest of the halfling communities in Nendor.

HALFLING POLITICS AND SOCIETY

Outside of the halfling nations, halflings generally follow whatever rules are in place for that community or nation. They are not sticklers for the rules, but instead abide by those that suit them and, when necessary, circumnavigate those that don't, which can on occasions lead them into some trouble.

The settlements of the halfling nations - usually made up of compact stone structures with large fireplaces - are semi-autonomous, each with their own elected council, which votes for the town mayor, who makes all final decisions. This means that some communities are more (or less) autocratic than others, depending on how the mayor wields the power invested in them. However, all of the communities rally under a single banner, with one of the mayors elected as the President of their nation. These elections are open only to the other mayors, who are not allowed to vote for themselves. The President wields almost absolute power, but can be ousted by those that voted him in with a second vote.

Each settlement is responsible for maintaining a small militia, which can be called upon in times of trouble, either locally, by the mayor, or nationally, by the President. Halfling armies can be mobilized rapidly to defend their lands and make up for their lack of strength through mobility, speed and working to their strengths. Halflings prefer to fight defensively, usually hiding and launching ranged attacks as their foe approaches - especially with their slingers, for which they are renown. Their tactics are very much like those of elves, concealing themselves before striking rapidly and retreating back into their concealed hiding places. In open combat, halfling armies can be quickly decimated and routed.

Halflings themselves are generally happy-go-lucky individuals who will turn their hands to almost anything manual. Good miners, farmers and craftsmen, halfling communities are a hive of activity. And when the sun sets and the work for that day is finished, so their social nature takes over and the taverns are filled with merriment and high spirits as they settle in for a long and relaxing evening, with flacons of their favorite beverage,

cider.

Lightfoot Halflings

Lightfoots are the most common variety of halfling and are found all over Arrasia, in their own communities and in the communities of others. They are hard working, but very social and enjoy nothing more than the company of friends and a long evening of cider and revelry. They are disliked by few and have become the second most common race on Arrasia, after humans.

Lightfoot Halfling Traits (Ex): Halflings possess the following racial traits.

- -2 Strength, +2 Dexterity.
- Small size. +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- A halfling's base land speed is 20 feet.
- +2 racial bonus on Climb, Jump, and Move Silently checks.
- +1 racial bonus on all saving throws.
- +2 morale bonus on saving throws against fear. This bonus stacks with the halfling's +1 bonus on saving throws in general.
- +1 racial bonus on attack rolls with thrown weapons and slings.
- +2 racial bonus on Listen checks.
- Automatic Languages: Halfling and one human tongue. Bonus Languages: Dwarven, Elven, Gnome, Goblin, Orc.
- Favored Class: Rogue.

SUBRAGES

The information above is for the lightfoot halfling, the most common halfling variety. There is one other major halfling subrace, which differs from lightfoot halflings as follows.

Tallfellow

Tallfellows are much rarer among halfling folk than the Lightfoots. Tallfellows are 4 feet tall or more and weigh between 30 and 35 pounds. No less social than their lightfoot cousins, Tallfellows are, however, less accepted by those that they meet and tend to live together in small communities when they are found outside of the halfling nations. They generally speak Elven in addition to Halfling and at least one human tongue.

Tallfellow Traits (Ex): These traits are in addition to the lightfoot halfling traits, except where noted.

- +2 racial bonus on Search, Spot, and Listen checks. Like an elf, a Tallfellow who merely passes within 5 feet of a secret or concealed door is entitled to a Search check as though actively looking for it. This trait replaces the lightfoot's +2 bonus on Listen checks.
- Tallfellows are less athletic than lightfoot halflings and do not have a racial bonus on Climb, Jump, and Move Silently checks.

HUMANS

Humans are the most numerous race on Arrasia, with their numbers in the many millions. Short lived, in comparison to many other races, but full of endeavor, ingenuity and determination, humans are the great enigmas, with the capacity for both great good and immense evil. However, such is the lot of all humans, as forged in their making.

Created by Voln as a gift for Kavak, humans were a ruse whose hearts were filled with Voln's evil and who would rally to her - and kill Kavak and his beloved dwarves - when she called to them. However, before her evil creations were complete, Shylar came to them and imbued into their hearts goodness, which would challenge the evil upon the calling of Voln. And when men awoke and were called by Voln to her side, to fight as her minions, so the great challenge of all mankind was awoken and while many choose the evil path, so many also choose the good path and there was war amongst them.

Thus was the challenge of men's hearts set, for all eternity; a challenge that every human struggles with all the days of their lives, drawn between the call of Voln's evil and Shylar's goodness.

The Battle of Lima, which saw Dyonicos crush Graxber and destroy the wondrous citadel of Lima, saw many dwarves retreat deep into the darkness far below the surface of Arrasia, while the humans who had chosen the path of good, alongside the dwarves who had chosen to remain, took on the might of Dyonicos as his armies smashed through the doors of Lima and set upon their rampage, easily defeating those that opposed them. However, as men fled the battlefield, so they were scattered across the plains of Arrasia and so were the seeds of their future there planted.

The scattering of men saw the tree of the human race divided into many branches. Taking on nomadic lifestyles and in a constant struggle against the men who had chosen the evil path, as well as all manner of other beasts that now filled Arrasia, different cultures and customs emerged between the tribes of men, as geography, climate and their relationships with other tribes and races saw distinct cultures emerge.

History has seen the waning and waxing of these cultures at different intervals, and some - indeed many - have been lost to time, victims of the harsh world in which they lived. However, those cultures that have survived have played a central role in the development of the nations of men and the world in which they now live.

HUMAN GENEALOGY

Aramesse: The Aramesse are primarily located in The Great Jungle and in Jerad and Nizhst, where they hunt and forage for their living. Although wild and warrior-like, they are nonetheless an extremely versatile

and clever people who live under the glare of the sun and in exceptionally humid conditions. Many of the Aramesse tribes have in recent times been enslaved by Hith and forced west into Hithanon and West Hithanon, where life is harsh and usually short.

Crothurmians: An offshoot of the Thurmian branch, they are paler, taller and stockier, though retain the Thurmian's quick temper. The Crothurmians are mostly wild and nomadic, found across the lands of U'Thol, HuriGhol, southern Tharg and Yarasal J'naria. In recent years, some Crothurmians have begun to settle and cities have emerged on the coastlines of U'Thol, causing a rift with their wild ancestors.

Datians: A hardy and intelligent people, the Datians are an offshoot of the Farasians and are scattered throughout the eastern plains of Farashar and Urgolia, where they have long since been subjugated by the Urgolians, and Fenoria, where they remain as nomadic tribes. Datians are generally pale, with wiry hair, high cheekbones and a firmly set square jaw. They are closely related to the Farasians, Teschenians and Urgolians, who are all offshoots from the same branch.

Eppenese: Within the genealogical tree, the Eppenese are a young branch, having become distinct enough from the Urilians to be considered a separate and unique people. They dominate much of the Falagrim Peninsula, though are concentrated in Eppen. They can also be found in Palanar and Zaramal. With golden brown skin, light hair and lithe frames, the Eppenese are an attractive, highly adaptable and clever people who are renown for their calm and thoughtfulness.

Farasians: Once a powerful force in the east, the Farasians have dwindled in number and significance since the coming of the Urgolians, who have both defeated and subjugated them. Primarily found in Farashar and Hagaard, they can also be found in Urgolia and, sparingly, in Teschenia and Fenoria. They are closely related to the Datians, Teschenians and Urgolians, who are all offshoots from the same branch. They mostly resemble the Datians, though their jaws are less pronounced and they are generally taller and stockier.

Karns: Along with the Norvs, the Karns are the most powerful of the human branches. Tall and dark haired, with golden tanned skin, the Karns are a dynamic people, highly organized and determined. Karnish is the spiritual homeland of all Karns, but they can be found all along the south, wherever the Karnish empire extends to, and even amongst the Yads in the lands that once formed the mighty nation of Amman, though not in any great numbers. To the north, the nation of Tharg is largely populated with Karns.

Kerians: An ancient people, the Kerians can now only be found in the east of Syrámä, a nation made up of many different and ancient branches of man, but now dominated by the Syrámesse. Short in stature and pale, Kerians have beautiful piercing blue eyes and high brows. Natural hunters and farmers, the Kerians are very social and well known for their constitution and

longevity.

Magasoans: An offshoot of the Urilians, the Magasoans are tall and powerfully built. They are found almost solely in Magasoa. They are an aggressive people, well known for their bad temper and the evil that runs through them. They despise the Urilians, Yamites, Eppennesse and Syrámesse, with whom they make constant war. The Magasoans were well-respected allies of the Yad people when Amman reigned supreme over the races of men and were considered amongst their best troops - although not tactically astute, their natural aggression and love of combat make them formidable opponents.

Norvs: The Norvs came to Arrasia with Uther after their escape from Herophet and settled in Norvsond, where they remain to this day. Tall and powerfully built, this fierce people have wild and bushy hair, often brown, and sport ragged and unkempt beards. They are also known for their large noses and generally unattractive appeal. A people of explorers, the Norvs rank as amongst the best seafarers in Arrasia and have populated much of the north. The Norvs can be found in Nýgamär, Hjothdal, Angor, Elminn, Hardale, Yerad, Adoria, Rysor, Ord and along the coastlines of The North Lands, The Badlands and The Savage Coast.

Nutharians: The wild tribes of the Nutharians are commonly found in the jungles that can be found to the south east of Karnish, but especially in Femmen Thirl. They can also be found in the large expanse of savanna that consumes much of that wild and untamed land. Natural hunters and warriors, the Nutharians live away from the civilizations of men and instead choose to live in the harsh environment of lands largely unknown.

Sárations: Once a mighty people who dominated the peoples of mid-Arrasia in ancient times, the Sárations were crushed by the Yads and are now found almost exclusively in western Syrámä. Taller and more elegant than the Syrámesse, the Sárations are excellent with animals and make exceptional riders. They remain an arrogant breed of people, despite their decline, and tend to look down upon their Syrámesse cousins.

Syrámesse: With long blonde hair, attractive green eyes and well defined features, the Syrámesse are an attractive people, but tend to be physically frail and awkward. However, despite their awkwardness, the Syrámesse are a brave and tough people, not easily scared or driven from their homes. Bright and with a quick eye for a bargain, they make excellent traders and have excelled in the post-Amman era, where trade and opportunity has been key to their rise. They are found throughout Syrámä, which they share with a number of other human branches, and can also be found in Orith, Palanar and Zaramal.

Teschenians: Originating from the same branch as the Datians, Farasians and Urgolians, the Teschenians are tall and powerful, with wiry hair and pronounced cheek bones. They can be found in Hagaard, Farashar, Urgolia and Fenoria, but are primarily concentrated in Teschenia. A generally peaceful people, the Teschenians are slowly falling under the control of the Urgolians, who dominate the east with their warlike culture.

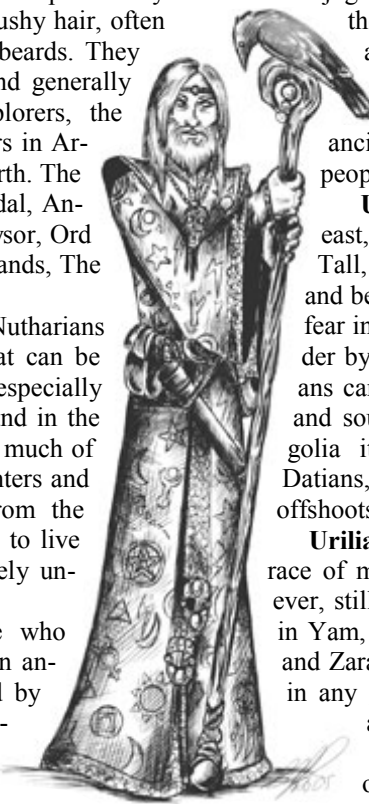
Thurmians: Tanned and healthy looking, the Thurmians are primarily centered in and around Badathur, including northern Karnish, Yeod, Ghent, Eastdale and Vidor, where they are found in their greatest numbers, but they can be found almost anywhere throughout the south. They are an aggressive, warlike people, quick to temper and explode in an outburst of violence. Long since subjugated and integrated into Karnish culture, they nonetheless maintain their traditions and make excellent warriors. Their lineage can be traced back to when Uther brought peace to the Southlands in the ancient days, when they were the dominant people of the south.

Urgolians: The dominant people of the east, the Urgolians are warlike and aggressive. Tall, powerfully built, with wild ragged hair and beards, they are superb horsemen and instill fear into the heart of their enemies as they thunder by on their magnificent horses. The Urgolians can be found throughout Farashar, Hagaard and southern Teschenia, but mostly around Urgolia itself. They are closely related to the Datians, Farasians and Teschenians, who are all offshoots from the same branch.

Urilians: The Urilians were once a powerful race of men, but have dwindled over time. However, still numerous in number, they can be found in Yam, their traditional heartland, Orith, Palanar and Zaramal. They can also be found, though not in any great number, in the Falagrim Peninsula and Syrámä.

Yads: Once the most powerful people on Arrasia, the Yads imposed their evil regime under the banner of Amman that, at its height, was the largest empire ever seen. The Yads are a ferocious and extremely aggressive and evil people who are largely centered around Amman-Mon and those nations that once formed a part of Amman, but have since fallen under Karnish control. They can also be found in Magasoa and Uradun, both of which became places of retreat for the fleeing Yads after the fall of their empire. However, such was the scale of their empire that Yads can be found almost anywhere, though never in great numbers and nearly always as despised outcasts.

Yamites: Cousins to the Urilians, the Yamites have emerged as the dominant people of Yam and Orith, where they live peacefully alongside the Urilians. Some Yamites can also be found in Palanar. Shorter than the Urilians and less aggressive, the Yamites have adapted



quickly to the new world, embracing the new opportunities it has to offer. Quick to adapt to every situation, the Yamites have flourished in the post-Amman era.

Yarasians: The Yarasians are predominantly found in the southern lands of the Karnish empire - Fenn, Borodor, Ormex and Yarath. They have also spread as far east as The League of Ordwyn and are numerous in number in Gorind. Dark skinned, tall and athletic, the Yarasians are a proud people who have allowed civil strife to ravage and split them.

Human Traits (Ex): Humans possess the following racial traits.

- Medium: As Medium creatures, humans have no special bonuses or penalties due to their size.
- Human base land speed is 30 feet.
- 1 extra feat at 1st level.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- Automatic Language: Any one human tongue. Bonus Languages: Any (other than secret languages, such as Druidic).
- Favored Class: Any. When determining whether a multiclass human takes an experience point penalty, his or her highest-level class does not count.

KERADINN

Keradinn are a tough and callous ancient breed who primarily live in the Kera Desert, though can be found in any desert, which is their natural habitat. Keradinn have tough skins, hardened from the harsh environment in which they live, and they usually cover themselves in loose fitting, plain wraps, which become ingrained with the dirt of the desert, and veils that protect their mouths and nostrils. Except for their tough skin, keradinn otherwise look like slightly tall humans, though their eyes are flat and emotionless and usually black.

Keradinn have an ingrained hate of elves, with whom they have warred throughout their history, and will usually attack them on sight, unless it is unwise to do so. They have very little respect for anything, including other keradinn tribes, though are often found selling slaves and the goods they have looted during their journeys.

Keradinn will rarely fight alone, preferring to attack in numbers and to pick a spot and time that will give them an edge. Usually, approaching with the sun behind them in a large sandstorm of their own making, they are able to swiftly approach their enemy, carefully hidden within the swirling sand, before making a dramatic surprise attack on unsuspecting opponents who are readying themselves against the storm. They will also use their spell-like abilities to distract their enemies, while making a surprise attack from the rear.

They first appeared in Arrasia during the height of

Layagat, the greatest kingdom of its age, where the elves had formed a culturally rich and enlightened society in a harsh and violent world. Sent by Olmus in revenge for the betrayal of her lover, Pittok, who had found a new love with Shylar, creator of the elves, they appeared out of the desert sands unlooked for and swept through that great kingdom, sweeping all before them. Not even the arrival of Uther and the men of the south could assuage them and the destruction of Layagat was total.

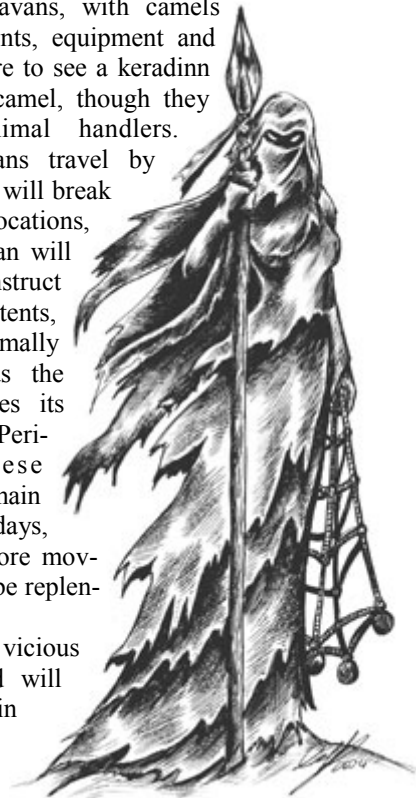
With their job upon Arrasia complete, the keradinn soon melted away into the vast expanses of the desert, which they traversed in small bands, attacking anything - including other keradinn, but especially elves - that they encountered and plundering the goods they could find. Their victims were either killed and left to rot in the sands or taken as prisoners, to be sold into slavery.

KERADINN SOCIETY

Keradinn are nomadic tribal creatures who traverse the Kera desert, moving from one oasis to another and following the nomadic trails of their forefathers. The chief of each tribe is the most charismatic and leads either through intimidation or devotion. Each tribe has a witch doctor adept - always a female - who plays an essential role and whose influence extends to everyone within the tribe, including the chief. The witch doctor brings healing and is an essential source of food and water. A tribe usually has between 4-10 slaves which they are transporting to be sold.

The nomadic lifestyle of the keradinn sees them traveling in caravans, with camels carrying their tents, equipment and supplies. It is rare to see a keradinn actually ride a camel, though they are expert animal handlers. Keradinn caravans travel by night or day and will break for rest at set locations, where the caravan will unpack and construct their lavish tents, which are normally packed away as the caravan continues its nomadic ways. Periodically, these camps will remain for several days, even weeks, before moving on, as the tribe replenishes supplies.

Keradinn are vicious and callous and will attack anything in the desert that might bring



them some loot with which to trade at one of the oases, which teem with life. The weaker humanoids are likely to be captured and sold as slaves, while those more capable of defending themselves are more likely to be hunted down and killed and their goods taken. There is little love between different tribes and conflict between them is common, should they happen to meet.

Rarely, a charismatic leader is capable of unifying tribes and leading large numbers against the desert elves and gnomes and sometimes into Karnish itself. Though these are usually short-lived affairs, with tribal tension, bickering and strife constant features, they are usually times of high tension for those that are on the receiving end of their ferocious attacks.

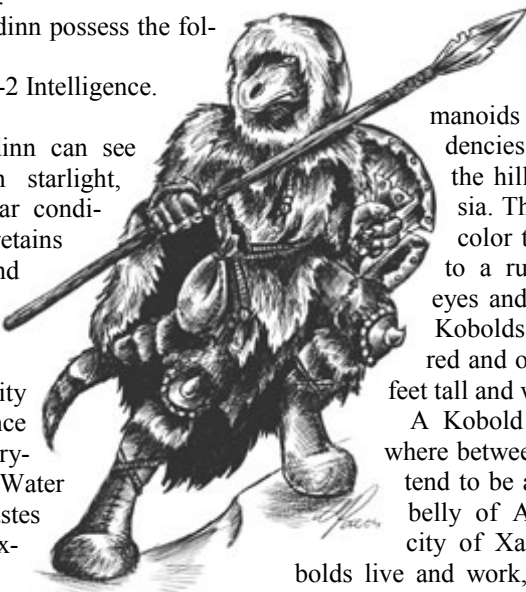
Keradinn tribes have noncombatant young equal to half the number of the adults.

With the passing of Olmus into Paradorn, the keradinn now primarily follow two deities, Arak Kal and Yerraz, both in equal measure, though a tribe will be dedicated to only one or the other.

Keradinn Traits (Ex): Keradinn possess the following racial traits.

- +2 Constitution, +2 Wisdom, -2 Intelligence.
- Medium size.
- Low-Light Vision: A keradinn can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- A keradinn's base land speed is 30 feet.
- Water Sense (Ex): This ability gives keradinn a +4 competence bonus on Survival checks when trying to locate drinking water. Water represents life within the dry wastes of the deserts and keradinn are exceptionally skilled at finding it.
- +1 racial bonus on attack rolls against elves: Elves are the natural enemies of keradinn and the history between them is long and bloody.
- Sandstorm (Su): 1/day - This supernatural ability allows keradinn to cause the very desert below their feet to rise up in a swirling storm around them. A sandstorm fills every square directly around the keradinn, including diagonals and the square that the keradinn stands in, giving him and anyone else within it total concealment (50% miss chance). Casting spells requires a Concentration check (DC 10 plus the level of the spell) or the spell is lost. While within the sandstorm, keradinn receive a +8 racial bonus to Hide checks. This ability lasts for 1 minute and can only be used where there is a substantial amount of sand or dust to whip up into a storm. A keradinn can dismiss the sandstorm as a free action at any time.
- Racial Feats: Endurance
- +2 natural armor bonus.

- +4 racial bonus on Survival checks.
- +4 racial bonus on Spot checks.
- Automatic Languages: Kerd. Bonus Languages: Any human language, Draconic, Dwarven, Elven, Giant, Gnome, Orc, Xamian
- Spell-Like Abilities: At will - *flare*; 1/day - *pass without trace* (duration 1 hour). Keradinn with a Charisma score of at least 10 also have the following spell-like abilities: 1/day - *dancing lights*, *long strider*. Caster level 1st; save DC 10 + keradinn's Cha modifier + spell level.
- Favored Class: Ranger
- Level adjustment +2.
- Challenge Rating: Keradinn with levels in NPC classes have a CR equal to their character level. Keradinn with levels in PC classes have a CR equal to their character level +1.



KOBOLDS

Kobolds are short, reptilian humanoids with cowardly and sadistic tendencies who live in the dark recesses of the hills, mountains and forests of Arrasia. They are scaly creatures, with a skin color that ranges from dark rusty brown to a rusty black and have glowing red eyes and short, pointy nonprehensile tails. Kobolds wear ragged clothing, favoring red and orange and are generally 2 to 2-1/2 feet tall and weigh 35 to 45 pounds.

A Kobold community can vary from anywhere between 100 to 500 in size, though most tend to be a few hundred strong. Deep in the belly of Arrasia, however, lies the kobold city of Xarakharg, where thousands of kobolds live and work, well defended from the dangers and chaos that surround them. Xarakharg is the spiritual home of kobolds on Arrasia. For those that dwell on the surface, the dangers are no less, for the kobolds are weak and easily preyed upon when in small numbers.

Kobold communities are very organized and structured, with every kobold aware of their place within the community. The head is usually its strongest individual, who rules with absolute authority. Kobolds are aware of their weaknesses, but they are also aware of the weaknesses of their enemies, and often find that discipline and teamwork allow them to overcome obstacles that might otherwise have defeated them.

Because of their small size and frail nature, kobolds like to attack with overwhelming odds - at least two to one - or through trickery; should the odds fall below this threshold, they usually flee. However, they attack gnomes on sight if their numbers are equal. Kobolds are excellent slingers and usually begin a fight by pummeling their opponent with slingshot, closing only when

they can see that their foes have been weakened.

Kobolds are also excellent at trapmaking and are ingenious in utilizing this skill to set up deadly ambushes where their traps can cause all manner of chaos amongst their enemies. They also apply their art in this area to defending their homelands, which are often filled with trapped tunnels and doors that serve no other purpose than to surprise the unwary.

Kobolds were created by Wamranoch to serve and delight him and came to Arrasia during the War of Chaos, when the struggle for the dominion of Arrasia saw the races clash in a violent and bloody struggle. Kobolds soon found many of their foes too powerful for them and were driven from the battlefield, forced to hide in the places where they now make their homes. However, during one glorious episode of their history, kobolds rose up under the banner of Fane, a human wizard, and marched against the cities of the Southlands. For a while, they swept all before them and the glory of Wamranoch could not be denied. However, the people of the south soon rallied and the kobolds were defeated and driven back from where they had come and Fane locked in his dark tower.

Kobolds speak Draconic with a voice that sounds like that of a yapping dog.

Challenge Rating: Kobolds with levels in NPC classes have a CR equal to their character level -3.

KOBOLD CHARACTERS

Kobold Traits (Ex): Kobold characters possess the following racial traits.

- -4 Strength, +2 Dexterity, -2 Constitution.
- Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- A kobold's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a daylight spell.
- Racial Skills: A kobold character has a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.
- Racial Feats: A kobold character gains feats according to its character class.
- +1 natural armor bonus.
- Special Qualities (see above): Light sensitivity.
- Automatic Languages: Draconic. Bonus Languages: Xamian, any human tongue.
- Favored Class: Sorcerer.
- Level adjustment +0.

SUBRACES

The information above is for the most common variety of kobold. There is one other major kobold subrace, which differs from normal kobolds as follows.

Arctic Kobolds

Arctic kobolds are most commonly found in and around The White Mountains and the northern mountains of The Wild Lands, where the winters are long and the lands frozen. They are seldom seen outside of their mines, which they dig constantly as they expand their subterranean territories. These expansions often lead to tension with the arctic dwarves, as they can often mine into the same areas. As a result, conflict between the two races is almost constant.

Arctic Kobold Traits (Ex): These traits are in addition to the Kobold, except where noted.

- -2 Strength, +2 Dexterity, -2 Constitution, -2 Wisdom. Arctic kobolds are stronger than other kobolds, but are weaker of will. This replaces the ability modifiers associated with the more common variety of kobold.
- Cold Endurance: Arctic kobolds gain a +4 racial bonus on Fortitude saves made to resist the effects of cold weather or exposure.

ORCS

Orcs have vicious temperaments and chaotic natures and are feared throughout Arrasia, for their arrival usually heralds a time of chaos, bloodshed and war. All too often, however, orc raiding parties or armies fall into internal conflict and soon disperse back to where they came from. Orcs are proud creatures and spend much of their time fighting with other orc tribes to improve their tribe's renown and their own individual worth. Orcs love scars, which they wear with pride.

Although orc tribes usually fight when they meet, strong and charismatic leaders emerge periodically and unite the tribes, leading them to war against their enemies or the civilized nations. These can be extremely dangerous periods, as orcs are strong and fearless and can be devastating on the battlefield. On the rare occasions when their discipline holds, they can be almost unstoppable.

Orcs are happiest upon the open fields of war, facing the massed ranks of their opponents. For an orc, as the adrenaline courses through their blood and fills them with a fearless and almost uncontrollable bloodlust, there is no better feeling. And to die upon the field, in combat, with the blood of their enemy on their blade, is the honorable and most orc-like way to die. However, orcs have no regard for the rules of war, as the chaos that consumes them and the rage that fills them all too often sees their armies break into anarchy and madness, which more disciplined armies are quick to exploit.

An orc tribe is dominated by the strongest amongst them, who bullies and humiliates the other members of the tribe. His position as the head of the tribe is always a precarious one and any sign of weakness will almost certainly lead to a challenge from another member of the group. The tribes themselves are often filled with

bickering, fighting and constant conflict. Orc tribes are almost constantly at war with either other orc tribes or any number of their enemies, without which a tribe would likely fall upon, and annihilate, itself.

Although Ragmannon created the orcs and sent them to Arrasia, triggering the War of Chaos, they are not beholden to him and many also follow Xagraxus and Hith. When tribes of different religious beliefs meet, they fight, for the pride of the tribe is at stake. These battles are vicious and horrific affairs and a tribe can be quickly wiped out in this manner.

An orc's hair is usually black and rough to the touch. It has lupine ears and reddish eyes. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is dirty and unkempt. An adult male orc is a little over 6 feet tall and weighs about 210 pounds. Females are slightly smaller.

The language an orc speaks varies slightly from tribe to tribe, but any Orc is understandable by someone else who speaks Orc. Some orcs know Goblin or Giant as well.

Most orcs encountered away from their homes are warriors.

ORCS AS CHARACTERS

Orc Traits (Ex): Orc characters possess the following racial traits.

- +4 Strength, -2 Intelligence, -2 Wisdom, -2 Charisma.
- An orc's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Light Sensitivity: Orcs are dazzled in bright sunlight or within the radius of a daylight spell.
- Automatic Languages: Orc, one human tongue. Bonus Languages: Dwarven, Giant, Gnoll, Goblin, Xamian.
- Favored Class: Barbarian.

HALF-ORCS

These orc-human cross-breeds can be found in either orc or human society (where their status varies according to local sentiments), or in communities of their own. Half-orcs usually inherit a good blend of the physical characteristics of their parents. They are as tall as humans and a little heavier, thanks to their muscle. They have greenish pigmentation, sloping foreheads, jutting jaws, prominent teeth, and coarse body hair. Half-orcs who have lived among or near orcs have scars, in keeping with orcish tradition.

Half-Orc Traits (Ex): Half-orc characters possess the following racial traits.

- +2 Strength, -2 Intelligence, -2 Charisma.

- Medium size.
- A half-orc's base land speed is 30 feet.
- Darkvision: Half-orcs can see in the dark up to 60 feet.
- Orc Blood: For all effects related to race, a half-orc is considered an orc.
- Automatic Languages: Orc, one human tongue. Bonus Languages: Draconic, Giant, Gnoll, Goblin, Abyssal.
- Favored Class: Barbarian.

SUBRACES

The information above is for the most common variety of orc. There is one other major orc subrace, which differs from normal orcs as follows.

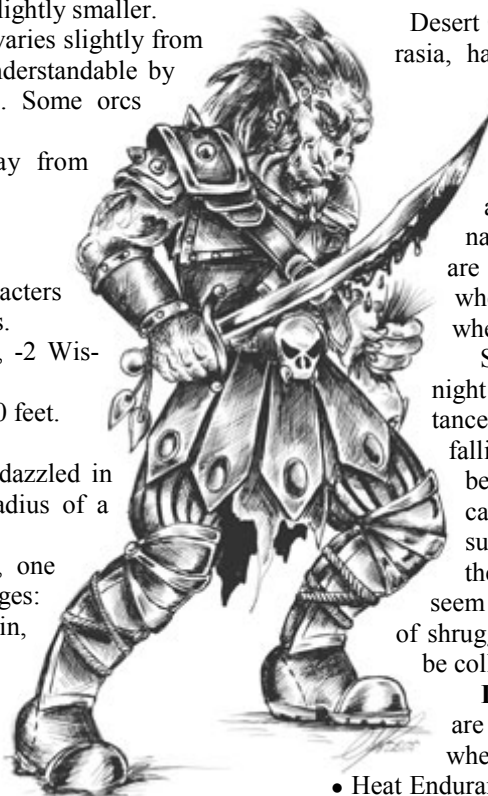
Desert Orcs

Desert Orcs are new amongst the races of Arrasia, having emerged in Nizhst, Jerad, The Gold Coast and even as far east as The Kera Desert. Servants of Hith, they have taken his war with Karnish into the sun soaked south, as well as rounding up large numbers of the natives there as slaves, from where they are transported to Hith's labor camps, where the tools of war are fashioned and where life is short and harsh.

Strong and swift, desert orcs travel by night and are capable of traveling great distances, often appearing out of nowhere and falling upon their enemies with surprise, before vanishing back from where they came. Although they still abhor the sunlight, which they hide from during the hours of daylight, the desert orcs seem impervious to the heat and are capable of shrugging off its effects, when other would be collapsing from exhaustion.

Desert Orc Traits (Ex): These traits are in addition to the orc traits, except where noted.

- Heat Endurance: Desert orcs gain a +4 racial bonus on Fortitude saves made to resist the effects of hot weather.
- Low-Light Vision: A desert orc can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- No darkvision.
- Endurance: Desert orcs gain Endurance as a racial bonus feat.
- Bonus Languages: Kerd is an additional bonus language for desert orcs.



CHAPTER 4

CLASSES

A range of options are here made available for your characters and NPCs, in the form of prestige classes and racial paragon classes. The latter represent supreme examples of their race, whose racial traits and qualities are enhanced.

PRESTIGE CLASSES

ORG WARRIOR OF RAGMANNON

The Orc Warriors of Ragmannon are powerful foes and greatly feared throughout Arrasia. In large armies, regiments of Orc Warriors can change the outcome of a battle and the destructive power of their charges is legendary. Those unfortunate enough to be attacked by orc

bands led by Orc Warriors of Ragmannon can testify to the horror they inflict through their axes. They are well known for their ability to run great distances at speed and strike before their enemy is prepared for them.

Chosen for their endurance and toughness, fighters and barbarians make the best Orc Warriors of Ragmannon. Rogues are sometimes found amongst their number, but have usually supplemented their skills by training as a fighter or barbarian. Orc rangers are also occasionally drawn to them.

Hit Dice: d12

Requirements

To qualify for the Orc Warrior of Ragmannon prestige class, all of the following criteria must be met.

Base Attack Bonus: +5

Skills: Survival 5 ranks

Table 4.1: The Orc Warrior of Ragmannon

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Orc Warrior, Track
2nd	+2	+3	+0	+0	Power Surge 1/day
3rd	+3	+3	+1	+1	Tough Skin +1
4th	+4	+4	+1	+1	Thunderous Charge
5th	+5	+4	+1	+1	Ability Bonus (Str +2)
6th	+6	+5	+2	+2	Tough Skin +2, Orc Warrior 2/day
7th	+7	+5	+2	+2	Ability Bonus (Con +2)
8th	+8	+6	+2	+2	Power Surge 2/day
9th	+9	+6	+3	+3	Tough Skin +3, Orc Warrior 3/day
10th	+10	+7	+3	+3	Ability Bonus (Str +2, Con +2), Greater Thunderous Charge

Feats: Weapon Focus (any axe), Endurance, Run

Special: Must be an orc or half-orc and they must serve Ragmannon.

Class Skills

The Orc Warrior of Ragmannon's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Spot (Wis), Survival (Wis), Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features for the Orc Warrior of Ragmannon prestige class.

Weapon and Armor Proficiency: Orc Warriors of Ragmannon gain no proficiency with any weapon or armor.

Orc Warrior: At 1st level, when using any type of axe, an Orc Warrior of Ragmannon can activate this ability at the beginning of his turn and gain an enhancement bonus to his Strength equal to his Orc Warrior Level. Activating this ability is a free action and lasts until his next turn. He can use this class ability 1/day at 1st level, 2/day at 5th level and 3/day at 9th level.

Track: Orc Warriors of Ragmannon are excellent trackers and gain this feat for free at 1st level.

Power Surge: At 2nd level, 1/day an Orc Warrior of Ragmannon does full damage (but not as a critical hit) when using an axe and when they make a successful melee attack. When using this ability, it must be declared before the attack is made and the maximum damage for that weapon, plus all Strength and enhancement bonuses, is applied. Should the hit result in a critical hit, the additional damage for that critical hit is calculated normally. At 8th level, the Orc Warrior of Ragmannon can use this ability 2/day.

Tough Skin: Orc Warriors of Ragmannon are subjected to tough and rigorous training and by 3rd level their skin begins to toughen, when they gain a +1 natural armor bonus, in addition to any existing natural armor bonuses they may already have. At 6th level this bonus is increased to +2 and at 9th to +3 (these bonuses represent the total bonus applied and do not stack with those gained from earlier levels).

Thunderous Charge: When an Orc Warrior of Ragmannon makes a charge, it is an impressive thing to see. This ability is exactly as the normal charge, but with the following exceptions: an Orc Warrior of Ragmannon must move at least 20 feet directly toward the designated opponent and make his attack with only an axe (of any kind) and gains a +4 bonus on attacks rolls and a +4 bonus on Strength checks made to bull rush or overrun an opponent. However, due to their total disregard for safety, they also take a -4 penalty to their AC until the start of their next turn. Also, spears, tridents and certain other piercing weapons deal triple damage when readied and used against a charging Orc Warrior

of Ragmannon. This ability cannot be used while mounted.

Ability Bonus: The Orc Warrior of Ragmannon will undergo many physical changes during their training. At 5th level they gain +2 to Strength and at 7th level +2 to their Constitution. At 10th level, when they have reached the peak of their physical condition, they gain an additional +2 bonus to Strength and Constitution, which stack with the bonuses gained at earlier levels.

Greater Thunderous Charge: At 10th level the Orc Warrior is an awesome force capable of great feats of strength when charging into combat, though with complete disregard to safety. He now gains a +6 bonus to hit, but suffers a -6 penalty to AC. In all other respects, this ability operates as Thunderous Charge.

PIRATE

The scourge of the seas of Arrasia, pirates are feared wherever sea travel is required. Ferocious fighters and skilled mariners, pirates come in many forms, from the ship mate and warrior who follow their captain and share in his many exploits, to the captain himself, whose name may well be legendary and fill the hearts of his enemies with the icy chill of fear.

The life style of a pirate is especially attractive to rogues, who excel in the hardest of environments and whose skills and training make them formidable foes. Fighters are also attracted to the profession, as are occasional wizards, but all require the basic skill of the rogue in order to survive the rigors of the profession.

Hit Dice: d8

Requirements

To qualify for the Pirate prestige class, all of the following criteria must be met.

Alignment: Any non good

Base Attack Bonus: +3

Skills: Profession (sailor) 8 ranks, Balance 4 ranks, Use Rope 4 ranks, Swim 2 ranks

Feats: Weapon Focus (rapier or scimitar)

Special: Sneak Attack +1d6, Induction (see below), Style (see below)

Class Skills

The Pirate's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Intimidate (Cha), Jump (Str), Open Lock (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features for the Pirate

Table 4.2: The Pirate

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Ship's mate, pirate's mettle
2nd	+2	+3	+3	+0	Master of the rig, evasion, +1d6 sneak attack
3rd	+3	+3	+3	+1	Seamanship, local renown
4th	+4	+4	+4	+1	Weapon specialization (rapier or scimitar), fearless boarding
5th	+5	+4	+4	+1	Port diplomacy, first mate, uncanny dodge
6th	+6	+5	+5	+2	Captain of the ship, hoist the colors, +2d6 sneak attack
7th	+7	+5	+5	+2	Great renown
8th	+8	+6	+6	+2	Improved critical (rapier or scimitar), improved uncanny dodge
9th	+9	+6	+6	+3	Master sailor, great seamanship
10th	+10	+7	+7	+3	Captain of the high seas, legendary renown, +3d6 sneak attack

prestige class.

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

Induction: Becoming a Pirate requires joining an established gang or starting your own. Joining an established gang is the easiest way, starting at the bottom and progressing through the ranks to become a pirate captain in your own right. Each gang is unique and your GM will inform you of any specific induction details, which may vary from proving your seaworthiness or courage to a trial of ability or prowess. Starting your own gang is tougher, requiring an adequate ship capable of sea warfare and of carrying men and cargo (see the description for *Captain of the Ship* for details of the minimum ship spec). You will also need to attract a crew and without an established reputation, this will be difficult. Those attracted may well be of questionable ability and loyalty. Ask your GM for specific details.

Style: Pirates fall into two categories: those who use their charm and wits to motivate their men and get their way (called Blaggards) and those who rely on intimidation and fear to impose their will on those around them (called Scoundrels). Before taking a level of Pirate, he must choose between these two paths and once his path is chosen, it cannot be reversed. Those who choose to be a Blaggard will increase their Diplomacy skill as they progress through the higher levels, while those who choose Scoundrel will increase their Intimidate skill. The precise details are given in the description for the relevant class features (*Port Diplomacy*, *Great Renown* and *Legendary Renown*).

Ship's Mate: Pirates are skilled seaman and at 1st level receive a +2 insight bonus to all Profession (sailor), Balance and Use Rope checks.

Pirate's Mettle: Pirates are not easily swayed, as they are aware of the code that binds them and the consequences of capture. All 1st level Pirates gain a +2 morale bonus to saves against fear or mind-affecting spells and effects.

Master of the Rig: Pirates are skilled in the art of warfare on the seas. When two ships are broadside within touching distance, a Pirate in light or no armor can, as a move action, throw a prepared grappling hook (Use Rope DC 10 +2/10 feet) into the rigging of the opposing ship and board it by swinging across, where he can make an immediate attack. Pirates are also comfortable using the rigging to gain an advantage over their opponents. For each attack made while in the rigging, a successful Balance (DC 15) or Use Rope (DC 20) check (his choice) allows him to avoid becoming entangled (see the DMG for details) and gives him the advantage of fighting from higher ground (+1 to melee attacks). He must have at least one hand free in order to hold on and maintain his balance. A Pirate can swing onto the rigging while boarding, as a move action, but not as a charge action. The maximum distance that can be traveled in this manner is 20 feet.

Evasion (Ex): If he does not already have it, a Pirate gains the rogue class feature *evasion*. A Pirate gains no additional benefits if he is already capable of it.

Sneak Attack: Sneak attack damage is in addition to all existing sneak attack damage. A Pirate gains additional sneak attack damage at 2nd, 6th and 10th level.

Seamanship: At 3rd level, a Pirate has learnt to work and position the ship to make the most of the conditions. Any ship with a Pirate on board travels 10% faster than its base speed, rounded either up or down to the nearest 5 feet.

Local Renown: By the time a Pirate reaches 3rd level, he has found renown amongst his peers and starts to attract a loyal following, gaining the Leadership feat for free with a +2 bonus to his leadership score.

Weapon Specialization (rapier or scimitar): A 4th level Pirate gains this feat for free, giving a +2 bonus on all damage rolls made using either a rapier or scimitar only. The selection must fulfill the prerequisites as set out in the PHB in all respects other than requiring 4 levels of fighter, for which a Pirate is exempt, and must

make a choice between rapier and scimitar only.

Fearless Boarding: By 4th level, Pirates are exceptionally versatile at boarding enemy ships by swinging across. When using the *Master of the Rig* class feature, a Pirate can now swing right into the middle of combat as a charge action while evading enemy blows. A successful Use Rope check (DC 15) means that moving through a threatened area does not provoke an Attack of Opportunity and a successful Use Rope check (DC 25) allows him to swing through an occupied area without provoking an Attack of Opportunity. For each additional threatened or occupied area passed through, the DC is increased by +2. A check must be made for each separate opponent. The maximum distance that can be traveled while swinging across is also increased to 30 feet.

Port Diplomacy: His reputation is such that those who come into contact with him respond more favorably. A 5th level Pirate gains either a +2 bonus to Diplomacy checks (for Blaggards) or a +2 bonus to Intimidate checks (for Scoundrels).

First Mate: By 5th level, a Pirate rates as amongst the cream of his profession and gains a +5 insight bonus to Profession (sailor) and Use Rope checks. This does not stack with the bonuses acquired through earlier class features.

Uncanny Dodge (Ex): If he does not already have it, a Pirate gains the rogue class feature *uncanny dodge*. A Pirate gains no additional benefits if he is already capable of it.

Captain of the Ship: To progress to a 6th level Pirate, he must now become the master of his own ship. A 6th level Pirate must own their own ship, which is capable of sea warfare and carrying a crew of at least 50. In addition, it must also have a cargo capacity of at least 50 tons. A crew will be required to man the ship as well as be battle capable. The manner of acquiring the ship is not important, so long as the Pirate can call it his own.

Any Pirate of 6th level or higher who loses their ship, for any reason, also lose access to all class features gained from 6th level onwards, until they are in possession of a new ship. A 5th level Pirate who does not own a ship cannot take any further levels as a Pirate until they do.

Hoist the Colors: All captains of their own ships have their own emblems, which are hoisted before an attack alongside the traditional Jolly Roger. When hoisted, it inspires his allies, while spreading fear into the hearts of his enemies. All allies within 100 feet of the captain's ship gain a +1 morale bonus to attacks and saves against fear and mind-affecting spells and effects. All enemies within 100 feet of the captain's ship must

succeed in a Will save against fear (DC 16) or suffer a -1 penalty to attacks and saves against fear and mind-affecting spells and effects. Those who fail suffer from these penalties for one round per Pirate level. Those who make a successful save are not affected and cannot be affected again for a duration of 24 hours. It does not matter who hoists the flag, but it requires a full round action to be hoisted and a successful Use Rope check (DC 10). Failure indicates that a further full round will be required to hoist it. Failure by 5 or more indicates that a third round will be required.

Having the flag removed during combat, for any reason, has a massive impact on the morale on those involved in the fight. All bonuses or penalties acquired through this feature end instantly. Instead, on their turn, all allies must succeed in a Will save (DC 18) or suffer -1 morale penalties to attack rolls and saves against fear and mind-affecting spells and effects. Enemies redouble their efforts and gain a +1 morale bonus to attacks and saves against fear and mind-affecting spells and effects. Re-hoisting the flag (or any more removals of it) has no further effect.

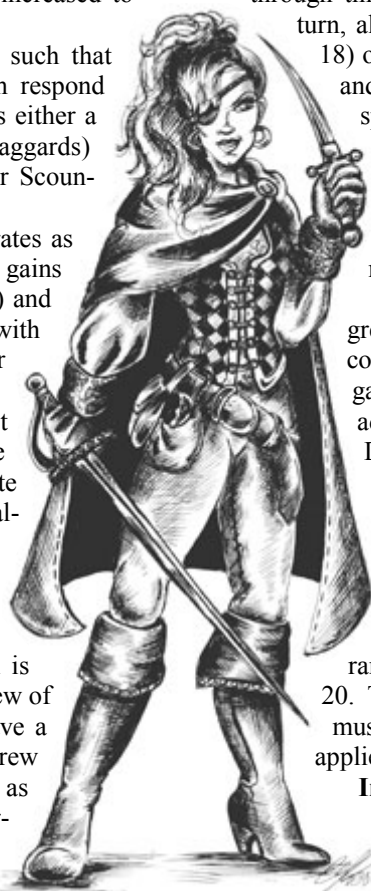
Great Renown: Having acquired a great reputation, manning his ship(s) becomes a much easier task. A 7th level Pirate gains a +5 bonus to his leadership score. In addition, a Pirate also gains a +4 bonus to Diplomacy checks (for Blaggards) or Intimidate checks (Scoundrels). These bonuses do not stack with those acquired from previous levels.

Improved Critical (rapier or scimitar): At 8th level a Pirate gains this feat for free, extending the threat range for either a rapier or scimitar to 15-20. The prerequisites as set out in the PHB must be met in all respects and can only be applied to either a rapier or scimitar.

Improved Uncanny Dodge (Ex): If he does not already have it, a Pirate gains the rogue class feature *improved uncanny dodge*. A Pirate gains no additional benefits if he is already capable of it. Pirate levels do not count as rogue levels.

Master Sailor: A 9th level Pirate has reached the peak of his understanding of the seas and boatmanship and is rivaled by few in his profession, gaining a +8 insight bonus to Profession (sailor) and Use Rope checks. This does not stack with bonuses gained from earlier class features.

Greater Seamanship: A 9th level Pirate is capable of getting the most out of his ship and can increase its base speed by 25%, rounded either up or down to the nearest 5 feet. Its maneuverability is also improved by one step (poor becomes average, average become good, etc). The benefits gained from *Seamanship* do not stack



with those described here.

Captain of the High Seas: The Pirate is now a captain of high (if dubious) reputation and his words inspire courage in his men and fill the hearts of his enemies with fear. Once per day, as a standard action, he and all allies within 30 feet gain a +2 morale bonus on attacks and saves against fear and mind-affecting spells and effects, while all enemies within 30 feet must succeed at a Will save against fear (DC 20) or suffer a -2 morale penalty on attacks and saves against fear and mind-affecting spells and effects. The effect is instantaneous and the duration is 1 minute. The effects described here do not stack with those from the *Hoist the Colors* class feature - those already affected by the penalties imposed by that feature will receive a penalty to their saving throw and if successful will remain under the effects of the *Hoist the Colors* penalties.

Legendary Renown: Having reached the peak of his powers, his name is legendary. To some, he is the scourge of the seas, but to others an inspiration. People now flock to him to serve on his ships. At 10th level, a Pirate gains a +10 bonus to his leadership score and attracts twice as many followers as normal. That is, the number of followers for each level as set out in the Leadership feat description is doubled (but not the cohort) and a Leadership score of 25+ also allows him to attract 2 followers of 7th level. In addition, he also gains a +8 bonus to Diplomacy checks (Blaggards) or Intimidate checks (Scoundrels). Neither of these bonuses stack with those acquired at earlier levels.

PLAGUE MASTER OF ARAK KAL

The Plague Master of Arak Kal spreads disease, plague and death wherever she travels and always in the name of her Lord, Arak Kal, whom she serves. A living, half rotten corpse, infested with writhing insects that run across the body and live amongst the dead flesh, surrounded by a cloud of flies, the Plague Master of Arak Kal is often mistaken for being an undead creature. However, this foul servant is a living creature who has taken on the aspect of the undead and allowed her flesh to rot and become home to disease and vermin alike.

Powerful masters of both divine magic and nature, evil clerics and druids are especially drawn to the call of being a Plague Master of Arak Kal. Wizards, especially Necromancers, also sometimes feel the calling.

Hit Dice: d6

Requirements

Alignment: Any evil.

Skills: Climb 2 ranks, Jump 2 ranks, Knowledge (nature) 4 ranks.

Feats: Spell Focus (Necromancy).

Spells: Must be able to cast *Contagion*.

Special: Must be a follower of Arak Kal.

Special: Must be ordained by a High Priest Plague Master of Arak Kal (see below) and undergo a special ceremony which prepares them for their new role.

Glass Skills

The Plague Master of Arak Kal's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Spellcraft (Int), Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

Glass Features

All of the following are class features for the prestige class.

Weapon and Armor Proficiency: A Plague Master of Arak Kal gains no proficiency with any weapon or armor.

Cause Disease (Sp): At 1st level, 1/day, a Plague Master of Arak Kal can cause disease as the *contagion* spell. This is exactly as noted under the descriptor for that spell, except the DC for all diseases is 10 + 1 per level of Plague Master of Arak Kal + Cha modifier. This ability increases to 2/day at 5th level and 3/day at 9th level.

Disease Immunity (Ex): At 1st level, a Plague Master of Arak Kal gains immunity to all diseases, but not supernatural or magical diseases.

Plague Flesh (Ex): The flesh of a Plague Master of Arak Kal begins to take on the semblance of the putrid and rotten flesh of a zombie, along with oozing sores and a stench of rotting meat. This flesh gives a 2nd level Plague Master of Arak Kal DR 1/slashing. At 4th level, this becomes DR 2/slashing, at 6th DR 3/slashing, at 8th level DR 4/slashing and at 10th level it becomes 5/slashing.

Creeping Flesh (Ex): The rotting body of a Plague Master of Arak Kal becomes home to creeping insects, which live on and in the flesh. They writhe and scuttle constantly on the body, giving a +2 Natural Armor Class bonus. The flesh also begins to exude a rotten, putrid stench. Anyone within 10 feet of the Plague Master of Arak Kal must succeed in a Will save (DC 10+ the level of the Plague Master of Arak Kal + Cha modifier) or become *sickened* for a number of rounds equal to 1 + the level of the Plague Master of Arak Kal + Cha modifier.

Poison Immunity (Ex): At 3rd level, a Plague Master of Arak Kal gains immunity to all natural poisons.

Cause Plague (lesser) (Sp): 1/day, with a successful touch attack, the victim must make a Fortitude save (DC 20) or become victim to the *Red Death* (Disease; Infection: contact; Incubation: 1 day; Damage: 1d6 Str, 1d6 Con, 1d6 Cha) where the skin bloats and is covered in red soars. Unlike normal diseases, the *Red Death* continues until the victim reaches Constitution 0 (and dies) or is cured. This is considered a magical disease and cannot be healed by non-magical means. Anyone who comes within 5 feet of an infected victim must also

make a successful Fortitude save (DC 14) or become infected.

High Priest: At 5th level, a Plague Master of Arak Kal becomes a High Priest. This allows her to ordain new Plague Master's of Arak Kal. Without being ordained, it is not otherwise possible to become a Plague Master of Arak Kal.

Body Swarm (Ex): At 7th level, the body of a Plague Master of Arak Kal becomes infested with tiny flies, beetles and other flying creatures which continually swarm around her, giving her 20% concealment. A Plague Master of Arak Kal is not herself affected by the swarm in any way (and does not require a Concentration check to cast spells) and sees through it perfectly.

Total Immunization (Ex): By 7th level, a Plague Master of Arak Kal is immune to all diseases and poisons, including supernatural and magical ones.

Writhing Flesh (Ex): The body of the Plague Master of Arak Kal has become home to such a writhing, seething mass of insects that the flesh is hardly visible, giving an additional +2 Natural Armor Class bonus. The flesh is also now so rotten that the effects of the stench from the Creeping Flesh ability are extended. Anyone within 20 feet of the Plague Master of Arak Kal is now affected and must succeed in a Will save (DC 10+ the level of the Plague Master of Arak Kal + Cha modifier) or become *sickened* for a number of rounds equal to 1 + the level of the Plague Master of Arak Kal + Cha modifier.

Cause Plague (greater) (Sp): 1/day, with a successful touch attack, the victim must make a Fortitude save (DC 25) or contract the *Black Death* (Disease; Infection: contact; Incubation: none; Damage: 1d10 Str, 1d10 Con, 1d10 Cha) where the skin slowly blackens and withers. Unlike normal diseases, the *Black Death* continues until the victim reaches Constitution 0 (and dies) or is cured. The *Black Death* is considered a magical disease and cannot be cured through non-magical

means. Those whose Constitution score drops below 0 from this disease rise 24 hours later as ghouls. Those who come within 5 feet of an infected victim must also make a Fortitude save (DC 18) or become infected.

RACIAL PARAGON CLASSES

DARK ELF PARAGON

Dark elf paragons embody all of their races evil nature and delight in calculated cruelty. They are typically more reserved than other members of their race and consider themselves as the elite of their race, although are careful about sharing these opinions with the high priestesses (themselves often paragons) who dominate dark elf culture. If anything, dark elf paragons are even more secretive, manipulative and devious than average members of their race, thriving in the dangerous environment of dark elf society.

Dark elf paragons learn their skills just as other dark elves do, but excel at most things they turn their attention to and succeed where others fail. Most dark elf paragon have little respect for other members of their own race and regard their value only in what they have to offer. This is also true of other races, who all too often end up as prey or slaves. Dark elf paragons, whatever their chosen path, rise to the top of their profession and attain positions of power and influence. They are greatly feared, even by members of their own race.

Requirements

Race: Dark elf

Abilities: 15+ Dex, 14+ Wis or Int

Table 4.3: The Plague Master of Arak Kal

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+2	+0	+2	Cause Disease 1/day, disease immunity	-
2nd	+1	+3	+0	+3	Plague flesh 1	+1 level of existing class
3rd	+2	+3	+1	+3	Creeping flesh, poison immunity	-
4th	+3	+4	+1	+4	Plague flesh 2	+1 level of existing class
5th	+3	+4	+1	+4	Cause disease 2/day, cause plague (lesser), high priest	-
6th	+4	+5	+2	+5	Plague flesh 3	+1 level of existing class
7th	+5	+5	+2	+5	Body swarm, total immunization	-
8th	+6/+1	+6	+2	+6	Plague flesh 4	+1 level of existing class
9th	+6/+1	+6	+3	+6	Cause disease 3/day, writhing flesh	-
10th	+7/+2	+7	+3	+7	Plague flesh 5, cause plague (greater)	+1 level of existing class

Table 4.4: The Dark Elf Paragon

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per day
1st	+0	+0	+2	+0	Improved spell-like abilities	+1 level of cleric or wizard
2nd	+1	+0	+3	+0	Improved darkvision (+30 ft.), light sensitivity	-
3rd	+2	+1	+3	+1	Ability boost (Dex +2)	+1 level of cleric or wizard

Dark elf paragons have the following game statistics.

Abilities: Dark elf paragons favor fighting from ambush, making Dexterity important for its role in sneaking and striking with ranged weapons. Wisdom helps in detecting a foe before the foe detects the dark elf in turn, as well being the key ability for clerics. Intelligence allows individuals to become highly skilled, as well as being the key ability for wizards.

Alignment: Any.

Hit Die: d6

Class Skills

The dark elf paragon's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the dark elf paragon class.

Weapon and Armor Proficiency: Dark elf paragons are proficient with all simple weapons, rapiers, longswords, and hand crossbows, and with light armor.

Spells per Day: At 1st and 3rd level, a female dark elf paragon gains new spells per day as if she had also gained a level in cleric. A male dark elf paragon instead gains new spells per day as if he had gained a level of wizard. The paragon does not, however, gain any other benefit a character of that class would have gained (bonus metamagic feats, and so on). This essentially means that the character adds the level of dark elf paragon to her level in cleric or wizard, then determines spells per day and caster level accordingly.

If the dark elf paragon is female and has no levels in cleric, or is male and has no levels in wizard, the class feature has no effect.

Improved Spell-Like Abilities: At 1st level, a dark elf paragon gains one additional daily use of each of her innate spell-like abilities.

Improved Darkvision (Ex): At 2nd level, a dark elf paragon's darkvision range increases by 30 feet.

Light Sensitivity (Ex): A 2nd level dark elf paragon's light blindness is lessened to light sensitivity. Instead of being blinded by bright light, she is merely

dazzled in bright sunlight or within the radius of a daylight spell.

Ability Boost (Ex): At 3rd level, a dark elf paragon's Dexterity score increases by 2 points.

DWARF PARAGON

Known for their skill in warfare, their ability to withstand physical and magical punishment, and their great love of stone and stonework, dwarves are considered to be as strong as their mountain homes. Dwarf paragons exemplify this strength, gaining a deeper intuitive understanding of stone and stone work, building upon their already proven toughness, and promoting the crafts and strengths of their people whenever possible.

Dwarf paragons are tough, skilled warriors who are most at home underground. They are stout defenders of their dwarven brethren and their homes and often rise to become powerful leaders, utilizing their strengths to command and inspire others of their race. Dwarf paragons, whatever their chosen path in life, always rise to the top of their profession and are highly respected by other members of the dwarven community.

Requirements

Race: Dwarf

Abilities: 15+ Con, 14+ Str

Dwarf paragons have the following game statistics.

Abilities: Constitution is important for dwarf paragons as it not only allows him to stay on his feet in battle, but also because physical toughness is a hallmark of the dwarf race. Strength is also important, giving the dwarf paragon a greater punch in battle and allowing them to act as defenders of their people and emphasize their own martial training.

Alignment: Any.

Hit Die: d10

Class Skills

The dwarf paragon's class skills (and the key ability for each skill) are Appraise (Int), Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (dungeoneering) (Int), Profession (Wis), Spot (Wis), Sense Motive (Wis), and Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.

Table 4.5: The Dwarf Paragon

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Craft expertise, improved stonecunning, no light sensitivity*
2nd	+2	+3	+0	+0	Improved darkvision (+30 ft.), save bonus
3rd	+3	+3	+1	+1	Ability boost (Con +2)

* Applies to Deep Dwarves only.

Class Features

All of the following are class features of the dwarf paragon class.

Weapon and Armor Proficiency: Dwarf paragons are proficient with all simple and martial weapons, with light, medium and heavy armor and with shields (but not with tower shields).

Craft Expertise (Ex): A dwarf paragon may add his class level as a racial bonus on all Craft checks related to stone or metal items. Arctic dwarves may also apply their class level as a racial bonus on Craft checks related to ice.

Improved stonecunning (Ex): At 1st level, a dwarf paragon's racial bonus on Search checks to notice unusual stonework increases to +4. The range at which he receives an automatic Search check for coming near an example of unusual stonework increases to 20 feet. Also, he can intuit where true north lies in relation to himself (as if he had 5 ranks in Survival) whenever underground. Arctic dwarves also apply this to Icecunning.

No Light Sensitivity (Ex): A deep dwarf paragon loses his race's light sensitivity at 1st level. This applies to deep dwarves only.

Improved Darkvision (Ex): At 2nd level, a dwarf paragon's darkvision range increases by 30 feet.

Save Bonus (Ex): A 2nd level dwarf paragon's racial bonus on saves against poison and against spells and spell-like effects increases by 1.

Ability Boost (Ex): At 3rd level, a dwarf paragon's Constitution score increases by 2 points.

ELF PARAGON

Elf paragons retreat from the world less readily than most elves, preferring to learn as much about themselves as they can, through travel and interaction with other races. Elf paragons are curious, patient and, when required, deadly. They are swift and stealthy and have amazingly acute senses, allowing them to react faster than their opponents might expect. They are, for the most part, open and gracious when dealing with members of other races and always seek to attain from them as much information as they can.

Within their own society, elf paragons are often loners, and seen as being aloof or arrogant by the other members of the commune. However, such are their

strengths that they are still looked upon favorably and, during times of strife and hardship, are all too often seen as the potential savior of their community.

Requirements

Race: Elf (except dark elf)

Abilities: 15+ Dex, 14+ Int

Elf paragons have the following game statistics.

Abilities: Agility and physical grace are the hallmarks of the elf race, and a high Dexterity score helps an elf paragon avoid blows in combat and make more accurate ranged attacks. Dexterity can even (after the selection of the Weapon Finesse feat) aid in melee combat. A high Intelligence score allows an elf paragon to access a broader selection of skills, necessary for their survival in a harsh world.

Alignment: Any.

Hit Die: d8

Class Skills

The elf paragon's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Hide (Dex), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str). Desert elves also have as class skills Handle Animal (Cha) and Ride (Dex), but not Listen.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the elf paragon class.

Weapon and Armor Proficiency: Elf paragons are proficient with all simple weapons and rapiers, longswords, shortbows, and longbows. For desert and jungle elves, swap longsword for scimitar and drop longbows. Aquatic elves are instead proficient with the net, spear and trident. Elf paragons are proficient with light armor, but not with shields.

Spells per Day: At 2nd and 3rd level, an elf paragon gains new spells per day as if she had also gained a level in wizard. She does not, however, gain any other benefit a character of that class would have gained (bonus metamagic feats, and so on). This essentially means that she adds the level of elf paragon to her level

Table 4.6: The Elf Paragon

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+0	+2	+0	Elfsight, resist enchantments	-
2nd	+1	+0	+3	+0	Weapon Focus	+1 level of wizard
3rd	+2	+1	+3	+1	Ability boost (Dex +2)	+1 level of wizard

in wizard, then determines spells per day and caster level accordingly.

If an elf paragon has no levels in wizard, this class feature has no effect.

Elf Sight (Ex): An elf paragon has exceptional visual acuity. Her racial bonus on Search and Spot checks increases to +4. In addition, an elf paragon's low-light vision increases in range, allowing her to see three times as far as a human is starlight, moonlight, torchlight, and similar conditions of poor illumination (six times as far for aquatic elves).

Resist Enchantments (Ex): An elf paragon's racial bonus on saves against enchantment spells or effects increases by 2.

Weapon Focus (Ex): At 2nd level, an elf paragon gains Weapon Focus as a bonus feat. This feat must apply to either the rapier, longsword, shortsword, shortbow, longbow, composite shortbow or composite longbow. Aquatic elves must apply it to either nets, spears or tridents. For desert elves, it must apply to either scimitar, rapier, short bow or composite shortbow. For jungle elves, it must apply to either handaxe, rapier, shortsword, shortbow or composite shortbow.

Ability Boost (Ex): At 3rd level, an elf paragon's Dexterity score increases by 2 points.

GNOLL PARAGON

Spiteful and cruel, gnoll paragons are even tougher and meaner than others of their race. They are ferocious in combat and enjoy toying with their prey, which they chase and slowly wear down until exhausted, when they will be killed and, in all likelihood, devoured. Gnoll paragons concern themselves only with fulfilling their own inclinations and desires, allowing nothing to get in the way of their pleasure and fun.

Gnoll paragons look down with contempt at other gnolls and are happy to bully, cajole and even kill them just for the sake of amusement. Although they have little interest in leadership, they tend to surround them-

selves with the strongest of the tribe and make raids against the other races, irrespective of the wishes of the tribe's chief, which often leads to conflict and violence within the tribe as loyalties are put to the test.

Prerequisites

Race: Gnoll

Abilities: 15+ Str, 14+ Con

Gnoll paragons have the following game statistics.

Abilities: Strength is important to gnolls, as it helps them in combat to defeat their enemies, as well defend themselves from others in their own tribe. Constitution is also important, not only for combat, but also for the endurance required in their endless crisscrossing of the plains of Arrasia.

Alignment: Any, but nearly always evil.

Hit Die: d8

Class Skills

The gnoll paragon's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Search (Int), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the gnoll paragon class.

Weapon and Armor Proficiency: Gnoll paragons are proficient with all simple and martial weapons, light armor, and with shields (but not tower shields).

Improved Darkvision (Ex): At 1st level, a gnoll paragon's darkvision range increases by 30 feet.

Great Fortitude (Ex): A 1st-level gnoll paragon gains Great Fortitude as a bonus feat.

Tough Hide: A 2nd-level gnoll paragon gains an additional +2 natural armor bonus to their Armor Class.

Ability Boost (Ex): At 3rd level, a gnoll paragon's Constitution score increases by 2 points.

Table 4.7: The Gnoll Paragon

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Improved darkvision (+30 ft.), Great Fortitude
2nd	+2	+3	+0	+0	Tough hide
3rd	+3	+3	+1	+1	Ability Boost (Con +2)

Table 4.8: The Gnome Paragon

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+2	+0	+2	Illusion aptitude, keen senses	-
2nd	+1	+3	+0	+3	<i>Mirror image</i>	+1 level of bard*
3rd	+2	+3	+1	+3	Ability boost (Cha +2)**	+1 level of bard*

* Does not apply to svirfneblin

** Dex +2 for svirfneblin

GNOME PARAGON

Personable and curious, gnome paragons get along well in most communities, and they often provide a lively diversion wherever they go. This lighthearted behavior does not make them weak or silly, however; they are calm and likable in most situations, but determined and sometimes ruthless when protecting their friends and community.

Gnome paragons are highly regarded by other members of their race and they nearly always attain positions of power and authority. Highly respected for their outstanding gnomish qualities, gnome paragons are often called upon by their communities to help them in times of trouble. Later in life, they often rise to take political positions within the Wise Council and many go on to become Elders of their communities.

Requirements

Race: Gnome

Abilities: 15+ Cha, 14+ Dex (this is replaced with 15+ Dex, 14+ Wis for svirfneblin)



Gnome Paragon

Gnome paragons have the following game statistics.

Abilities: Charisma determines the effectiveness of a gnome paragon's limited spellcasting ability, and it is important to the social skills in which the class excels. Dexterity can help gnome paragons survive combat with larger, stronger foes, and help make them more effective as ranged combatants.

Alignment: Any.

Hit Die: d6

Class Skills

The gnome paragon's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Hide (Dex), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Spellcraft (Int), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the gnome paragon class.

Weapon and Armor Proficiency: Gnome paragons are proficient with all simple weapons and with light armor.

Spells per Day: At 2nd and 3rd level, a gnome paragon gains new spells per day and spells known as if he had also gained a level in bard. He does not, however, gain any other benefit a character of that class would have gained (bard class features, and so on). This essentially means that he adds the level of gnome paragon to his level in bard, then determines spells per day and caster level accordingly.

If a gnome paragon has no levels in bard, this class feature has no effect.

Illusion Aptitude (Ex): A gnome paragon may add his class level to his caster level to determine the effects of any illusion spell he casts, including those gained as innate abilities of the gnome race. This bonus stacks with the extra spellcasting levels gained from the gnome paragon's spells per day entry (see below). A svirfneblin can also apply this to their innate ability to cast *blindness/deafness* 1/day.

For example, a 2nd-level wizard/ 3rd-level gnome paragon's caster level is 2nd for most wizard spells, but 5th for wizard spells of the illusion school (and 4th for his innate spell-like abilities *dancing lights*, *ghost sound*, and *prestidigitation*). A 3rd-level bard/ 2nd level gnome paragon's caster level is 5th for most bard spells but 7th for bard spells of the illusion school.

Keen Senses (Ex): A gnome paragon's racial bonus on Listen checks and Craft (alchemy) checks increases to +4. In addition, a forest gnome's racial bonus to Hide increases to +6 (+10 in wooded areas). An arctic gnome also increases their racial bonus on Sense Motive to +4, replacing Craft (alchemy). Desert gnomes instead increase their racial bonus to Bluff, Diplomacy and Sense Motive to +4. Jungle gnomes instead increase their racial bonus to Climb and Swim checks to +4.

Mirror Image (Sp): At 2nd level, a gnome paragon gains the ability to cast *mirror image* once per day as a spell-like ability with a caster level equal to his gnome paragon level.

Ability Boost (Ex): At 3rd level, a gnome paragon's Charisma score increases by 2 points. For *svirfneblin*, their Dexterity score instead increases by 2 points.

GOBLIN PARAGON

Goblin paragons exemplify the natural traits of their race, able to react more quickly to, and avoid, the dangers around them. When necessary, their greater stealth often allows them to avoid situations that other goblins would stumble into. Goblin paragons are also expert riders and can often be found commanding bands of goblin *worg* riders. Although rare, bands of paragon goblin *worg* riders are greatly feared, for their prowess on the battlefield can turn certain defeat into victory.

Goblin paragons are both respected and feared within goblin society. Highly manipulative, they secretly vie for positions of power within the tribe and continually look for ways to oust the tribes King and take their place. Goblin paragons do whatever is necessary to enhance and strengthen their position within the tribe, but never openly. They are generally secretive, preferring to use those around them as tools to do their bidding and take the blame when things go wrong.

Requirements

Race: Goblin

Abilities: 15+ Dex, 14+ Con or Wis (arctic goblins require 15+ Con, 14+ Dex instead)

Goblin paragons have the following game statistics.

Abilities: Dexterity is important as it helps goblin paragons survive combat with larger, stronger foes, and help make them more effective as ranged combatants, while Constitution can make them more able to withstand the physical dangers that comes with combat. Wisdom is also important as it enhances essential class skills that are vital to a goblin paragon's survival, such as Spot and Listen checks.

Alignment: Any, but usually evil.

Hit Die: d6

Class Skills

The goblin paragon's class skills (and the key ability for each skill) are Craft (Int), Handle Animal (Cha), Hide (Dex), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), and Survival (Wis). Arctic goblins also have class skills in Bluff (Cha) and Sleight of Hand (Dex), but not in Move Silently.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the goblin paragon class.

Weapon and Armor Proficiency: Goblin paragons are proficient with all simple weapons and with light armor and shields (but not tower shields).

Improved Darkvision (Ex): At 1st level, a goblin paragon's darkvision range increases by 30 feet.

Improved Cold Endurance (Ex): An arctic goblin's racial bonus to cold endurance increases to +8. This trait replaces the Improved Darkvision trait.

Enhanced Traits (Ex): A 1st-level goblin paragon's racial bonus on Move Silently and Ride checks increases to +6. An arctic goblins' racial bonus to Bluff and Sleight of Hand increases to +4, replacing the Move Silently and Ride check increases.

Dodge (Ex): At 2nd level, a goblin paragon gains Dodge as a bonus feat. An arctic goblin instead gains the Endurance feat.

Table 4.9: The Goblin Paragon

Class Levels	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Improved darkvision (+30 ft.)*, enhanced traits
2nd	+1	+0	+3	+0	Dodge**
3rd	+2	+1	+3	+1	Ability Boost (Dex +2)***

* Replaced by Improved Cold Endurance for arctic goblins

** Replaced by Endurance for arctic goblins

*** Con +2 for arctic goblins

Table 4.10: The Half-Dragon Paragon

Class level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Sorcerous blood
2nd	+2	+3	+0	+3	Natural armor increase
3rd	+3	+3	+1	+3	Breath Weapon 3/day

Ability Boost (Ex): At 3rd level, a goblin paragon's Dexterity score increases by 2 points. Arctic goblins instead increase their Constitution score by 2 points.

HALF-DRAGON PARAGON

Half-dragon paragons have an innate self-confidence that borders on arrogance, which all too often actually crosses that border. A half-dragon paragon generally follows the precepts and beliefs of their dragon parent, adopting the alignment and beliefs typical of that dragon parent's kind. There are those who rebel against their dragon parents' alignment, especially among those offspring of chromatic dragons. Evil dragons, however, are all too keen to destroy rebellious offspring, so such rebellion is rare.

Half-dragon paragons desire wealth, power and the trappings of success. Some desire nothing more than to gain stature in their parents' eyes, while others are only fulfilled through noble quests. Whatever their reasons, paragon half-dragons never do anything in half measures and are both powerful allies and dangerous foes.

Requirements

Race: Half-dragon

Abilities: 15+ Str, 14+ Con, Int or Cha

Half-dragon paragons have the following game statistics.

Abilities: Strength is important to half-dragon paragons because of its role in combat. Charisma is important because many half-dragon paragons also have minor sorcerous spellcasting ability, and Wisdom and Charisma are both important for many half-dragon paragon class skills.

Alignment: Any.

Hit Die: d12

Class Skills

The half-dragon paragon's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Knowledge (all skills, taken separately) (Int), Listen (Wis), Search (Int), Sense Motive (Wis) and Spot (Wis).

In addition, each half-dragon paragon gains class skills based on its parent dragon type:

Black: Hide (Dex), Move Silently (Dex), and Swim (Str).

Blue: Bluff (Cha), Hide (Dex), and Spellcraft (Int).

Brass: Bluff (Cha), Gather Information (Cha), and Survival (Wis).

Bronze: Disguise (Cha), Survival (Wis), and Swim (Str).

Copper: Bluff (Cha), Hide (Dex), and Jump (Str).

Gold: Disguise (Cha), Heal (Wis), and Swim (Str).

Green: Bluff (Cha), Hide (Dex), and Move Silently (Dex).

Red: Appraise (Int), Bluff (Cha), and Jump (Str).

Silver: Bluff (Cha), Jump (Str), and Perform (Cha).

White: Hide (Dex), Move Silently (Dex), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the half-dragon paragon class.

Weapon and Armor Proficiency: Half-dragon paragons gain no proficiency with any weapons or armor.

Sorcerous Blood (Ex): A character's half-dragon levels stack with sorcerer levels for the purposes of determining the caster level of arcane spells granted through sorcerer levels. For example, a 2nd level sorcerer/ 3rd level half-dragon paragon's caster level is 5th for the spells she can cast as a sorcerer. This increased caster level affects only spells that the character can cast; it does not give her access to higher level spells or more spells per day.

Natural Armor Increase (Ex): At 2nd level, a half-dragon's natural armor bonus improves by 1.

Breath Weapon (Su): At 3rd level, a half-dragon paragon can use her innate breath weapon three times per day (but only once every 1d4 rounds).

HALF-ELF PARAGON

Although their mixed heritage rarely leaves half-elves embittered, many can find it difficult to call any community home. Half-elf paragons are half-elves who have reconciled these two sides of their nature and create an outlook that is wholly their own. A strange blend of curiosity and introspection, they share the adaptable and inventive nature of their human parent with the refined senses and penchant for long, reflective thought of their elf parent. This makes them highly adaptable and capable of overcoming a wide array of challenges.

Half-elf paragons are accomplished in both combat

and stealth and often make excellent scouts and sentries. Generally reserved in their views, they tend to get along with other races, though tend to favor one of their parent's lineage to the other. Those drawn more closely to the elven part of them will often find themselves uncomfortable in the company of humans, while those who relate more to their human side will likewise be uncomfortable with elves. However, half-elf paragons are amongst the most open-minded and reserved companions that can be found to travel with.

Requirements

Race: Half-elf

Abilities: 15+ Any, 14+ Any

Half-elf paragons have the following game statistics.

Abilities: Equally adept at melee and ranged combat, half-elf paragons benefit from high Strength and high Dexterity scores. Wisdom and Charisma, because of their importance to the half-elf paragon's most useful class skills, are also valuable to the class.

Alignment: Any.

Hit Die: d8

Class Skills

The half-elf paragon's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), and Swim (Str). A jungle half-elf paragon can also count Sense Motive as a class skill, but not Gather Information.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the half-elf paragon class.

Weapon and Armor Proficiency: Half-elf paragons are proficient with all simple weapons and with light armor.

Spells per Day: At 2nd level, a half-elf paragon gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class she belonged to before adding the level. She does not, however, gain any other benefit a character of that class would have gained (bonus metamagic feats, or item creation feats, bard or assassin abilities, and so on). This essentially means that she adds the level of half-elf paragon to the level in the spellcasting class, then deter-

mines spells per day, spells known, and caster level accordingly.

If a character had more than one spellcasting class before she became a half-elf paragon, she must decide to which class she adds each level of half-elf paragon. If a half-elf paragon has no levels in a spellcasting class, this class feature has no effect.

Bonus Feat (Ex): At 1st level, a half-elf paragon gains a bonus feat. The character must meet the feat's prerequisites normally.

Divided Ancestry (Ex): Unlike the other racial paragons, half-elves can take levels in more than one racial paragon class. After gaining at least one level as a half-elf paragon, a character can take either elf paragon levels or human paragon levels (but not both).

Elven Vision (Ex): At 1st level, a half-elf paragon's visual acuity improves to match that of an elf's. A half-elf paragon's racial bonus on Search and Spot checks increases to +2.

Persuasion (Ex): At 2nd level, a half-elf paragon's racial bonus on Diplomacy and Gather Information checks (Bluff and Sense Motive for jungle half-elf paragons) increases to +3. She gains a +2 racial bonus on all other Charisma-based skills.

Ability Boost (Ex): At 3rd level, a half-elf paragon increases one ability score of her choice by 2 points.

HALF-ORC PARAGON

Powerful warriors, half-orc paragons combine the innate ferocity of their orc heritage with the quick thinking and adaptability of humanity and are as mixed in outlook as they are in ancestry. Most come to identify with one or the other of their parent races and are often well respected, if not particularly liked, by those that live and work alongside them. Many half-orc paragons view themselves as gifted with strength and opportunities beyond those of either of their parent races.

Half-orc paragons, like most orcs and half-orcs, tend toward a chaotic outlook. Some give in to the bitterness caused by the difficulties they encounter in the communities of other races, but most look beyond that and suffer the prejudice of others in silence. Half-orc paragons who choose to live among their orc cousins often rise to become exemplary champions and warriors, highly respected and feared amongst the tribe. However, their heritage often leaves them lacking the support they need to challenge for the authority of the tribe.

Table 4.11: The Half-Elf Paragon

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+0	+2	+0	Bonus feat, divided ancestry, elven vision	-
2nd	+1	+0	+3	+0	Persuasion	+1 level of existing class
3rd	+2	+1	+3	+1	Ability boost (+2)	-

Table 4.12: The Half-Orc Paragon

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Divided ancestry, monstrous mien
2nd	+2	+3	+0	+0	Rage 1/day
3rd	+3	+3	+1	+1	Ability boost (Str +2)

Requirements**Race:** Half-orc**Abilities:** 15+ Str, 14+ Con

Half-orc paragons have the following game statistics.

Abilities: Strength is important to half-orc paragons because of its role in combat, and several half-orc paragon skills are based on Strength. Constitution is valued because it allows a half-orc paragon to rage for longer periods of time and to be able to stand against their foes for longer.

Alignment: Any, although predominantly chaotic.**Hit Die:** d8**Class Skills**

The half-orc paragon's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.**Class Features**

All of the following are class features of the half-orc paragon class.

Weapon and Armor Proficiency: Half-orc paragons are proficient with all simple and martial weapons, and with light armor and medium armor.

Divided Ancestry (Ex): Unlike the other racial paragons, half-orcs can take levels in more than one racial paragon class. After gaining at least one level as a half-orc paragon, a character can take either orc paragon levels or human paragon levels (but not both).

Monstrous Mien (Ex): Half-orc paragons can channel their innate ferocity, resulting in a +4 racial bonus on Intimidate checks.

Rage (Ex): At 2nd level, a half-orc paragon comes to understand and draw upon the natural ferocity that courses through his blood. He gains the ability to fly into a screaming blood frenzy once per day (or an addi-

tional time per day, if he already has the rage ability). The effect of this ability is identical with the effect of a barbarian's rage. If a half-orc paragon has improved rage abilities (such as the barbarian class features greater rage, indomitable will, tireless rage or mighty rage), those improvements apply to the rage ability granted by the half-orc paragon class as well.

Ability Boost (Ex): At 3rd level, a half-orc paragon Strength score increases by 2 points.

HALFLING PARAGON

Clever and capable, halfling paragons love travel, and they embody the curiosity and easygoing ways of the halfling race. Despite their curiosity and good-natured outlook, halfling paragons are the most capable members of their race. They are survivors, cunning and resourceful enough to survive in a hostile world.

With their small size and uncanny stealth, halfling paragons can go nearly anywhere undetected and gain entry to places others might consider impenetrable. Nearly all halfling paragons have the wanderlust and will at some point in their lives set off on a great journey, making friends with those that they meet along the way and undertaking many adventures.

Requirements**Race:** Halfling**Abilities:** 15+ Dex, 14+ Int or Cha

Halfling paragons have the following game statistics.

Abilities: Dexterity is important to the halfling paragon because it helps them avoid the attacks of larger foes and increases their accuracy with thrown weapons and slings, their favorite forms of attack.

Halfling Paragon

Table 4.13: The Halfling Paragon

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Athletic prowess, save bonus
2nd	+1	+0	+3	+0	Thrown weapon mastery
3rd	+2	+1	+3	+1	Ability boost (Dex +2)

Because halfling paragons value skill and subtlety, a high Intelligence can help them a great deal. Charisma is important to many of the halfling paragon's class skills.

Alignment: Any, although most favor neutrality.

Hit Die: d6

Class Skills

The halfling paragon's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the halfling paragon class.

Weapon and Armor Proficiency: Halfling paragons are proficient with all simple weapons and with light armor.

Athletic Prowess (Ex): At 1st-level, a halfling paragon's racial bonus on Climb, Jump, and Move Silently checks (Search, Spot and Listen for Tallfellows) improves to +3.

Save Bonus (Ex): A 1st-level halfling paragon's racial bonus on all saving throws increases by 1.

Thrown Weapon Mastery (Ex): At 2nd level, a halfling paragon gains a +2 bonus on damage rolls when using a thrown weapon or sling.

Ability Boost (Ex): At 3rd level, a halfling paragon's Dexterity score increases by 2 points.

HOBGOBLIN PARAGON

Natural leaders, hobgoblin paragons are found at the forefront of their tribe, as powerful warriors or, more often than not, as chiefs. They are aggressive and use their physical strength to intimidate those around them, bullying the weaker members of the tribe, especially goblins. They are excellent warriors, using their ability to take a great deal of punishment to inspire those around them and send fear into the hearts of the enemy.

Hobgoblin paragons look down on other hobgoblins, believing themselves to be superior in every way. They despise goblins and continually bully and harass them. Such is their arrogance that hobgoblin paragons will very rarely be found amongst large numbers of goblins, even as leaders, believing that this is both demeaning

and humiliating to their superior nature.

Requirements

Race: Hobgoblin

Abilities: 15+ Con, 14+ Str or Cha

Hobgoblin paragons have the following game statistics.

Abilities: Constitution is important to hobgoblin paragons as it allows them to remain in combat for longer, while Strength gives them an advantage in the battlefield. Also, their innate aggression also makes them excellent leaders, both over other hobgoblins, but especially goblins, so Charisma is also considered an important trait of hobgoblin paragons.

Alignment: Any, but usually evil.

Hit Die: d8

Class Skills

The hobgoblin paragon's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex) and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the hobgoblin paragon class.

Weapon and Armor Proficiency: Hobgoblin paragons are proficient with all simple and martial weapons, light armor and medium armor, and with shields (but not tower shields).

Improved Darkvision (Ex): At 1st level, a hobgoblin paragon's darkvision range increases by 30 feet.

Natural Leader (Ex): A 1st-level hobgoblin paragon gains a +4 bonus on all Bluff and Intimidate checks.

Weapon Focus (Ex): At 2nd level, a hobgoblin paragon gains Weapon Focus as a bonus feat. This feat must apply to either battleaxe, flail, javelin, longsword, spear or warhammer.

Ability Boost (Ex): At 3rd level, a hobgoblin paragon's Constitution score increases by 2 points.

HUMAN PARAGON

Constantly finding new ways to turn adversity into

Table 4.14: The Hobgoblin Paragon

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Improved darkvision (+30 ft.), natural leader
2nd	+2	+3	+0	+0	Weapon Focus
3rd	+3	+3	+1	+1	Ability boost (Con +2)

Table 4.15: The Human Paragon

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+0	+0	+2	Adaptive learning, Iron Will	-
2nd	+1	+0	+0	+3	Bonus feat	+1 level of existing class
3rd	+2	+1	+1	+3	Ability boost (+2)	+1 level of existing class

opportunity, human paragons are forever discovering new ways to apply their skill, and seeking new techniques to solve their problems. Perhaps because of this, human paragons are often considered to be excellent lateral thinkers and problem solvers. They dislike routine and repetition, preferring the excitement and thrill of living close to the edge, and seldom pass up the chance to experience new challenges.

Human paragons vary greatly, depending on their nature. Some are open minded and accepting of those around them, preferring to help and protect them where they can and always happy to lend a helping hand. Others are not so accommodating, looking upon other members of their own race, and other races, with contempt and as tools to be used to increase their own prospects. Either way, for good or bad, human paragons tend to rise above the average and their names and reputations are generally well known.

Requirements

Race: Human

Abilities: 15+ Any, 14+ Any

Human paragons have the following game statistics.

Abilities: Skilled and quick to adapt, human paragons benefit from a high Intelligence. However, they are all too often at the forefront of humanity's wars, making Strength, Dexterity, and Constitution important for their respective roles in combat.

Alignment: Any.

Hit Die: d8

Class Skills

The human paragon can choose any ten skills as class skills (Knowledge skills must be selected individually).

Skill Points at Each Level: 4 + Int modifier (Does not include the human's bonus skill point at each level).

Class Features

All of the following are class features of the human paragon class.

Weapon and Armor Proficiency: Human paragons are proficient with all simple weapons and with light armor. In addition, a human paragon is proficient with any one martial weapon of his choice.

Spells per Day: At 2nd and 3rd level, a human paragon gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spell-

casting class he belonged to before adding the level. He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic feats, or item creation feats, bard or assassin abilities, and so on). This essentially means that he adds the level of human paragon to the level in the spellcasting class, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one spellcasting class before he became a human paragon, he must decide to which class he adds each level of human paragon. If a human paragon has no levels in a spellcasting class, this class feature has no effect.

Adaptive Learning (Ex): At 1st level, a human paragon can designate any one of his paragon class skills as an adaptive skill. This skill is treated as a class skill in all respects for all classes that character has levels in, both current and future. For example, if a human paragon chooses Spot as an adaptive skill, he treats Spot as a class skill for all future class levels he gains, even if it is not normally a class skill for the class in question.

Iron Will (Ex): At 1st level, a human paragon gets the Iron Will feat for free. This reflects the struggle of men that was set at the time of their creation and the spirit that was put into their heart by Shylar.

Bonus Feat (Ex): At 2nd level, a human paragon gains a bonus feat. Due to the varied talents and adaptable nature of humans, this feat can be any feat which the human paragon is qualified (he is not restricted to a special list of bonus feats). The character must meet the prerequisites for the bonus feat normally.

Ability Boost (Ex): At 3rd level, a human paragon increases one ability score of his choice by 2 points.

KERADINN PARAGON

Keradinn paragons are spiteful and vicious, looking down on those around them and treating them with contempt and complete disregard. They prefer their own company and spend as little time as possible with other members of their own tribe. In them runs the blood of the ancient keradinn that faced, and defeated, the elves of Layagat and their hatred of that race is even greater than that of other members of their race.

Although they rank as amongst the most powerful in their tribe, keradinn paragons rarely take on the role of chief, finding the very notion distasteful and beneath them. They are excellent warriors - especially against

elves - but all too often spend much of their time alone in the desert, tracking down enemies and acting as scouts and hunters. It is not unknown for keradinn paragons to eventually tire of the inadequacies of tribe life and strike out alone and make their own way in the world.

Requirements

Race: Keradinn

Abilities: 15+ Con, 14+ Wis

Keradinn paragons have the following game statistics.

Abilities: A healthy Constitution is essential to the survival of a keradinn, who endlessly traverse the desert, following their ancient migratory routes. Wisdom is also important in order to enhance their chances of survival, augmenting important desert skills.

Alignment: Any, but usually evil.

Hit Die: d8

*Keradinn
Paragon*

Class Skills

The keradinn paragon's class skills (and the key ability for each skill) are Craft (Int), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Listen (Wis), Ride (Dex), Search (Int), Spot (Wis) and Survival (Wis)

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the paragon keradinn class.

Weapon and Armor Proficiency: Keradinn paragons are proficient with all simple weapons and with light armor. In addition, keradinn paragons are proficient in the use of falchions.

Desert Expert (Ex): A 1st-level keradinn paragon understands the nuances of the desert and is better equipped to survive in that environment. The racial bo-

nus for Spot and Survival checks increases to +6.

Elf Slayer (Ex): A keradinn paragon learns to channel his hatred of the elven race. He gains a +2 bonus on weapon damage rolls against elves.

Sandstorm (Su): A paragon keradinn can use his *Sandstorm* supernatural ability three times per day.

Ability Boost (Ex): At 3rd level, a keradinn paragon's Constitution score increases by 2 points.

KOBOLD PARAGON

Cruel and filled with the sadistic tendencies that are common to all kobolds, kobold paragons are nonetheless well regarded by the other members of the tribe. As happy in light as they are in dark, kobold paragons bring a sense of confidence to the other members of the tribe, who look to them for leadership and inspiration, and help better secure their homes against their many enemies.

Kobold paragons nearly always rise to become chief of their tribe and are usually exceptional sorcerers. Unlike many paragons of other races, kobold paragons see other members of their tribe as like children, who are in need of guidance. All too often their vicious temperament gets the better of them and cruelty is the tool through which they show their *children* the error of their ways, but this behavior is the norm for kobold tribes everywhere.

The homes of kobolds led by a paragon are far more secure than those of ordinary kobold tribes, with deadly traps set to test the unwary, and are often dug much deeper than the usual, with extensive mines.

Requirements

Race: Kobold

Abilities: 15+ Dex, 14+ Cha

Kobold paragons have the following game statistics.

Abilities: Dexterity tops the list of abilities that are

Table 4.16: The Keradinn Paragon

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Desert expert, elf slayer
2nd	+1	+3	+0	+0	<i>Sandstorm</i>
3rd	+2	+3	+1	+1	Ability Boost (Con +2)

Table 4.17: The Kobold Paragon

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+0	+2	+0	Trap cunning, no light sensitivity	-
2nd	+1	+0	+3	+0	Improved darkvision (+30 ft.), skilled miner	+1 level of sorcerer
3rd	+2	+1	+3	+1	Ability boost (Dex +2)	+1 level of sorcerer

vital to kobold paragons, as it allows them to avoid the blows of their enemies and respond to danger quicker, as well as enhancing their skill with slings and other ranged weapons. Charisma is also important, especially to those kobold paragons that have spontaneous spell-casting capabilities.

Alignment: Any, but usually evil.

Hit Die: d6

Class Skills

The kobold paragon's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Hide (Dex), Knowledge (dungeoneering) (Int), Knowledge (architecture and engineering) (Int), Listen (Wis), Move Silently (Dex), Profession (miner) (Wis), Search (Int), Spellcraft (Int) and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the kobold paragon class.

Weapon and Armor Proficiency: Kobold paragons are proficient with daggers, clubs, darts, javelins, light maces, short spears and slings, and with light armor.

Spells per Day: At 2nd and 3rd level, a kobold paragon gains new spells per day, and spells known, as if he had also gained a level in sorcerer. He does not, however, gain any other benefit a character of that class would have gained (calling a familiar, familiar progression, or swapping spells). This essentially means that he adds the level of kobold paragon to his level in sorcerer, then determines spells per day, spells known, and caster level accordingly.

If a kobold paragon has no levels in sorcerer, this class feature has no effect.

Trap Cunning (Ex): A 1st-level kobold paragon's racial bonus on Craft (trapmaking) increases to +4.

No Light Sensitivity (Ex): A kobold paragon loses his race's light sensitivity at 1st level.

Improved Darkvision (Ex): At 2nd level, a kobold paragon's darkvision range increases by 30 feet.

Skilled Miner (Ex): A 2nd-level kobold paragon's racial bonus on Profession (miner) and Search increase to +4.

Ability Boost (Ex): At 3rd level, a kobold paragon's Dexterity score increases by 2 points.

ORC PARAGON

Aggressive, brutal and often at odds with other humanoid, orcs view war and hatred as the natural path to follow. Orc paragons - tough, confident, aggressive, and totally unstable - embody the pure essence of the orc and, as such, are formidable and dangerous opponents and are greatly feared. They respect strength above all other qualities and admire it as much in others as they do in themselves, even in those of other races. The challenge of battle against a worthy foe is what drives the orc paragon forward, seeking foes worthy of his attention. All orc paragons wear their battle scars with pride.

Orc paragons will, by their very nature, always rise to challenge the chief of their tribe and take over this role for themselves. Tribes led by orc paragons are filled with chaos and hate and, driven by the war lust of their orc paragon leader, will be constantly at war with those around them. Such is the respect that orc paragons are held in by other members of their race that they, more than any other, are capable of unifying tribes and leading great armies on a rampage of chaos and destruction, usually until they are themselves defeated in combat, when the unified tribes turn upon each other. The orc paragon is a truly terrifying opponent, whose strength and utter disregard for their own safety make them feared throughout Arrasia.

Requirements

Race: Orc

Abilities: 15+ Str, 14+ Con

Table 4.18: The Orc Paragon

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Improved darkvision (+30 ft.)*, no light sensitivity
2nd	+2	+3	+0	+0	Elf slayer
3rd	+3	+3	+1	+1	Ability boost (Str +2)

* Replace this with Improved Heat Endurance for desert orcs

Orc paragons have the following game statistics.

Abilities: Strength is important to orc paragons because of its role in combat, and several orc paragon skills are based on Strength. Constitution is also important to an orc paragon's capability for combat, allowing them to take more punishment and, as a consequence, dish out more punishment.

Alignment: Any, but usually evil.

Hit Die: d10

Class Skills

The orc paragon's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Listen (Wis), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the orc paragon class.

Weapon and Armor Proficiency: Orc paragons are proficient with all simple and martial weapons and with light and medium armor.

Improved Darkvision (Ex): At 1st level, an orc paragon's darkvision range increases by 30 feet.

Improved Heat Endurance (Ex): A desert orc's bonus to heat endurance increases to +8. This trait replaces the Improved Darkvision trait.

No Light Sensitivity (Ex): An orc paragon loses his race's light sensitivity at 1st level.

Elf Slayer (Ex): A 2nd-level orc paragon learns to channel his hatred of the elven race. He gains a +2 bonus on weapon damage rolls against elves.

Ability Boost (Ex): At 3rd level, an orc paragon's Strength score increases by 2 points.

TIEFLING PARAGON

Tiefling paragons, both good and evil, are comfortable with their fiendish ancestry, either believing they have risen above it, or embracing it wholly. Stealthy and deceptive, they are often selfish and unreliable. Few trust them and, in turn, they themselves trust no one, suspicious of the kindness of others. Many tiefling paragons, even those who aren't truly evil, have an appetite for cruelty that is difficult to suppress.

Loners who view the world with suspicion, tiefling paragons slip quietly through the societies of other races, using their stealth and deception to protect their

anonymity. They have widely different views about the other humanoid races, depending on their nature and experiences of them, which affects the decisions they make. Although they can get along in many societies, tiefling paragons prefer large human cities, where it is generally easier to conceal their ancestry.

Requirements

Race: Tiefling

Abilities: 15+ Dex, 14+ Int or Con

Tiefling paragons have the following game statistics.

Abilities: Because they tend to favor light armor, agile combat styles, and stealth whenever possible, Dexterity is extremely important to tiefling paragons. A high Intelligence grants the tiefling paragon access to more skills at each level, and a high Constitution helps compensate for the Hit Die lost because of the tiefling's level adjustment.

Alignment: Any.

Hit Die: d8

Class Skills

The tiefling paragon's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Disguise (Cha), Hide (Dex), Knowledge (the planes) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Sleight of Hand (Dex), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the tiefling paragon class.

Weapon and Armor Proficiency: Tiefling paragons are proficient with all simple weapons and with light armor.

Improved Resistance (Ex): At 1st level, one of a tiefling paragon's natural resistance to energy (fire, cold, or electricity) improves from 5 to 10. The character can choose which of her three resistances improves, but once she makes this choice it can never be altered.

Darkness (Sp): At 2nd level, a tiefling paragon can use her *darkness* spell-like ability three times per day.

Skill Bonus (Ex): A 2nd level tiefling paragon's racial bonus on Bluff and Hide checks improves to +4.

Ability Boost (Ex): At 3rd level, a tiefling paragon's Dexterity score increases by 2 points.

Table 4.19: The Tiefling Paragon

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Improved resistance
2nd	+1	+3	+3	+3	<i>Darkness</i> , skill bonus
3rd	+2	+3	+3	+3	Ability boost (Dex +2)

CHAPTER 5

FEATS

FEAT DESCRIPTIONS

A number of feats are presented here for your players and NPCs alike to choose from. The feats Low Profile and Renown are only for those that have used the Reputation optional rule, as both these only affect the reputation bonus as described in Chapter 2: New Rules.

Deadly Precision [General]

You empty your mind of all distracting emotion, becoming an instrument of deadly precision.

Prerequisite: Dex 15, base attack bonus +5.

Benefit: You have deadly accuracy with your sneak attacks. You can reroll any result of 1 on your sneak attack's extra damage dice. You must keep the result of the reroll, even if it is another 1.

Deep Diving [General]

You can hold your breath for long periods of time.

Prerequisites: Con 14, Swim 1 rank

Benefit: You are an expert at holding your breath underwater for extended periods of time. You can hold your breath for twice as long as usual and gain a +2 bonus on all Constitution checks to avoid drowning.

Normal: You can hold your breath for a number of rounds equal to your Constitution score.

Greater Manyshot [General]

You are skilled at firing many arrows at once, even at different opponents.

Prerequisites: Dex 17, Manyshot, Point Blank

Shot, Rapid Shot, base attack bonus +6.

Benefit: When you use the Manyshot feat, you can fire each arrow at a different target instead of firing all of them at the same target. You make a separate attack roll for each arrow, regardless of whether you fire them at separate targets or the same target. Your precision-based damage applies to each arrow fired, and, if you score a critical hit with more than one of the arrows, each critical hit deals critical damage.

Special: A fighter may select this feat as one of his fighter bonus feats.

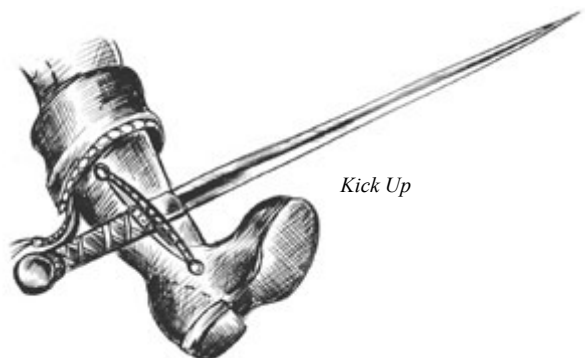
Kick Up [General]

You can kick a weapon up from the ground and into your hand.

Prerequisite: Dex 13

Benefit: As a move action, you may kick up a weapon from the floor into your hand. You can only kick up light or one-handed melee weapons and it must be on the floor in the same square as you. Kicking up a weapon in this manner does not provoke an attack of opportunity.

Normal: Picking up a weapon is a move equivalent



action which provokes an attack of opportunity.

Low Profile [General]

You are less famous than others of your class and level, or you wish to maintain a less visible presence than others of your station.

Benefit: Reduce your reputation bonus by 3 points.

Special: You cannot select this feat if you have already selected the *Renown* feat. You are either famous or you are not.

Reckless Offense [General]

You can shift your focus from defense to offense.

Prerequisite: Base attack bonus +1.

Benefit: When you use the attack action or full attack action in melee, you can take a penalty of -4 to your Armor Class and add a +2 bonus on your melee attack roll. The bonus on attack rolls and penalty to Armor Class last until the beginning of your next turn.

Renown [General]

You are more famous of others of your class and level and have a better chance of being recognized.

Benefit: Increase your reputation bonus by 3 points.

Special: You cannot select this feat if you have already selected the *Low Profile* feat. You are either famous or you are not.

Sidestep Charge [General]

You are skilled at dodging past charging opponents and taking advantage when they miss.

Prerequisite: Dex 13, Dodge.

Benefit: You get a +4 dodge bonus to Armor Class against charge attacks. If a charging opponent fails to

make a successful attack against you, you gain an immediate attack of opportunity. This feat does not grant you more attacks of opportunity than you are normally allowed in a round. If you are flat-footed or otherwise denied your Dexterity bonus to Armor Class, you do not gain the benefit of this feat.

Stand Still [General]

You can prevent foes from fleeing or closing.

Prerequisite: Str 13.

Benefit: When a foe's movement out of a square you threaten grants you an attack of opportunity, you can give up that attack and instead attempt to stop your foe in his tracks. Make your attack of opportunity normally. If you hit your foe, he must succeed on a Reflex save against a DC of 10 + your damage roll (the opponent does not actually take damage), or immediately halt as if he had used up his move actions for the round.

Since you use the Stand Still feat in place of your attack of opportunity, you can do so only a number of times per round equal to the number of times per round you could make an attack of opportunity (normally just one).

Normal: Attacks of opportunity cannot halt your foes in their tracks.

Submerged Spell [Metamagic]

You can cast spells with the fire descriptor as normal underwater.

Benefit: A spell with the fire descriptor functions underwater exactly as it would on land, regardless of the effects of the spell, without the need for a Spellcraft check. A submerged spell uses up a spell slot one level higher than the spell's actual level.

CHAPTER 6

EQUIPMENT

Several new weapons have been introduced to increase the options available to players and NPCs alike. For the most part, these are exotic weapons that require the Exotic Weapon Feat for proficient use.

WEAPONS

Bi-Flail, light or heavy: A bi-flail is like an ordinary flail, except that it has two smaller heads. With a bi-flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

Blowpipe: A blowpipe is a long, hollow tube

through which a small dart is expelled using a sharp exhalation. The small darts are most often used in conjunction with a poison of some kind.

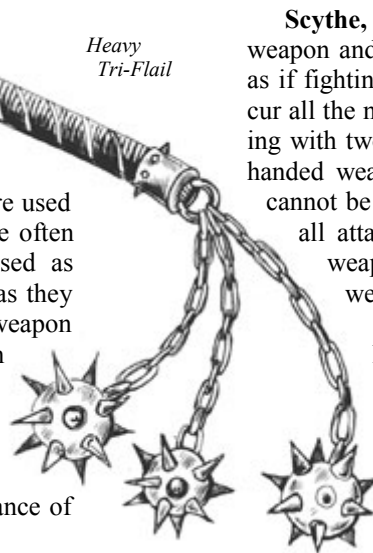
Bola: Made of two smooth, heavy stones and connected with a length of rope, it is whirled overhead and thrown at the target with the hope of entangling the victim's legs. Anyone struck by a bola is entangled. On a successful critical hit, they must also succeed in a Reflex save (DC 20) or be tripped. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty on Dexterity, can move at only half speed, and cannot charge or run. The victim remains entangled until the bola is removed, requiring a successful Use Rope (DC

Table 6.1: Weapons

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
<i>Ranged Weapons</i>							
Blowpipe	1 gp	1	1d2	19-20x2	20 ft.	1 lb.	Piercing
Darts, blowpipe (10)	1 gp	-	-	-	-	½ lb.	-
<i>Exotic Weapons</i>							
<i>One-Handed Melee Weapons</i>							
Bi-Flail, light	28 gp	2d2	2d3	x3	-	9 lb.	Bludgeoning
Tri-Flail, light	40 gp	3d2	3d3	x3	-	12 lb.	Bludgeoning
<i>Two-Handed Melee Weapons</i>							
Bi-Flail, heavy	60 gp	2d3	2d4	x3	-	14 lb.	Bludgeoning
Scythe, double	110 gp	1d6/1d6	2d4/2d4	x4	-	22 lb.	Piercing or Slashing
Tri-Flail, heavy	85 gp	3d3	3d4	x4	-	24 lb.	Bludgeoning
<i>Ranged Weapons</i>							
Bola	35 gp	1d3	1d4	19-20/x2	30 ft.	4 lb.	Bludgeoning

14) or Escape Artist check (DC 16). It can also be cut with a sharp object as a standard action. The bola is regarded as a *thrown* weapon.

Dart, blowpipe: These tiny darts are used in conjunction with a blowpipe and are often coated in poison. They cannot be used as ranged weapons without the blowpipe as they are too delicate and if used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals only a single point of damage. Darts come in a small pouch that holds 10 darts. A dart that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.



Scythe, double: A double scythe is a twin bladed weapon and is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A double scythe cannot be used effectively in one hand (-4 penalty on all attack rolls) and it be can't used as a double weapon one handed - only one end of the weapon can be used in any given round.

Tri-Flail, light or heavy: A tri-flail is like an ordinary flail, except that it has three small heads. With a tri-flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

CHAPTER 7

SPELLS

Table 7.1: A to Z Index of Spells

SPELL	SCHOOL	SUBSCHOOL	DESCRIPTOR	LEVEL
Armor of Darkness	Abjuration		Darkness	Darkness 4
Blacklight	Evocation		Darkness	Darkness 3, Sor/Wiz 3
Bolt of Glory	Evocation		Good	Glory 6
Crown of Glory	Evocation			Glory 8
Genesis	Conjuration	Creation		Creation 9
Hardening	Transmutation			Sor/Wiz 6, Artifice 7
Surelife	Abjuration			Repose 8
True Creation	Conjuration	Creation		Creation 8

SPELL DESCRIPTIONS

Armor of Darkness

Abjuration [Darkness]

Level: Darkness 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The spell envelops the warded creature in a shroud of shadows. The shroud can, if the caster desires, conceal the wearer's features. In any case, it grants the recipient a +3 deflection bonus to Armor Class plus an additional +1 for every four caster levels (maximum bonus +8). The subject can see through the armor as if

it did not exist and is also afforded darkvision with a range of 60 feet. Finally, the subject gains a +2 bonus on saving throws against holy, good, or light spells or effects. Undead creatures that are subjects of *armor of darkness* also gain a +4 turn resistance.

Blacklight

Evocation [Darkness]

Level: Darkness 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. +5 ft./2 levels)

Area: A 20-ft. radius emanation centered on a creature, object, or point in space

Duration: 1 round/level (D)

Saving Throw: Will negates or none (object)

Spell Resistance: Yes or no (object)

The caster creates an area of total darkness. The darkness is impenetrable to normal vision and darkvision, but the caster can see normally within the black-

lit area. Creatures outside of the spell's area, even the caster, cannot see through it.

The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. A character can cast the spell on a creature, and the effect then radiates from the creature and moves as it moves. Unattended objects and points in space do not get saving throws or benefit from spell resistance.

Blacklight counters and dispels any light spell of equal or lower level. The 3rd-level cleric spell *daylight* counters or dispels *blacklight*.

Bolt of Glory

Evocation [Good]

Level: Glory 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell projects a bolt of energy from the Positive Energy Plane against one creature. The caster must succeed at a ranged touch attack to strike the target. A creature struck suffers varying damage, depending on its nature and home plane of existence (see Table 7.2: Bolt of Glory Damage, below):

Table 7.2: Bolt of Glory Damage

Creature's Origin/Nature	Damage	Maximum Value
Material Plane, Elemental Plane, neutral Outsider.	1d6/2 lvls	7d6
Negative Energy Plane, evil Outsider, undead creature.	1d6/lvl	15d6
Positive Energy Plane, good Outsider	-	-

Grown of Glory

Evocation

Level: Glory 8

Components: V, S, M, DF

Casting Time: 1 full round

Range: Personal

Area: 120-ft. radius emanation centered on you

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

The caster is imbued with an aura of celestial authority, inspiring awe in all lesser creatures. The caster gains a +4 enhancement bonus to his or her

Charisma score for the duration of the spell. All creatures with fewer than 8 HD or levels cease whatever they are doing and are compelled to pay attention to the caster. Any such creature that wants to take hostile action against the caster must make a successful Will save to do so. Any creature that does not make this saving throw the first time it attempts a hostile action is *enthralled* for the duration of the spell (as the *enthral* spell), as long as it is in the spell's area, nor will it try to leave the area on its own. Creatures with 8 HD or more may pay attention to the caster, but are not affected by this spell.

When the caster speaks, all listeners telepathically understand him or her, even if they do not understand the language. While the spell lasts, the caster can make up to three suggestions to creatures of fewer than 8 HD in range, as if using the *mass suggestion* spell (Will save negates); creatures with 8 HD or more aren't affected by this power. Only creatures within range at the time a *suggestion* is given are subject to it.

Material Component: worth at least 200 gp.

Genesis

Conjuration (Creation)

Level: Creation 9

Components: V, S, M, XP

Casting Time: 1 week (8 hours/day)

Range: 180 ft.

Effect: A demiplane on the Ethereal Plane centered on your location

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell creates an immobile, finite plane with limited access - a demiplane.

Demiplanes created by this power are very small, minor planes. A character can cast this spell only on the Ethereal Plane. When he or she casts it, a local density fluctuation precipitates the creation of a demiplane. At first, the demiplane grows at a rate of a 1-foot-radius per day to an initial maximum radius of 180 feet as the fledgling plane draws substance from surrounding ethereal vapors and protomatter or astral ectoplasm.

The character determines the environment in the demiplane when he or she first casts *genesis*, reflecting most any desire he or she can visualize. The caster determines factors such as atmosphere, water, temperature, and the shape of the general terrain. However, the spell cannot create life, nor can it create construction. If desired, these must be brought in by some other fashion.

Once the basic demiplane reaches its maximum size, the character can continue to cast this spell to enlarge the demiplane if he or she is inside the boundaries of the demiplane. In such a case, the radius of the demi-

plane increases by 60 feet for each subsequent casting. If the spell is cast again while outside an existing demiplane, the casting creates a separate bubble that does not touch or overlap any previously created demiplane.

XP Cost: 5,000 XP.

Hardening

Transmutation

Level: Sor/Wiz 6, Artifice 7

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One item of a volume no greater than 10 cu. ft./level (see text)

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes (object)

This spell increases the hardness of materials. For every two caster levels, increase by 1 the hardness of the material targeted by the spell. This hardness increase improves only the material's resistance to damage. Nothing else is modified by the improvement.

The *hardening* spell does not in any way affect resistance to other forms of transformation.

This spell affects up to 10 cubic feet per level of the spellcaster.

If cast upon a metal or mineral, the volume is reduced to 1 cubic foot per level.

Surelife

Abjuration

Level: Repose 8

Components: V, S, M

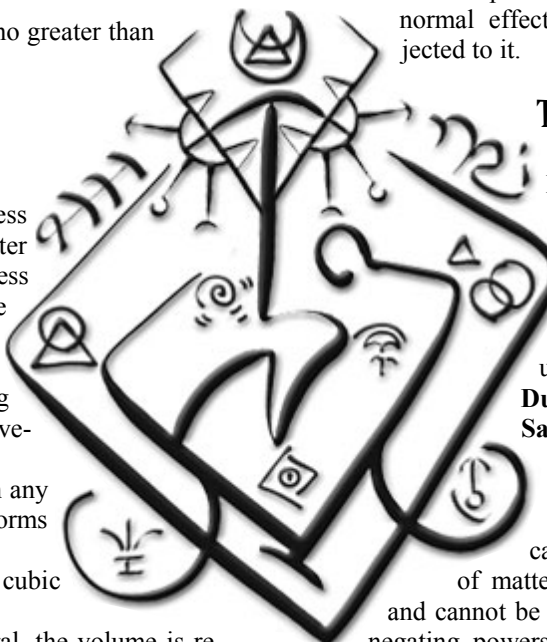
Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 minute/2 levels

This spell allows the caster to protect him or herself against some condition that would ordinarily cause certain death. The character can only protect him or herself against a natural occurrence or condition, not against a spell or the action of a creature. The character must specify the condition against which he or she wishes to protect him or herself, and the spell is effective only against that condition. Should the character be subjected to that condition during the duration of the spell, he or she feels no discomfort and takes no damage from the condition. However, the spell does not protect any items carried on the caster's person. At the end of the spell's duration, the condition has full normal effects if the character is still subjected to it.



True Creation

Conjuration (Creation)

Level: Creation 8

Components: V, S, M, XP

Casting Time: 10 minutes

Range: 0 ft.

Effect: Unattended, nonmagical object of nonliving matter, up to 1 cu. ft./level.

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The caster creates a nonmagical, unattended object of any sort of matter. Items created are permanent and cannot be negated by dispelling magics or negating powers. For all intents and purposes, these items are completely real. The volume of the item created cannot exceed 1 cubic foot per caster level. The caster must succeed at an appropriate skill check to make a complex item.

Unlike the items brought into being by the lower-level spells *minor creation* and *major creation*, objects created by the casting of *true creation* can be used as material components.

XP Cost: The item's gold piece value in XP, or a minimum of 1 XP, whichever is more.

CHAPTER 8 LANGUAGES

Arrasia is rich in both history and culture and the ability to communicate has been essential in the development of the world's nations and races. Every race has its own language, from the harsh and base language of the orcs to the rich and melodic tones of the elves. Cultures are often cemented through the commonality of their language and this is often the wellspring from which flows a people's sense of belonging and identity.

Although a race may share a commonality of language, different tribes often speak a variety that is unique to them. For instance, orc tribes everywhere speak *Orc*, but no one tribe speaks it exactly the same, with unique syntax, emphasis or pronunciation, and often even words that have been amalgamated from other, usually local, languages. These differences, however, are not enough to stop orcs communicating amongst themselves, as the fundamentals of their language and culture remain.

The human race, however, shares no such commonality, for their history has been divisive since before they even woke and walked upon the lands of Arrasia. As such, as cultures have emerged, so have the languages that have driven them. Many cultures are now lost to history and with them disappeared all trace of their existence, including language, but some have survived to this day and others have appeared to replace those now extinct.

The ability to communicate with other peoples is an essential skill. However, the need for multi-lingual skills will be entirely dependent upon the amount of traveling done. Most people remain forever in their own corner of the world, with only the bravest or most foolhardy prepared to explore the wider world. Occasionally, however, speaking a certain language in a particular place can have less than the desired effect. Speaking

Karnish in Amman-Mon, for example, will likely lead to a public lynching!

Common: In The Kyngdoms, there is no *common* tongue. Instead, characters should choose one of the languages outlined below (see *Starting Languages* below). Karnish, however, represents the most widely



spoken tongue in Arrasia, as it is considered the language of trade and high culture and is the nearest thing to a *common* language. For creatures that are shown to speak *common*, instead apply a suitable human tongue from the list below. This will likely be the national tongue of the nearest or most influential nation to that creature's home.

Undercommon: The common language for those who dwell in Arrasia's underworld is *Xamian*, a harsh and guttural language. Any race which can speak *undercommon* can instead speak *Xamian*.

Starting Languages: All characters start with one human tongue, selected from the list below, in addition to any racial and bonus languages they may have. In all likelihood, their chosen language will be that of their

nationality. Some languages will be more beneficial than others - Karnish, for instance, is the language of trade and is spoken almost throughout Arrasia, while Annasse is only spoken primarily in Zaramal and Palanar, so the initial choice may well have direct consequences on how that character interacts with the world around them.

Barbarians: All characters who start with Barbarian as their first level speak *Yait* in addition to their normal languages. Characters who take levels of Barbarian after 1st level do not acquire this language, unless they choose to select it through the *Speak Language* Skill. *Yait* is a very simple means of communication between barbarian tribes, but has no written form. See Table 8.1: Human Languages of The Kyngdoms for details.

Table 8.1: Human Languages of The Kyngdoms

Aish	The language of Amman, Aish is despised throughout Arrasia. It is now mostly confined to Amman-Mon and Magasoa, though secret Amman sects scattered throughout Arrasia still maintain Aish as a secret language.
Annasse	The natural language of Zaramal and Palanar, where it is the national language, it is spoken little elsewhere. It has some popularity among the people of the Falagrim Peninsula (Istenpur, Kalder and Hatham), but this tends to be in geographic pockets. This is an historical consequence of the migrations that occurred during the Age of Amman. Certainly anyone of consequence in Zaramal and Palanar will additionally speak Karnish.
Eppish	Due to the Eppen resistance of Amman, it has retained much of its ancient culture undiluted and hence Eppish is almost the sole language spoken there. Most nobles and merchants will also speak Karnish, but the peasantry will almost certainly only speak Eppish. It is also spoken throughout the Falagrim Peninsula.
Karnish	The most widely spoken language, Karnish is the language of trade and currency, as well as high culture and status. Merchants and nobles everywhere are almost certainly likely to speak Karnish, excepting those based in countries that are sworn enemies. Tharg, The League of Ordwyn, Ghent, Yeod and Vidor all speak Karnish as their national language. Even orcs and goblins and the like are likely to speak a smattering of Karnish. East of The Golden Peaks, Karnish is hardly known and it has had only a limited impact on the countries of the north.
Kerlasian	Spoken by only a scattering of people in the east of Syrámä, Kerlasian is nonetheless popular amongst what was once the nation of Keralasia - an ancient civilization that passed into the realms of history long ago.
Kerd	An ancient and little spoken tongue, mainly confined to the residence of the Kera Desert. Its roots can be traced back to the ancient elves of Layagat, but which was severely corrupted by the keradinn who maintain it as their own language.
Magasoa	Along with Aish, Magasoa is an ancient language spoken widely in Magasoa. It is not spoken anywhere else.
Noroven	The language of Norvsond and the Norv people, Noroven is spoken widely throughout the northern nations. Due to the various nautical explorations of the Norvs, the language has become the <i>common</i> language for the small pockets of hardy people that have settled on The Savage Coast, The Bad Lands and The North Lands.
Rhuven	Rhuven is a written language only, using runes and symbols with which to communicate. There are many variants to Rhuven, some well known, others not so. It is hugely popular amongst the northern lands and dwarves, and the more enlightened amongst the barbarian tribes also use Rhuven.
Sárian	Only spoken by a scattering of people in the west fringes of Syrámä, Sárian is an ancient language of a once great nation long since destroyed.

Table 8.1: Human Languages of The Kyngdoms continued.

Syramesse	The national language of Syrámā, Syramesse is an ancient tongue that has survived many attempts to suppress it. Karnish is spoken widely amongst the nobles and the merchant classes, but hardly at all amongst the general populace. However, although it is the national language, it stills competes with several ancient tongues (Sárian and Kerlasian) which are spoken by some of the population.
Teschenian	The national language of Teschenia, it is only spoken outside of Teschenia by those that have migrated away from the Urgolian threat. Teschenian is a dying language, being superseded by Urgolian as that nation of warriors slowly consume the land and the people in it.
Ural	The national language of Yam, Orith and Hanai, Ural is an ancient tongue which survived the Amman oppression, when it was outlawed. Although Karnish is spoken by the merchant classes, the people are very protective and proud of their own language and the majority of the population know nothing else.
Urgolian	The <i>common</i> language east of The Golden Peaks, Urgolian is a harsh language spoken by harsh people who live in a harsh environment.
Xamian	The nearest thing to a <i>common</i> language the chaos of the underworld has, Xamian is a stuttering, guttural language whose origins are believed to stem from Xagraxsus himself.
Yait	Yait is a catchall description of the main form of communication between the barbarian tribes. No single clan, group, tribe or village speak the language exactly the same and sometimes communication is impossible. However, the structure is such that, mostly, a basic form of communication can be undertaken and understood. Unlike all the other languages of Arrasia, it has no linguistic structure and hence has no written form.

CHAPTER 9

DATES & CALENDARS

A BRIEF HISTORY OF TIME

Many of the calendars of the civilized world owe their origins to the ancient elves, who used astronomical evidence to impose a structure on time and its relationship with events in the world. It was the great elf astronomer and mathematician, Pharom, who observed that when the brightest star, Elain, rose above the Eastern horizon over the ancient capital of Layagat, Mathenna*, that before sunrise on that day, the Agat Amood* began to rise. The ancient elves marked this as the beginning of a new year - for with the periodical flooding came renewed life, which was to be celebrated. The Agat Amood was symbolic of the great cycle of birth, life and death.

The months were similarly calculated, but instead based on the cyclical nature of lunar activity. In the early days, the arrival of a new moon ushered in a new month. This cycle was either 29 or 30 days. If on the 31st day a new moon had still not been seen (due to cloud cover, for instance), it was declared to be the last day of the month and the following day the start of a new month. This led, eventually, to a fixed calendar of twelve months to each year. Each year started with the rise of the Agat Amood and each month started with a new moon.

When it became necessary to calculate the divisions of the daylight hours, the ancient elves used great obelisks. Originally, this was used to divide the day into two parts - Uwlid and Entier. Uwlid was sunrise to the sun's peak, Entier the decline from the sun's peak to sunset. Slowly, greater divisions occurred and calculations, using celestial bodies, were used to set divisions during the night. This ultimately evolved into a 24-hour day, with each hour represented by sixty minutes.

The precision of the Pharomean Calendar is good, being both accurate and consistent. So much so that it has been adopted, with some cultural and local variations, by most cultures. However, close time keeping is not a perfect science. Once time keeping below the 1-minute division is required, perfection is not guaranteed and only the most skilled are accurate. For most, mistakes at this level of accuracy are more than likely to occur.

The dwarven calendar diverges significantly from all of the other races and cultures and is the oldest of the surviving calendar systems still being used. Instead of adhering to Pharomean calculations to signify the divisions of time within space, the dwarves prefer their ancient Lydominakk calendar, which has no relationship with either lunar or seasonal activity, for which the dwarves care nothing, but instead upon the cycles of the *Shallod* tree.

The Shallod tree was crafted specially by Shylar as gift for Kavak. It was designed so that it did not require light to survive in the darkness of the dwarven realms, but instead shed its own silvery light. The leaves were said to be silvery-white and like velvet. Every fifty days, the Shallod tree would bloom with mauve and red flowers, the scent of which was so sweet that even the dwarves were enthralled by it. On the 478th day of the cycle, the leaves would suddenly fall from the tree and it would become lifeless, for a period of 10 days, before the shoots would reappear and it would once again begin its long cycle. The Shallod tree grew deep within the halls of Lima and was lost when that place was destroyed.

So it was that the dwarves built their entire calendar system around the cycle of the Shallod tree, with nine months of fifty days, one of 28 days and one of 10 days. A dwarven year starts when the Shallod tree emerged

from its hibernation and ends on the last day of its hibernation. As such, the dwarven year is exceptionally long and bears no relationship to the seasonal or climate changes. For the dwarves, there is no concept of winter or summer or any of the other seasons and they have no interest in lunar activity or the stars. However, due to the great length of the dwarven year, the arrival of the new year has great significance to the dwarves and they celebrate its arrival with gusto.

* *Mathenna* was the capitol city of Layagat, the greatest of the early civilizations. Layagat developed upon the banks

of the *Agat Amood*, a great river which divided The Kera Desert. The snaking, slow river brought life to the banks and its importance was central to the culture and identity of Layagat. Several great cities developed and Layagat enjoyed high culture and great status for hundreds of years. It was eventually overrun by the keradinn, their fiercest enemies, and the kingdom smashed. Over a long period, the Agat Amood dried up and the desert slowly reclaimed the land. Now there is nothing left of either Layagat, except for bizarre ruins lost in the sands, or Agat Amood.

DWARVEN CALENDAR

Table 9.1: The Dwarven Calendar

Months	No. of Days	Months	No. of Days
Kand	50 (Year Start)	Beradov	50
Erken	50	That	50
Harv	50	Igdon	50
Ennep	50	Kycord	28
Bayop	50	Ceracord	10
Uxen	50		

Table 9.1.1: Significant Dwarven Dates

Date	Significance
Kand 1-10	New Year Celebrations: a period of great significance, it is celebrated long and hard.
Erken 28	The Defeat of Ignasias II: Ignasias II and his army of 6000 dwarves were wiped out by a superior Amman force. As a reminder to all those who resisted Amman, all survivors were put to death.
Erken 39	The destruction of Dwergon, which marked the end of dwarven resistance to Amman in the southern lands.
That 15	Liberation Day: the dwarves celebrate their part in the Great Battle of Amman.
Beradov 43	Ilken Day: the Amman siege of Ilken is lifted and retains its freedom and independence from Amman.

ELVEN CALENDAR

Table 9.2: The Elven Calendar

Season	Months	No. of Days	Season	Months	No. of Days
Hathen AI (spring)	Jy'mood	27 (Year Start)	Athan Aynath (fall)	Angcered	29
	Ouid	30		Wy'aton	29
	Enwei	29		Frey	30
Fyrmoon (summer)	Ey'yanun	29	Mannan Ord (winter)	Anoed	30
	Faymons	30		Eretra	29
	Cered	30		Nayra'mood	27
			Layth	Mood	5

Table 9.2.1: Significant Elven Dates

Date	Significance
Ey'yanun 1	Shylar Day: celebration of Shylar, creator of elves, gnomes and halflings, as well as helping humans fight the evil of their hearts.
Cered 20-22	Three days of elven reflection, of their past, their culture and their place in the world. These three days represent the fall of the ancient elven civilization of Layagat, which is seen as both something to mourn (for the loss of a great civilization) and something to celebrate (for the coming of the elves to their respective new homelands).
Angcered 15	Glornias Day: (wood elves only) a celebration of the victory of Glornias over Tet-tungba.
Angcered 15	Orphus Day: (gray elves only) a celebration of the victory of Orphus over Tettungba.
Mood 1-5	Mood is a period of elven celebration when the rising of Elain signified the swelling of Agat Amood and a period of renewed life and vigor.

GNOMISH CALENDAR

Table 9.3: The Gnomish Calendar

Season	Months	No. of Days	Season	Months	No. of Days
Haydoc (winter)	Feste (Year Start)	31	Sund (summer)	Under	29
	Aydor	28		Addera	30
	Maliput	30		Nan	30
Ferrabir (spring)	Mynapur	29	Harid (fall)	Gand	29
	Haram	31		Daramax	29
	Fayl	28		Aioud	30

Table 9.3.1: Significant Gnomish Dates

Date	Significance
Feste 2	Garan Beygauld Day: the birth date of Garan Beygauld, considered the most renown gnomish illusionist who gloriously led a small band of likeminded illusionists at the Battle of Amman, though at the cost of his own life.
Feste 29-31	Winter Festival: a celebration of the winter, which many believe helps ward off evil spirits.
Haram 17	Olgden Day: a mighty feast and offerings to Olgden. A highly religious day in the gnomish calendar.
Haram 31	Spring Festival: a celebration of spring, rebirth and hope.
Aioud 30	Year End: a great celebration of the year past and the year approaching.

HALFLING CALENDAR

Table 9.4: The Halfling Calendar

Season	Months	No. of Days	Season	Months	No. of Days
Endermet (fall)	Ayd (Year Start)	28	Panithos (spring)	Praab	29
	Kwai	29		Daphon	30
	Affad	30		Baynn	29
Fahrar (winter)	Oridor	30	Bantha (summer)	Camia	29
	Mayt	29		Afway	30
	Fanweh	30		Dereby	31

Table 9.4.1: Significant Halfling Dates

Date	Significance
Ayd 1-5	New year's celebrations, which last for five days. Lots of revelry and giving of gifts.
Affad 10	Kankaric's Day: A celebration of Dwend Kankaric and his small band of halflings, who were victorious against a large goblin army, saving the town of Baridge, the capital of Bayfork, from almost certain destruction. Kankaric and more than two-thirds of those that followed him died on the battlefield.
Fanweh 23-24	On the first day, halflings celebrate the defeat of Amman in the Great Battle of Amman and the part that halflings played in the war. The second day is a day of remembrance for those that fell during the battle. It is the only solemn day in the halfling calendar and taken very seriously.
Praab 1	Feast of Spring: celebration of the end of winter and the coming of spring.
Bayn 12	Yankanakat Day: celebration of the defeat of the great white wyrm, Yankanakat, who tormented Ciradel for over 500 years.
Afway 30	Harvest Day: a festival of thanks giving for the harvest that has been yielded that year.

KARNISH CALENDAR

Table 9.5: The Karnish Calendar

Season	Months	No. of Days	Season	Months	No. of Days
Uten (spring)	Raggan (Year Start)	29	Ingth (fall)	Gor	29
	Hox	30		Nand	29
	Gannarah	29		Seydor	30
Haign (summer)	Ipsen	29	Kord (winter)	Feroc	30
	Eisil	30		Hydawen	29
	Orthis	30		Ilx	30

Table 9.5.1: Significant Karnish Dates

Date	Significance
Raggan 1	Karnish Day: Fandor, with Mynax at his side, destroys Hakkan in Herophet, which sees Hakkan cast into Paradorn and the rise of the new order of Karnish. Also signifies the start of the Karnish Calendar
Hox 15	Coronation Day: Argan I is anointed as the first King of Karnish and Overlord of all the Karnish Empire.
Orthis 9	The Great Landing: Mynax lands his great army on the shores of Amman and marches unopposed into Am-mun.
Orthis 17-21	The Battle of Am-Gazim: forty miles north of Am-mun, outside the small village of Am-Gazim, the massed ranks of the armies of Karnish and Amman fought the greatest battle of Arrasia, to that date. The battle lasted for four nights before Amman was finally defeated. This victory secured the safety of Karnish.
Orthis 30	Aruthane Day: celebration of last day of summer and thanksgiving to Aruthane.
Feroc 12	Eppen Day: Sassa rises from her slumber and smashes the Amman navy upon the waves. This secured the seas and allowed Mynax to move his troops safely across the Straights of Karnish to land them on Amman soil.
Ilx 23	Glory Day: An alliance of men, elves, dwarves, gnomes and halflings stood against the might of Hakkan and Amman in the Great Battle of Amman. For

CHAPTER 10

DEITIES & RELIGION

RELIGION

Religion plays an important role in Arrasia, with the gods (*Aslah*) central to the lives of ordinary and extraordinary individuals alike. The Aslah have had a major say, both good and bad, in the development of Arrasia, with some looking to expand their power and influence into the world of mortals, who are themselves the children of the Aslah, who were their creators.

The mortal races reflect their makers in many regards, but also personify their imperfections, for the Aslah are not perfect beings, but are filled with all the complexities, failings and brilliance of those whom they created. However, the Aslah are beings of great power, ability and strength and are, of course, immortal.

It is to the Aslah that the mortal races look for guidance, strength, courage, love and all the things that matter to them. Mortals can aspire to the greatness of the Aslah and can become gods in their own right - and, indeed, some have done so - and many Aslah have passed into Parador, where their spirits rest when they are killed; for killed they can be - not even immortality protects the Aslah from a violent death.

THE ASLAH

The children of Eradu, the Aslah can trace their line back to the beginning of time and creation. They are the gods of the cosmos and creators of all things, good and bad, in equal measure, except the very substance of the universe itself, from which they themselves are forged. Only Kavak now remains of the nine children of Eradu, the others having passed into the great Hall of Divine

Spirits in Parador. All have left their mark, for good or ill, in both their own lands and beyond, but nowhere more so than in Arrasia, which sits at the heart of all creation.

The Aslah are the gods of the world of mortals, as well as their creators, and though they spend much of their time in their own homes in the Outer Planes, there is a strong interaction between them. Indeed, some mortals have acquired such power that they have challenged the gods themselves and achieved immortality. The Aslah's egos are large and they always seek to enlarge their flock, to bring them glory, influence, and armies of mortals that they can command. And so it is to the Aslah that mortals look for guidance and protection, and those who have associated themselves closely with the gods - such as clerics - acquire their power through them.

Good and bad in equal measure, the Aslah have brought much beauty to the world and much ugliness. Where there is love, there is also hate; where there is light, so there is darkness; where there is good, so there is evil. Creators and destructors in equal measure, the Aslah are the greatest powers known within the cosmos.

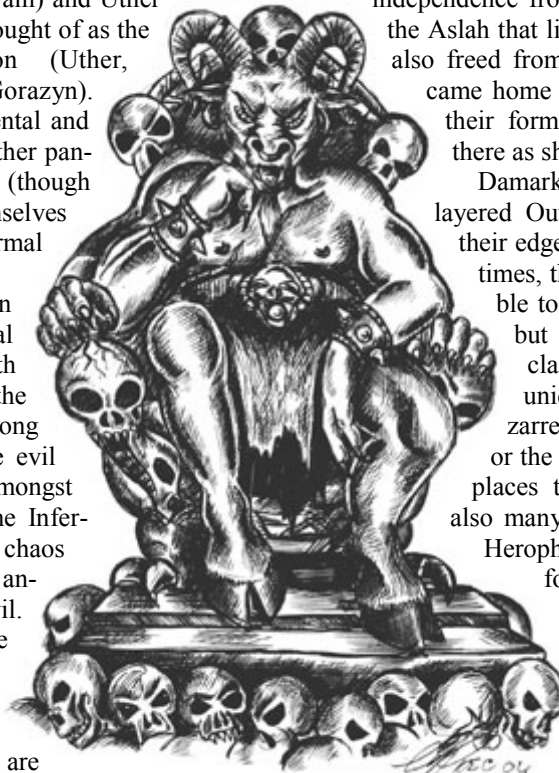
POLITICS OF THE ASLAH

While the Aslah each have their own homes, many share their time together, where they are happy to do so. They love, lust, hate and desire, just as the mortals do - who, in fact, reflect the failings of their creators. They have children, who are also Aslah, and they also argue, feud and fight with one another. Many come together under a common cause and work together until that cause is no longer important to them, while others are united through the history of their ancestry or history.

Of course, being immortal, both love and hate can be (and, for many, *is*) eternal.

Many of these common bonds form what becomes, for the mortals that follow them, *pantheons*, where groups of Aslah seem to symbolize and reflect the social groups of the nations and peoples of Arrasia. So to the people of Karnish, Fandor heads the family of deities who can be thought of as the Karnish pantheon (Aruthane, Azerond, Erenus, Fandor, Illsyn, Jeyru, Laverrus, Malanon, Merrymer, Mynax, Narag Narg, Omuz, Pax, Pith and Sha Dorrain) and Uther heads the Aslah that can be thought of as the Norv (or Wild) pantheon (Uther, Nendagon, Wesdan and Gorazyn). However, this is purely incidental and many deities cross over into other pantheons or, for whatever reason (though usually historical) find themselves popular outside of their normal zone of influence.

War is common between the Aslah and has been central to the development of both themselves, their homes and the mortal races. Wars are often along a good and evil axis, but the evil Aslah are always in conflict amongst themselves, especially with the Infernal Wars that see law and chaos fight for dominance over one another within the domain of evil. The Aslah are happy to take their wars to Arrasia and often the battles and conflicts between them see Arrasia as the battlefield where their egos are contested.



Hakkan

DAMARKAN, HEROPHET AND THE OUTER PLANES

The Aslah live in the Outer Planes, where they have been since the end of the Great Void and the beginning of time. The homes of the Aslah come in all forms, from beautiful forests, great oceans and floating citadels, to places filled with fire, ice and horror. Once, all of the Aslah lived together, in a single plane that was called Damarkan and each had a palace there. It was a place of wonder and was filled with the love and joy of the newborn cosmos. Each of the Aslah fashioned their citadels to suit their own needs and many dug deep and new planes were created, which they filled with their servants and minions.

One such citadel was called Herophet, which was the home of Gort. Gort's heart was black and filled with great malice and evil and Herophet was a bleak and dark palace, which the other Aslah had no taste for. Un-

der Herophet, Gort hid his dark minions in places of his own making and soon there was war in Damarkan, as he unleashed his foul servants against the other Aslah. As a punishment for his evil, all of Herophet was sundered from Damarkan and so the outlook of the two opposing Outer Planes was set - one, Damarkan, stood for good, the other, Herophet, for evil.

Damarkan would later be split several more times, with Talakos and Mulhata sundered as evil and dark places, while Wynord and Henipur would be granted independence from Damarkan out of the desire of the Aslah that lived in those places. Paradorn was also freed from its ties with Damarkan and became home to the Spirits of the Aslah, when their form was destroyed and they passed there as shadows.

Damarkan itself is now divided into many layered Outer Planes, many of which have their edges touching those of others. Sometimes, this join is seamless and it is possible to travel from one plane to another, but sometimes the touching planes clash and, where they join create a unique node, often a strange and bizarre world, which is neither one place or the other, but an offspring of all those places that exist around it. Herophet is also many layered, with the seven hells of Herophet home to devils and the other foul minions of the evil gods. It also coexists with the planes of Pakara, which were themselves carved out of Herophet and, like Mulhata, are home to armies of demons and filled with chaos and madness. War is common between those that dwell in Herophet and those that dwell in Pakara and Mulhata.

THE RIVER MOTHEX

When Herophet and Damarkan were split, Themex stirred the waters of Ryzor and created a great river to bridge the now separated Outer Planes, which was called the River Mothex. Later Themex ordered Oida, who was one of his most powerful servants, to guard the river and ferry those who wished to travel upon it in his boat.

The River Mothex bridges the divide between all of the Outer Planes and is the easiest way to gain access to any of them. However, it is not necessarily the safest and the journey down the River Mothex is an adventure in itself. All along the route are watchtowers, which were set by Themex to guard over the banks of the river. Many are now terrible places, filled with the minions of evil.

The river also takes many guises along its long and

winding route, sometimes calm and gentle, other times angry and torrid. In some places the river itself begins to steam and boil, until it turns into a great stream of flowing lava, while in others the water freezes over completely, with only the boat of Oida able to smash its way through. Where the River Mothex flows through the Astral Plane, which connects all of the many layers of the cosmos, it winds and twists like a silver thread, its waters ever flowing. Here, those upon the river are vulnerable to attack from the many powerful races that live in, or pass through, the Astral Plane.

The safest way to travel upon the River Mothex is to call upon Oida to ferry them. However, as Oida makes his slow and never-ending journey up and down the river, others prefer to chance the dangerous waters for themselves. There are many strange and exotic races that dwell along the banks of the River Mothex and many strange and unique sites to be seen and experiences to be had. Only one thing about the River Mothex is certain - that there is no certainty.

ARRASIA

Arrasia is the Material Plane that sits at the heart of all creation. Unlike any other plane, Arrasia is unique in that it touches all aspects of the Inner Planes - fire, water, earth and air all vie for dominance in Arrasia and both negative and positive energy course through it. Arrasia is mutable, a place of the violent and eternal struggle for dominion between the opposing and powerful forces that helped create it. These forces both maintain its balance and are the reason for its extremes.

Other than the very elements of Arrasia itself, nothing upon it is native, including all of the life which either covers or walks upon (or below) it. Everything originates from the Aslah and the Outer Planes. Elves, gnomes, orcs, goblins, and all the other races, were forged by the Aslah. Of these, only the dwarves and humans were forged in Arrasia, by the hands of the Aslah. The woods, plains and flowers were seeds carried upon the feet of Kavak, as he traveled from Canath to Arrasia and which took root and flourished and soon covered all of the land.

DIVINE ASCENDANCY

The Aslah are not immutable and their power and status are in a constant state of flux. It is also possible for mortals to ascend to the heights of immortality and themselves join the ranks of the Aslah - though few have actually succeeded in this, as the path to immortality is strewn with great danger. In The Kyngdoms, there are five ways to join the ranks of the immortals:

Divine Lineage: Those whose parents are both Aslah are always themselves Aslah, with both parents imparting into their children some of their own power. For those with but a single parent who is Aslah, only a

few will themselves become Aslah - most will retain their mortality. Such individuals are usually very powerful and their lives can be extended way beyond the years normal to their race, but they are not Aslah, though they often claim to be. Sometimes, they are great amongst their people, but sometimes they are outcasts and their hearts blackened and they use their power as a tool for revenge.

Divine Anointment: Any Aslah can give the gift of immortality to any mortal it so wishes. However, the power that is imparted into the recipient is lost in equal measure from the Aslah bestowing this great gift. As such, they will rarely anoint a mortal, for they jealously protect their own power and esteem within the ranks of the Aslah. An Aslah can give up as much or as little as they so choose. Generally, those that gain their immortality through divine anointment are demigods.

Divine Appropriation: Although immortal, the Aslah are not indestructible and can be destroyed and their spirit sent as a shadow to reside in Paradorn for all eternity. As the power of the Aslah departs from them as they pass into Paradorn, their conqueror will themselves gain some of that power. So mortals can become immortals and immortals become greater and more powerful. Although death amongst the Aslah is not common, it is not unknown - though primarily as a result of conflict between the Aslah themselves.

The Fountain of the Immortals: Residing somewhere in the fifth hell of Herophet, amongst the fires of Tuska, is a fountain that flows with fresh and cool water. This natural spring, since carved into a wondrous fountain, sprung from the ground when the tears and sweat of Onnus fell upon that place during his great journey and the water was imparted with some of his power. However, *The Fountain of the Immortals* is in itself a journey, for many that have drunk from it have been driven mad and many more have simply fallen and been consumed by the fires of that terrible place. But for a few, the water courses through them and touches every part of them and they are imparted with the power of immortality. Mostly, those that achieve immortality through this means become demigods.

A Fifth Way: During the early days, when the Aslah were themselves still young, they created all manner of wonderful things, which they filled their lands with. Amongst these creations were powerful minions whose purpose was to serve and carry out the will of their master. The Aslah parted into these minions incredible power, so that they might stand forever by their side. However, when the bond of servitude that tied them to their creator was broken, they were free and, such was their power, they became Aslah in their own right. Because of this, the Aslah rarely create such powerful minions any more.

DEATH - MORTAL AND DIVINE

Nothing is perfect, nothing is unbreakable and nothing governs the laws of the cosmos, except for the cosmos itself. These laws govern all that passes into and out of it, including the Aslah themselves, and *everything* can be broken, eventually, if the correct forces are applied in the correct measure. Although immortal, the Aslah are too governed by these laws, within which lay the seeds of their own destiny.

Although the Aslah grow and age with the passing of time, it has no adverse affects upon them and the span of their long, long lives is not reflected in their general appeal, as it is for mortals, who age and wither. However, like the mortal races that they created, the bodies of the Aslah are fragile and can be destroyed through violent means.

Any Aslah that is killed - which is, in most respects, the same as killing a mortal, though much harder to achieve - dies. Upon death, their flesh withers and returns to the elements from which it was formed. The Spirit of the Aslah is all that remains - a shadow, filled with torment and anguish, with fleeting images of its former greatness - which passes into Paradorn, from which they cannot escape. Many have tried to bring back the Spirits of the Aslah, to resurrect their chosen master and see them live again, but none have succeeded.

Like the Aslah, mortals also have spirits, though they take many forms. A spirit is like a vessel filled with all the aspects of that person's life, which is constantly added to and nurtured throughout their life. Upon death, their spirit represents the sum total of their life. Some are light and filled with contentment and though everything is but fleeting and vague, all is good. For others, there is contentment, but also heaviness, a fleeting sadness that pushes away the contentment, like a momentary frown. And for some, there is darkness and all is pain and anguish and the spirit is heavy and can never rest and these spirits know no contentment.

The resting place for all the mortals, from wherever they come or whomever they worshipped in life, is always the same, for all mortal spirits reside in the *Halls of The Dead* in Golgoria. There are said to be many halls in that place, with many corners, filled with the shadowy forms of the spirits. It is also home to the Keeper of the Dead and his minions, whose job it is to Sheppard new spirits to the hall and tend those within it.

Unlike the spirits of the Aslah, which are forever trapped in Paradorn, the mortal spirits can be recalled from their shadowy resting place through magical means, to live a mortal life once again. However, this time is but a respite, for it is the nature of the laws that govern the cosmos that their end will come again and the minions of the Keeper of the Dead will one day return their spirit to the Halls of the Dead.

Some mortals seek to extend their natural life by channeling negative energy in order to become undead.

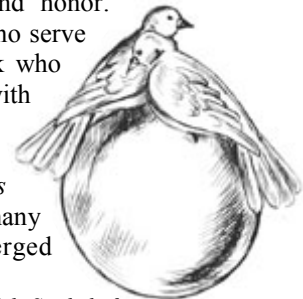
Unlike zombies and skeletons, bodies brought back to life by necromancers and those involved in the dark arts, those who seek a life of undeath are nearly always powerful individuals who become vampires, liches and other terrible undead creatures.

However, even though their undeath allows them to continue their existence, sometimes for thousands of years, eventually even they will wither and their bones crumble into dust, for their immortality is but a false promise, filled with the misery of being neither dead nor living.

FAITH AND RELIGION (ACOLYTES AND CLERICS)

Many mortals look to the Aslah for guidance and power, but some dedicate themselves to a life of worship and devotion to their chosen Lord, whose name and esteem they espouse and honor.

The vast majority of those who serve in this way are ordinary folk who have no special connection with their deity, nor receive any granted privileges. These individuals are called *acolytes* and are the mainstay of the many churches that have emerged throughout Arrasia.



*Holy Symbol of
Sha Dorrain*

Acolytes

Acolytes are *experts* (see NPC classes in the DMG) who have placed ranks in the Profession (acolyte) skill. Profession (acolyte) is a new profession introduced in The Kyngdoms to represent those who have dedicated themselves to the church but have no levels in the cleric class and receive none of the special abilities of that class. They are ordinary people who form the bedrock upon which most religions are built, visiting the parishioners, raising funds and generally running the administration of the church. They also give sermons when required.

Experts who have dedicated themselves to a life in the church as acolytes must have at least 1 rank in the Profession (acolyte) skill and have the following as class skills: Craft, Diplomacy, Gather Information, Heal, Intimidate, Knowledge (local), Knowledge (religion), Profession, Sense Motive, and Speak Language. They are in all other respects Experts as outlined in the DMG, taking the Base Attack and saves of that class, plus any other benefits that come with it.

Clerics

Clerics have a much closer relationship with their chosen deity, receiving the full benefits of that class. Clerics are leaders, who give the orders that the acolytes follow and maintain the strict orders of the church. The

upper echelons of religious orders will nearly always be filled with clerics, whose close ties with their deity are essential in the understanding and interpretation of the creed espoused by their chosen Aslah. Clerics are also often missionaries, who roam from place to place to spread the word. Trained with weapons and comfortable in armor, they make formidable opponents and can often access areas, through the sheer force of their personality and will, that others would fear to tread.

Clerics are not as numerous as acolytes, but are the essential driving force who push the church forward and maintain its orders. Most ordinary folk will rarely have any dealings with clerics, instead relying upon the acolytes to tend them. A cleric *must* follow one (and only one) deity. A cleric who follows no particular deity is considered to have lost their faith and as such loses access to all spells, domains and other special abilities acquired through taking levels in that class. Clerics must rediscover their faith (by finding a new deity to follow) in order to regain the full benefits of the cleric class.

DEITIES

62 Aslah are presented here, with all the detail required to understand their nature and the nature of those that follow them. For clerics, relevant information is supplied, including the doctrine and general direction that worship takes. Table 10.2: The Aslah charts a rough outline of each deity at a glance.

While the details given here cover all of the Greater, Intermediate and Lesser Aslah, only demigods that have a significant following in Arrasia are outlined. Many—including Oida and Zykerathox—are excluded because they are not represented in significant numbers (though, certainly, many small cults exist that worship them).

The most likely worshippers for any deity are given in the description, but Table 10.1: Typical Worshippers gives an overview of the races and classes most likely to follow a particular deity, though this list is not an exhaustive one. Players should choose a deity that fits their character concept and the flavor of the campaign. Clerics are restricted in their choice by alignment, as set out in their class description in the PHB.

Table 10.1: Typical Worshippers

Class/Race	Deities
Barbarian	Gorazyn, Nendagon, Ordal, Urgomond, Uther, Vihahn
Bard	Fyfreyn, Malanon, Merrymer
Druid	Aserdin, Gorazyn, Ky, Qayoba
Dwarf (Hill, Arctic)	Graxber, Kavak
Dwarf (Deep)	Grisin
Dwarf (Derro)	Dyonicos
Dwarf (Duergar)	Hengar
Dwarf (Mountain)	Destor, Graxber, Kavak
Elf (Aquatic)	Emmenauth Uthern
Elf (Dark)	Tettungba
Elf (Desert, Jungle)	Tannun Maruth, Vihahn
Elf (Gray)	Cirion
Elf (High)	Tannun Maruth, Fyfreyn
Elf (Wild)	Ky, Tannun Maruth, Vihahn
Elf (Wood)	Ky, Tannun Maruth, Ney Allond
Fighter	Arak Kal, Destor, Fandor, Mynax, Nendagon, Urgomond, Yerraz, Uther
Gnoll	Naberru
Gnome (Arctic, Desert)	Gungorn
Gnome (Forest)	Ky, Firngald, Ney Allond
Gnome (Rock, Jungle)	Ky, Gungorn
Gnome (Svirfneblin)	Jarginnaris
Goblinoids	Babbarax, Gygafrak
Halfling (Lightfoot)	Thim, Olgden
Halfling (Tallfellow)	Thim, Olgden, Hal Tallfellow
Keradinn	Arak Kal, Yerraz
Kobold	Wamranoch
Monk	Vashar, Jeyru
Orc	Hith, Ragmannon, Xagraxsus
Paladin	Fandor
Ranger	Aruthane, Ky, Nendagon, Uther, Vihahn
Rogue	Arak Kal, Hal Tallfellow, Illsyn, Merrymer
Sorcerer	Concei Japur, Pax
Wizard	Feyzeu, Fyfreyn, Laverrus

Table 10.2: The Aslah

Name	Domains	Alignment	Name	Domains	Alignment
Arak Kal	Contagion*, Death, Fire, Nausea*	LE	Aruthane	Abundance*, Air, Earth, Plant, Sun	NG
Aserdin	Healing, Life*, Light*, Sun	CG	Azerond	Law, Light*, Sun, Water	LG
Babbarax	Evil, Suffering*, Trickery	NE	Cirion	Air, Artifice*, Magic	CG
Concei Japur	Artifice*, Communication*, Magic, Protection	CN	Crayver	Abundance*, Community*, Water	NG
Destor	Community*, Good, Protection	LG	Dyonicos	Darkness*, Destruction, Insanity*, Suffering*	CE
Emmenauth Uthern	Good, Protection, Water	CG	Erenus	Healing, Luck, Travel	CG
Fandor	Glory*, Law, Peace*, Protection	LG	Feyzeu	Fire, Knowledge, Magic, Sun	LN
Firngald	Community*, Magic, Plant	NG	Fyfreyn	Communication*, Knowledge, Magic	CN
Gorazyn	Air, Animal, Earth, Fire, Plant, Water	N	Graxber	Community*, Fellowship*, Luck	LG
Grism	Artifice*, Creation*, Earth	LG	Gungorn	Artifice*, Magic, Trickery	NG
Gygafrak	Chaos, Hate*, Suffering*, Trickery, War	CE	Hal Tallfellow	Charm*, Luck, Protection	N
Hayn	Darkness*, Death, Shadow*, Undead*	CN	Hengar	Darkness*, Insanity*, Suffering*	LE
Hith	Death, Evil, Insanity*, Scalykind*, Shadow*	CE	Illsyn	Luck, Protection, Trickery	N
Jarginnaris	Artifice*, Creation*, Earth	N	Jeyru	Faith*, Healing, Peace*	LG
Kavak	Community*, Earth, Strength, War	CG	Ky	Animal, Light*, Plant	N
Laverrus	Communication*, Magic, Knowledge	LG	Malanon	Communication*, Good, Protection	CG
Merrymer	Chaos, Charm*, Luck	CN	Mynax	Faith*, Strength, War	LN
Naberru	Evil, Chaos, Suffering*	CE	Narag Narg	Chaos, Destruction, Violence*, Water	CE
Nendagon	Chaos, Strength, Violence*	CN	Ney Allond	Animal, Plant, Weather*	N
Olgden	Artifice*, Fellowship*, Travel, Trickery	N	Omuz	Community*, Creation*, Life*	NG
Ordal	Abundance*, Animal, Earth, Plant, Weather*	CN	Pax	Destruction, Magic, Violence*	CN
Pith	Darkness*, Death, Repose*, Shadow*	N	Qayoba	Earth, Plant, Sun, Weather*	LN
Ragmannon	Destruction, Evil, Hate*, Violence*, War	CE	Rougon	Abundance*, Earth, Law, Plant	LN
Sassa	Destruction, Water, Weather*	N	Setsop	Air, Contagion*, Nausea*, Water	NE
Sha Dorrain	Chaos, Good, Love*	CG	Tannun Maruth	Animal, Good, Magic, Plant	CG
Tettungba	Evil, Chaos, Darkness*, Hate*, Nausea*	CE	Thim	Community*, Fellowship*, Peace*	N
Torpeyak	Darkness*, Nausea*, Strength	CE	Urgomond	Chaos, Strength, Travel, War	CN
Uther	Strength, Travel, War	NG	Vashar	Faith*, Knowledge, Law	LG
Vihahn	Animal, Chaos, Earth	CG	Wamranoch	Evil, Destruction, Hate*, Suffering*	LE
Wesdan	Faith*, Luck, Travel, Violence*, Water	CG	Xagraxsus	Darkness*, Death, Destruction, Fire, Undead*, Violence*	NE
Yerraz	Destruction, Strength, Undead*, War	LE	Zidodd	Protection, Scalykind*, Strength, Water	N

* See Domains (page 120), at the end of this chapter, for a description of this Domain. All others are found in the PHB.

Domains marked with an *asterix** are new and are described later in this chapter (see page 120).

ARAK KAL

Greater Deity (Male)

Symbol: Skeletal hand grasping two-bladed scythe.

Home Plane: Thyro

Alignment: Lawful Evil

Portfolio: Death, fire, insects, pestilence, plague, undead.

Worshippers: Assassins, evil people, fighters, rogues.

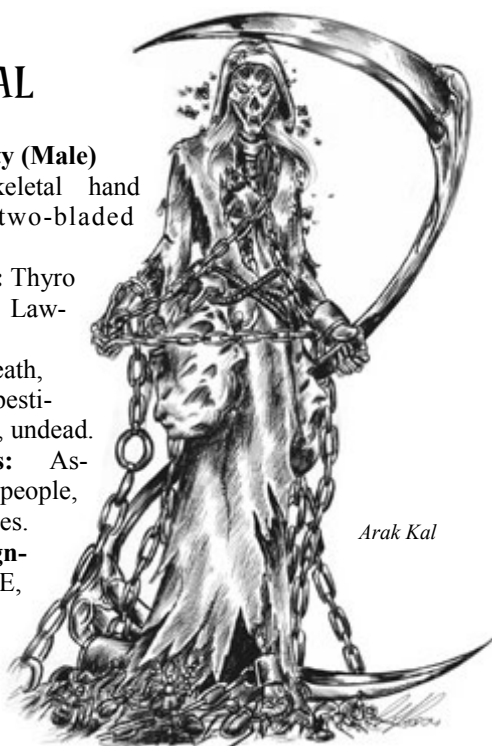
Cleric Alignments:

LE, LN, NE

Domains:

Contagion*, Death, Fire, Nausea*

Favored Weapon: Scythe



Arak Kal is the Amman-Mon deity of death and pestilence. Despite the decline of Amman, he is still widely worshipped in Amman-Mon and the old Amman provinces that now form a part of the Karnish empire. He is also worshipped secretly in many dark corners of what was once the greater Amman empire and he remains a formidable opponent. Arak Kal is a truly despicable deity, delighting in the misery of mortals and urging his minions to spread illness, plague and disease throughout Arrasia.

Doctrine

He is known for spreading disease, illness, plague and death throughout the lands and, as the son of Gort and Fellias, his evil knows no bounds. He once stood by the side of Hakkan and was a loyal servant, but survived the great fall of Amman and the purge that followed. He has no particular desire to see Hakkan rise again, but is happy to use this cause to further his own. Arak Kal is powerful, even amongst the Aslah, and greatly feared. His followers may be far fewer than they once were, but he remains a formidable and dangerous opponent and rumors suggest that his attentions are slowly turning towards Herophet itself.

Worship

The priests of Arak Kal wear large, bright orange, hooded cassocks, with ornate red stoles draped over their shoulders. In Amman-Mon, they can still be seen

walking four or five in a line, heads bowed. The temples vary from vast structures in Amman-Mon, to small, hidden away places in the rest of Arrasia, where the followers of Arak Kal are despised.

ARUTHANE

Intermediate Deity (Female)

Symbol: Sheppard's crook.

Home Plane: Tergor

Alignment: Neutral Good

Portfolio: Agriculture, fertility, harvest, seasons, sheppards, sun.

Worshippers: Farmers, gardeners, merchants, rangers, sheppards.

Cleric Alignments: CG, LG, NG

Domains: Abundance*, Air, Earth, Plant, Sun

Favored Weapon: Scythe

Karnish Deity of agriculture, sheppards and harvesting, Aruthane is worshipped where agriculture is a way of life and is very popular throughout the Karnish empire and those nations where the Karnish culture has found its place amongst them. The power and reputation of Aruthane has waxed strongly with the growth of the Karnish empire and she is now highly regarded by the other Aslah.

Doctrine

Aruthane is the bringer of the sun to the crops and fields and the master of the seasons, and it is to her that farmers pray when the time for planting and, later, harvesting comes. She delights in the hard work and dedication of those who toil amongst the crops and vineyards and enjoys nothing more than seeing the fields swollen and ripe for harvest, with the farmers working away under the early morning sun.



Worship

The priests prefer simple garb in natural colors and are nearly always seen carrying a sheppard's crook, which is the holy symbol of Aruthane. Churches are usually small stone or wooden affairs and found in rural communities scattered through Karnish and those areas

touched by its influence. They usually play a significant part in the spiritual health of the community, especially during leaner times.

ASERDIN

Lesser Deity (Male)

Symbol: A yellow sun surrounded by orange flames.

Home Plane: Hadria

Alignment: Chaotic Good

Portfolio: Healing, life, light, sun.

Worshippers: Druids, farmers, nature lovers, sheppards.

Cleric Alignments: CG, LG, NG

Domains: Healing, Life*, Light*, Sun

Favored Weapon: Club

Primarily worshipped in and around the Falagrim Peninsula, especially in Eppen, where he forms part of their pantheon. Followers of Aserdin can also be found in Syrámā, where his close relationship with Destor and Hayn will always win him some popularity there.

Doctrine

To those that worship him, Aserdin is the sun; the bringer of light, life and healing. He urges his followers toward a simple and honest way of life and to look after the world in which they live, for it, in turn, will look after them. He also holds high the ideal of human kindness and brotherly love, for he believes that the spirit is kept healthy through light and goodness. As the son of Adria and Huthain, he has built up a strong bond with Destor and Hayn and the other Aslah of the Eppen pantheon.

Worship

The temples of Aserdin are usually open-aired affairs, under the trees and plants of the natural world. Over the years, these have become *grove-like*, with circles, representing the sun, formed from ornately carved wooden posts. They are often the spiritual centers of the community, where the sick go to heal themselves and

where the healthy offer their prayers. The clergy prefer simple cassocks and sandals and can usually be found with a good wooden staff.

AZEROND

Intermediate Deity (Male)

Symbol: An anchor set against a blue disk with a yellow rim.

Home Plane: Eiyat

Alignment: Lawful Good

Portfolio: Calm, law, light, sea, watchfulness.

Worshippers: Fishermen, merchants, sailors, travelers.

Cleric Alignments: LG, LN, NG

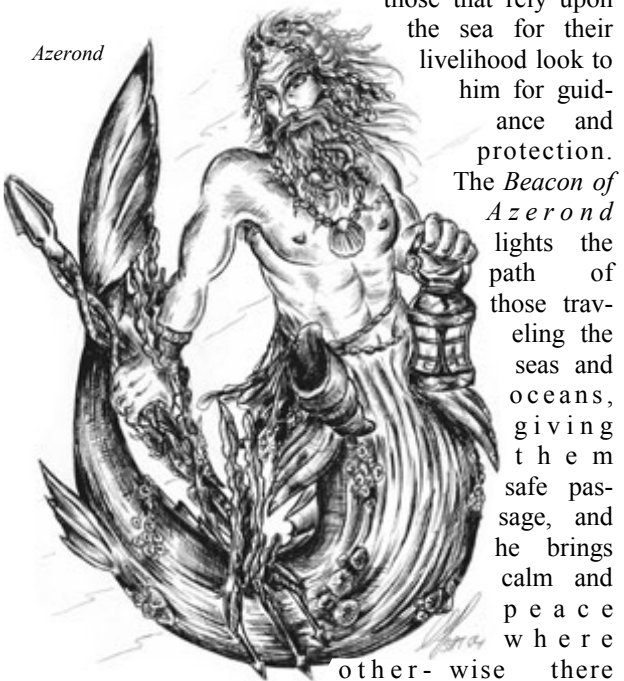
Domains: Law, Light*, Sun, Water

Favored Weapon: Trident

Karnish deity of the seas, Azerond is the calmer of storms and the bringer of light to sailors, fishermen and all who rely upon the seas for their livelihood. He is an exceptionally popular deity within Karnish and its empire, which has overseen the growth of trade in Arrasia since the fall of Amman. Azerond is considered by those that follow him to be essential to the well being of the nation, allowing the merchant vessels that sail the high seas a safe passage. His brother, Narag Narg, is his nemesis and they are in constant conflict.

Doctrine

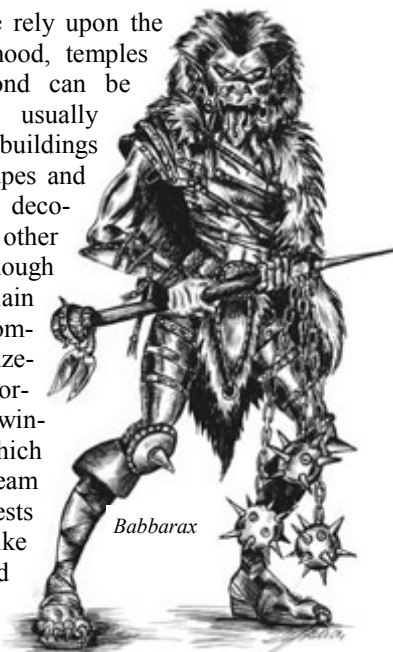
Azerond is a very popular and powerful deity and those that rely upon the sea for their livelihood look to him for guidance and protection.



The *Beacon of Azerond* lights the path of those traveling the seas and oceans, giving them safe passage, and he brings calm and peace where other-wise there would only be chaos and destruction. Azerond calls upon his followers to respect the power and authority of the sea and to pray to its majesty.

Worship

Wherever people rely upon the sea for their livelihood, temples dedicated to Azerond can be found. They are usually wooden or stone buildings and come in all shapes and sizes and are often decorated in shells and other debris of the sea, though are nearly always plain and simple. One common feature of all Azerond temples is an ornate stained glass window through which shines a continual beam of light. The priests tend to wear toga-like gowns, in blues and grays.



BABBARAX

Intermediate Deity (Female)

Symbol: A wicked morning star.

Home Plane: Talokas

Alignment: Neutral Evil

Portfolio: Brawling, bugbears, discord, goblins, hate, hobgoblins.

Worshippers: Bugbears, goblins, hobgoblins, other goblinoids.

Cleric Alignments: CE, LE, NE

Domains: Evil, Suffering*, Trickery

Favored Weapon: Morning Star

Along with the despised Gygafrak, who torments and insults her, Babbarax is the deity of goblins, hobgoblins and bugbears. She has very few followers outside of this, but those that do are always evil and cowardly. The creator of the goblin race, she both hates and fears her brother, Gygafrak, and spats between them are common and vicious, with goblin armies massing and marching against one another in open warfare. Occasionally, they put aside their differences and unite in a common cause, but these are usually short-lived affairs that end acrimoniously and violently.

Doctrine

Babbarax prefers cunning and trickery over brute force and spreads this ethos to all those that follow her. She takes great pleasure in bringing misery and suffering to the world and her evil and contempt are reflected through her sheer spite and capacity for treachery. Goblins, whom she created in her own image and who are also cowardly creatures, form the majority of those that

follow her. As well as being constantly in conflict between themselves, the goblin tribes of Babbarax are also in constant conflict with those that follow her brother, Gygafrak.

Worship

There are no real temples dedicated to Babbarax, which instead take the form of simple shrines built into the caves of the goblin tribes, where the tribal shaman use their dark arts to look over the needs of the tribe. The shaman are usually well respected by other goblins. They tend to wear striking garb, of furs and pelts, with skulls and bones hung about them, as others might wear jewelry, and there tends to be something wild and primitive about them.

CIRION

Lesser Deity (Female)

Symbol: A shimmering bow carved into the face of Cirion.

Home Plane: Goma

Alignment: Chaotic Good

Portfolio: Arcane knowledge, creativity, gray elves, magic, metal working.

Worshippers: Gray elves.

Cleric Alignments: CG, LG, NG

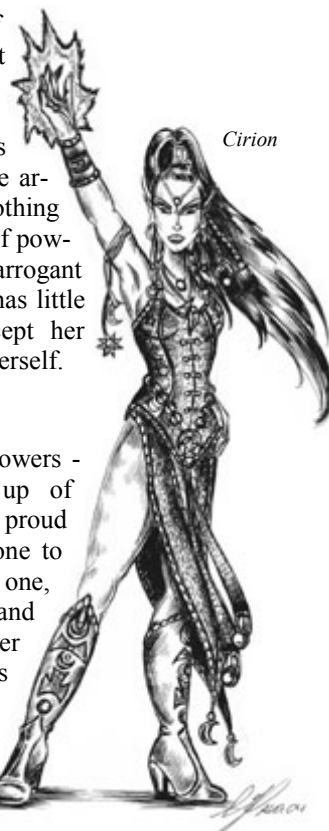
Domains: Air, Artifice*, Magic

Favored Weapon: Long Bow (any)

Cirion is the deity of gray elves, amongst whom she is regarded as the finest of the elven pantheon. Her pleasure is the darkest secrets of the arcane art and she loves nothing better than the creation of powerful artifacts. Cirion is arrogant and conceited, and she has little respect for anyone except her beloved gray elves and herself.

Doctrine

Cirion urges her followers - almost entirely made up of gray elves - to stand tall, proud and strong and allow none to judge them. To trust no one, maintain your guard and keep to yourself are her main mottos. She regards those that follow her to be superior beings and encourages them toward the de-



structive power of the arcane, which better allows them to defend themselves and chase off trouble.

Worship

Ornate wooden affairs, the temples of Cirion are nearly always large and elaborate and sit at the heart of the community. They are nearly always the largest individual building and the interiors sparkle with light and atmosphere. The priests' clothes are also elaborate affairs, finely made of many hues of color, which shimmer as they move and as the light reflects upon them.

GONGEI-JAPUR

Greater Deity (Female)

Symbol: A blue-green, swirling crystal ball held in the palm of a hand, with long, exotic nails.

Home Plane: Tharaq Am

Alignment:

Chaotic Neutral

Portfolio: Crystal balls, magic, prophecy, scrying, sorcerers.

Worshippers: Researchers, sryers, sorcerers, spies.

Cleric Alignments: CE, CG, CN

Domains: Artifice*, Communication*, Magic, Protection

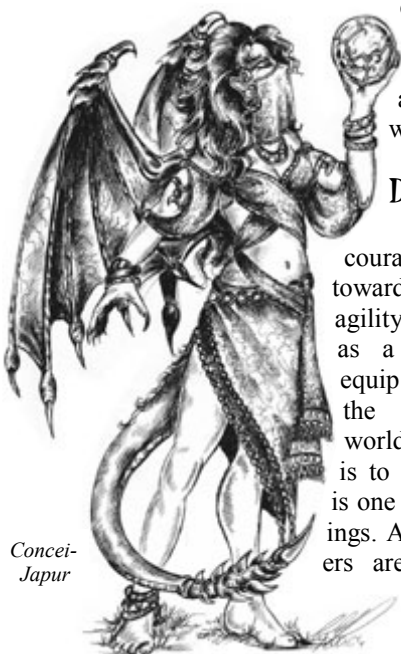
Favored Weapon: Longsword

There is something of the exotic about Concei-Japur and she is popular throughout Arrasia, but especially in the wild and remote regions, where she is thought of as something of a mystery, both feared and respected. She delights in creating exquisite items infused with great power and is especially known for her crystal balls and other scrying items. She is also a great creator of magi-

cal swords - especially longswords, which she adores above all other weapons.

Doctrine

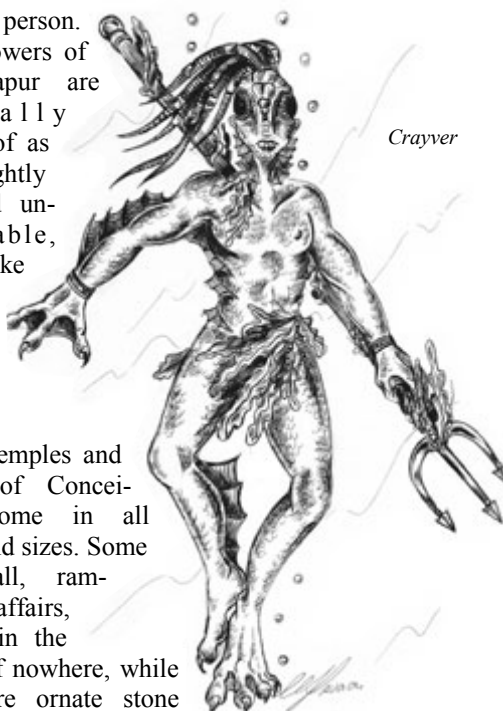
Concei-Japur encourages her followers toward creativity, mental agility and to use magic as a means to better equip themselves against the hardships of the world. To know yourself is to know your enemy, is one of her favorite sayings. As such, her followers are often seen with crystal balls and other scrying items



on their person. The followers of Concei-Japur are generally thought of as being slightly wild and unpredictable, much like Concei-Japur herself.

Worship

The temples and shrines of Concei-Japur come in all shapes and sizes. Some are small, ramshackle affairs, situated in the middle of nowhere, while others are ornate stone buildings found at the heart of large communities. Many have crystal balls as their centerpiece, or mirrors, or pools or other items that can be used for scrying, as they are often centers of information gathering on friends and enemies alike. The priests wear veils, to cover their faces, and ornate headdresses. They are also often covered in intricate tattoos.



GRAYVER

Demigod (Male)

Symbol: A trident with a vine wrapped along its shaft.

Home Plane: Syrat

Alignment: Neutral Good

Portfolio: Sarazoa Sea, Syramassa River.

Worshippers: Divers, fishermen, merchants, and travelers of the Sarazoa Sea and The Syramassa River.

Cleric Alignments: CG, LG, NG

Domains: Abundance*, Community*, Water

Favored Weapon: Trident

Crayver is the protector and defender of The Syramassa River and the Sarazoa Sea and it is along their shores and banks that his followers - who are numerous in number - will be found. Although Crayver spends much of his time in the great river plane of Syrat, he has been known to spend time in both The Syramassa River and the Sarazoa Sea, but especially the latter, which is deeper than many seas.

Doctrine

Crayver cares passionately about the ecology of The Syramassa River and the Sarazoa Sea and those that

live alongside them or use them as part of their every-day lives. He not only protects the waters from aggressors, but keeps them clean and filled with life and energy. He believes that those that take something from the water should also return something - this might be in the shape of tending the waterbeds or warning off those who might pollute the water.

Worship

Places of worship to Crayver tend to take the form of small, open-aired shrines, situated along the banks and shores. They all have a small pool of water, which is connected to the main source - either The Syramassa River or the Sarazoa Sea - via a small rivulet of some kind. The clergy prefer simple clothes, which can be easily cast aside so as not to interfere when the flesh is joined with the water. They are almost always exceptionally knowledgeable about the waters local to them and are normally skilled in living off the natural resources found along the banks and shores, as well as in the water itself.

DESTOR

Intermediate Deity (Male)

Symbol: Aruk, the Hammer of Adria, set against a silver triangle.

Home Plane: Raman

Alignment: Lawful Good

Portfolio: Family, gemcutting, home, mountains, protection.

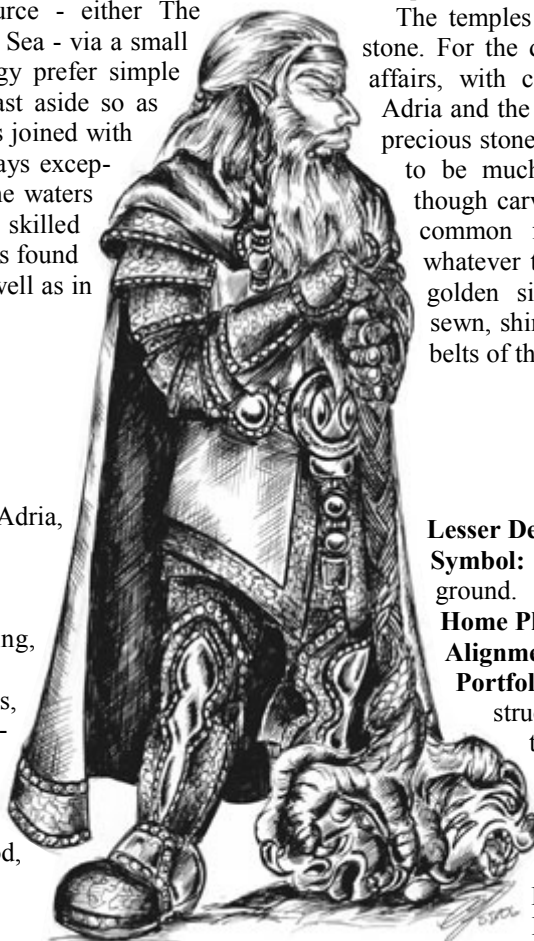
Worshippers: Dwarves, fighters, gemcutters, mountaineers, stone-workers, warriors.

Cleric Alignments: LG, LN, NG

Domains: Community*, Good, Protection

Favored Weapon: Warhammer

Popular in Eppen and Kri-Aruk, as well as the Falagrim Peninsula in general, his adventures on Arrasia and his stand against Hakkan mean his followers can be found as far afield as Syrāmā and Zaramal, as well as a small following in Orith and Yam. Destor also has a loyal following of dwarves in Owthenus. Protector of the people of Eppen and the hand that maintains the harmony between Rougon, Aserdin, Sassa and Hayn, it was Destor who dropped Aruk, the Hammer of Adria, that caused the land to form a great mountain range in the form of the Urdmoon Mountains, which would later protect Eppen from Amman invasion.



Doctrine

Sometimes called The Great Protector, Destor sees the needs of the community as paramount and that the importance of the individual is only equal to their importance within the community as a whole. He urges those that follow him to work together, for in unity they will overcome things that would otherwise be insurmountable. He also encourages his followers to stand together against the tyranny of the world and to allow none to enslave or oppress them.

Worship

The temples of Destor are always made from stone. For the dwarves, these are often elaborate affairs, with columns carved into the form of Adria and the walls and furniture decorated with precious stones. For humans, however, they tend to be much smaller and far less elaborate, though carvings and statues of Adria are still common features. The priests of Destor, whatever their race, all wear fine garb, with golden silk gowns, covered in delicately sewn, shimmering runes, and glittering rope belts of the finest quality.

DYONIGOS

Lesser Deity (Male)

Symbol: Two red eyes on a black background.

Home Plane: Ellari

Alignment: Chaotic Evil

Portfolio: Darkness, death, derro, destruction, insanity, slaughter, slavery, torture.

Worshippers: Derro, evil dwarves, executioners, slavers, torturers.

Cleric Alignments: CE, CN, NE

Domains: Darkness*, Destruction, Insanity*, Suffering*

Favored Weapon: Battleaxe

Horribly misshapen, Dyonicos is the son of Kavak and Voln. He is the deity of the Derro, who form the majority of his followers. However, his cruelty and destructive nature also sees slavers and torturers, and even evil surface dwarves, drawn to his path. Dyonicos is thoroughly evil and completely insane and both hates and despises Xagraxsus, whom has defeated him on many occasions in their wars in the underworld of Arrasia. He is also the enemy of Grism and has fought with him since the destruction of Lima, which brought about the end of the peace in Arrasia.

Doctrine

Dyonicos takes a special pleasure in the enslavement and torture of dwarves, especially the deep dwarves of Grism, with whom he is in a state of almost constant war. The mind of Dyonicos is dark and thoroughly evil, but also completely insane and unpredictable. His rages are legendary and he sends his followers out on constant forays of mindless destruction, urging them to destroy everything in their path and inflict pain, suffering and misery wherever they go.

Worship

Temples of Dyonicos are dark and sinister, with naked victims chained to the walls and columns and with blood and flesh all part of the horrific decoration. Sacrifice is common - indeed, required - and self-harm and ritual scarring all part of the dark service to fulfill the needs of Dyonicos. Black is the preferred color of choice for the priests, with hooded cassocks and capes the main dress.

EMMENAUTH-UTHERN

Lesser Deity (Female)

Symbol: A long fish tail that is curled around a spear.

Home Plane: Jaramalay

Alignment: Chaotic Good

Portfolio: Aquatic elves, merfolk, mirth, music, sea, wind.

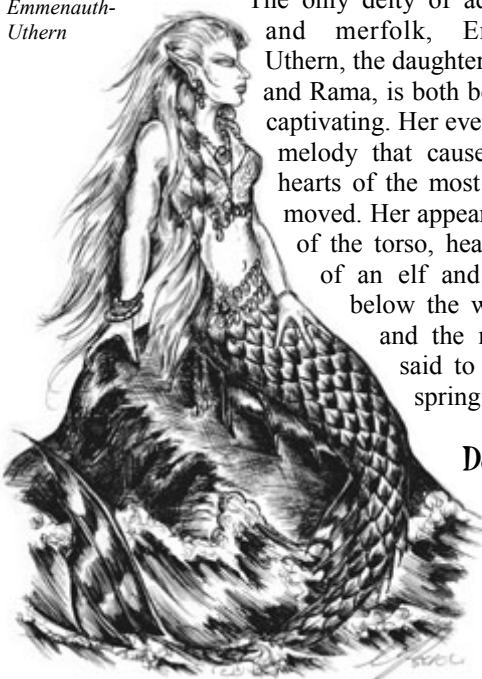
Worshippers: Aquatic elves, merfolk.

Cleric Alignments: CG, LG, NG

Domains: Good, Protection, Water

Favored Weapon: Shortspear

Emmenauth-Uthern



The only deity of aquatic elves and merfolk, Emmenauth-Uthern, the daughter of Themex and Rama, is both beautiful and captivating. Her every word is a melody that causes even the hearts of the most stoic to be moved. Her appearance is that of the torso, head and arms of an elf and everything below the waist a fish, and the merfolk are said to be her offspring.

Doctrine

Emmenauth-Uthern seeks only the peace and safety

of the aquatic elves and merfolk. She calls upon them to help the good who are lost at sea,



Dyonicos

but not at the expense of their own safety or harmony. She also demands that those that

follow her look upon the seas and waters of Arrasia as its veins and arteries, from which the good of the world flows, and that they are its tenderers and carers.

However, she is also a strong believer that life is to be enjoyed and encourages her followers to do just that.

Worship

Temples to Emmenauth-Uthern are watery affairs, often deep under the seas and oceans of Arrasia. They are simple, using the natural flora of the watery world in which the followers of Emmenauth-Uthern can be found, along with whatever jetsam and flotsam has been recovered and considered useful or pretty enough. Fish, sea horses and other exotic water creatures are commonly found in the temples. The clergy wear no clothes, but can be recognized by their ornate jewelry of shells and pearls.

ERENUS

Lesser Deity (Female)

Symbol: A hollow circle pierced by a dagger, with its tip touching one side of the circle and the hilt the other. The dagger handle remains outside the circle.

Home Plane: Seraduz

Alignment: Chaotic Good

Portfolio: Adventure, endurance, exploration, fate, healing, journeys, luck.

Worshippers: Adventurers, explorers, sailors, travelers.

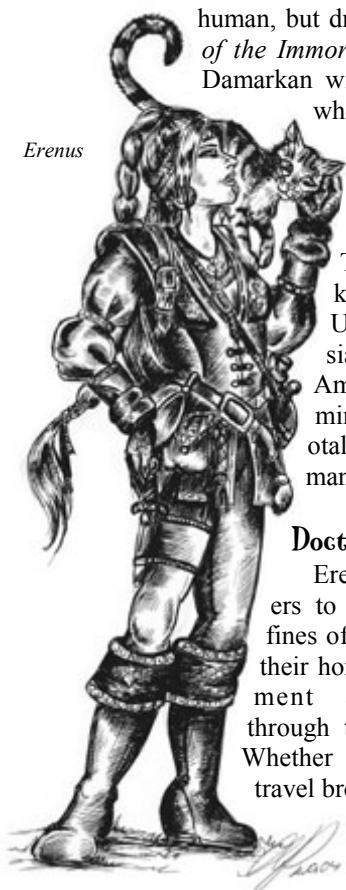
Cleric Alignments: CG, LG, NG

Domains: Healing, Luck, Travel

Favored Weapon: Dagger

Karnish Deity of journeys, adventure and exploration, she is worshipped throughout the empire, but mostly within Karnish itself. Erenus was once a mortal

Erenus



human, but drank from the *Fountain of the Immortals* whilst traveling to Damarkan with Mynax. It was she who led them through the hells of Herophet and gave Mynax hope when his heart was filled with despair. Their arrival in Damarkan saw them persuade Uther to return to Arrasia with them, to fight Amman and Hakkan's minions, which was pivotal in the fall of the Amman empire.

Doctrine

Erenus urges her followers to look beyond the confines of the walls and doors of their homes and to seek fulfillment and enlightenment through travel and exploration. Whether by land, sea or air, travel broadens the mind, brings different peoples and cultures together and can offer great reward.

To Erenus, there is nothing better than to stand along some half forgotten track, with the wind in your hair, ready to face your next adventure.

Worship

Temples to Erenus can be found throughout Karnish and wherever the Karnish culture has been embraced. Almost always small and unobtrusive, they are generally tucked away in back streets and made from whatever is at hand. They turn up in the strangest of places - from mountains to swamps - but always act as places of welcome, rest and protection for the travelers of the world. The priests wear clothes according to function - heavy garb in colder climes and light in warmer climes - but it is generally earthy colors of greens and browns.

FANDOR

Greater Deity (Male)

Symbol: A set of gold scales with coins on one side and a sword on the other.

Home Plane: Thoran

Alignment: Lawful Good

Portfolio: Good, justice, law, merchants, roads, wealth.

Worshippers: Fighters, good people, judges, merchants, paladins, upholders of the law.

Cleric Alignments: LG, LN, NG

Domains: Glory*, Law, Peace*, Protection

Favored Weapon: Flail (light or heavy)

The son of Gygafrak, Fandor is the bloodline of Onnus and Desdemar restored, and though he was born the son of great evil, in him was all the goodness and kindness that was lost when Desdemar and, later, Onnus, were murdered. He is followed throughout Arrasia, though primarily in Karnish, which he led to victory over Amman. The greatest of the Karnish deities and at the peak of his power, Fandor is the symbol of all that Karnish represents - enterprise, justice and law. He is especially popular amongst paladins, who see in him the pinnacle of excellence and justice.

Doctrine

Justice, honor and law are the guiding principles of Fandor and he calls upon all those that follow him to extol these virtues. He believes that only through law is justice, and thus peace, possible and that everyone should aspire to these virtues. Within this context, he also encourages them toward a life of enterprise, to use their skills and abilities to better both themselves and others, but to always be virtuous and honorable. As such, the church is divided into two distinct flavors: the *Fandorians*, who espouse the virtues of honor and justice and are split into many knightly orders, and the *New Church of Fandor* which regards enterprise and law as the true faith.

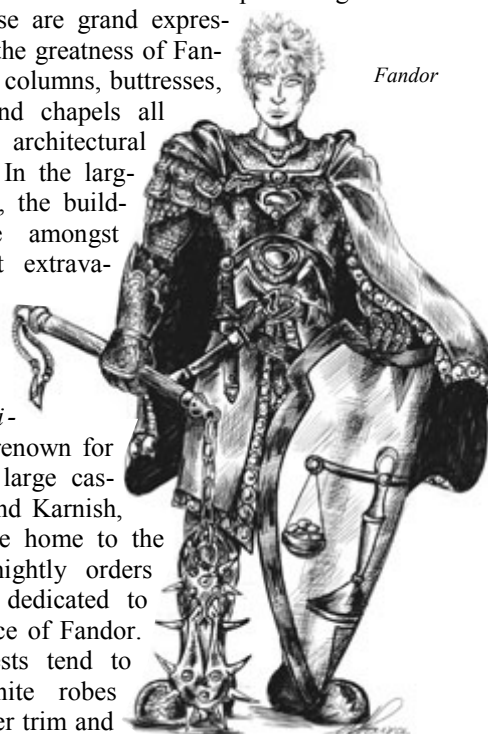
Worship

Temples built in dedication to Fandor can be found throughout Karnish and its empire. Large stone buildings, these are grand expressions of the greatness of Fandor, with columns, buttresses, arches and chapels all common architectural features. In the largest cities, the buildings are amongst the most extravagant ever built.

The *Fandori-*

ans are renown for building large castles around Karnish, which are home to the many knightly orders that are dedicated to the service of Fandor. The priests tend to wear white robes with silver trim and

Fandor



sandals and are generally well groomed. The *Fandorian* knights all have their own colors, though white and silver remain a constant theme to them all.

FEYZEU

Intermediate Deity
(Female)

Symbol: Two linked circles through which a chariot is threaded, with the figure of Feyzeu ushering the chariot onwards and which leaves a fiery wake.

Home Plane: Heyzoz

Alignment: Lawful Neutral

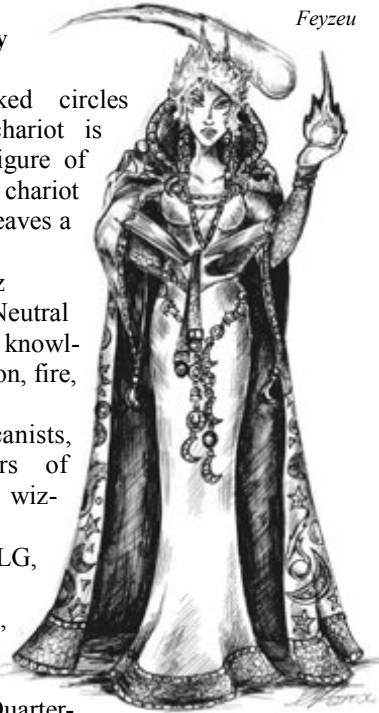
Portfolio: Arcane knowledge, desert, desolation, fire, magic.

Worshippers: Arcanists, pyromaniacs, seekers of arcane knowledge, wizards.

Cleric Alignments: LG, LN

Domains: Fire, Knowledge, Magic, Sun

Favored Weapon: Quarterstaff



The daughter of Adria and Uther, Feyzeu is both brilliant and beautiful. She is worshipped throughout Arrasia, but primarily by those attracted to the arcane arts, especially evocationists. Feyzeu lives in the Outer Plane of Heyzoz, a vast desert baked hard from the never setting sun, and she traverses the planes as a bright, fiery meteor. She is something of an aloof figure and has little to do with the other Aslah, except for her father, Uther.

Doctrine

Feyzeu spends her time seeking to improve her knowledge of the arcane art at the expense of all other things, for all else is an obstacle that stands in the way of her journey toward knowing all there is to know. She calls upon those that follow her to always seek new knowledge and to never give up the struggle to attain greater understanding of all things arcane. She finds the thrill of evocation especially delightful, enjoying the visual feast of jets of flame, streaks of lightening and large explosions.

Worship

Temples of Feyzeu are nearly always made of stone, as fire plays such a significant part in the ambiance and

decoration, with braziers, candles, torches, oils and all manner of fiery objects used. They are generally smallish in size and are more than likely also important arcane centers. The priests tend to wear short-sleeved robes of white and red, trimmed with delicate arcane symbols.

FIRNGALD

Lesser Deity (Male)

Symbol: A bear's paw print silhouetted against a white circle.

Home Plane: Faytoru

Alignment: Neutral Good

Portfolio: Animals, forest gnomes, forests, trees, woods.

Worshippers: Forest gnomes.

Cleric Alignments: CG, LG, NG

Domains: Community*, Magic, Plant

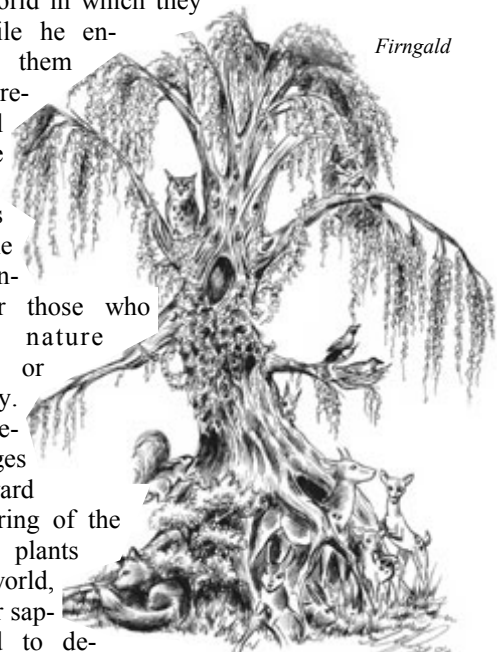
Favored Weapon: Sling

Worshipped almost entirely by forest gnomes, who have little contact with other races, Firngald nonetheless plays an important role in the ecology of forests and woods, which he has a deep affection for, and the animals that dwell therein. Firngald, like his worshippers, prefers to wander alone through the forests, talking with trees and animals, bringing renewal and invigoration wherever he goes. He loves nothing better than tending the great trees of his home plane, Faytoru.

Doctrine

Firngald insists that those that look to him for guidance should have a deep respect and affinity with the natural world in which they live. While he encourages them

to be resourceful and use what nature has to offer, he has contempt for those who destroy nature wantonly or ignorantly. He especially urges them toward the tending of the trees and plants of the world, to care for saplings and to de-



fend them where necessary.

Worship

Places of worship to Firngald are always open-aired, under the trees and other plants that offer good foliage. These often revolve around the oldest tree in the forest,



Fyfreyn

which is revered amongst the followers of Firngald.

Worship tends to take place at night, under the stars, and involves a lot of singing and prayer. The priests of Firngald tend to wear rustic colors - greens, browns and oranges.

FYFREYN

Demigod (Female)

Symbol: Two interlocked circles, one black, the other white and the section where they cross is gray, with a yellow star as the background.

Home Plane: Qathay

Alignment: Chaotic Nature

Portfolio: Arcane knowledge, communication,

education, history, lore.

Worshippers: Bards, high elves, historians, teachers, wizards.

Cleric Alignments: CE, CG, CN

Domains: Communication*, Knowledge, Magic

Favored Weapon: Bow (long or short)

Fyfreyn is popular amongst high elves and those interested in the pursuit of knowledge, history and lore, making some wizards and bards also drawn to her, though usually elven, half-elven or, occasionally, gnomish. It was Fyfreyn who placed upon the Armor of Henipur a powerful magic that helped lead Glornias to victory and for this Tannun Maruth gave her freedom from his service as one of the Aslah. She concerns herself with all things ancient and arcane, as well as knowledge, history, literature and lore. The Great Library of All is a vast library of books, scrolls and all manner of arcane objects that is her home in Qathay.

Doctrine

Not only should knowledge be sought and gained, but so must it also be explored and explained. To know is not enough, but to know why you know *is* to truly know. Fyfreyn also believes that knowledge is something that should be made available to everyone and

that books, scrolls, artifacts, objects and anything that may in itself have some intrinsic value, or be a tool which helps explore other ideas or mediums, must be looked after and extended at every opportunity.

Worship

The temples of Fyfreyn are more akin to libraries and museums than places of worship and, indeed, very little spiritual worship takes place in them. These are places of the mind, where ancient tomes are read and collected and artifacts explored and analyzed. The priests of Fyfreyn wear no particular clothing that distinguishes them from anyone else, but are generally studious librarians who have an encyclopedic knowledge of the works and artifacts under their protection.

GORAZYN

Intermediate Deity (Male)

Symbol: Four interlocked rings of red, green, blue and yellow.

Home Plane: Amorraia

Alignment: Neutral

Portfolio: Animals, elements, nature, plants, wilderness.

Worshippers: Barbarians, druids, nomads, wild people.

Cleric Alignments: CN, LN, N, NE, NG

Domains: Air, Animal, Earth, Fire, Plant, Water

Favored Weapon: Hammer (any)

Gorazyn finds strong support amongst the Norv nations and lands which are wild and filled with untamed peoples, who regard him as the lord of the elements and the patron of nature and the wilderness. He has a close relationship with Uther, Nendagon and Wesdan who, along with himself, are thought of as the pantheon of the north.



Gorazyn

Doctrine

Gorazyn enjoys nothing more than the pure destructive power and might of the natural elements, which are the wellspring of all things, including the Aslah them-

selves. There is no taming that which cannot be tamed and it is enough to respect the purity of Air, Earth, Fire and Water. Gorazyn also has no interest in urban centers of any kind, preferring the majesty of the untamed landscape and the brutal simplicity of life therein. To spend you life walking the wild regions of the world is, for Gorazyn, the only true path.

Worship

Mostly, solitary clergy travel the land spreading the word of Gorazyn. They are usually quite strange individuals, being very outlandish and wild. However, some temples can be found, in the shape of natural shrines in wild areas, which are tended by the clergy who live there. Their clothing is very practical, suited to the needs of their, usually, wild environment. Within urban areas, places of worship to Gorazyn are usually either found in wild, secluded areas or on the very edge of the settlement.

Graxber

GRAXBER

Intermediate Deity (Male)

Symbol: A disk shaped smiling dwarf face with wide eyes and a mass of writhing, uncontrollable hair.

Home Plane: Nuoria

Alignment: Lawful Good

Portfolio: Mountain dwarves, gnomes, luck, mirth, revelry.

Worshippers: Gnomes, mountain dwarves.

Cleric Alignments: LG, LN, NG

Domains: Community*, Fellowship*, Luck

Favored Weapon: Dwarven urgrosh

Graxber is worshipped throughout the mountain dwarf and gnomish civilizations, his penchant for mirth and revelry touching at the very spirit of those races. He is not considered the brightest spark amongst the Aslah and enjoys nothing more than drinking the exquisite beverages grown and brewed in Nuoria and consumed in the renowned feasts of the Great Hall of Hathanay. The son of Kavak and Voln, and brother to Dyonicos, Graxber fled Arrasia after the capture of Kavak and the rise of Dyonicos and his army of derro, leaving Grism alone to stand against them. Graxber returned to Damarkan, where he dwelt in Canath until the return of Kavak, after which he took Nuoria as his own, with its fertile lands and great mountains.

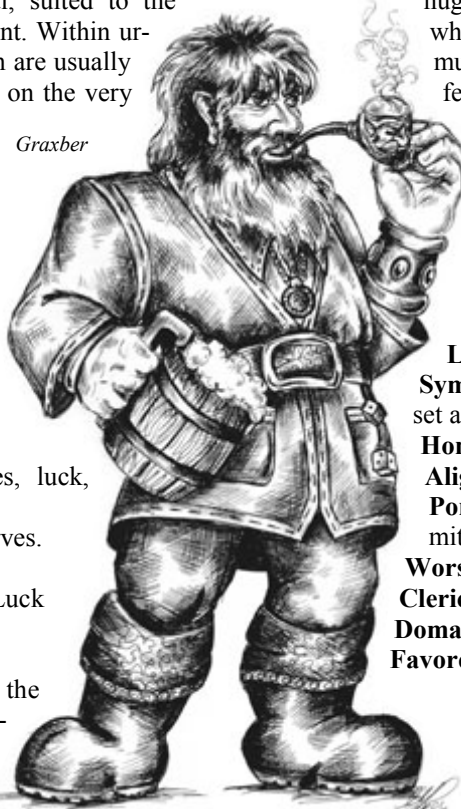
Doctrine

It is the firm belief of Graxber that life should be enjoyed to its maximum and that good food and good ale are prerequisites for the great feasts that Graxber

urges his followers to put on and attend. As such, it should be no surprise that he is popular amongst dwarves for his revelry and high spirits. Followers of Graxber are renown for the fantastic feasts that they regularly hold and for the quantity and quality of food that is prepared for the table. They are also well known for their obsession with food and ale and their general misery when it is not available as readily as they are used to.

Worship

The temples of Graxber are generally found amongst the dwarven citadels where the population is at its densest. The large stone buildings are dominated by huge wooden tables and benches, where great feasts are held and where much merriment is had by all. Such feasts are generally boisterous affairs, where poor and rich alike all mingle and put their troubles to one side for an hour or four.



GRISM

Lesser Deity (Male)

Symbol: A crossed hammer and pick, set against an anvil.

Home Plane: Karrabo

Alignment: Lawful Good

Portfolio: Earth, minerals, mining, mithral, deep dwarves, smithing.

Worshippers: Deep dwarves.

Cleric Alignments: LG, LN, NG

Domains: Artifice*, Creation*, Earth

Favored Weapon: Dwarven waraxe

Grism was the master smithy for Kavak and was his most trusted servant, taking the governorship of Lima when Kavak was away. During the war with Dyonicos, after Grism had led the dwarves deep into the bowels of Arrasia, he was the first to fashion bronze armor and weapons, which saw them victorious against their enemies. After being released from the service of Kavak, Grism made his great journey through the hells of Herophet and drank from the *Fountain of the Immortals*, which bequeathed him immortality and the status of Aslah.

Doctrine

Stoicism, hard work and the right mental attitude are the key beliefs of the followers of Grism, who can be found almost exclusively amongst deep dwarves. To survive the hardships of life deep under the surface of Arrasia, you must be prepared to stand strong against your enemies and use the natural gifts of Arrasia to arm

and defend yourself wherever possible. Through the application of these beliefs, survival will be achieved and your enemies defeated.

Worship

Temples to Grism tend towards the plain and unadorned and services are usually short and simple. Grism does not encourage excessive prayer or preaching, believing that true faith is shown through ones actions and behavior. The priests of Grism are nearly always well armored. Their rank within the church is often indicated by the quality of their armor, with those in mithral plate usually being of the highest order within the church.

GUNGORN

Intermediate Deity (Female)

Symbol: A gold, silver and brass striped nugget.

Home Plane: Onkin

Alignment: Neutral Good

Portfolio: Alchemy, creativity, illusion, invention, gnomes, gold, silver, tomfoolery.

Worshippers: Alchemists, gnomes, illusionists.

Cleric Alignments: CG, LG, NG

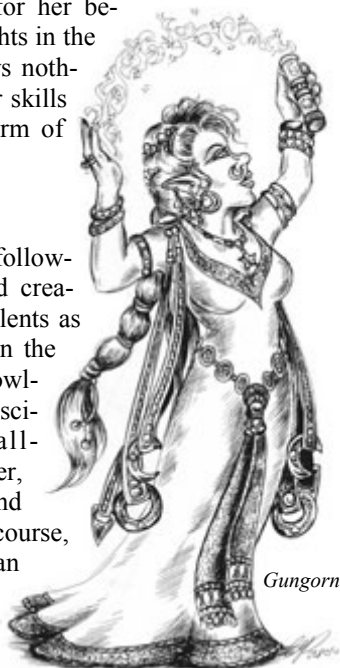
Domains: Artifice*, Magic, Trickery

Favored Weapon: Shortsword

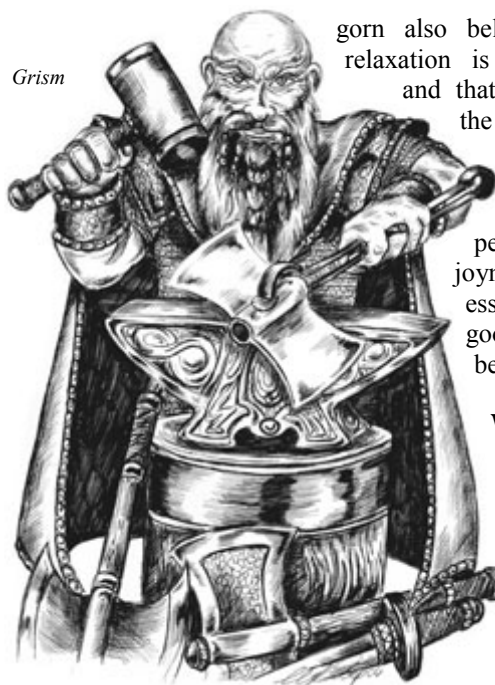
Deity of gnomes, Gungorn embraces the ethos and spirit of gnomes everywhere and is the most popular of the gnomish pantheon. Alchemists and illusionists, even ones of other races, also favor her. Gungorn became the deity of the gnomes after the murder of Shylar, their creator, by Voln. She is a capable and ready warrior, when needs must, and is never afraid to stand against her enemies and fight for her beloved gnomes. She delights in the art of illusion and enjoys nothing more than to use her skills to good effect in the form of practical jokes.

Doctrine

Gungorn urges her followers toward curiosity and creativity and to use their talents as best as they are able. On the one hand, scientific knowledge with alchemy and scientific research all-important, on the other, the art of illusion and mental deception. Of course, there is nothing finer than a combination of these skills. However, Gun-



Grism



gorn also believes that relaxation is important and that balancing the needs of hard work against personal enjoyment is essential if a good life is to be achieved.

Worship

Temples dedicated to Gungorn can be found wherever there are

gnomes. Often built into the side of hills or gnome-made hillocks, they are usually quite lavish affairs, with beautifully sculpted ornaments and religious objects, most commonly made from gold and silver. Powerful illusory magic is often used to add grandeur and space, where otherwise there would be little or none. The priests wear long silk frocks of silver, gold and white, often covering their faces with veils.

GYGAFRAK

Greater Deity (Male)

Symbol: A greataxe, licked in flames, which has cracked through a skull.

Home Plane: Xanaxa

Alignment: Chaotic Evil

Portfolio: Bugbears, chaos, goblins, hate, hobgoblins, malice, slavery, suffering, trickery, torture, war.

Worshippers: Bugbears, evil giants, goblins, hobgoblins, ogres, other goblinoids.

Cleric Alignments: CE, CN, NE

Domains: Chaos, Hate*, Suffering*, Trickery, War

Favored Weapon: Greataxe

Gygafrak is the most renown, worshipped and despised of the goblinoid deities. He also receives a large following from amongst ogres and evil giants, who are drawn to his evil, tricky ways. Gygafrak is all the things his sister is not - courageous, strong and brash - and his creations, the hobgoblins and bugbears, are reflections of this. Gygafrak despises Babbarax, his sister, and torments and bullies her whenever he can, for she has betrayed him too many times and he trusts her no longer (though is always willing to put old feuds aside when it

Gygafrak



suits him). He is spiteful and vicious and enjoys the blood lust of war. Gygafrak is the father of Fandor and Omuz, which both amuses and disgusts him, depending on his mood.

Doctrine

Gygafrak urges his followers to war constantly with their enemies and to inflict endless suffering and unceasing hate upon the world. He is both hateful and spiteful and enjoys seeing the blood of his enemies spilt in his endless quest for power and glory. Such is the doctrine of war amongst the followers of Gygafrak that they are as happy warring on their neighboring tribes as they are the other races. Hobgoblins and bugbears - the creations of Gygafrak - prefer using those weaker than themselves as fodder on the front line, while they act as impact troops whose very presence can cause ripples of panic to spread through the ranks of their enemies.

Worship

Temples are usually simple affairs, found as small shrines somewhere amongst the tribal caves. Few, if any, true temples to Gygafrak have been built, though small shrines can be found occasionally in built up areas, though are well hidden from prying eyes. The priests are generally shaman who wear pelts, skins and furs and who carry a sundry assortment of strange objects around with them, including shrunken skulls and other bone objects.

HAL TALLFELLOW

Lesser Deity (Female)

Symbol: A dagger.

Home Plane: Neyz

Alignment: Neutral

Portfolio: Commerce, luck, rogues, Tallfellow halflings, tricks.

Worshippers: Brigands, halflings, rogues, Tallfellow halflings, thieves, tricksters.

Cleric Alignments: CN, LN, N, NE, NG

Domains: Charm*, Luck, Protection

Favored Weapon: Dagger

Hal Tallfellow is the deity of Tallfellow halflings, but her roguish ways have given her a following throughout halfling communities everywhere, as well as wherever there are rogues, thieves and brigands. She believes that people should look after themselves and that to give oneself up to the needs of the community is a sacrifice bordering on insanity.

Doctrine

Followers of Hal Tallfellow believe firmly in the idea of 'looking after number one'. 'Trust no one, rely on no one and use everyone' is her simple mantra. Although worshipped by Tallfellow halflings everywhere, she is also popular amongst thieves and brigands and those whose personal beliefs fit her self-centered and greedy approach to life. She abhors the spirit of community, which she regards as being a leech on the creative spirit, sucking out its life and filling it with lies and false hope. You can know only yourself, so to retain your individuality is paramount. Others are there merely to serve your needs.

Worship

Although considered the deity of Tallfellow halflings, temples to Hal Tallfellow can be found wherever there are halflings, as her ethos is one that touches at the heart of many halflings. The temples are simple and minimalist, with wooden benches, few, if any, extraneous objects of worship or decoration and very little in the way of comfort. Priests, however, are usually well dressed, preferring greens and browns.

HAYN

Lesser Deity (Male)

Symbol: A pointing, skeletal hand surrounded by swirling mist.

Home Plane: Umersat

Alignment: Chaotic Neutral

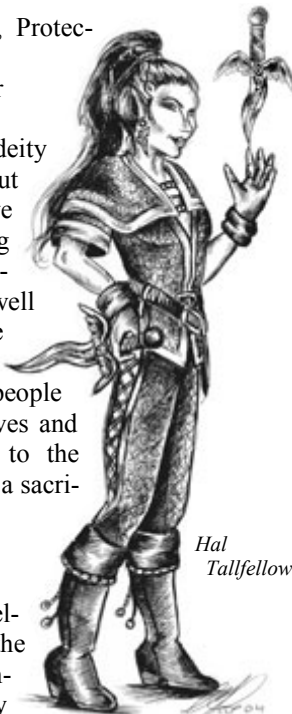
Portfolio: Darkness, death, night, shadow, undead.

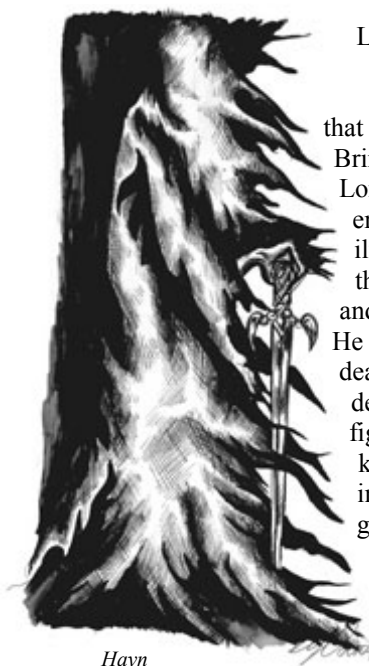
Worshippers: Assassins, folk of the night, necromancers, occultists.

Cleric Alignments: CE, CN

Domains: Darkness*, Death, Shadow*, Undead*

Hal Tallfellow





Hayn

Favored Weapon:
Longsword

Regarded by those that follow him as the Bringer of Death and the Lord of Shadow, followers of Hayn are primarily found in and around the Falagrim Peninsula and especially in Eppen. He is the Lord of the Undead who called up the dead to walk again and fight Amman and Hakan. He is constantly in conflict with Rougon, Aserdin and Sassa and it is only the power of Destor that maintains the balance between them.

Doctrine

Hayn cares little for those that follow him, preferring instead to live alone amongst the shadow and darkness. He has little interest in the affairs of mortals and often seems aloof and uncaring. Hayn attracts a wide variety of believers to his cause, both good and evil. Those that follow him generally prefer the darker aspects of life and for all, death plays a large and important role in their ethos. Many powerful necromancers are especially attracted to Hayn. Nearly all of those that follow Hayn do so in the hope of achieving an immortal life of some kind. For some, this is in the form of spirits who directly serve Hayn, while for others this takes the form of some type of undead, with the most powerful taking on the forms of liches and vampires.

Worship

Although temples to Hayn can be found, these are generally in Eppen and around the Falagrim Peninsula. Outside of this, temples tend to be dark and sinister places, filled with undead and hidden away. The temples are always cast in shadowy light, where the corners are hidden from view and the walls seem to flicker with a life of their own. The priests often hum in soft tones and are always dressed in black flowing gowns that reveal little about them.

HENGAR

Lesser Deity (Male)

Symbol: A skull with red eyes and wearing a twin horned helmet.

Home Plane: Gorodin

Alignment: Lawful Evil

Portfolio: Duergar, insanity, metal, mining, suffering, toil.

Worshippers: Duergar.

Cleric Alignments: LE, LN, NE

Domains: Darkness*, Insanity*, Suffering*

Favored Weapon: Waraxe

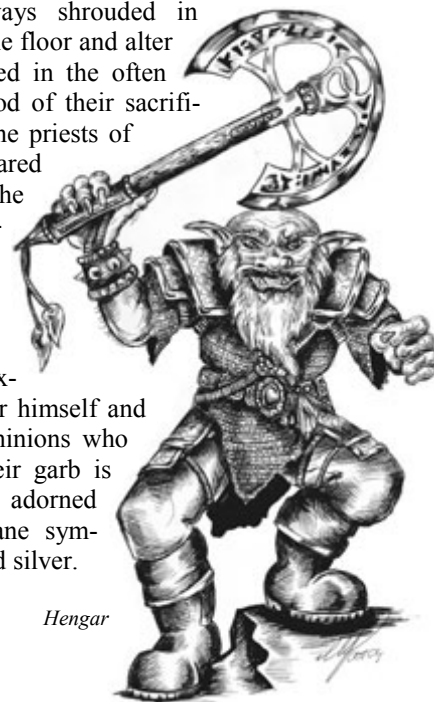
The deity of the duergar, whose dark and bleak citadels under the earth are a monument to his terror and spite, Hengar has few, if any, other followers. Hengar is so foul and ugly - his features somehow dwarven, but deformed and foul, as if in mockery of that stout race - that even the other Aslah of Herophet prefer to avoid his company. He resides in Gorodin, the last of the hells of Herophet; a frozen, icy wasteland, where only those immune to the effects of its bitter and eternal winter can survive.

Doctrine

Hengar cares for no one, except his duergar, and even them he treats with disdain and contempt. However, their worship for Hengar is total and their will dominated by his desire, so neither he nor they think anything of sacrificing themselves to his whim. However, despite the apparent misery of their lot, the duergar have survived against the odds in the deepest recesses of the depths of Arrasia, spreading their spite and hate, and their dark citadels stand as a monument to Hengar.

Worship

Temples dedicated to Hengar are found only in the deepest and darkest of the recesses to be found in Arrasia. They are carved out of the very rock, with sinister scenes of suffering, murder and hate adorning the walls. They are always shrouded in darkness and the floor and altar is thickly coated in the often still sticky blood of their sacrificial victims. The priests of Hengar are feared even amongst the duergar communities themselves. Their power cannot be challenged by anyone, except for Hengar himself and the powerful minions who serve him. Their garb is gray and black, adorned with rude arcane symbols of gold and silver.



Hengar

HITH



Hith
sanity*, Scalykind*, Shadow*
Favored Weapon: Falchion

Demigod (Male)

Symbol: Black clenched fist on a red disc.

Home Plane: Arrasia

Alignment: Chaotic Evil

Portfolio: Death, evil, half-orcs, insanity, ogres, orcs, shadow, snakes.

Worshippers: Evil giants, evil humans, half-orcs, ogres, orcs, snake cults.

Cleric Alignments: CE, CN, NE

Domains: Death, Evil, In-

Hith's following are nearly always thoroughly evil, with orcs, ogres and evil giants all finding a place in their hearts for this foul master. He is also the Lord of Snakes and, as such, attracts the many snake cults that can be found throughout Arrasia. Hith was once a mortal wizard who drank from the *Fountain of the Immortals*. He survived, but insanity, evil and shadow were his new masters. He is one of the few deities who has chosen the Material Plane for his home and, his power having grown in the form of great orc and ogre armies, he has now declared open war upon it. Fandor is his most hated enemy, though Xagraxsus also ranks highly on his long list of enemies.

Doctrine

Hith seeks the destruction of Karnish and the conquest of Arrasia and he urges his followers toward this goal. He cares little, if at all, for his followers, seeing their value only through what they offer to his cause. Hith is completely insane and none know what his temperament will bring from day to day. His incoherent ramblings are seen by his followers as enlightened visions, free of the burden of social and scientific restraint. However, whatever his ramblings and unpredictability may bring from day to day, his evil always shines through and remains as a constant foundation to all that he says and does.

Worship

Some temples to Hith are beginning to spring up secretly in the towns and cities of Karnish, where his followers have settled themselves as they act as spies and saboteurs. However, mostly, they can be found in and around the lands of Hith and Hithanon. Usually rough shrines, snakes always play a significant role in the decor. The priests are usually dressed in red with lime green trim, with large hooded robes that come down and cover their faces. They are greatly feared, for it is through the priests of Hith that his decrees are interpreted and carried out and both their power and evil are great indeed.

ILLSYN

Lesser Deity (Female)

Symbol: A square knot in a figure eight.

Home Plane: Egnarat

Alignment: Neutral

Portfolio: Fraudsters, gamblers, luck, rogues, smugglers, thieves.

Worshippers: Fraudsters, gamblers, rogues, smugglers, thieves.

Cleric Alignments: CN, LN, N, NE, NG

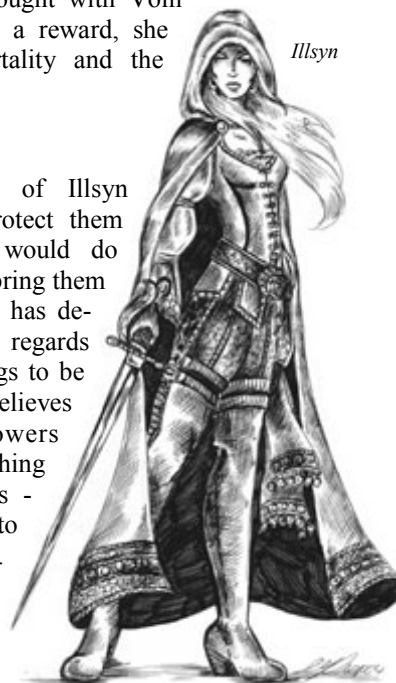
Domains: Luck, Protection, Trickery

Favored Weapon: Rapier

Deity of gamblers, rogues, thieves and those who generally operate on the other side of the law, places of worship to Illsyn can be found scattered throughout Arrasia, but nowhere more so than in Karnish, where she is especially popular in large, urban areas. Illsyn was once human, but came to the assistance of Mynax in Herophet, as he fought with Voln and her allies. As a reward, she was given immortality and the status of Aslah.

Doctrine

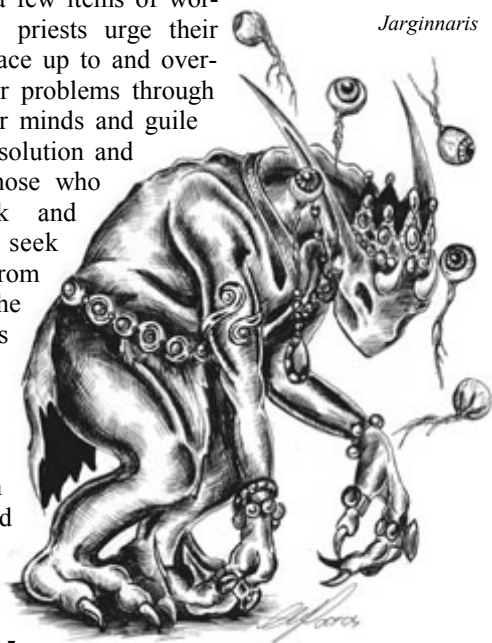
The followers of Illsyn look to her to protect them from those that would do them harm and to bring them luck when all else has deserted them. She regards boundaries as things to be overcome and believes that her followers should use everything within their means - foul or fair - to achieve their goals. To use ones wit to outfox an opponent is always the



preferred option. Why stand toe-to-toe when a lunge from the shadows with a dagger or rapier is just as effective, or when a single cunning idea can outsmart your opponent and avoid combat altogether? Illsyn always urges her followers toward creative and lateral thinking.

Worship

Temples to Illsyn are usually wooden or stone buildings and are generally both plain and bland, adorned with but a few items of worship. The priests urge their flock to face up to and overcome their problems through using their minds and guile to find a solution and despise those who are meek and always seek help from others. The priests prefer plain clothing that allows them to blend seamlessly into their environment, with grays and browns the preferred colors of choice.



JARGINNARIS

Demigod (Male)

Symbol: Four silver diamonds in a diamond shape in the center of which sits a small yellow star set against a black background.

Home Plane: Svirtald

Alignment: Neutral

Portfolio: Gem cutting, metals, minerals, mining, mithral, precious metals, smithing, stonecutting, svirfneblin.

Worshippers: Svirfneblin.

Cleric Alignments: CN, LN, N, NE, NG

Domains: Artifice*, Creation*, Earth

Favored Weapon: Shortsword

Jarginnaris is the deity of svirfneblin and has little, if any, support outside of this group. Like the svirfneblin themselves, Jarginnaris is secretive and has little to do with the other Aslah. His strange appearance and general aloofness do not endear him to those that meet

him and he seems to do little to have things any other way. He is exceptionally old, having once served Shylar in the gardens of Henipur, but was released from his servitude after Shylar's death.

Doctrine

Jarginnaris cares only for the protection and well-being of the svirfneblin and has no interest in any other affairs. Many of the other Aslah think of him as arrogant and aloof and have little to do with him, realizing his disinterest in their affairs. Like Jarginnaris, the svirfneblin are secretive, preferring to avoid direct contact and instead conduct themselves in the shadows, deep below the surface of Arrasia, avoiding even the other svirfneblin tribes if they can.

Worship

The worship of Jarginnaris plays an important role within svirfneblin culture, with regular prayer and supplication seen as essential. Large religious gatherings of the entire community occur regularly and individuals always look to Jarginnaris when caught in a tight spot or when an important decision must be made. To the svirfneblin, Jarginnaris is their protector and sovereign and the priests are important members of the svirfneblin communities. Dressed in fine cassocks of silvery-white, splashed with gold, and with fine jewelry of religious significance, they easily stand out amongst the svirfneblin.

JEYRU

Lesser Deity (Female)

Symbol: A burning torch with outstretched feathered wings.

Home Plane: Denedain

Alignment: Lawful Good

Portfolio: Athletics, balance, fitness, honesty, honor, truth.

Worshippers: athletes, judges, monks, seekers of the truth.

Cleric Alignments: LG, LN, NG

Domains: Faith*, Healing, Peace*

Favored Weapon: Unarmed Combat



The Karnish deity of truth, honor and hand-to-hand combat, Jeyru has a loyal following. Monks are particularly drawn to her ethos, as are those who seek to uphold the law and see justice done. Jeyru was a powerful celestial and servant of the Aslah, before being released from her servitude by Fandor and given the status of Aslah, for her loyalty and service rendered in the war against Amman and Hakkan. She now regards herself (and is regarded as being) a key ally to Fandor.

Doctrine

Jeyru believes that purity can only be achieved through a balance of the mind and the body. To forsake one in preference of the other, or to show more favor to one aspect only, can only create imbalance and disharmony within the spirit. As such, she urges her followers to exercise both their minds and physique in equal measure and that both should be worked equally hard. Purity, honor and truth come only through the harmony of mind and body.

Worship

The temples of Jeyru are open-air affairs, in secluded groves where the temptations and distractions of everyday living can be set aside. They are places of tranquility, peace and reflection, where prayer is silent and introspection and inner inspection encouraged. The priests wear very simple, plain cassocks in wool and other rough materials. They either wear light sandals or, as often as not, nothing at all upon their feet.

Kavak

KAVAK

Greater Deity (Male)

Symbol: Two gold tipped crossed battleaxes.

Home Plane: Canath

Alignment: Chaotic Good

Portfolio: Dwarves, endurance, metal, mountains, mining, smithing, war.

Worshippers: Dwarves.

Cleric Alignments: CG, LG, NG

Domains: Community*, Earth, Strength, War

Favored Weapon: Axe (any)

Worshipped wherever there are dwarves, Kavak is the most powerful of the dwarven pantheon and the only survivor of the nine children of Eradu. It was Kavak who first came to Arrasia, which was then called

Kiwani, and populated it with dwarves, who he created in his own image, and brought to it the life of Damar-kan, as seeds upon his feet. On Arrasia, Kavak built Lima, the greatest dwarven citadel ever carved out of the rock, which was later destroyed by his and Voln's son, Dyonicos. After the betrayal of Voln and Kavak's long incarceration in the dungeons of Herophet, he was rescued by Uther, but never again returned to Arrasia, preferring instead to spend his time in his first home, Canath.

Doctrine

Kavak, through personal experience, has long understood the hardships and suffering of the dwarves. Their ancient citadels smashed and with enemies in all the corners of the world, Kavak understands the importance of community and the need for war in order to defend these communities. Only through the sheer determination and strength of a unified dwarven race will they maintain their presence on Arrasia and overcome their enemies and he encourages his beloved dwarves to stand their ground and fight their enemies to the last of their number if necessary. It is such doctrine that has made the dwarves of Arrasia feared enemies, but it also why their numbers have dwindled and are not what they once were.

Worship

The temples of Kavak are large and cavernous, with vast columns disappearing into the darkness above. Drums and deep chanting are all part of the ceremony, where large statues of Kavak and ancient dwarven kings stand in the carved recesses that line the walls. Scenes of historical battles are carved into the walls and columns and long, stone benches seem to stretch into infinity. The priests wear heavy breast plates over turquoise colored clothing, with blue capes and exquisitely trimmed and fashioned beards.

KY

Intermediate Deity (Male)

Symbol: A half sun, half moon disc.

Home Plane: Dendor

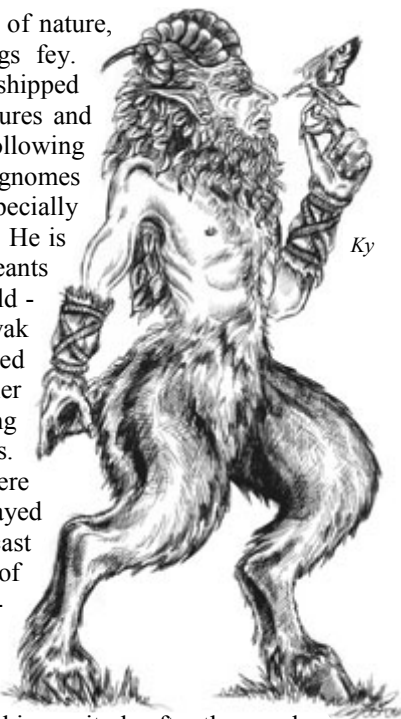
Alignment: Neutral

Portfolio: Animals, druids, fey, flora and fauna, light, nature, plants, rangers, trees.

Worshippers: Druids, elves, fey creatures, gnomes, rangers, satyrs, treants.

Cleric Alignments: CN, LN, N, NG
Domains: Animal, Light*, Plant
Favored Weapon: Quarterstaff

Ky is the deity of nature, light and all things fey. He is widely worshipped by many fey creatures and also has a strong following amongst elves, gnomes and humans, especially rangers and druids. He is also the deity of treants and satyrs. Ky is old - perhaps only Kavak is older - and served Shylar, tending her gardens and helping her in her creations. He was also there when Voln betrayed Kavak and was cast into the dungeons of Herophet, alongside Kavak. He was eventually rescued by Uther. He was freed from his servitude after the murder of Shylar, which saw him attain the status of Aslah.



Doctrine

Ky once served Shylar in the gardens of Henipur and his love for nature and for fey creatures knows no bounds. He urges those that follow him to serve nature - to tend and love it, to repair it, and to stand against those who deliberately or ignorantly do it harm. He despises the urban centers of the cosmos, seeing them as blights upon the beauty of the natural world, where smog, filth and disease have found their homes. He enjoys nothing more than the open spaces, with the wind coursing through his hair and the beauty of the natural world all around.

Worship

Places of worship to Ky are almost always found in the form of stone megaliths, often vast in scale, with huge roughly carved stones set deep into the ground, rearing upwards toward the sun and moon and which sit in harmony with the world around them. They are only found in remote, isolated and wild places and are usually tended by druids and fey creatures, whose job it is to protect the lands around it against those who might seek to destroy or harm it. The priests wear no obvious clothes or markings that stand them out as priests of Ky, except for his holy symbol.

LAVERRUS

Demigod (Male)

Symbol: A ring filled with arcane symbols that glow silvery blue.

Home Plane: Idor

Alignment: Lawful Good

Portfolio: Arcane knowledge, creation, learning, magic.

Worshippers: Academics, arcanists, linguists, teachers, wizards.

Cleric Alignments: LG, LN, NG

Domains: Communication*, Magic, Knowledge

Favored Weapon: Quarterstaff

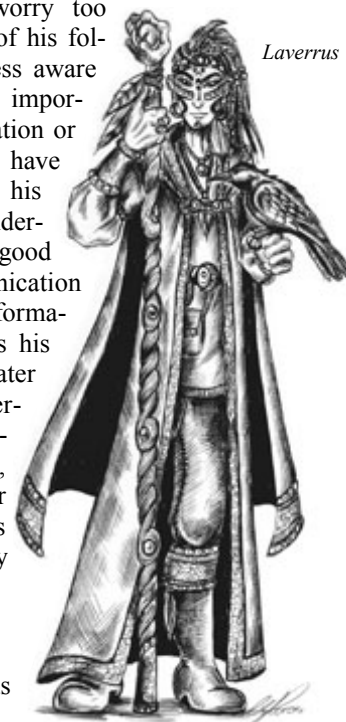
Popular almost entirely within Karnish and its empire - though not in the old Amman provinces - Laverrus is the archetypal wizard: magic, item creation and the search for deep and ancient lore that further his understanding of magic are his most fervent interests. He has little interest in, or use for, anything that does not further his understanding of the arcane world. Laverrus was once a great human wizard of much renown who served with Fandor during the Great War against Amman. On hearing the tales of Mynax and Erenus and their journey through the hells of Herophet - and how they had found the legendary *Fountain of the Immortals* and became Aslah - he set out on that same journey himself. After many great adventures and the loss of all his comrades, he eventually found the mythical fountain and drank from it and was rewarded with immortality and the status of Aslah.

Doctrine

Although Laverrus is too involved in his own studies and pursuits to worry too much about the needs of his followers, he is nonetheless aware that, on rare occasions, important snippets of information or lost arcane treasures have come his way through his followers, so he understands and encourages good and concise communication and the sharing of information. As such, he urges his followers toward greater arcane study and understanding and the creation of great artifacts, but also to share their knowledge with others and to gleam what they can from others.

Worship

Temples to Laverrus



can be found throughout Karnish, where the flock is encouraged to share information in the search for a better understanding of the arcane world. They tend to be centers of information, where people go to have questions answered or just to share a snippet of information. The priests wear elaborate clothing, with purple and yellow trim the predominant colors. Their clothes also tend to be adorned with shimmering arcane symbols.



MALANON

Lesser Deity (Female)

Symbol: An ornate mask of the face of Malanon.

Home Plane: Laf-fat

Alignment: Chaotic Good

Portfolio: Bards, dance, drama, humor, music, poetry, theatre, wit, writing.

Worshippers: Actors, bards, dancers, entertainers, musicians, poets, writers.

Cleric Alignments: CG, LG, NG

Domains: Communication*, Good, Protection

Favored Weapon: Dagger

Although widely regarded as a deity of the Karnish pantheon, Malanon is worshipped far and wide by the lovers of the arts. As the Karnish culture is rich in arts, poetry and performance, Malanon is a well represented deity. Needless to say, Malanon has a devout following of bards. Malanon came to Arrasia with Uther for the Great Battle of Amman and there gave her greatest ever performance, even as the battle raged around her, rousing the spirits of those that heard her and instilling in them a great pride which saw many survive who may otherwise have perished. As a reward for her courage, she was released by Uther from his service and given the status of Aslah.

Doctrine

For the followers of Malanon, the spirit would be a barren place but for the beauty and passion of art and artistic pursuit, for it is through art that the spirit is lifted to great heights and those affected by it able to achieve great deeds and overcome insurmountable odds. To delight the senses and arouse passion and

emotion, through any of the mediums of art, is the soul interest of those that follow Malanon. Not only can they be found in the urban centers of Arrasia, but also upon the battlefields, and wherever great deeds are achieved, always lifting the spirits and bringing renewed hope.

Worship

The temples of Malanon are lively affairs, often colorfully decorated and filled with beautiful objects that tease and please the senses. Ceremonies are filled with tales, poetry and much singing and music, which all are encouraged to participate. The priests also tend to be colorful, with shimmering multi-colored gowns, and speak in a flowing style that seems to be almost like music upon the ears of those listening.



MERRYMER

Lesser Deity (Male)

Symbol: An ornate half lute, half harp instrument.

Home Plane: Neresh

Alignment: Chaotic Neutral

Portfolio: Charm, daring, flirtation, mirth, revelry, tricks, zeal.

Worshippers: Bards, cads, charmers, rogues, swashbucklers.

Cleric Alignments: CE, CG, CN

Domains: Chaos, Charm*, Luck

Favored Weapon: Dart

Karnish deity of merriment, charm, daring and revelry, Merrymer has a ready following. Always ready to amuse and charm, his chaotic nature draws a fair number of bards and rogues to his flock. His appeal, however, is mainly confined to within the Karnish empire boundaries and their closest allies, although, strangely, he is also very popular in the Freecity of Hanai. Merrymer was once a human who was rewarded by Fandor for his service and loyalty in the war against Amman and Hakkan.

Doctrine

Merrymer is considered a charming rogue who uses guile over brute force and his followers are very much in the same vein. They care little for the needs of others, preferring to feed their own egos and selfish needs. A quick smile or carefully placed piece of flattery always disguises their true desires, which will always be to

their own advantage. As such, it should be no surprise that Merrymer attracts not only rogues, but also bards, swashbucklers and all those who think of themselves as charmers and cads.

Worship

The temples of Merrymer are usually attractive buildings, discreetly placed. They are generally warm and welcoming and pleasantly adorned, usually in the preferred bright colors of blues, mauves and reds. The priests are likewise adorned in bright outfits, with mauve clothing and blue and red trim. They wear lavish capes of feathers and boots also trimmed with feathers. They are generally pleasant, but always looking out to advance themselves and the church of Merrymer within their community.

Mynax

MYNAX

Intermediate Deity (Male)

Symbol: A white horse, rearing, on a black shield, with three gold stars above the horse.

Home Plane: Taras

Alignment: Lawful Neutral

Portfolio: Conquest, courage, fighters, strength, victory, war.

Worshippers: Fighters, gladiators, soldiers, warriors.

Cleric Alignments: LG, LN

Domains: Faith*, Strength, War

Favored Weapon: Bastard sword

Mynax is extremely popular in Karnish and within the borders of its empire, but also has a strong following around much of Arrasia; his strength, courage and warlike manner and the role he played in defeating Amman and Hakkan always appealing to many. Second only to Fandor in esteem, Mynax represents the military splendor and might of Karnish. It was Mynax's return from Cerador, where he had joined forces with Uther, which turned the Great Battle of Amman and brought victory, where it had looked like there would be defeat. He is Fandor's closest ally and friend. During his great journey to Cerador, Mynax drank from the *Fountain of the Immortals* and was rewarded with immortality.

Doctrine

Discipline, courage and strength are the virtues most admired by Mynax and he seeks these qualities in all those that follow him. With these traits, it is possible to overcome all manner of obstacles, even those that may seem insurmountable, whether in the close ranks of an

army, or as an individual making their way through life. The followers of Mynax are generally confident individuals - some call them arrogant - who have a deep belief in themselves and in Mynax. Politically, they are aggressive in nature, nearly always believing in military action as the solution to the problem. Often enough, they will say, that merely to shake ones sword will be enough to secure victory.

Worship

Temples dedicated to Mynax can be found wherever the Karnish culture has had an influence, but especially in areas where conflict and war are common. They are generally lavish buildings - vast cathedrals with columns, domed roofs and magnificent architecture. Large statues of Mynax and bas-relief carvings of historic battles are also common features. The priests, generally adorned in black cassocks with gold trim, are full of fire and brimstone and religious gatherings are stormy and loud affairs, with much fist thumping.

NABERRU

Intermediate Deity (Male)

Symbol: Two crossed falchion set on top of a shield with the face of a gnoll on it.

Home Plane: Pakara

Alignment: Chaotic Evil

Portfolio: Avarice, gnolls, greed, malice, slavery, tyranny.

Worshippers: Gnolls, greedy and evil humans, slavers.

Cleric Alignments: CE, CN, NE

Domains: Evil, Chaos, Suffering*

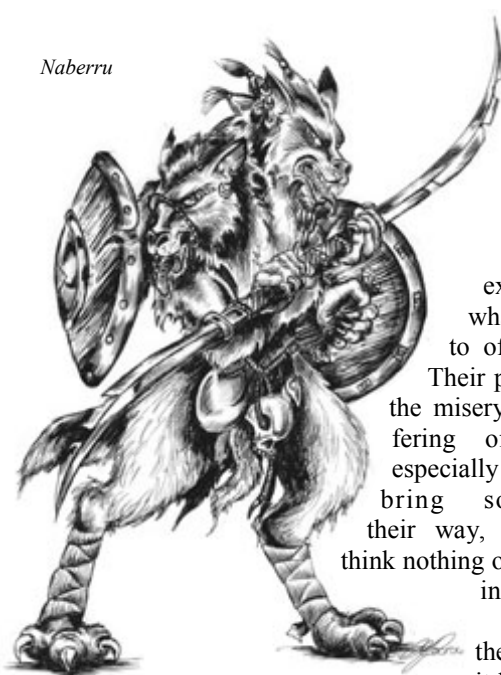
Favored Weapon: Falchion

The deity of gnolls and slavers, Naberru is perhaps the most spiteful of all deities. His pleasure is the suffering and misery of others, his sole intent evil. He has very little regard for anyone other than himself and gnolls, who he created in his image and who reflect his spite and contempt of others. Naberru lives in the frozen wastes of Pakara and his history is long and filled with evil. One of the first of Voln's creations, she gave up Pakara to him after she had built her bleak citadel in Sota. Voln released him from his servitude after his great service to her and Hakkan when he stood with them against Gort, but soon turned against his old allies and found new ones in Olmus and Ragmannon, when it suited him.

Doctrine

Greed, malice and tyranny are all given high priority by the followers of Naberru, all of whom are evil and

Naberru



spiteful individuals and care nothing for the world in which they live, except in what it has to offer them.

Their pleasure is the misery and suffering of others, especially should it bring something their way, and they think nothing of sacrificing those around them should it be to their

advantage. Those that follow Naberru think only of themselves and their own pleasures, which nearly always brings suffering and chaos to the lives of others.

Worship

Places of worship are usually little more than shrines, found wherever the followers of Naberru dwell. They are almost always filled with ghastly instruments of death and torture and the ceremonies themselves are generally violent affairs, with sacrifice and ritual scarring all common. The priests are shaman-like, who stand out from the tribe by their faces, which are painted in the blood of their victims, and their aggressive demeanor. They are also exceptionally powerful and in constant conflict with the tribal chief.

NARAG NARG

Lesser Deity (Male)

Symbol: A clenched hand grasping forked lightning.

Home Plane: Altemeri

Alignment: Chaotic Evil

Portfolio: Chaos, darkness, gales, lightning, sea, storms, thunder.

Worshippers: Evil merchants and sailors, evil sea cults, pirates, smugglers.

Cleric Alignments: CE, CN, NE

Domains: Chaos, Destruction, Violence*, Water

Favored Weapon: Spear

Narag Narg is the nemesis of his brother, Azerond. His penchant is for whipping the seas into frenzied, chaotic storms. His sole aim is the destruction of all that Azerond creates. He is evil and spiteful and greatly feared. While not as powerful as his brother, he is a constant menace, sinking ships and creating great destructive waves that he sends crashing against the shores. The name of Narag Narg sends a shiver through those whose livelihood depends upon the sea, except for those that use it for their own evil purpose.

Doctrine

Where Azerond brings light, Narag Narg brings darkness; where Azerond brings calm, so Narag Narg brings chaos. Narag Narg's sole purpose is to destroy all the good of Azerond and replace it with chaos, violence and destruction and he urges those that follow him to do likewise. Pirates, smugglers and all the violent and selfish users of the seas are drawn to Narag Narg and they can be found along the coastlines of Karnish and beyond.

Narag Narg



Worship

Very few temples to Narag Narg exist and those that do are usually sinister places, found in dark caves along the coastline, where the seas are violent and treacherous. The priests are usually expert sailors and understand the local seas

extraordinarily well. They are also almost always at the center of local pirate and smuggling activities, acting as centers of information and safe houses, as well as places where loot can be stashed for a while. The priests wear dark blue clothes - so dark that it appears as black to most people - which are usually practical and sea worthy.

NENDAGON

Intermediate Deity (Male)

Symbol: A thistle with a bright mauve flower and three leaves.

Home Plane:

Cerawaru

Alignment: Chaotic Neutral**Portfolio:** Barbarians, chaos, hunting, nature, wilderness.**Worshippers:** Barbarians, fighters, hunters, rangers.**Cleric Alignments:** CE, CG, CN**Domains:** Chaos, Strength, Violence***Favored Weapon:** Greatclub

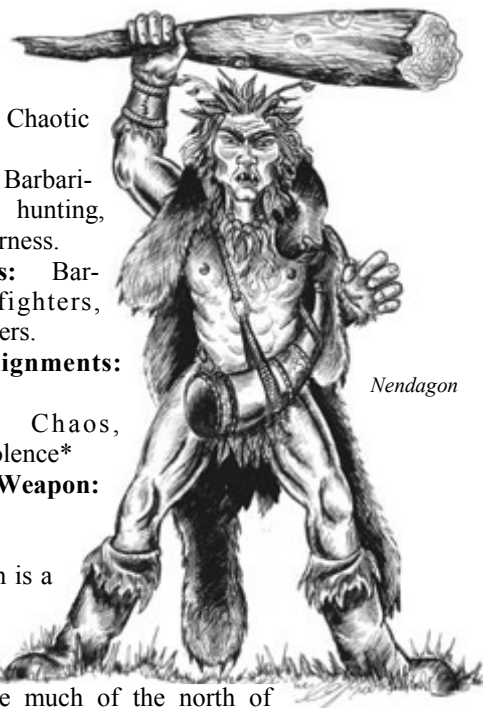
Nendagon is a central figure to the Norvs, who populate much of the north of Arrasia. He also has a large following amongst barbarians, rangers and wild nomads. Fighters are also sometimes drawn to his ethos. He despises civilization and modernization, preferring the toughness, strength and chaos of the wild. He enjoys nothing more than the thrill of the hunt with the wind in his long, unkempt golden locks.

Doctrine

The followers of Nendagon spend much of their time fretting over the modern world, regarding urbanization and civilization as evils to be opposed whenever possible. For them, the true joy of life can only be found in the wild lands, testing themselves against the strength and majesty of nature in its truest sense. Survival is everything and to pit themselves against the creatures of the wild in mortal combat and survive is to prove their worth and value, both to themselves and others. Scars from such combat are worn proudly, as badges of strength and vigor.

Worship

Places of religious significance to the followers of Nendagon, where they can pay him homage, are only found in remote and wild places. They are almost entirely natural affairs, but usually have wooden posts on which furs, pelts and animal bones hang. Chimes are also commonly found in such places, delicately carved out of hollowed bone, which help to give these places an ambience and mystical presence. The priests are wild and take on the nature of a single wild beast, whose pelt or fur they wear as if as a second skin. This is always the creature that the priest killed as part of their indoctrination.

**NEY ALLOND****Intermediate Deity (Female)****Symbol:** A proud stag with large antlers.**Home Plane:** Forasia**Alignment:** Neutral**Portfolio:** Animals, centaurs, moon, nature, night, seasons, trees, wood elves, woodland.**Worshippers:** Centaurs, wood elves.**Cleric Alignments:** CN, LN, N, NE, NG**Domains:** Animal, Plant, Weather***Favored Weapon:** Bow (any long or short)

Ney Allond is worshipped by centaurs and highly regarded by the wood elves, but has very little other following. She represents night and nature. It is Ney Allond who lights the night sky and it is she who maintains the balance of the woods and homelands of the centaurs and wood elves. She is neither good nor evil, but understands that both are necessary to maintain balance and order within the natural world.

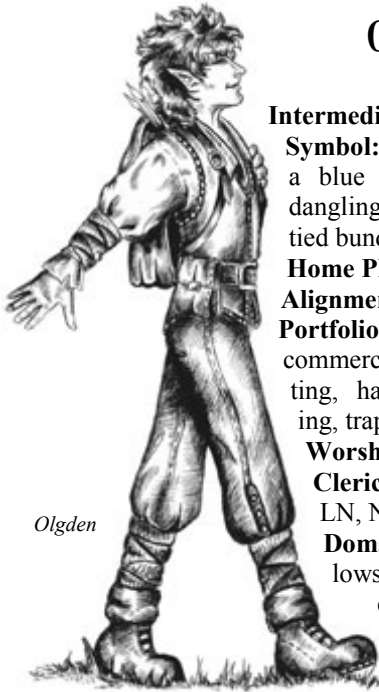
Doctrine

Ney Allond urges her followers to maintain the delicate balance of the ecosystem that exists within the forests and woodlands of the world and to tend it where necessary. Should it be necessary to clear a space or thin the undergrowth, in order for natural harmony to be achieved, so it should be done. Likewise, should plants require planting and tending, in order that they grow strong, so it should also be done. The followers of Ney Allond can often be found in woodlands at night, celebrating their work with wonderful feasts, their beautiful songs drifting through the trees and their merriment and mirth pushing away any evils that may surround them.

Worship

Places of worship to Ney Allond can be found in woods and forests as clearings, with the remains of many small fires surrounded by logs which have been worn from their long use as seats. Often, the area immediately around them is dense and difficult to pass through, but the clearings themselves are always tidy and open to the sky. The ceremonies always take place

at night and are lively affairs, with much singing and feasting. The priests wear white gowns with silver symbols sewn into them, which shimmer under the light of the moon.



OLGDEN

Intermediate Deity (Male)

Symbol: A wooden pole with a blue and silver diamond dangling from one end and a tied bundle on the other.

Home Plane: Tharad

Alignment: Neutral

Portfolio: Arts and crafts, commerce, creation, gemcutting, halflings, jewelrymaking, trapmaking, travel.

Worshippers: Halflings.

Cleric Alignments: CN, LN, N, NE, NG

Domains: Artifice*, Fellowship*, Travel, Trickery

Favored Weapon: Sling

Worshippers of Olgden can be found wherever there are halflings, whether they be Lightfoot or Tallfellow. He is followed by very few outside of this racial group. Olgden is the son of Olmus and Pittok and after the murder of his father, at the hands of his own mother, he and his brother, Thim, sundered Wynord from Damar-kan and took with them the halflings, who were gifts to Pittok from Shylar. He has had little to do with the other Aslah or their creations since.

Doctrine

Olgden urges his followers toward finding acceptance through hard work and excellence in whatever it is they do. His followers are well known for their industry and workmanship and are well regarded throughout Arrasia. Olgden also urges halflings to travel the world and find homes wherever other races friendly towards the halflings exist. As such, halfling can be found throughout Arrasia, where they put their endeavor and skill to good use.

Worship

Temples of Olgden can be found wherever there are halflings. Some are no more than small, wooden buildings, while others are far more elaborate, made of stone and decorated with all the skill that halflings are capable of. The ceremonies are brief and light hearted and the priests, who wear earthly colored smocks, are generally

easygoing and very receptive.

OMUZ

Greater Deity (Female)

Symbol: Three inter-linked circles of red, yellow and blue. Where all three meet at the center are two crossed keys.

Home Plane: Ornefernen

Alignment: Neutral Good

Portfolio: Childbirth, creation, fertility, mothers, women.

Worshippers: Child carers, fertility cults, mothers, nannies, women.

Cleric Alignments: CG, LG, NG

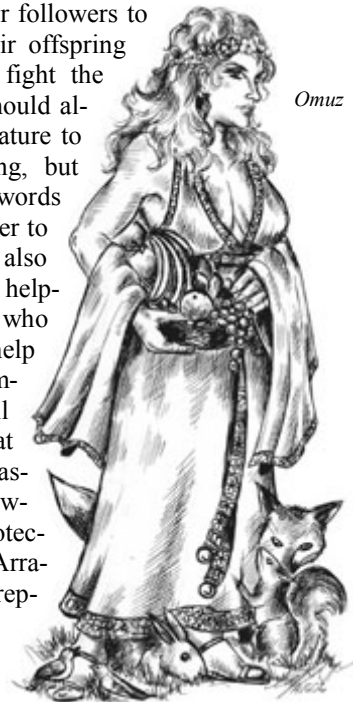
Domains: Community*, Creation*, Life*

Favored Weapon: Whip

Karnish deity of creation, women and childbirth, Omuz is a very popular deity throughout Karnish and beyond. Her motherly nature is embraced by mothers and those who work with children, as she is gentle, kind and thoughtful. The daughter of Gygafrak, and sister to Fandor, it is said that in her flows the fertility of Desdemar. She stood by her brother during the war with Amman and is also the occasional lover of Mynax, with whom she has a daughter, Sha Dorrain.

Doctrine

Omuz calls upon her followers to fill the world with their offspring and stand together to fight the evils of the world. It should always be within one's nature to be gentle and forgiving, but also to use sharp words where necessary, in order to educate and guide. She also believes that to offer a helping hand to a neighbor, who may be in need, or to help guide the lost and comfort the lonely are all part of the qualities that her followers should aspire to. Above all, however, is the care and protection of the children of Arrasia, for it is they who represent its future.



Worship

Temples of Omuz can be throughout Karnish and those places where she is popular. They are never too large or elaborate, but always places of warmth and

comfort, where people come for protection and a sense of well-being. The majority of the priests are women, who wear red togas with white sashes around their wastes. They are well known for their work within the community, helping the poor and needy and comforting the lonely. They also help look after and raise the children of the community, often schooling and guiding them.

ORDAL

Demigod (Female)

Symbol: A yinyang symbol of yellow and black halves.

Home Plane: Za

Alignment: Chaotic Neutral

Portfolio: Animals, earth, fertility, weather.

Worshippers: Barbarians, nomads, wild people.

Cleric Alignments: CE, CG, CN

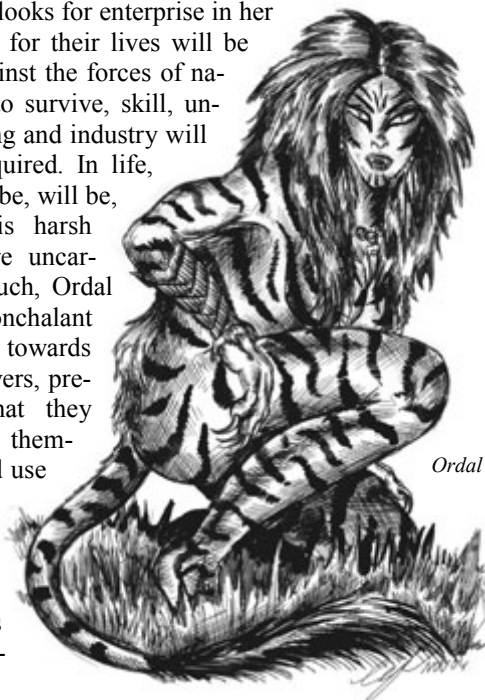
Domains: Abundance*, Animal, Earth, Plant, Weather*

Favored Weapon: Scythe

Ordal is worshipped in Urgolia, but has very little following elsewhere. To the Urgolians, she looks after the world in which they live - controlling everything from the weather to fertility and nature itself. She has long served Urgomond, even before he was himself released by Crayver and became Aslah, and was rewarded for her loyalty - and for her popularity amongst the people of Urgolia - by being released from his service. She has since continued to serve him, though now herself as one of the Aslah.

Doctrine

Ordal looks for enterprise in her followers, for their lives will be pitted against the forces of nature and to survive, skill, understanding and industry will all be required. In life, what will be, will be, for life is harsh and nature uncarving. As such, Ordal has a nonchalant attitude towards her followers, preferring that they rely upon themselves and use their own abilities in life. She sees the races -



both good and evil - as being no more than, or no less than, anything else in the natural world; that like nature itself, they are no more than the whim of the Aslah who created them.

Worship

Due to the nomadic nature of the majority of those that follow Ordal, temples to her are rare. However, with some settlements appearing along the Syramassa River and Sarazoa Sea, some have sprung up. Often, they take the form of large circular areas,

surrounded by wooden pickets, which are lowest at the point of entry and tallest exactly opposite this point. Inside, large wooden posts of different heights are driven deep into the ground and each is carved into a number of bizarre, animalistic or wild faces. Wooden chimes are often hung from the posts. The priests wear pelts and furs and play a central role within the tribe, whether nomadic or otherwise. They are always in conflict with the tribal warlord, which is regarded as healthy, as this represents the conflict that exists between man and nature.



PAX

Demigod (Female)

Symbol: A pointing dismembered hand. From the finger shoots a bolt of lightning.

Home Plane: Thesop

Alignment: Chaotic Neutral

Portfolio: Arrogance, destruction, magic, spontaneity, violence.

Worshippers: Sorcerers.

Cleric Alignments: CE, CG, CN

Domains: Destruction, Magic, Violence*

Favored Weapon: Quarterstaff

Popular amongst sorcerers, who find her spontaneity and arrogance appealing, she also finds some support in Karnish and their empire. As arrogant as she is charismatic, she delights in all forms of the art of magic, but has a penchant for its more destructive elements. Pax was once a powerful celestial, called by many the *Witch Queen of the South*, who was persuaded by Fandor to

serve him with the promise of immortality should they secure victory. Her powerful and destructive magic helped Fandor establish control over the south in his war against Amman.

Doctrine

The followers of Pax are especially prevalent in Karnish and the lands of the south, which she once called her home. Pax urges her followers toward creative spontaneity, which she believes keeps the mind alert and prepared for the unexpected, and delights in seeing unusual and creative combinations of magic and spells. When defending yourself or your home from harm - which she calls upon all of her flock to do, when required - she is a firm believer that it should be both swift and dramatic, a violent and destructive retort that not only achieves its goal, but also serves as a powerful warning to others for future reference.

Worship

Temples dedicated to Pax can be found in Karnish and throughout the lands of the south. They are usually small, stone buildings, tucked away from the main thoroughfares. The ceremonies are colorful affairs, with alchemical powders and oils used to create a miniature explosive pyrotechnic display. To avoid mishaps, the temples are generally plain and any decoration usually made of stone or some other inflammable substance. The priests wear simple clothing of gray and white, with yellow trim, but also wear swirling tattoos on their faces and hands. They are also generally slightly disheveled and unkempt.

PITH

Demigod (Male)

Symbol: A twin faced head, with a human face on one side and a skull on the other.

Home Plane: Aivas

Alignment: Neutral

Portfolio: Darkness, dead, death, wisdom.

Worshippers: Gravediggers, necromancers, undertakers.

Cleric Alignments: CN, LN, N, NE, NG

Domains: Darkness*, Death, Repose*, Shadow*

Favored Weapon: Mace

The Keeper of the Dead, it is Pith who takes the souls of the deceased to the great *Halls of The Dead* in Goloria. He cares not for how the dead are taken, by means fair or foul, for he knows that death is the natural way and, in the end, the mortal journey of life must be

concluded. Although not the most widely followed deity in Arrasia, he is nonetheless one of the most feared of the Aslah.

Doctrine

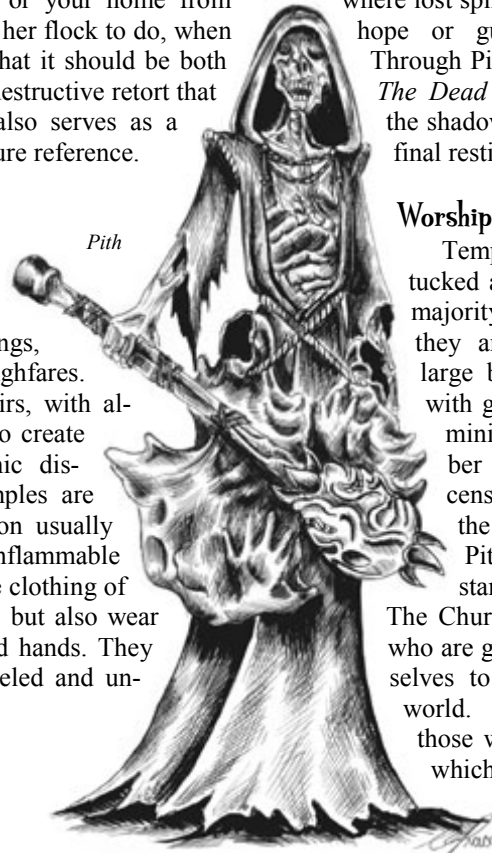
Pith's followers are often considered sinister and are generally unwelcome, being seen as the bringers of death and Reapers going about their grim business. The followers of Pith, however, see themselves as the cleansers of the world, who alleviate pain and suffering and clear the path for renewal and new life. Without them, the world would be filled with sinister shadow, where lost spirits would wander aimlessly, without hope or guidance and filled with despair. Through Pith, however, the path to the *Halls of The Dead* shines like a silver thread through the shadow, guiding the dead to their, usually, final resting place.

Worship

Temples of Pith are generally found tucked away from view, out of sight of the majority of the population. Despite this, they are often elaborate buildings, with large buttresses and spires and decorated with gargoyles and statues of Pith and his minions. Inside they are generally somber places, with burning candles, incense, prayer and chanting all adding to the heavy atmosphere. The church of Pith is divided into two sects, who stand morally opposed to one another. The Church of Repose is generally for those who are good aligned and who consider themselves to be cleansers and purifiers of the world. They are in constant conflict with those who belong to the Church of Death, which is generally sinister in nature and attracts the more unsavory followers of Pith. The priests wear long, black cassocks, with large hoods

that cover their faces and sleeves that widen and cover their hands. A golden trim on the priests of the Church of Repose is all that distinguishes them from the Church of Death.

Clerics who can turn undead belong to the Church of Repose and may choose the Repose domain (but not the Death domain), while those that can rebuke undead belong to the Church of Death and may choose the Death domain (but not the Repose domain).



QAYOBA

Lesser Deity (Female)

Symbol: Two parallel wavy lines. One is blue, the other yellow. They are set in a green triangle.

Home Plane: Onop

Alignment: Lawful Neutral

Portfolio: Balance, jungle, nature, plants, rain, sun.

Worshippers: Druids, jungle dwellers, nomads, tribesmen.

Cleric Alignments: LG, LN, LE

Domains: Earth, Plant, Sun, Weather*

Favored Weapon: Greatclub

Qayoba brings balance and harmony to the great jungles of the world, bringing both rain and sun in equal measure and maintaining the natural environment in which the jungles and savannas flourish. She and Setsop are enemies, as are the tribes that follow them. Qayoba lives in the great jungle of Onop, which is located amongst the outer planes of Paradorn.

Doctrine

Qayoba's followers are primarily found in and around the great jungles of Arrasia, where they fight against the evil servants of Setsop, amongst others. They see the jungles as living, organic places that require the harmony and balance of the natural world in order to survive and thrive. As such, they believe that all things must, by nature, have an opposite - where there is light, there is also dark; where there is good, there is also evil; where there is life, so there is death - and thus is the natural balance and order of the cosmos maintained.

Worship

Temples to Qayoba are rare, but when built are dramatic, usually taking the form of pyramids within jungle clearings which reach into the sky. As the followers of Qayoba are tribesmen and nomads who dwell in the

hot and humid environment of Arrasia's jungles and savannas, the priests are more akin to w i t c h doctors and sha-



Qayoba

man who are believed to look after the spiritual needs of the tribe. Many wear bones and skulls as decoration and use simple, but striking alchemical tricks to add to their dramatic aura.

RAGMANNON

Greater Deity (Male)

Symbol: A hammer with an orc's face on either side of the hammering surface.

Home Plane:

Tyr

Alignment:

Chaotic Evil

Portfolio: Evil, half-orcs, hate, ogres, orcs, violence, war.

Worshippers: Evil humans, half-orcs, ogres, orcs.

Cleric Alignments: CE, CN, NE

Domains: Destruction, Evil, Hate*, Violence*, War

Favored Weapon: Warhammer



Ragmannon

Ragmannon is the creator and deity of orcs, though he is not alone in those who the orcs give their allegiance to. Some ogres are attracted to Ragmannon, as are some evil humans. Ragmannon was a great servant of Voln and offered his allegiance to Hakkan in the early wars of Herophet, through which he received his freedom and became Aslah. Later, he would stand against his old allies and instead side with Olmus, especially during the Infernal Wars. His visage is that of a great orc and he loves nothing better than to wield his destructive warhammer.

Doctrine

The followers of Ragmannon, like Ragmannon himself, care for no one except themselves. Mostly thoroughly evil, they enjoy nothing better than causing misery to others and enjoy it all the more if done on a grand scale. Ragmannon especially has a penchant for war and urges his followers into violent conflict with their neighbors, whoever they might be. Often, this overspills into violence between themselves, such is the blood lust

for war and destruction. Certainly, throughout Arrasia, the massed ranks of Ragmannon's orcs are a truly fearsome sight that instills fear into the hearts of those facing them.

Worship

Ragmannon cares little for worship and prayer, preferring instead to see those that follow him pay homage through war and violence. As such, no real temples exist, with small shrines preferred. However, it is rumored that one vast and sinister temple can be found in Ragmannon Gorge, which is said to be built out of a massive cave and which is the home of Ragmannon on Arrasia. The priests are shaman who help bolster the courage and strength of the warriors prior to battle.

ROUGON

Lesser Deity (Female)

Symbol: A single golden wheat.

Home Plane: Oradu

Alignment: Lawful Neutral

Portfolio: Abundance, agriculture, earth, fertility.

Worshippers: Farmers, merchants, mothers.

Cleric Alignments: LG, LN, LE

Domains: Abundance*, Earth, Law, Plant

Favored Weapon: Club



Rougon

The deity of Earth, Rougon is popular in Eppen and the Falagrim Peninsula, where she brings fertility and abundance. During the great siege of Eppen, it was Rougon who kept the fields filled with grain and the lands fertile, which helped the populace avoid the worst effects of the Amman blockade during the Second Eppen War. She is often in conflict with Aserdin and Hayn, who form the other deities of the Eppen pantheon, along with Destor, with whom she has a daughter, Sassa.

Doctrine

Rougon has a deep love and affinity for her followers and none more so than the people of Eppen, for whom she kept their fields and crops abundant during the great siege of that land during their wars with Amman. Her followers are hard working, who work the land and understand its needs and the methods which

make their crops most ripe and which produce the greatest quantity. They believe that the land needs to be worked and nurtured before it will offer up its rewards and that wild land is wasted space, where weeds and wild plants suck out its fertility and richness.

Worship

Temples to Rougon are common throughout Eppen and the Falagrim Peninsula, found especially in agricultural communities who rely upon the land for their well-being. They are nearly always simple stone buildings, generally small, but always well decorated with baskets of vegetables and fruit and bundles of wheat. The priests wear simple gowns, made of wool, and often play significant roles within their community, especially around important farming dates, such as the planting season and the harvest.

SASSA

Lesser Deity (Female)

Symbol: A blue, gray, white and black rolling, curvy wave.

Home Plane: Phoras

Alignment: Neutral

Portfolio: Lightning, rain, rivers, storms, thunder, water.

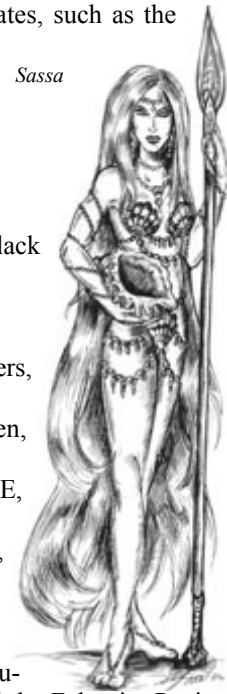
Worshippers: Divers, fishermen, merchants, sailors.

Cleric Alignments: CN, LN, N, NE, NG

Domains: Destruction, Water, Weather*

Favored Weapon: Spear

Sassa



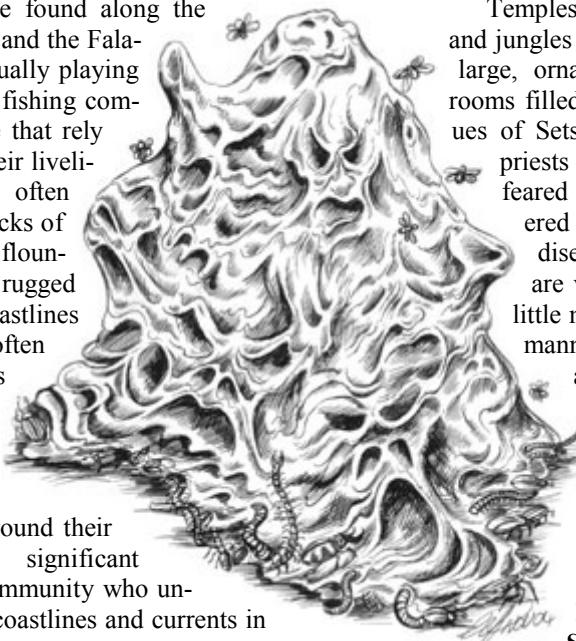
The daughter of Destor and Rougon, Sassa is popular in Eppen and the Falagrim Peninsula, as well as the coastal regions of Yam, Orith and Syráma. When spirits were at their lowest and Eppen was on the verge of destruction, as the great army of Amman looked to consume their lands, Sassa shook and stirred the sea into a rage that all but destroyed the Amman fleet, beginning the decline of the Amman empire and Hakkan.

Doctrine

Those who follow Sassa understand the destructive capability and ambivalent nature of the sea and that its power is to be respected at all times. However, the rewards of the sea are great and to test yourself against the awesome danger and unpredictability of the seas of Arrasia brings its own reward. Those that live along the coastlines of Eppen and the Falagrim Peninsula, who rely upon the sea for their livelihood, understand better than most both the dangers and rewards inherent in the waters that they so rely upon.

Worship

Temples can be found along the coastline of Eppen and the Falagrim Peninsula, usually playing prominent roles in fishing communities and those that rely upon the sea for their livelihood. They are often made from the wrecks of ships that have floundered upon the rugged and dangerous coastlines and, therefore, often come in odd shapes and sizes. The priests wear sea blue cassocks with orange turbans and sashes around their waist. They are significant members of the community who understand the local coastlines and currents in detail.



Setsop

SETSOP

Lesser Deity (Female)

Symbol: A green pool from which stares a black eye.

Home Plane: Fye

Alignment: Neutral Evil

Portfolio: Disease, insects, ooze, swamps.

Worshippers: Intelligent insects, jungle dwellers, ooze cults, swamp dwellers, tribesmen.

Cleric Alignments: CE, LE, NE

Domains: Air, Contagion*, Nausea*, Water

Favored Weapon: Net

The great deity of oozes, swamps and insects, Setsop is foul to look upon, as she resembles a large ooze, with many horrible faces peering out. Her followers can be found throughout the jungles and swamps of Arrasia, where they will more often than not be at war with the followers of her hated enemy, Qayoba. Setsop dwells in the great swamp of Fye.

Doctrine

Setsop's most singular desire is to fill the universe with disease and suffering and to turn the fertile lands into quagmires and fetid swamps. Her followers are most common around the swamps and jungles of Arrasia and are always evil, spreading the misery of Setsop's desire wherever they go. In the southern jungles, the tribal followers of Setsop war with those of Qayoba unceasingly and the history between the tribes is often long and bloody.

Worship

Temples to Setsop can be found deep in the swamps and jungles of Arrasia. They are usually elaborate, with large, ornate stone doors leading to a complex of rooms filled with acid, poison and disease. Large statues of Setsop are also common in such places. The priests are thoroughly evil and spiteful individuals, feared even by the other followers of Setsop. Covered in pustules, warts and the scars of previous diseases that have wracked their bodies, they are vile to look upon. Their clothes are usually little more than filthy, stinking rags that attract all manner of vile insects and creatures. The priests are divided into two factions: those of Air and Water and the two sides are often violently opposed.

SHA DORRAIN

Lesser Deity (Female)

Symbol: Two entwined doves sitting on a golden orb.

Home Plane: Urdun

Alignment: Chaotic Good

Portfolio: Beauty, hedonism, love, passion, sex.

Worshippers: Beautiful people, charmers, hedonists, lovers.

Cleric Alignments: CG, LG, NG

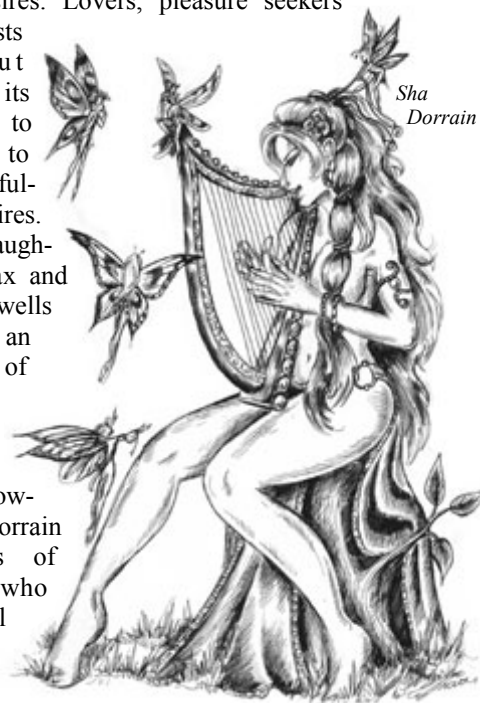
Domains: Chaos, Good, Love*

Favored Weapon: Shortbow

The deity of love and lovers, Sha Dorrain is frivolous and beautiful, with an interest solely in her own (sexual) desires. Lovers, pleasure seekers and hedonists throughout Karnish and its empire look to Sha Dorrain to help them fulfill their desires. She is the daughter of Mynax and Omuz and dwells on Urdun, an Outer Plane of Damarkan.

Doctrine

The followers of Sha Dorrain are seekers of pleasure who look to fulfill all their wishes and



desires. Many consider them to be superficial and self-centered, hedonists who seek nothing but pleasure and personal gratification, though they believe that they spread joy, passion and personal satisfaction throughout Karnish and those lands where Sha Dorrain is popular. To the followers of Sha Dorrain, the needs of the individual must be fed and nurtured in order for any community to achieve its maximum potential.

Worship

Temples to Sha Dorrain can be found throughout Karnish and its empire. Although they are rarely the primary church and are usually tucked away out of view, they are almost always attractive buildings, decorated externally with fine architecture and statues. Internally, they are pleasant upon the senses, with lighting and exotic smells used to set the ambience. The priests are generally highly charismatic individuals who wear navy blue tunics with dark mauve trim.

Tannun Maruth

TANNUN MARUTH

Greater Deity (Male)

Symbol: A great silver tree under which sits the beautiful, cross-legged figure of Shylar.

Home Plane: Henipur

Alignment: Chaotic Good

Portfolio: Elves, good, high elves, magic, trees, woodlands.

Worshippers: Desert elves, jungle elves, high elves, wild elves, wood elves.

Cleric Alignments: Chaotic Good

Domains: Animal, Good, Magic, Plant

Favored Weapon: Bow (any)

The greatest of the elven pantheon, and son of Shylar and Pittok, Tannun Maruth embraces the spirit of the elves. His pleasures are magic and the woods and forests of Henipur and Arrasia. He is also a lover and creator of great and wonderful artifacts. He is worshipped by nearly all elves, in some manner, except aquatic elves, dark elves and gray elves, as he is seen as the purest of those whose bloodline stems from Shylar. It was also Tannun Maruth who assisted Glornias, the Queen of the elves, which helped turn the tide of events against Tettungba and the dark elves in The Second Great Elven Strife.

Doctrine

The followers of Tannun Maruth can be found wherever desert, jungle, wild or wood elves are found, who

look to him as the son of Shylar. He is also the deity of high elves, who dwell in Henipur. However, on Arrasia, it is especially amongst the wood elves that Tannun Maruth finds his greatest support, for his love of the woods and forests of Arrasia, being the offspring of those from his very own homeland, Henipur, is legendary. Such places that the wood elves dwell are often highly mysterious and magical places, where the power and majesty of Henipur is greatest upon Arrasia. Tannun Maruth always urges his followers to protect and defend these places from the evils that would see them destroyed, for they are a direct link with Shylar and the past.

Worship

The temples of Tannun Maruth are often elaborate wooden buildings built high amongst the greatest trees found in the forests. Highly organic, the buildings are often half consumed by nature itself, which is used by the elves in clever ways to improve the strength and functionality of the temple. The priests are dressed in greens and browns and play an important role within their community, being considered the wisest amongst them.

TETTUNGBA

Intermediate Deity (Female)

Symbol: Spider in the middle of a pentagon shaped web.

Home Plane: Murster

Alignment: Chaotic Evil

Portfolio: Dark elves, darkness, poison, spiders, spies, tricks, tyranny.

Worshippers: Dark elves, evil intelligent arachnids.

Cleric Alignments: CE, CN, NE

Domains: Evil, Chaos, Darkness*, Hate*, Nausea*

Favored Weapon: Net

Tettungba is the deity of dark elves - elves who were drawn to her and corrupted during the days of Layagat. Twice she has sought to destroy the surface elves, but twice she has eventually been thwarted and driven back into the darkness of Arrasia's underworld. She is a foul, bloated spider, filled with hate and venom and Tannun Maruth is her mortal enemy.

Doctrine

Tettungba thinks nothing of sacrificing her followers to fulfill the needs of her latest whim and sees them as little more than pawns at the mercy of greater forces. The majority of her followers are made up of dark

elves, who she long ago corrupted and converted to her cause, and she encourages in them a doctrine of survival of the fittest and divide and rule. As such, dark elven communities are harsh and highly competitive in nature, with the different houses seeking dominance over their counterparts and, in the process, gaining greater favor (and protection) from Tettungba.



Worship

The temples of Tettungba are dark, sinister and evil, found only in the deepest and darkest recesses of Arrasia, where the cities of the dark elves can be found. Sacrifice and misery are at the heart of the ceremonies to Tettungba, when the blood runs free and the flesh is defiled. The most powerful Priestess amongst the dark elves is the Great Thane, whom Tettungba selects from the High Priestesses. The High Priestess is always female and always head of the most powerful house within the city. Each city has its own High Priestess, who vie amongst themselves for the Great Thane's favor, as well as fending off the other houses from within their own community who seek their downfall and to become High Priestess themselves.

THIM

Intermediate Deity (Male)

Symbol: An open hand in the palm of which sits a magnificent gem that gives off a great light.

Home Plane: Wynord

Alignment: Neutral

Portfolio: Carving, craft, halflings, gemcutting, masonry.

Worshippers: Halflings.

Cleric Alignments: CN, LN, N, NE, NG

Domains: Community*, Fellowship*, Peace*

Favored Weapon: Dagger

The Great Stone Hall of Thim, found in the outer plane of Wynord, resounds to the sounds of hammer and chisel as his minions and beloved halflings extend its halls and further beautify those already crafted. It is also where the *Light of Vaalea* can be found. Thim is the greatest of the halfling pantheon and is a lover of hand-worked items, from gems and stones to wicker baskets and tapestries. He is also the brother of Olgden.

Doctrine

Thim's followers can found wherever there are halflings and he is regarded as the greatest of the halfling pantheon. He encourages his followers to stick together and that teamwork is the best way to achieve their goals in the most efficient manner. He also believes that peaceful solutions to disputes are always preferable and more solid and long lasting than enforced outcomes, as generally all the parties involved are happy with a fair outcome. It also helps maintain a strong and harmonious community spirit, which is essential if the halflings are to survive the hardships that surround them.

Worship

The temples of Thim are found throughout halfling communities. The majority are built out of wood, though some are far more elaborate and built from stone. They are always located at the heart of the community and are often used as places of not only worship, but also as schools and community gatherings. The priests of Thim wear light gray robes with golden trim, which symbolizes the *Light of Vaalea*. They are important members of the community, acting not only as spiritual guides, but also as healers and providers, who always have a wise word or two ready for those that need them.



TORPEYAK

Demigod (Male)

Symbol: A serpent coiled around a javelin.

Home Plane: Hitenen

Alignment: Chaotic Evil

Portfolio: Darkness, stench, strength, troglodytes.

Worshippers: Troglodytes.

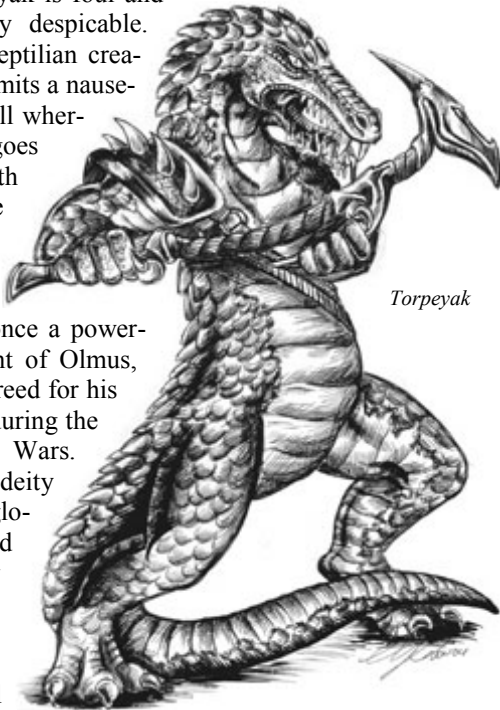
Cleric Alignments: CE, CN, NE

Domains: Darkness*, Nausea*, Strength
Favored Weapon: Javelin

Torpeyak is foul and thoroughly despicable. A large reptilian creature, he emits a nauseating smell wherever he goes and is both fearsome and putrid to behold.

He was once a powerful servant of Olmus, but was freed for his services during the Infernal Wars.

He is the deity of troglodytes and cares for nothing else. He lives in the foul plane of Hitenen, one of the outer planes of Mulhata.



Torpeyak

Doctrine

Only troglodytes worship the foul Torpeyak, their horrid and wicked tribes a testament to his strength and evil. Torpeyak loves strength above all other attributes and urges the strongest amongst the tribes to rise to the surface and fight for their right to lead. Survival of the fittest is at the heart of how Torpeyak believes his followers should behave, with the strongest leading the weak and benefiting from their strength. Tribes should be self-sufficient, relying on the other creatures who they share their lives with in the darkest depths of Arrasia as little as possible.

Worship

Although the troglodytes are fanatical in their worship of Torpeyak, there is little in the way of temples, as their building skills are virtually non-existent, preferring instead to dwell in natural caves. However, small shrines are common throughout troglodyte lairs, usually made up of small stones and bones and the occasional precious object. The priests are aggressive shaman who bolster the strength and courage of the tribe and who are held in high esteem.

URGOMOND

Intermediate Deity (Male)

Symbol: A Celtic cross carved with runes (reads My struggle, my power, my future).

Home Plane: Urgol

Alignment: Chaotic Neutral

Portfolio: Conflict, strife, territory, vengeance, war.

Worshippers: Barbarians, fighters, horsed warriors, warriors.

Cleric Alignments: CE, CG, CN

Domains: Chaos, Strength, Travel, War

Favored Weapon: Scimitar

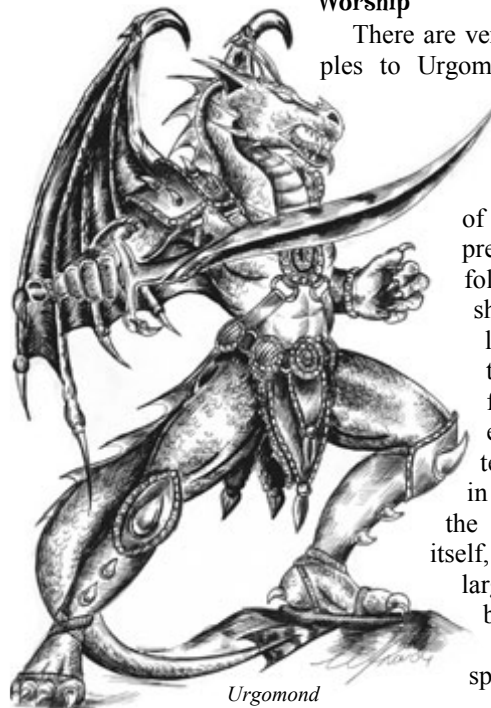
Urgomond is popular amongst the Urgolians and the tribes of the east, but almost nowhere else. He embraces the spirit of Urgolia - war, strength and conquest are his concerns and under his patronage, Urgolia has grown and prospered. He is aggressive and quick to anger and loves nothing more than the taste of conflict and war.

Doctrine

The Urgolian's war-like nature reflects the qualities that Urgomond most admires. Life is war and war is life. To die upon the field, with your sword in your hand, at the hands of your foe, is the finest and most honorable death and the followers of Urgomond - and none more so than the Urgolians - have taken this to their hearts. Urgomond urges his followers to continually expand their lands through conquest and war and to use those lands that they defeat to create bigger and more powerful armies in a never-ending cycle of war and conquest.

Worship

There are very few temples to Urgomond, as he has no interest in such statements of grandeur, preferring his followers to show their loyalty upon the battlefield. However, a large temple does in fact exist in the capital city itself, Urgolia - a large wooden building that acts as the spiritual cen-



Urgomond

ter of Urgomond upon Arrasia. The priests, wild shaman, are exceptionally powerful, being at least equal in rank and esteem as the tribal warlords, if not more so, and have a huge influence over the tribe. This often causes tensions between the shaman and the warlord, though such tension is regarded as a healthy reflection of the struggle of man within the wild and natural world in which he exists.

UTHER

Greater Deity (Male)

Symbol: Spear of Onnus.

Home Plane: Cerador

Alignment: Neutral Good

Portfolio: Horses, riding, strength, strife, swiftness, war.

Worshippers: Barbarians, fighters, rangers, travelers, wildmen.

Cleric Alignments: CG, LG, NG

Domains: Strength, Travel, War

Favored Weapon: Spear

Uther ranks amongst the greatest of the Aslah and is followed all over Arrasia, though predominantly in the north. He was the first mortal to ascend to the ranks of the immortals, for even as a mere human he stood against the might of Hakkan, though was defeated by him. The tale of Uther is a long one, for he was born a slave in the dungeons of Herophet and only escaped after Adria and Huthain came to rescue Kavak. After a great journey, which took him through the hells of Herophet and beyond, he returned to Arrasia where he settled for a while, in the new land of Norvsond, which was populated by those who had escaped from Herophet with him. Later, he traveled south and brought peace there. Later still, he came to Layagat, where he witnessed its destruction. It was his war against the dwarves that saw him finally return to Damarkan and on to Herophet once again, where he continued his war with Hakkan. Despite his defeat, it was Adria who gave to him the status of Aslah, after she discovered his broken body upon the shores of the River Mothex.

Uther is the owner of the *Spear of Onnus*, which he

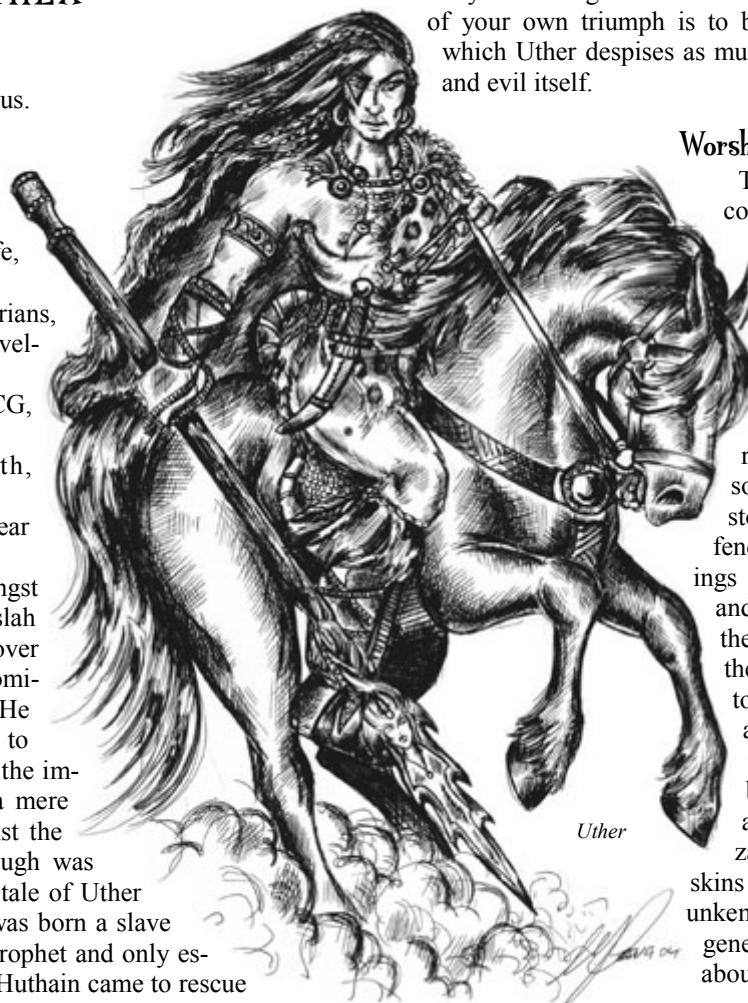
retrieved during his first escape from Herophet.

Doctrine

Those that follow Uther love the taste of combat, swift raids and conflict and enjoy the wind in their hair as they travel far and wide. Uther loves courage, strength and war above all other qualities and both admires and expects these traits in all his followers. His intentions are always to see good triumph over evil and he urges those that follow him to seek out evil wherever it may be and fight and defeat it. To stop in admiration of your own triumph is to be defeated by lethargy, which Uther despises as much as he does cowardice and evil itself.

Worship

Temples to Uther are common throughout Arrasia, but tend to take a different form in the north, where they are long, wooden buildings, plainly adorned and places where the dead are revered and remembered, from the south, where they are stone buildings, well defended, where stone carvings of Uther, Adria, Onnus and Desdemar abound. In the north, they are found in the center of villages, towns and cities and play a prominent role, while in the south they tend to be located on the edges and boundaries of civilization. The priests wear skins and furs and have long, unkempt beards and there is generally something wild about their demeanor.



VASHAR

Demigod (Male)

Symbol: An open book with several sprigs of rosemary across it.

Home Plane: Irianya

Alignment: Lawful Good

Portfolio: Discipline, enlightenment, knowledge, learning, self, solitude.

Worshippers: Hermits, monks, those seeking enlightenment, those seeking inner self-peace and awareness.

Cleric Alignments: LG, LN, NG

Domains: Faith*, Knowledge, Law
Favored Weapon: Unarmed Combat

Almost exclusively worshipped in Karnish, Vashar delights in personal enlightenment and attainment, learning, knowledge and matters of the self. Monasteries can be found in all corners of the Karnish empire dedicated to these principles, which are run by monks as places to escape the evils and perils of everyday life and where instead virtues of the mind and spirit are paramount.

Doctrine

The followers of Vashar believe that in order to understand the world around them, first they must understand themselves and that this can only be achieved through periods of solitude, introspection and the acquisition of knowledge. All of these skills require personal sacrifice and the application of restraint and denial over gluttony and greed. Vashar also believes that it is the natural right of all beings to be able to defend themselves against those that would harm them and his followers are generally experts in unarmed combat techniques.



Worship

There are no temples as such to Vashar, but instead monasteries, which are located in isolated and wild regions where the occupants are not faced with the temptations of everyday life. They are places of reflection as well as worship and also rank as amongst the finest libraries in Arrasia, as many of the monks are keen scholars and teachers. The monasteries are generally run by priests who offer guidance to the monks and who are the vessels through which the voice of Vashar is heard and interpreted. They prefer simple clothing, made of natural material.

VIHAHN

Intermediate Deity (Male)

Symbol: The head of a howling wolf set against a full moon.

Home Plane: Theydoyn

Alignment: Chaotic Good

Portfolio: Desert elves, horizons, wild beasts, wild elves, wilderness.

Worshippers: Barbarians, desert elves, rangers, wild

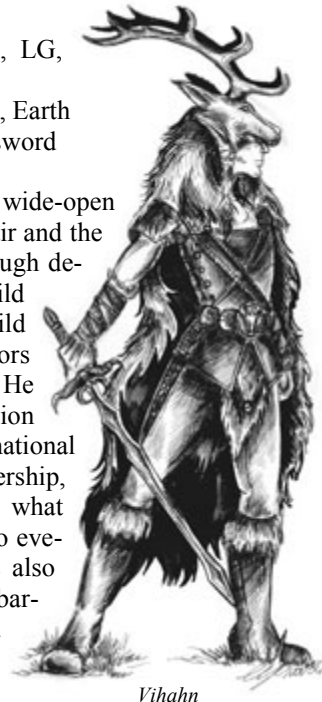
elves.

Cleric Alignments: CG, LG, NG

Domains: Animal, Chaos, Earth

Favored Weapon: Longsword

Vihahn enjoys the wide-open spaces, the wind in his hair and the hunt. He is a wild and rough deity, but his love of the wild and for his desert and wild elves are the guiding factors in his decision-making. He has no time for civilization and urban laws, or for national boundaries or land ownership, believing instead that what there is belongs equally to everyone and no one. He is also popular amongst some barbarians, wild people and rangers, albeit only sparingly.



Doctrine

Vihahn cares mostly for his desert and wild elves, who live wild and nomadic lives and whose histories are both ancient and rich. They, as he, care nothing for national boundaries and concepts of land ownership, which they reject as arrogance and foolishness, and continue their migrations as their ancestors have done for thousands of years before them. They live on their wits, surviving from day to day in the wild environments of Arrasia, under constant threat from their enemies and their ancient ways being constantly challenged by the modernity of the world in which they now live.

Worship

Very few, if any, temples of Vihahn exist, since nearly all of his followers are nomadic tribes who traverse the plains of Arrasia. However, there are many places along the migratory routes of the nomads which are considered to be of spiritual significance, including burial grounds and natural areas given special significance by the tribes over thousands of years. These are always visited on their migrations and are often the cause for much spiritual and religious introspection and celebration. The priests are generally considered the wisest amongst the tribe, who bring guidance and healing, as well as fulfilling the tribes spiritual needs.

WAMRANOCH

Demigod (Male)

Symbol: An X with each of the spokes of the X a ko-bold tail and the center, where all the spokes meet, a

mouth filled with razor sharp teeth.

Home Plane: Karsia

Alignment: Lawful Evil

Portfolio: Cowardice, hate, kobolds, malice, reptiles, sadism, trap making, ugliness.



Wamranoch

Worshippers: Kobolds.

Cleric Alignments: LE, LN, NE

Domains: Evil, Destruction, Hate*, Suffering*

Favored Weapon: Sling

The deity of kobolds, Wamranoch lives on the freezing plane of Karsia, the fourth of the hells of Herophet. He is physically powerful and greatly feared, as well as being well known for his scheming. He has few worshippers outside of kobolds and a kobold who does not follow Wamranoch is rare indeed.

Doctrine

Wamranoch always seeks to further his own reputation and power within Herophet and upon Arrasia and carefully plans and schemes his way towards this end. Those that follow him - almost entirely made up of kobolds, whom he created - are pawns who he uses to his advantage, though never without good reason. Although weak and cowardly, his followers are thoroughly evil and wicked and seek only to see their master become great, so that they in turn may become great. They hate and despise the other races, both good and evil, are would love nothing more than to see their destruction and themselves become masters of all Arrasia.

Worship

Shrines to Wamranoch can be found wherever tribes of kobolds are found. Indeed, sometimes these shrines can become almost cathedralesque, with large caverns carved and sculpted into magnificent arenas of worship. Mostly, however, they are little more than shrines in small caves, with symbolic objects placed upon them and looked after by the tribal shaman.

WESDAN

Intermediate Deity (Female)

Symbol: A ship in stormy seas with lightening striking its rigging.

Home Plane: Garut

Alignment: Chaotic Good

Portfolio: Adventure, courage, exploration, journeys, luck, sea, storms, thunder, travel, water, wind.

Worshippers: Adventurers, divers, fishermen, merchants, sailors, those who make their living from the sea, travelers.

Cleric Alignments: CG, LG, NG

Domains: Faith*, Luck, Travel, Violence*, Water

Favored Weapon: Spear

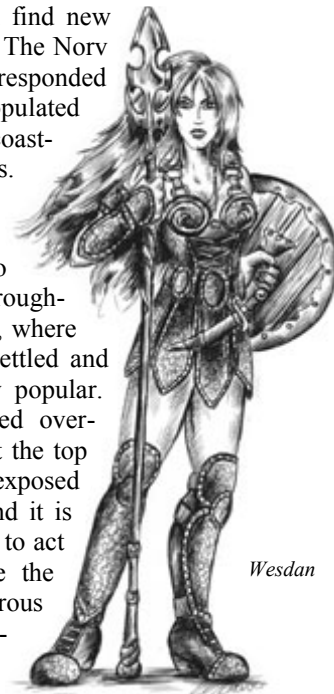
Wesdan is the deity of the seas and sea travel. To her, there is nothing better than the strength and power of the sea and to watch her beloved followers exploring the lands within it. She is widely followed in the northern reaches of Arrasia, especially amongst the seafaring Norv nations. Wesdan was present with Uther on all of his travels and it is said she loved him deeply, though he never returned her love. Despite this, she has remained utterly loyal to him and it was she who rescued the *Spear of Onnus* after Hakkan defeated Uther and cast it into the River Mothex.

Doctrine

The followers of Wesdan are nearly all connected with the sea in some manner. For many, the sea is their livelihood, whether they be fishermen, divers or hunters and all look to Wesdan to bring them luck on their journeys and to bring them home safely. However, she also urges her followers to travel the seas and explore the world around them and find new places to live and work. The Norv people, certainly, have responded to this call, having populated much of the northern coastlines in their explorations.

Worship

Small temples to Wesdan can be found throughout the northern nations, where the Norv people have settled and where she is extremely popular. They tend to be located overlooking the sea, often at the top of rugged cliffs or on exposed and rocky peninsulas and it is not uncommon for them to act as lighthouses to guide the ships around treacherous coastlines. They are welcoming places with



Wesdan

large fireplaces and are kept brightly lit and the priests are both friendly and active within the community. When carrying out ceremonies and religious duties, they wear blue cassocks with black and yellow trim, as well as expensive and ornate jewelry. Otherwise, they generally wear woolen tunics and trousers, dyed blue, along with yellow trimmed black capes.

XAGRAXSUS

Greater Deity (Male)

Symbol: A gold-rimmed black disk with a dark gray (almost imperceptible) eye in the center with a red pupil.

Home Plane: Arrasia

Alignment: Neutral Evil

Portfolio: Darkness, destruction, discord, earthquakes, evil giants, fire, half-orcs, khoqqix, ogres, orcs, panic, underworld, volcanoes.

Worshippers: Creatures who dwell in the depths of Arrasia, evil giants, half-orcs, khoqqix, ogres, orcs.

Cleric Alignments: CE, LE, NE

Domains: Darkness*, Death, Destruction, Fire, Undead*, Violence*

Favored Weapon: Heavy tri-flail

The son of Gort and Voln, and brother to Hakkan, Xagraxsus lives deep within the bowels of Aeronauth Ineth Edowyn. Xagraxsus causes the earth to stir in the form of earthquakes and volcanoes and revels in the destruction and misery he causes. He has a vast following in the dungeons and caverns of the world, and bleak and sinister temples filled with his evil servants are not unknown upon the surface. Xagraxsus is the Lord of Darkness, having defeated all of those that have challenged his authority in the darkness of Arrasia's depths at one time or another, and it is his foul language, Xamian, which is now most widely spoken in the darkness of the belly of Arrasia. Since the fall of Hakkan, Xagraxsus has been scheming to control Herophet itself, which he believes is his to rule by right.

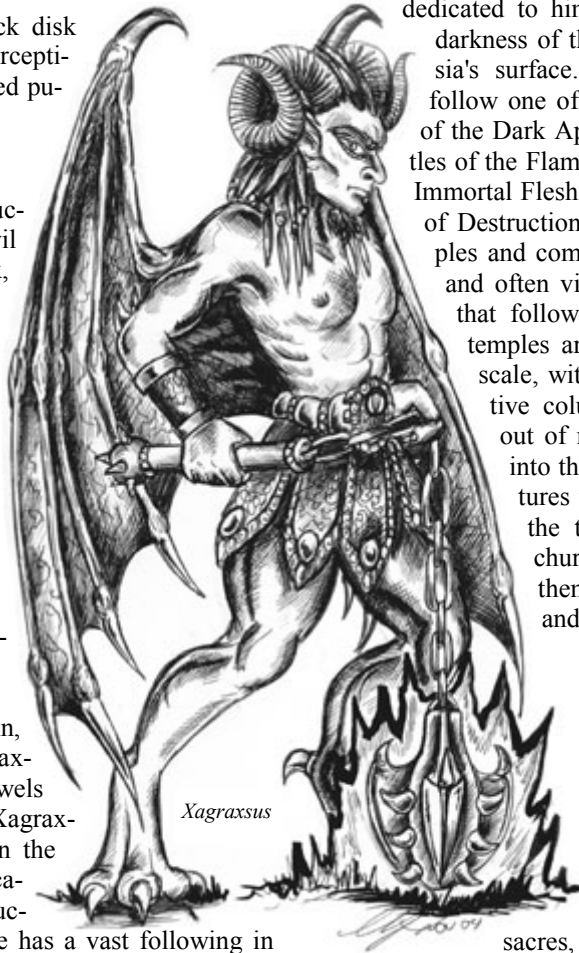
Doctrine

Xagraxsus not only ranks amongst the most powerful of the Aslah, but he also ranks amongst their most

evil. Cunning, deceitful and scheming, Xagraxsus manipulates and uses his followers to achieve his desired aims and outcomes. Although he thinks nothing of sacrificing them to the alter of his plans, he also brings them power and stability within the violent maelstrom of life in the underworld of Arrasia. All manner of evil is attracted to Xagraxsus and he serves all their needs. He is also popular amongst orcs, even those that dwell on the surface, and is the lord of the khoqqix.

Worship

Xagraxsus' ego is large indeed and huge temples dedicated to him can be found throughout the darkness of the world that exists under Arrasia's surface. Those that follow Xagraxsus follow one of four foul churches: the Church of the Dark Apostles, the Church of the Apostles of the Flame, the Apostles of the Church of Immortal Flesh, and the Church of the Apostles of Destruction. Each sect has their own temples and competition between them is strong and often violent. A fifth distinct branch is that followed by the khoqqix. All of the temples are ornately carved and grand in scale, with enormous statues and decorative columns. They are usually carved out of natural caverns, rather than dug into the rock itself, and the natural features used and altered to the needs of the temple. Each of the four main churches work tirelessly to promote themselves in the eyes of Xagraxsus and gain his favor.



YERRAZ

Intermediate Deity (Male)

Symbol: A serpent's eye.

Home Plane: Hul

Alignment: Lawful Evil

Portfolio: Enslavement, massacres, slaughter, strength, undead, war.

Worshippers: Fighters, slavers, soldiers, warriors.

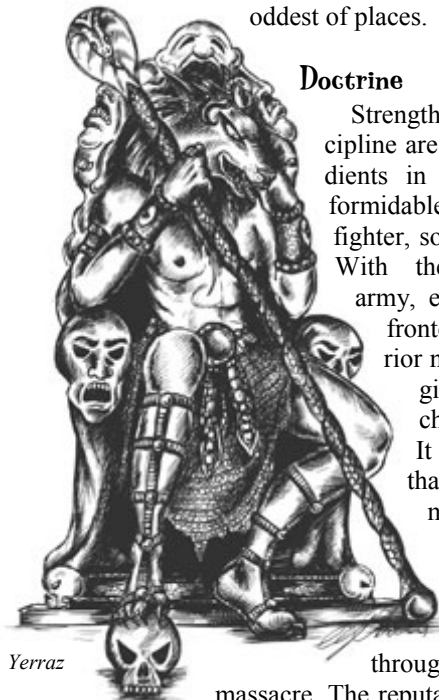
Cleric Alignments: LE, LN, NE

Domains: Destruction, Strength, Undead*, War

Favored Weapon: Spear

Half-brother to Hakkan, and son of Onnus and Voln, Yerraz was a loyal servant of Hakkan. His credos are warfare, slaughter, enslavement and conquest and his mood is always dark. Despite his status, he survived the great purge after the fall of Hakkan and his worshippers are mainly found in Amman-Mon and the old Amman regions of the Karnish empire, as well as Magasoa. Though not found in great numbers elsewhere, they are nonetheless found wherever the dark hand of Amman

once touched, meaning they can still be found in the oddest of places.



Doctrine

Strength, order and discipline are essential ingredients in what makes a formidable and durable fighter, soldier and army. With these traits, an army, even when confronted with superior numbers, always gives itself a chance to prevail. It is also essential that, in victory, no mercy or quarter be given and that an enemy should be humiliated through slavery or massacre. The reputation of an individual fighter or soldier, or of the army as a whole, should send such fear into the heart of their enemies that the seed of their defeat has already been planted. It is also common practice for the followers of Yerraz to augment their armies with undead - especially skeletons. During the battle itself, the bodies often rise as zombies to continue the fight.

Worship

The temples of Yerraz are always ornate stone buildings, designed to give them a militaristic feel. Statues of the dead abound and hundreds of small carvings of the faces of the dead, their features scarred and contorted, can be found both internally and externally. Enormous statues of Yerraz dominate the temples and undead often serve as guards and servants. The priests are often powerful necromancers whose veins coarse with evil and who are the voice of Yerraz on Arrasia. They often wear green and yellow hooded cassocks with lime-green trim, their hands and faces covered in strange tattoos.

ZIDODD

Demigod (Female)

Symbol: A lizard from above, with a curved tail and angled as if it is turning around and set in triangle.

Home Plane: Denezasax

Alignment: Neutral

Portfolio: Birth, lizardfolk, protection, reptiles, strength, water.

Worshippers: Intelligent reptiles, lizardfolk.

Cleric Alignments: CN, LN, N, NE, NG

Domains: Protection, Scalykind*, Strength, Water

Favored Weapon: Javelin

Zidodd's priority is the protection, well-being and propagation of her beloved lizardfolk and other matters are of little concern to her. Zidodd was herself once a mortal lizardfolk, during the age of their darkest hours when they stood alone, with none to guide them amongst the Aslah and when the world seemed set against them. Dismayed, angry and alone, Zidodd set off to challenge the Aslah themselves. After a long and bitter journey, she finally came to Tuska and there drank from the *Fountain of the Immortals* and was rewarded with immortality, becoming the protector and guiding spirit of all the lizardfolk.

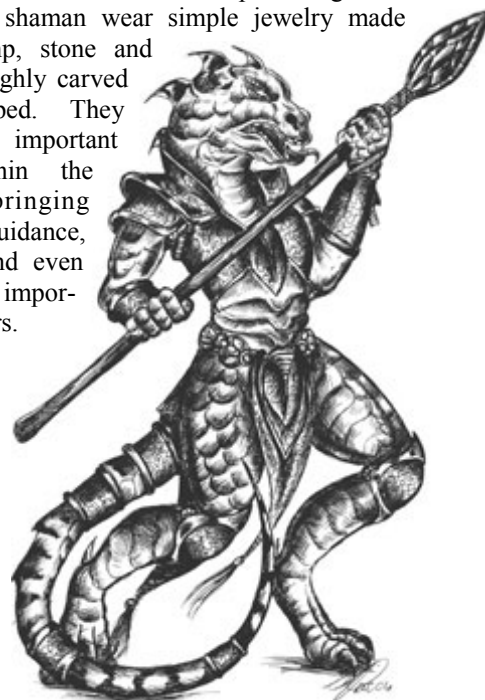
Doctrine

Zidodd urges her followers to trust no one, for betrayal and deceit are the only reward for those foolish enough to put their faith in others. The history of the lizardfolk, long since lost to the annals of time, has always been a lonely one and alone they stand against the world, befriending only those who have something they want or need. For long they were forsaken and only the strength of Zidodd, they believe, has seen them survive the perils of the world.

Worship

The lizardfolk are fanatical in their worship of Zidodd, carrying charms and religious symbols on their person at all times. There are no temples, as such, but instead places of religious significance, where they go for religious ceremonies and spiritual guidance. The lizardfolk shaman wear simple jewelry made from hemp, stone and wood, roughly carved and shaped. They play an important role within the tribe, bringing spiritual guidance, healing and even advice on important matters.

Zidodd



DOMAINS

ABUNDANCE

Granted Power: Once per day, at no additional cost and as a free action, a spell of your choice lasts twice as long as normal, as the *Extend* feat. This power cannot be applied to a spell with a duration of concentration, instantaneous, or permanent.

Abundance Domain Spells

- 1 Goodberry:** 2d4 berries each cure 1 hp (max 8 hp/ 24 hours).
- 2 Soften Earth and Stone:** Turns stone to clay or dirt to sand or mud.
- 3 Plant Growth:** Grows vegetation, improves crops.
- 4 Repel Vermin:** Insects, spiders, and other vermin stay 10 ft. away.
- 5 Animal Growth:** One animal/two levels doubles in size.
- 6 Heroes Feast:** Food for one creature/ level cures and grants combat bonuses.
- 7 Control Weather:** Changes weather in local area.
- 8 Cure Critical Wounds, Mass:** Cures 4d8 damage +1/ level for many creatures.
- 9 Shambler:** Summons 1d4+2 shambling mounds to fight for you.

ARTIFICE

Granted Power: Gain +4 bonus on Craft checks. The character casts conjuration (creation) spells at +1 caster level. (Those with access to both the Artifice and Creation domains cast conjuration (creation) spells at +3 caster level.)

Artifice Domain Spells

- 1 Animate Rope:** Makes a rope move at your command.
- 2 Wood Shape:** Rearranges wooden objects to suit you.
- 3 Stone Shape:** Sculpts stone into any shape.
- 4 Minor Creation:** Creates one cloth or wood object.
- 5 Fabricate:** Transforms raw materials into finished items.
- 6 Major Creation:** As *minor creation*, plus stone and metal.
- 7 Hardening*:** Increases the hardness of materials.
- 8 True Creation*:** Creates a nonmagical item of any sort of matter.
- 9 Prismatic Sphere:** As *prismatic wall*, but surrounds on all sides.

CHARM

Granted Power: Cast enchantment (charm) spells at +2 caster level. Gain a +2 bonus on Diplomacy checks.

Charm Domain Spells

- 1 Charm Person:** Makes one person your friend.
- 2 Calm Emotions:** Calms creatures, negating emotion effects.
- 3 Suggestion:** Compels subject to follow stated course of action.
- 4 Geas, Lesser:** Commands subject of 7 HD or less.
- 5 Charm Monster:** Makes monster believe it is your ally.
- 6 Geas/Quest:** As *lesser geas*, plus it affects any creature.
- 7 Insanity:** Subject suffers continuous confusion.
- 8 Demand:** As *sending*, plus you can send suggestion.
- 9 Dominate Monster:** As *dominate person*, but any creature.

COMMUNICATION

Granted Power: All of the *Knowledge* skills are added to the list of class skills for that character. In addition, you can choose one additional language for free.

Communication Domain Spells

- 1 Comprehend Languages:** You understand all spoken and written languages.
- 2 Augury:** Learns whether an action will be good or bad.
- 3 Tongues:** Speak any language.
- 4 Sending:** Delivers short message anywhere, instantly.
- 5 Scrying:** Spies on subject from a distance.
- 6 True Seeing:** Lets you see all things as they really are.
- 7 Scrying, Greater:** As *scrying*, but faster and longer.
- 8 Demand:** As *sending*, plus you can send suggestion.
- 9 Gate:** Connects two planes for travel or summoning.

COMMUNITY

Granted Power: Use *calm emotions* as a spell-like ability once per day. Gain a +2 competence bonus on Diplomacy checks.

Community Domain Spells

- 1 Bless:** Allies gain +1 on attack rolls and saves against fear.
- 2 Shield Other:** You take half of subject's damage.
- 3 Prayer:** Allies +1 bonus on most rolls, enemies -1 penalty.
- 4 Status:** Monitors condition, position of allies.
- 5 Telepathic Bond:** Link lets allies communicate.
- 6 Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.
- 7 Refuge:** Alters item to transport its possessor to you.
- 8 Screen:** Illusion hides area from vision, scrying.
- 9 Miracle:** Requests a deity's intercession.

CONTAGION

Granted Power: You are immune to all diseases,

including supernatural and magical diseases.

Contagion Domain Spells

- 1 Curse Water:** Makes unholy water.
- 2 Summon Swarm:** Summons swarm of bats, rats, or spiders.
- 3 Contagion:** Infects subject with chosen disease.
- 4 Poison:** Touch deals 1d10 Con damage, repeats in 1 min.
- 5 Insect Plague:** Locust swarms attack creatures.
- 6 Eyebite:** Target becomes panicked, sickened and comatose.
- 7 Inflict Serious Wounds, Mass:** Deals 3d8 damage +1/ level to many creatures.
- 8 Horrid Wilting:** Deals 1d6/ level damage within 30 ft.
- 9 Storm of Vengeance:** Storm rains acid, lightening, and hail.

CREATION

Granted Power: Cast conjuration (creation) spells at +2 caster level. (those with access to both the Artifice and Creation domains cast conjuration (creation) spells at +3 caster level.)

Creation Domain Spells

- 1 Create Water:** Creates 2 gallons/level of pure water.
- 2 Minor Image:** As *silent image*, plus some sound.
- 3 Create Food and Water:** Feeds three humans (or one horse)/ level.
- 4 Minor Creation:** Creates one cloth or wood object.
- 5 Major Creation:** As *minor creation*, plus stone and metal.
- 6 Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.
- 7 Permanent Image:** Includes sight, sound, and smell.
- 8 True Creation*:** Creates a nonmagical, unattended object of any sort of matter.
- 9 Genesis*:** Creates an immobile, finite demiplane.

DARKNESS

Granted Power: You gain 60 ft. darkvision or, if you already have this, can see for an additional 30 ft on top of your existing darkvision.

Darkness Domain Spells

- 1 Obscuring Mist:** Fog surrounds you.
- 2 Darkness:** 20-ft. radius of supernatural shadow.
- 3 Blacklight*:** Create an area of total darkness, within which the caster can see normally.
- 4 Armor of Darkness*:** The warded creature is shrouded in shadows.
- 5 Summon Monster V:** Summon 1d3 shadows only.
- 6 Prying Eyes:** 1d4 +1/level floating eyes scout for you.
- 7 Nightmare:** Sends vision dealing 1d10 damage, fatigue.

8 Power Word Blind: Blinds creatures with 200 hp or less.

9 Power Word Kill: Kills one creature with 100 hp or less.

FAITH

Granted Power: You gain a +2 morale bonus on saving throws against fear and enchantment spells or effects.

Faith Domain Spells

- 1 Shield of Faith:** Aura grants +2 or higher deflection bonus.
- 2 Shield Other:** You take half of subject's damage.
- 3 Helping Hand:** Ghostly hand leads subject to you.
- 4 Divination:** Provides useful advice for specific proposed actions.
- 5 Commune:** Deity answers one yes-or-no question/ level.
- 6 Find the Path:** Shows most direct way to a location.
- 7 Refuge:** Alters item to transport its possessor to you.
- 8 Holy Aura:** +4 to AC, +4 resistance, and SR 25 against evil spells.
- 9 Miracle:** Requests a deity's intercession.

FELLOWSHIP

Granted Power: You gain the *Negotiator* feat for free.

Fellowship Domain Spells

- 1 Comprehend Languages:** You understand all spoken and written languages.
- 2 Shield Other:** You take half of subject's damage.
- 3 Helping Hand:** Ghostly hand leads subject to you.
- 4 Tongues:** Speak any language.
- 5 Atonement:** Removes burden of misdeeds from subject.
- 6 Find the Path:** Shows most direct way to a location.
- 7 Refuge:** Alters item to transport its possessor to you.
- 8 Sympathy:** Object or location attracts certain creatures.
- 9 Gate:** Connects two planes for travel or summoning.

GLORY

Granted Power: Turn undead with +2 bonus check and +1d6 to the turning damage roll.

Glory Domain Spells

- 1 Disrupt Undead:** Deals 1d6 damage to one undead.
- 2 Bless Weapon:** Weapon strikes true against evil foes.
- 3 Searing Light:** Rays deals 1d8/two levels damage, more against undead.
- 4 Holy Smite:** Draw down holy power to smite your enemies.
- 5 Holy Sword:** Weapon becomes +5, deals +2d6 damage against evil.

6 Bolt of Glory*: Projects a bolt of energy against one creature.

7 Sunbeam: Beam blinds and deals 4d6 damage.

8 Crown of Glory*: You are imbued with an aura of celestial authority, inspiring awe in all lesser creatures.

9 Gate: Connects two planes for travel or summoning.

HATE

Granted Power: You gain the *Iron Will* feat for free.

Hate Domain Spells

1 Bane: Enemies take -1 on attack rolls and saves against fear.

2 Death Knell: Kills dying creature: you gain 1d8 temporary hp, +2 to Str and +1 level.

3 Rage: Subject gains +2 to Str and Con, +1 on Will saves, -2 to AC.

4 Shout: Deafens all within cone and deals 5d6 sonic damage.

5 Nightmare: Sends vision dealing 1d10 damage, fatigue.

6 Harm: Deals 10 points/ level damage to target.

7 Blasphemy: Kills, paralyzes, weakens, or dazes non-evil subjects.

8 Shout, Greater: Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.

9 Imprisonment: Entombs subject beneath the earth.

INSANITY

Granted Power: Once per day, as a spell-like ability, you can cause all within a 10 ft radius, centered on you, to become shaken. Everyone within range (enemies and allies alike) must make a will save (DC 10 + Cha + Cleric level) or become *shaken* (-2 on attack rolls, saving throws, skill checks and ability checks). This effect lasts for 1 rnd/ 3 cleric levels.

Insanity Domain Spells

1 Hideous Laughter: Subject loses actions for 1 round/ level.

2 Touch of Idiocy: Subject takes 1d6 points of Int, Wis, and Cha damage.

3 Blindness/Deafness: Makes subject blinded or deafened.

4 Confusion: Subjects behave oddly for 1 round/level.

5 Feeblemind: Subject's Int and Cha drop to 1.

6 Repulsion: Creatures can't approach you.

7 Insanity: Subject suffers continuous confusion.

8 Irresistible Dance: Forces subject to dance.

9 Wail of the Banshee: Kills one creature/level.

LIFE

Granted Power: You gain the *Improved Turning* feat for free.

Life Domain Spells

1 Sanctuary: Opponents can't attack you, and you can't attack.

2 Consecrate: Fills an area with positive energy, making undead weaker.

3 Halt Undead: Immobilizes undead for 1 round/ level.

4 Death Ward: Grants immunity to death spells and negative energy effects.

5 Raise Dead: Restores life to subject who died as long as one day/ level ago.

6 Undeath to Death: Destroys 1d4 HD/ level undead (max 20d4).

7 Resurrection: Fully restore dead subject.

8 Clone: Duplicate awakens when original dies.

9 True Resurrection: As *resurrection*, plus remains aren't needed.

LIGHT

Granted Power: Once per day, as a spell-like ability, you can summon light for 10 minutes per cleric level. This causes the area around you to be illuminated in a 40-foot radius of light, with a further 20-foot of shadowy illumination. You act as the center of the emanation, which moves as you move. You can suppress the light as a free action. While suppressed, it does not count toward the duration, meaning that you can summon the light (and suppress it) as often as you like until the duration has expired.

Light Domain Spells

1 Faerie Fire: Outlines subjects with light, canceling *blur*, concealment, and the like.

2 Continual Flame: Makes a permanent, heatless torch.

3 Daylight: 60 ft radius of bright light.

4 Rainbow Pattern: Lights fascinate 24 HD of creatures.

5 True Seeing: Lets you see all things as they really are.

6 Chain Lightning: 1d6/ level damage; 1 secondary bolt/ level each deals half damage.

7 Prismatic Spray: Rays hit subjects with variety of effects.

8 Scintillating Pattern: Twisting colors confuse, stun, or render unconscious.

9 Prismatic Sphere: As *prismatic wall*, but surrounds on all sides.

LOVE

Granted Power: Once per day, as a supernatural ability, you can raise your Charisma ability score by +4, which lasts for 1 minute/ level. While the effects last, an NPC's initial attitude is always one step better than it otherwise would be.

Love Domain Spells

1 Charm Person: Makes one person your friend.

2 Eagle's Splendor: Subject gains +4 to Cha for 1 min/

level.

3 Suggestion: Compels subject to follow stated course of action.

4 Charm Monster: Makes monster believe its your ally.

5 Seeming: Changes appearance of one person per two levels.

6 Geas/Quest: As *lesser geas*, plus it affects any creature.

7 Veil: Changes appearance of group of creatures.

8 Demand: As *sending*, plus you can send suggestion.

9 Shapechange: Transforms you into any creature, and change forms once per round.

NAUSEA

Granted Power: Once per day, as a spell-like ability, you can make a touch attack against your opponent and upon a successful hit, your target is *sickened* (-2 on attack rolls, damage rolls, saving throws and ability checks). The effects of being *sickened* last for 1 rnd/ 3 cleric levels.

Nausea Domain Spells

1 Curse Water: Makes unholy water.

2 Inflict Moderate Wounds: Touch attack, 2d8 damage +1/level (max +10).

3 Stinking Cloud: Nauseating vapors, 1 round/level.

4 Poison: Touch deals 1d10 Con damage, repeats in 1 min.

5 Cloudkill: Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.

6 Eyebite: Target becomes panicked, sickened, and comatose.

7 Repulsion: Creatures can't approach you.

8 Horrid Wilting: Deals 1d6/level damage within 30 ft.

9 Shambler: Summons 1d4+2 shambling mounds to fight for you.

PEACE

Granted Power: You gain the *Negotiator* feat for free.

Peace Domain Spells

1 Bless: Allies gain +1 on attack rolls and saves against fear.

2 Calm Emotions: Calms creatures, negating emotion effects.

3 Prayer: Allies +1 bonus on most rolls, enemies -1 penalty.

4 Divination: Provides useful advice for specific proposed actions.

5 True Seeing: Lets you see all things as they really are.

6 Symbol of Persuasion: Triggered rune charms nearby creatures.

7 Refuge: Alters item to transport its possessor to you.

8 Discern Location: Reveals exact location of creature

or object.

9 Miracle: Requests a deity's intercession.

REPOSE

The Repose domain is similar to the Death domain, but allows clerics of non-evil deities to select from some spells otherwise inaccessible to them.

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

Repose Domain Spells

1 Deathwatch: Reveals how near death subjects within 30 ft. are.

2 Gentle Repose: Preserves one corpse.

3 Speak with Dead: Corpse answers one question/two levels.

4 Death Ward: Grants immunity to death spells and negative energy effects.

5 Slay Living: Touch attack kills subject.

6 Undeath to Death: Destroys 1d4 HD/level undead (max 20d4).

7 Destruction: Kills subject and destroys remains.

8 Surelife*: Allows caster to protect themselves against some condition that would normally cause certain death.

9 Wail of the Banshee: Kills one creature/level.

SCALYKIND

Granted Power: Rebuke or command animals (reptilian creatures and snakes only) as an evil cleric rebukes or commands undead. Use this ability a number of times per day equal to 3 + Charisma modifier.

Scalykind Domain Spells

1 Magic Fang: One natural weapon of subject creature gets +1 on attack and damage rolls.

2 Animate Trance: Fascinates 2d6 of animals (ophidian or reptilian creatures only).

3 Magic Fang, Greater: One natural weapon of subject creature gets +1/three levels on attack and damage rolls (max +5).

4 Poison: Touch deals 1d10 Con damage, repeats in 1 min.

5 Animal Growth: One animal/two levels doubles in size (ophidian or reptilian creatures only).

6 Eyebite: Target becomes panicked, sickened, and comatose.

7 Creeping Doom: Swarms of *tiny snakes* attack at your command.

8 Animal Shapes: One ally/level polymorphs into chosen animal (ophidian or reptilian creatures only).

9 Shapechange: Transforms you into any creature, and

change forms once per round.

SHADOW

Granted Power: You gain the *Blind Fight* feat for free.

Shadow Domain Spells

- 1 Chill Touch:** One touch/level deals 1d6 damage and possibly 1 Str damage.
- 2 Desecrate:** Fills area with negative energy, making undead stronger.
- 3 Vampiric Touch:** Touch deals 1d6/two levels damage; caster gains damage as hp.
- 4 Enervation:** Subject gains 1d4 negative levels.
- 5 Unhallow:** Designates location as unholy.
- 6 Shadow Walk:** Step into shadow to travel rapidly.
- 7 Reverse Gravity:** Objects and creatures fall upward.
- 8 Finger of Death:** Kills one subject.
- 9 Energy Drain:** Subject gains 2d4 negative levels.

SUFFERING

Granted Power: Once per day, as a supernatural ability, you can use a gaze attack (maximum range 30 ft.) as an attack action to inflict mental anguish upon one opponent, who must succeed a Will save (DC10 + cleric level + Cha bonus) or suffer 1d4+1/cleric level damage and lose their next action.

Suffering Domain Spells

- 1 Doom:** One subject takes -2 on attack rolls, damage rolls, saves, and checks.
- 2 Sound Burst:** Deals 1d8 sonic damage to subjects; may stun them.
- 3 Bestow Curse:** -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.
- 4 Poison:** Touch deals 1d10 Con damage, repeats in 1 min.
- 5 Symbol of Pain:** Triggered rune wracks nearby creatures with pain.
- 6 Blade Barrier:** Wall of blades deals 1d6/level damage.
- 7 Blasphemy:** Kills, paralyzes, weakens, or dazes non-evil subjects.
- 8 Fire Storm:** Deals 1d6/level fire damage.
- 9 Soul Bind:** Traps newly dead soul to prevent resurrection.

UNDEAD

Granted Power: You gain the *Improved Turning* feat for free. In addition, the duration of turning is increased by 50%, to 15 rounds.

Undead Domain Spells

- 1 Detect Undead:** Reveals undead within 60 ft.

2 Command Undead: Undead creature obeys your commands.

3 Animate Dead: Creates undead skeletons and zombies.

4 Contagion: Infects subject with chosen disease.

5 Slay Living: Touch attack kills subject.

6 Create Undead: Create ghouls, ghosts, mummies, or mohrgs.

7 Control Undead: Undead don't attack you while under your command.

8 Create Greater Undead: Create shadows, wraiths, spectres, or devourers.

9 Imprisonment: Entombs subject beneath the earth.

VIOLENCE

Granted Power: You cast necromancy spells at +1 caster level.

Violence Domain Spells

- 1 Inflict Light Wounds:** Touch deals 1d8 damage +1/level (max +5).
- 2 Inflict Moderate Wounds:** Touch attack, 2d8 damage +1/level (max +10).
- 3 Inflict Serious Wounds:** Touch attack, 3d8 damage +1/level (max +15).
- 4 Inflict Critical Wounds:** Touch attack, 4d8 damage +1/level (max +20).
- 5 Inflict Light Wounds, Mass:** Deals 1d8 damage +1/level to many creatures.
- 6 Harm:** Deals 10 points/level damage to target.
- 7 Destruction:** Kills subject and destroys remains.
- 8 Inflict Critical Wounds, Mass:** Deals 4d8 damage +1/level to many creatures.
- 9 Implosion:** Kills one creature/round.

WEATHER

Granted Power: Once per day, as a spell-like ability, you know exactly what weather will occur over a 1d4 + Cleric level (maximum 24) hour period. Survival also becomes a class skill for all future cleric levels taken.

Weather Domain Spells

- 1 Obscuring Mist:** Fog surrounds you.
- 2 Gust of Wind:** Blows away or knocks down smaller creatures.
- 3 Sleet Storm:** Hampers vision and movement.
- 4 Ice Storm:** Hail deals 5d6 damage in cylinder 40 ft. across.
- 5 Control Winds:** Change wind direction and speed.
- 6 Call Lightning Storm:** As *call lightning*, but 5d6 damage per bolt.
- 7 Control Weather:** Changes weather in local area.
- 8 Whirlwind:** Cyclone deals damage and can pick up creatures.
- 9 Storm of Vengeance:** Storm rains acid, lightning, and hail.

CHAPTER 11

COSMOLOGY

THE PLANES

The planes are a number of complex layers of interwoven realities that, together, constitute the cosmos as a whole. Each plane is unique, with their own natural laws, though many share similar qualities. All of the planes can be accessed in some manner, either directly, or through exploiting flaws that exist in the very fabric of the cosmos itself, which allow instantaneous travel to and from the different points of access or exits (otherwise called portals). The planes are broken down into five general types.

Material Plane: This plane sits at the very heart of the cosmos and is where Arrasia can be found. It touches all aspects of the Inner Planes (see below) and shares some of their traits and qualities. It also touches upon the three Transitive Planes (see below).

Transitive Planes: This group of planes is made of three strange worlds that allow for different means of travel either within the Material Plane or to different aspects of the cosmos. The Ethereal Plane sits around the Material plane like an envelope, and is essentially a whole new world, but one that is tightly woven with that of the Material plane. This is also true of the Plane of Shadow. However, the Plane of Shadow is also connected directly to the Outer Planes, for the spirits of the dead use this world to make their way to their final resting place. The Astral Plane connects all. Through it, all the corners of the cosmos can be reached, for everything that exists does so within the Astral Plane.

Inner Planes: Violent and dangerous planes, each of the Inner Planes represents one of the building blocks of the cosmos and it is from these planes that the cosmos is, indeed, built and through which renewal is possible. These six planes consist of the Planes of Air,

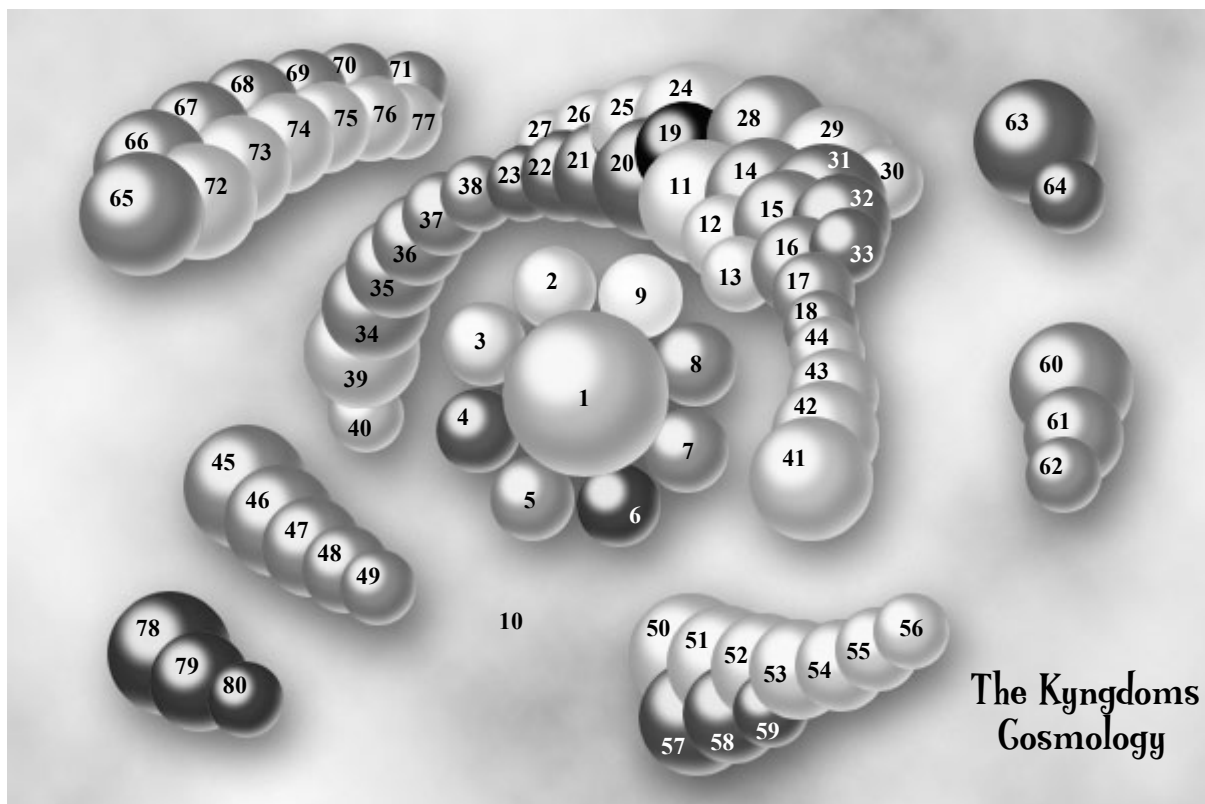
Earth, Fire and Water, which supply the substance and materials of the cosmos, and the Planes of Negative and Positive energy, which supply the ingredients of life, death and all that they entail.

Outer Planes: These planes are home to the Aslah and their powerful servants. These planes are as old as the cosmos itself, created at the dawn of time, though most have changed greatly since those early days. Each obeys its own laws and is unique unto itself. Many *overlap* with other planes, creating bizarre *demiplanes* (see below) that allow direct travel between the planes. Others are set apart. The River Mothex connects all of the Outer Planes and flows through the Astral Plane.

Demiplanes: Many different worlds exist, but many are lost within the fabric of the cosmos itself. These are referred to as demiplanes, which are often *spaces* that can only be accessed through portals or through unique and freak phenomenon. These worlds vary in size, but they all share the quality of being finite. Where the Outer Planes overlap, the worlds in between are also called demiplanes. These are often strange amalgams of the elements of the different planes that they touch.

THE PLANES IN DETAIL

1. Material Plane: At the heart of all creation sits the Material Plane and at the heart of the Material Plane sits Arrasia. It is in the Material Plane that all aspects of the building blocks of the cosmos come together in equal measure and where all of the aspects of the cosmos can be found in some measure. Here they vie amongst themselves in a constant and never-ending battle for dominion. Although much of the Material Plane is a great void, filled with rock and dust, Arrasia overflows with life, for it has become the garden of the



Aslah themselves, where their creations dwell and evolve. For most, Arrasia will be all they ever know.

2. Ethereal Plane: Co-existing with the Material Plane is the Ethereal Plane, which sits around everything like an envelope which cannot be seen except by extraordinary means. Those that travel or live in the Ethereal Plane are invisible to those that dwell in the Material Plane, though they themselves can see into the Material Plane. It is a murky place where sound is dull and the shadows flicker in the corner of the eye; a stretched dimension where strange creatures live and pass through, where they share the same space and time as those in the Material Plane, yet go unnoticed and unlooked for. Those in the Ethereal Plane usually cannot interact with those of the Material Plane, even though they are visible to them.

3. Positive Energy Plane: The cosmos is filled with positive energy, which constantly vies with negative energy for dominance. The Positive Energy Plane is a fountain from which its energy flows as an endless stream into the veins and arteries of the cosmos. In some places, the blinding light of positivity shines through as a constant force, where the power is so great that it is like a living thing in itself. In other places, positive energy is totally absent and all life there consumed. The Positive Energy Plane in itself is a great void, filled with blinding light from which sparks of energy crackle and pop, and bright streaks of raw positive energy shoot as great bolts.

4. Elemental Plane of Water: One of the four building blocks of the cosmos, the Elemental Plane of Water is the source and wellspring of all the seas, riv-

ers, lakes and other sources of water that can be found almost everywhere. It is a place almost entirely filled with water, with raging currents and torrid underwater swells - a violent and unforgiving place which varies between being pitched in darkness or filled with light, with temperatures that range from freezing to boiling. In its dark depths lurk all manner of beasts, both savage and noble, that call this place home.

5. Elemental Plane of Earth: An essential aspect of the substance of creation, the Elemental Plane of Earth is the source of all solid materials that are scattered throughout the cosmos. Rock, precious stone, gems, metal; all are offspring from the Elemental Plane of Earth. An endless, solid plane, constructed of mud, rock, metal, glass and all manner of materials, the Elemental Plane of Earth shifts endlessly, causing the ground to shake and rumble in a deafening roar, forming vast networks of caves and tunnels on an almost unimaginable scale.

6. Plane of Shadow: Like the Ethereal Plane, the Plane of Shadow also exists and interacts with the Material Plane; a spatial dimension through which shadow and creatures of the night pass freely into and out of the Material Plane. As the name suggest, it is a dim world where blurred and indistinct shapes flicker and fade into and out of prominence. The Material Plane is visible to those traveling through the Plane of Shadow, though it is indistinct, colorless, dim and shadowy. Those in the Material Plane cannot see into the Plane of Shadow without magical means. It is also the Plane through which the spirits of the dead return to the Halls of the Dead or where those spirits travel when recalled from

that place.

7. Negative Energy Plane: As positive energy flows from the fountain of the Positive Energy Plane, so negative energy flows from the Negative Energy Plane. The cosmos is filled with negative energy, which constantly vies with the positive energy for dominance. Some places are imbued with such a negative force that life simply cannot exist there and is destroyed, while in other places it is pushed aside and the light of positive energy takes dominion. The plane itself is a heavy and dense void that sizzles and spits and through which gashes of pure negative energy rip.

8. Elemental Plane of Fire: One of the building blocks of the cosmos, the Elemental Plane of Fire is the source of all fire. The Elemental Plane of Fire is a hazardous and violent place, consumed with boiling magma, raging fires that have burnt since the beginning of time, and fireballs that shoot endlessly through the raging flames. It is home only to those that are capable of existing in such extremes.

9. Elemental Plane of Air: A vital source and building block of the structure of the cosmos, the Elemental Plane of Air is the source from which all air flows. Like all the elemental planes, it is an extreme place where only the hardest can survive. Lashed by violent winds that whip through it at amazing speeds and great storms that last for hundreds of years, only those well adapted to such conditions can survive there. The air crackles with lightning and swirls in a wild and uncontrollable manner.

10. Astral Plane: The Astral Plane spans the great divide. It touches all aspects of the cosmos and allows for planar travel - it is a vast and endless sea of nothingness, a great void. Primarily, the Astral Plane is used as a means of travel, to gain access from one plane to another, though some have made their homes here in strange cities and dwellings that float eternally on the Astral winds. The River Mothex also passes through the Astral Plane as it makes its long journey through the Outer Planes, and which can be accessed from here. It is also dotted with all manner of strange portals - thousands upon thousands of them - that take those that pass through them to all manner of known and unknown places.

THE OUTER PLANES OF DAMARKAN

11. Canath: Colossal mountain peaks reach into the sky and overlook the rocky plains below, where small pools of water form oases, with grass and trees and beautiful plants, amongst an otherwise barren landscape. The sky is always gray and heavy with swollen cloud, which often pounds the land with fist-sized hail or violent showers. This is the home of Kavak and is populated with a large number of dwarves and other earthen creatures. Kavak himself lives in the great citadel of Gank, which is built into the side of the mountain

and runs deep into the rock, where forges constantly ring to the sound of metal being pounded, or to the ringing of steel on stone as they mine the monumental seams of gold and mithral.

12. Nuoria: Very much like Canath, Nuoria is dominated by vast mountain ranges that extend into the gray, swollen skies. Nuoria, however, is more pleasant, with greener plains, more trees and life, amidst which can be found Graxber in the Golden Hall of Respite, where he drinks and feasts. Heavy rains periodically fall from above and sweep across the exposed rock, forming raging rivers which flood down the mountains and cascade over the ledges in violent waterfalls, and sometimes massive hail stone crash down in a deafening roar, driving into and splintering the rock.

13. Karrabo: A complex of worked tunnels and caverns, Karrabo is beguiling to those who do not know it. What seems like hundreds of miles of tunnels carved out of the rock crisscross in an endless and incomprehensible web, interspersed with immense chambers of incredible beauty - with columns so vast that they disappear into the darkness above, with walls carved in bas relief of magnificent complexity. And all the while, echoing endlessly through the chambers in a mad and confusing cacophony is the ringing of the smithies pounding their anvils. At the very heart of Karrabo, in the Chamber of Dendennedor, can usually be found Grism, who sits in a great stone throne carved out of the very rock.

14. Thoran: The home of Fandor, the greatest of the Aslah, Thoran is a green and lush plane, with rolling hills, copses, gentle streams and blue skies. In the distance, as a hazy backdrop, the icy peaks of a mountain range can be glimpsed, but whose distance and perspective remain fixed on the horizon. In Thoran, there is no sun, though the skies are blue and the days bright, and the night falls quickly - it would be pitch but for the light of the stars which twinkle above. Here, there is always a feeling of serenity and tranquility. Dwellings are scattered around, where the denizens of Thoran live. At the heart of Thoran stands Arathas Castle, which shines like gold in the sun, and sits atop the tallest hill so that it can be seen from anywhere. This is the home of Fandor, a fantastic vision of vast towers, topped with cone roofs, atop which billow long flags.

15. Idor: In Idor, nothing is ever as it seems as it constantly shifts and transforms itself. The sky above is a kaleidoscope of vibrant colors, caught in a perpetual state of flux. Rain falls from the sky without warning and great streaks of forked lightning constantly erupt all around. The soft, rubbery ground ripples and sways underfoot, morphing into new shapes at will - strange, dune-like hills appear and disappear without warning. Geysers of colored steam burst randomly from the ground and lakes and streams boil, but are icy cold, or freeze over yet are hot. The land is also dotted with enormous towers and the small encampments of those that dwell here. It is also the home of Laverrus.

16. Denedain: Filled with intense bright white light, Denedain is almost lost in its own brilliance. Both painful and serene, nothing seems to blemish the constant perfection that reveals itself to the senses, which are overwhelmed, but always greedy for more. Denedain is a place where the forces of good are overwhelming and where peace and harmony fill the hearts of those that dwell here. And in this bright void, floating on the constant and refreshing breeze, are the great sailed monasteries and dwellings of those who live here. In a small and modest dwelling, that endlessly sails the winds of time, lives Jeyru.

17. Eiyat: The endless Sea of Eiyat laps gently under the baking suns that warm even its greatest depths. The furthest reaches are filled with rays of light, which push away the darkness and fill the water with prismatic and dazzling displays. Enormous shoals of fish swim endlessly and dolphins skim the surface. The Sea of Eiyat teams with abundant life, with sprawling coral reefs and flamboyant and extravagant fish life. Along the bottom can be found the homes of those that live here, living amongst the seaweed and sea grasses, or in the giant coral, which they have carved out into water filled chambers and halls, and where some have constructed underwater buildings - elaborate and eclectic affairs built out of the most commonly found materials. It is also home to Azerond.

18. Irianya: In Irianya, nothing is certain and all perceived wisdom and accepted truth hold no bearing. Irianya is a maze of halls and rooms, without rhyme or reason. Vast ornate halls filled with but a single table and chair; miniature rooms with miniature doors and miniature furniture; small rooms packed tight with stacked furniture; rooms with trees; rooms with nothing in them at all; stairs leading to rooms where the floor falls away into the darkness; room after incomprehensible room. Gravity is never the same and the rooms reflect this; the floor suddenly becomes the ceiling, sending those upon it crashing down to the floor. Other rooms have no gravity at all. Here, all knowledge is challenged and only inner enlightenment offers sanctity away from the overwhelming chaos that is all pervading. Living here amid the chaos, the denizens have made their homes in the halls and chambers, according to their needs. Mostly they are simple affairs - ranging from a collection of foraged items, to bizarre, three-dimensional mazes, constructed out of an array of materials. Irianya is home to Vashar.

19. Tharaq Am: A bewildering web of rotating tube-like corridors connects spinning spherical rooms. The corridors, which flicker and shimmer in an array of kaleidoscopic color, are filled with doors and holes, which match with different points of exit as they endlessly spin and shift. There is no gravity here - no up or down - and the corridors run in all directions, filled with strange, floating debris of weird and unknown materials, which bang and knock against each other and the wall, sometimes disappearing into a new corridor,

which suddenly reveals itself. All of the rooms are spherical and all spin, revealing yet more corridors, which lead to more rooms, each of which is a riot of color, which ripple and swirl when touched.

The chambers come in all sizes and contain an assortment of bizarre dwellings; ramshackle, eclectic collections of flotsam and jetsam that are held in place in the center of the chamber by taught steel rope, or a honeycomb-like labyrinths which fills the room, which move as one. Some chambers are so large that great cities float on discs, rippling with color and energy. At the very heart of Tharaq Am, floats a silvery ball, with millions of flat, sparkling edges, each of which contains motionless water. This is the *Mirror of the Divine Eye*, which is said to be all seeing and knowing for those with the power to control it. Tharaq Am is also the home of Concei-Japur.

20. Cerador: Rough cut, square stone archways, with dry and dusty paths, form pergolas that twist and wind their way like splayed fingers reaching into the vacuum of space. The path sometimes splits into two, forming a new arched route, or merges with another, and each seems to spiral endlessly into infinity. A sparse, vine-like plant, creeping from arch to arch, the leaves yellow-green and heavy with bunches of yellow, red and white hanging fruit, form a sparse roof. Along the way, where the covered paths meet as crossroads, sunken gardens, with rough cut stairs leading down to them, are each filled with a single ornate archway, between which shimmers a silver field of energy. These portals transport those that pass through them to random places within Cerador.

Some of the winding paths end in magnificent stone doors, which open onto many different worlds - wild rocky fens, filled with the thunder of horses rushing by; a great ocean, its seas wracked by violent winds; a land of fire and scolding, molten rock; freezing plains, so cold that flesh rots and withers; great voids of empty, timeless space; cities, filled with the hustle of activity; battlefields with scenes of chaotic melee, the ground strewn with the bodies of the dead; and countless more besides. Each of these represents a part of the tale of Uther, who dwells in a fabulous wooden longhouse in one such world. It is a place of wild and natural beauty, filled with the most majestic and powerful horses. At the very heart of Cerador, set in a sunken garden where many paths of the endless pergola meet, rests an exquisitely carved and ornately decorated sarcophagus that contains the body of Adria. The top of the sarcophagus is protected by a powerful magic which prevents anyone from reaching into it, but allows those that come here to stare upon her still and beautiful features, for she lies here in a state of perpetual sleep.

21. Cerawaru: A living, breathing organic world, the very substance of Cerawaru is alive and the constant and dull drone of what sounds like a heart beat echoes through the coiling chaos of arteries and chambers. The walls are sometimes thick and covered in a deep, corro-

sive slime, but sometimes thin, like a light film through which can be seen the silhouettes of billowing and writhing tentacles. A shallow, frothy stream of thick water covers most of the floor, and unattractive, misshapen bumps pulsate and ooze. Long, sticky follicles wriggle and dance and, occasionally, water rushes through the tunnel at great pace, consuming and washing away everything in its path. Cerawaru is a land of the hunter and the hunted, the stalker and the stalked, where wild and savage hunts are common. This is also the home of Nendagon, whose horn - the *Horn of Hjomm* - can sometimes be heard echoing through this strange world as he joins one of the hunts.

22. Garut: A bizarre water world, where enormous floating leaves and flowers provide homes for the surface dwelling denizens of Garut. In some places, the water is ankle deep, before suddenly plunging hundreds or even thousands of feet into the cold and dark depths below, which are home to all manner of life. On the surface, over-sized plants grow, sometimes forming floating platforms, interspersed with giant flowers, or jungles of dense and tough, tangled plants, where the atmosphere is heavy and the light dim. Many of those that live in Garut have made ships and boats for themselves out of the strange foliage or bark and make their way across the seas of Garut, following what appear to be entirely random winds and currents. This is also the home of Wesdan.

23. Amorria: A land of ragged, undulating, rocky hills, with a thick swirling mist which sits in the valleys and clings to the land, making underfoot treacherous, Amorria is both alien and recognizable at once. The land seems permanently covered in a white frost and the air is bitterly cold. Strange green-blue and purple lichen cover many of the rocks, its hairy follicles shifting and twitching and freezing further the air around it. Huge fungi trees sprout from the ground in fantastic and bizarre shapes, sometimes even forming large, alien forests, where the air is dense with spores and a thick, bright mist clings to the ground. Occasionally, an impenetrable, dense, and poisonous fog consumes the land. Amorria is the home to Gorazyn.

24. Goloria: Once a place of beauty and serenity, Goloria is now filled with sorrow and shadow. The ostentatious palace that was once home to Desdemar now houses the spirits of the dead, where they reside after their mortal bodies have withered away. This great palace is now called the Halls of the Dead and it is maintained by the Keeper of the Dead and his minions. The grass and flowers have long since withered away and in their place is a shadowy and dim world, where every rock and crack seems to flicker with indistinct possibility. Only the dead dwell here. The Keeper of the Dead is presently Pith, who can sometimes be found here.

25. Syrat: A great winding river, which intersects with the River Mothex, Syrat looks almost exactly like the Syramassa River in Arrasia, but lacks banks or any

land, other than the occasional island. The river flows from no point of origin to no point of exit, yet its flow is perpetual. In some places, the river smashes angrily through razor sharp rocks, in others, the flow is gentle and the waters calm, while in yet others, a fine, impenetrable, layer of swirling mist sits eerily on the water's surface. To look away from the river is to look into infinity, as if the river itself is caught upon the currents of time. Great reeds and other underwater flora can be seen, waving this way and that in the underwater currents, while fish and other creatures constantly swim up and down the river's length. Here can be found Crayver, when he is not in the Syramassa River itself.

26. Tergor: A baking, dusty desert, the land cracked and barren, the sun beating down upon it, everyday Tergor transforms itself into a rich, fertile land, when it comes to life and the desert replaced with plenty, until it withers and dies and the desert returns, only for the cycle to continue in perpetuity. First the rains come and the baked lands turns to mud. Then come the saplings and first signs of growth and soon a once barren world is filled with lush fields of golden rapeseed, corn, and wheat and all manner of food. During this brief time, the denizens of Tergor come out from their homes and harvest, until the sun bakes the soil and everything dies and returns to desert. Tergor is also the home of Aruthane.

27. Aivas: An ever-changing world, where uncertainty and deception dominate and challenge the senses. Nothing is ever the same in Aivas - a world of shifting patterns and endless permutations that unnerve even the most assured. Only the dim light and heavy oppression remain constant - nothing here is sharp, but always blurred, hazy and indistinct. To cast your eyes upon Aivas is to discover a world unique to yourself, for no one sees the same as anyone else. Here, constants are unique to those viewing them, and the form of the world shifts endlessly, assaulting the senses and beguiling the mind. Great overbearing forests, with the glow of eyes peering out of the darkness, become the hall of a large and dim building, which opens up out onto a mountain eerie, which becomes a dark balcony overlooking a plague-ridden city. The permutations are limitless and the change unrelenting. This is the home of Pith, the *Keeper of the Dead*, where life and death merge into the nightmare that is Aivas.

28. Denezasax: A vast, fetid swamp, filled with swarms of flies and blood sucking pests and where the air is filled with the stench of endless rotting and decay. Denezasax is the great swamp of Damarkan that Zidodd thought perfect for her home and from where she has ruled over the lizardfolk ever since. In some places, the swamp is dense with sunken trees and vegetation, while elsewhere great reeds form an endless sea of green or great rivers weave their way through islands of boggy land. The atmosphere is humid and the sun bright, beating down upon the fetid waters of Denezasax.

29. Ornefernen: Lush and fertile, Ornefernen is a

land of rolling hills and gentle streams and lakes, filled with wild orchards that are ever ripe with juicy fruit and bushes covered in swollen berries. Animals scuttle around with their young in tow and birds fill the trees with their nests, with the sounds of their chicks ever present. Ornefennen is a pleasant land, filled with contentment. Villas with blood red tiles are dotted around, with chickens, goats and other such animals milling around. In an organic, almost woven nest-like structure at the very heart of Ornefennen, lives Omuz.

30. Egnarat: A ragged, barren rock, floating amidst a hazy void, upon which is built a sprawling city carved out of the very rock itself. Ornate towers emerge from a maze of narrow streets and alleys and reach into the sky, their height contradicting their apparent frailty. Lightning explodes around the tops of the towers, around which a strange and eerie light constantly crackles and glows. The narrow streets below are filled with the denizens of Egnarat - some are strange, alien and outlandish, while others akin to those that dwell in other planes, for in Egnarat, everyone is equal, though they do not always live easily together. Stone bridges span the fast flowing, dirty rivers, which pulsate with colorful energy, that pass through the city and tumble from the edges into the void. Fountains - each a fabulous art of work in itself - are dotted throughout the city, and fruit laden trees grow alongside the narrow roads. Otherwise there is little here in the way of natural beauty. A constant wind whips up the dust into swirling, chaffing clouds that dance constantly through the tight streets. Egnarat is the home of Illsyn.

31. Ryzor: The Sea of Ryzor stretches as far as the eye can see, dotted with an array of islands, both large and small, which float like ships upon the surface, bobbing and weaving on the waves, following the currents wherever they may take them. The weather in Ryzor is dramatic, the burning sun, which scorches the blue waters, quickly replaced by violent storms and raging winds. Many of the islands are barren rocks, but some are tropical paradises, covered with golden sand, palm trees, exotic animals, plants and denizens. In some places, the sea boils, or huge vents of steam or water erupt hundreds of feet into the sky, or a blanket of swirling mist hides the sea below it. A bank of fog endlessly travels the waters of Ryzor, obscuring everything that is consumed within it. At the edges of Ryzor, the sea suddenly falls away into waterfalls, which pour from the surface into a swirling, impenetrable spray below. This dramatic end, however, never lessens the waters of Ryzor.

32. Thesop: The thunderous roar of the Sea of Ryzor, as it falls from the skies above, forms a watery curtain around all of Thesop, which can be heard in its every nook and cranny. The spray that obscures the edges of Thesop, as it continues to wash passed into space below, forms raging rivers that tear their way through the saturated and boggy land. The air is filled with the sound of thunder and high winds savage the

stark and unprotected plains. Underfoot, the ground shakes violently and fissures open and close as the ground moves. Geysers of steam burst randomly from the ground and rise hundreds of feet. In some places, the very earth slowly boils. Thesop is also the home of Pax.

33. Neresh: The sea that tumbles from the edges of Ryzor and roars passed Thesop, ends its journey in Neresh, where it crashes into the Ocean of Xarad with a deafening roar. The fine spray from the great falls, where beautiful rainbows form decorative archways, fill the air as a damp mist that consumes all of Neresh. In the middle of the Ocean of Xarad is an archipelago of tropical rain forests, heavy with a damp and humid atmosphere and filled with all manner of exotic beasts. Great islands - colossal lumps of rock - float above the swirling mists, baking under the sun. Clinging to the rocky bottoms are huge rope-like vines that drop to the ground below, locking the islands in place. On the surface, they are covered in lush vegetation, palm trees and beautiful flowers, with pools of fresh water forming amongst the rocks. Wooden winged ships, their sails filled with wind, sail the skies as they journey from one island to another. Neresh is the home of Merrymer.

34. Raman: A range of bottomless mountains, with jagged rocks and dramatic slopes which fall endlessly into the depths below, the *Great Hall of Raman* - built out of the rock and which runs deep into the side of the mountain - sits atop the highest peak, from where Destor can survey all. Here, the sun never ceases to shine and bakes the very rock, causing it to crack and crumble and fall into the depths below. The *Great Hall of Raman* is set into the side of the tallest peak, emerging from the rock out of which it was carved. Huge columns and pillars support its weight, as it precariously overhangs the dramatic slopes below. It also runs deep into the mountain, as a series of winding corridors and numerous chambers.

35. Hadria: Blue skies and gentle winds, heated by the baking sun, stretch away in all directions. On the horizon, emerging like rocky islands piercing through the sea, can be seen the vast peaks of a distant mountain range that can never be reached. Darkness never comes to Hadria, which is always bathed in the light of the sun that never dims. Vast silver clouds with great castles and cities upon them float endlessly on the winds. All of the buildings seem to be constructed out of the very substance of the cloud and shimmer under the rays of the sun. One such palace is much grander than the others and is home to Aserdin.

36. Oradu: Lush green, rolling hills covered in fields ripe with oversized grain and corn, where enormous vegetables swelter under the always-glaring sun. It never rains here, the lands instead fed by a network of irrigation that is itself fed from the fresh waters of Phoras. It is always baking in Oradu and night never falls. The denizens of Oradu live in stone and wooden buildings, usually isolated. In the distance, the shim-

mering outline of a vast range of mountains can be seen, which never get any closer no matter how far one travels towards them. Oradu is the home of Rougon.

37. Phoras: A great sea of fresh water, surrounded by rocky shores that give way to the sheer slopes of mountains, which drive into the sky. Waterfalls crash over the rock and into the sea, forming raging waters and a fine, impenetrable spray. Always choppy, the water is kept warm by the unrelenting, baking sun, which makes the rock painfully hot to touch. Rock falls tumble from the mountains above and crash violently into the sea, creating enormous waves which ripple, traveling quickly across the surface. Wild swirling currents, vortexes and hot vents make navigation underwater difficult and dangerous. Sharks and other underwater predators fill the water with menace. Pharos is also the home of Sassa.

38. Umersat: A dark and barren land, filled with grasping thorn, thistle and lifeless trees which seem to reach and grasp and whisper in the hot, dry wind. Hot and humid, the air is poisonous to breathe and the lakes filled with acid that bubbles from the boiling heat. At worst, the darkness of Umersat is impenetrable, but usually the light is dim and shadowy. Everywhere, the dead walk and the land is filled with their moaning and screams, and the shadows move and flicker as if with a life of their own. Umersat is a dead land, filled with darkness and creatures of the night. It is also the home of Hayn.

39. Urgol: Wild plains stretch as far as the eye can see in all directions, the slightly undulating, green land covered in wild grasses and tangled, thorny bushes. Large moss-covered rocks and boulders protrude from the earth below, many carved into strange and distorted heads and faces, while others have been set into rings to form dramatic megaliths. Stone cairns and barrows are also common. The weather here is stark, with driving rains and high winds constantly battering the land. Urgol is the home of Urgomond.

40. Za: A wild and wind swept, slightly undulating land covered in wild grasses, mosses, thorny bushes and thistle. Moss covered, ancient rocks and boulders emerge from the earth, often forming circles, megaliths, stone cairns and barrows. The climate here varies dramatically, from intense sunshine to violent storms - a single day can produce an array of weather phenomenon. The land is also exceptionally fertile and wild orchard, root vegetables and berries are abundant. Wild animals run and bound everywhere, from rabbits to wolves and bears, as well as strange and bizarre species. Occasional stone buildings dot the landscape. Za is also the home of Ordal.

41. Astoz: An intense, brooding forest, the light here is dimmed under the thick canopy of intertwined branches and dark green leaves that form an awesome organic roof above. Rays of light, which burst through the dense canopy, momentarily streak downwards through the heavy atmosphere, as golden pillars, before

flickering out, only to reappear elsewhere. Tracks and paths crisscross their way through the close trees, disappearing into the undergrowth as suddenly as they appear. It is very still here, the atmosphere humid and oppressive, with little or no wind to bring relief. Rustling can be heard all around and eyes stare out of the darkness like lights, which blink out, only to reappear elsewhere. The canopy itself is dense - a world in itself - and endless. No matter how far one climbs and struggles upwards, the top is never reached - with only the golden rays, bursting upon all that they touch, a tantalizing suggestion of a world of light above the forest.

42. Urdun: A large clearing, filled with beautiful copses, streams and lily-filled ponds, sits amid the foreboding Forest of Astoz, which can be seen standing like a great wall, stretching endlessly up into the sky, at the far edges of Urdun. A rocky canyon cuts the land in two, with a number of streams cascading down into the valley, forming beautiful waterfalls that crash into lakes below. All along the steep side of the valley - where ragged tracks zigzag their way downwards - stand great trees which seem to defy gravity and stand precariously upright. The valley itself is a lush haven, the rocks surrounded with lush green foliage, beautiful copses and ponds. The numerous waterfalls fill the valley with a fine, wet mist. Lanterns and wind chimes hang from the trees, dancing in the gentle breeze, and the ponds, covered in great lilies with magnificent flowers, are home to nymphs, pixies, sprites and other beautiful creatures. Urdun is also the home of Sha Dorrain.

43. Seraduz: A hilly and rocky terrain, interspersed with wild and raging rivers and great waterfalls that fall into sudden valleys. Dense copses break up what is otherwise an exposed landscape and all set to the backdrop of a dark forest, which sits on the very edge in all directions. The weather is also rough and unpredictable, with swirling rains and high winds regularly interspersed with bouts of intense sunshine. This is also the home of Erenus.

44. Laffat: A vast, organic, tightly woven mass of ever writhing roots create an ever changing, mutable complex of tunnels and chambers which are a wonder to behold. An array of radiant, shifting colors and patterns, the thick root-like walls, floors and roof move like a bed of snakes, gently creaking and emitting a constant, dim green light. Beautiful orange and yellow fruits, which give off a lantern-like glow, dangle from branches, only to be pulled slowly back into the writhing walls, to reappear elsewhere. All manner of strange root vegetables and fruits can be found. New tunnels emerge suddenly, while others disappear without a trace, in what appears to be a world without rhyme or reason. Creatures scuttle along the floors - some emerging from or disappearing into the very walls themselves - or flit in the air. A gentle music seems to constantly fill the halls and chambers, but so faint and distant that it seems to be a trick of the imagination. Laffat is also the home of Malanon.

THE OUTER PLANES OF PARADORN

45. Paradorn: A snow covered peak of some great mountain, much of which seems to be made from iron and other hard metals, the treacherous scree covered slopes drop ever downwards. Always covered in swirling snowstorms and a blanket of thick, damp cloud, vision is restricted and conditions underfoot are treacherous and dangerous, with hard, jutting rock, loose scree and solid iron jagged outcrops common features. Snow clings heavily to the rocks and the roar of avalanche are all too common. It is also biting cold. At the very top of the mountain sits the ice covered *Hall of Divine Spirits*, haunted by the spirits of the Aslah after their bodies have been destroyed and from which there is no escape. Great arches and macabre statues surround the magnificent building, which seems to grow from the rock and be made entirely out of iron. A vast, ornate door, flanked by the *Guardians of the Spirit's Divine* - two enormous statues - is frozen in place. Paradorn is protected by *The Keeper of Divine Spirits*.

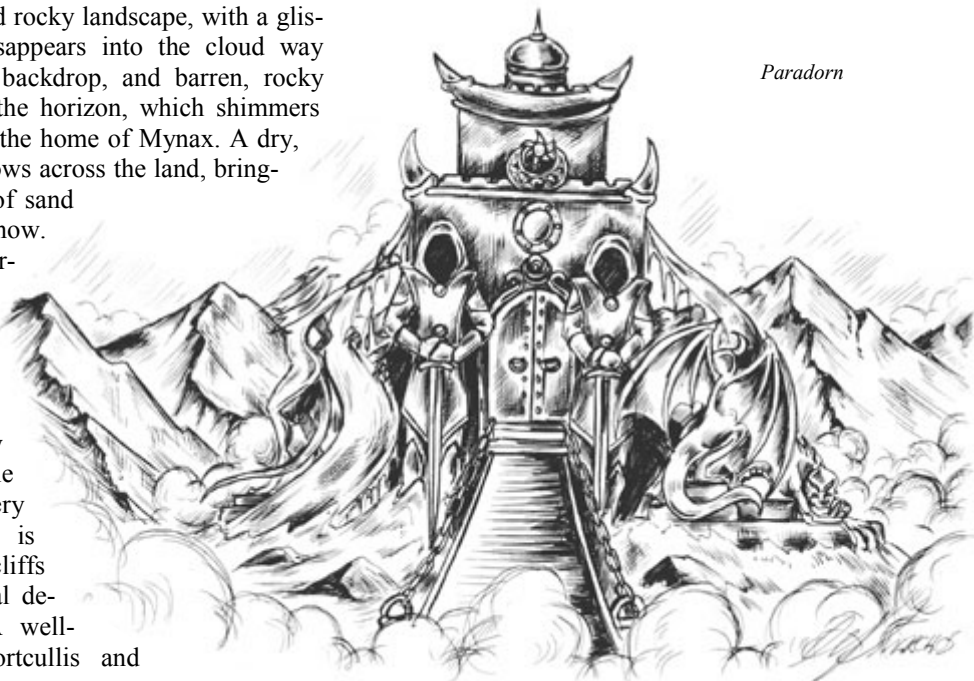
46. Herok: Sitting on a vast, overhanging outcrop of some monumental iron-made mountain, which glistens and reflects the sun's rays and stretches away both above and below, sits a great building carved out of the very iron-rock itself. Statues of the Aslah flank the path that leads to the great doors, which are themselves flanked by enormous columns. Herok is the meeting place of the Aslah, where they come to discuss matters of great importance. The building is grand in every manner and the halls and chambers are exquisite and beautiful to behold. At the very heart of the building can be found a permanently green and idyllic garden, filled with ponds and wonderful ever flowering plants, where the weather is always calm and pleasant and filled with a sense of contentment.

47. Taras: A wild and rocky landscape, with a glistening mountain that disappears into the cloud way above as a magnificent backdrop, and barren, rocky hills stretching away to the horizon, which shimmers with silver heat, Taras is the home of Mynax. A dry, warm wind constantly blows across the land, bringing with it a fine spray of sand that gathers like a light snow. Atop the highest hill, surveying all around it, sits a magnificent castle with vast battlements and crenellations defending the soaring towers, upon which billow great flags. The castle seems to rise from the very ground upon which it is built - the steep rocky cliffs giving it excellent natural defenses and elevation. A well-defended gate, with portcullis and

drawbridge, give access to the vast courtyard, where those that dwell here mill and go about their business.

48. Heyzoz: A baking yellow sun - a fiery golden disk sitting high in the clear blue sky - roasts the golden dunes of the great desert of Heyzoz. The hazy horizon shimmers under the heat of the sun, while in the far distance a magnificent mountain glimmers against the blue skies, its peaks shrouded in wisps of mist. Swirling winds whip the sand into violent storms and the wind-swept dunes constantly creep. Vast structures and fabulous statues made out of sandstone rise from the sands and are home to many of those that dwell here. At night, the star-sprinkled skies are alive with meteor swarms, which pelt the land, exploding into balls of fire. Heyzoz is the home of Feyzeu.

49. Onop: The hot and humid atmosphere, the constant rain and cackle and wail of strange and exotic creatures, fill the dense jungle that is Onop. Above, fantastic, densely packed lush green trees rear upwards. In many places, the foliage is too dense to allow the light of the baking sun through, while in others the leaves glow luminous green as the sun's rays bake the overgrown and dense jungle floor. Water constantly drips from above, as the rain settles upon the huge leaves and falls slowly as large droplets or as gushes of streaming water, when the weight can no longer be maintained. A barrage of sound constantly fills the air, with unknown beasts crashing through the undergrowth, cackles, wails and all manner of strange noises. Ornately carved, stone pyramids, with peaks that rise above the canopy of the jungle, or bizarre stone buildings, emerge in clearings, often half covered by the creeping jungle. Onop is also the home of Qayoba.



Paradorn

THE OUTER PLANES OF HENIPUR

50. Henipur: A magnificent, sprawling forest, filled with exotic trees that stretch majestically into the sky, the undergrowth a bed of dense woven green foliage, Henipur ranks as amongst the most beautiful of all the outer planes. The huge silver barked Quru trees, which give off a warm white glow, fill the forest with their light and beauty and from them dangle wind chimes and small wooden carved objects that flutter in the wind. In places, the land undulates - in some places, quite steeply - with pits and craters filled with trees and shrubs. Streams meander gently, winding their way to and from some unknown source and all around, the atmosphere pervades a heavy sense of magic and the unknown. Large clearings are home to all manner of wonderful flowers and plants and great lakes form spectacular scenery. The whole forest is alive, with all manner of animals crashing through the undergrowth or flitting around overhead. It is also home to all manner of fey creatures, as well as Tannun Maruth.

51. Dendor: Strange, raging rivers of thick, pea green waters, bubbling and swirling in complete chaos, crash against the numerous large and bizarre islands that are dotted around Dendor. Great forests of leaves and flowers float upon the surface and where the water foams, it is luminous green-yellow. Each of the islands is like a writhing mass of organic matter and each seems entirely unique. From islands covered in eel-like tentacles which writhe and sway, grasping out at those that pass, to cocoon-like islands, covered in seething organic material with cave-like entrances leading into the darkness of its interior, to jelly-like islands that bend and wobble and whose shape seems to constantly change, Dendor is truly a bizarre place. Here, the dark of night, with the light of the full moon, is constant and the roaring of the thick waters permanently fills the air. Dendor is also the home of Ky.

52. Goma: Carved into some immeasurable rock, long corridors connect ornately carved chambers, some of which are so vast that they seem to trail off into infinity. No corridor ever seems to lead to the same place twice - to go through the same door is to enter an entirely new place within the large complex. Some of the rooms are filled with an array of books, scrolls and parchment, scribed with arcane lore and knowledge, while others are places of calm and relaxation. A warm wind can be felt constantly whipping through the tunnels and the sound of ringing metal from the forges in the depths below fill every corner. Ornate stone doors give way to wind swept courtyards, where the sky shifts in a kaleidoscope of color and mountains stretch upwards on all sides. Goma is the home of Cirion.

53. Forasia: In many ways, Forasia is almost indistinguishable from Henipur, being a vast undulating forest of huge and beautiful trees, with dense foliage inhabited with all manner of wild beasts. However, Forasia is much closer than Henipur and, most noticeably,

lacks the magnificent Quru trees. There are also no clearings - the wood is both constant and endless. Also, the sun never shines here and it is always night, with a bright full moon casting its light over the canopy of the forest, which filters through to the forest floor below. Forasia is the home of Ney Allond.

54. Theydoyn: A dramatic and wild landscape, with violent turns of weather and crashing seas, the fjords of Theydoyn are as dangerous and unpredictable as they are sublime. Dramatic, tree covered, rocky slopes rear out of the blue waters and trail away before crashing back down into the sea. A web of water channels and fabulous landscapes, the waters themselves are treacherous in the extreme, with razor sharp rocks just below the surface and crashing seas with strong tides that swirl without rhyme or reason. The weather here turns suddenly - from the freezing cold, which turns the very water to ice, to relentless, torrid winds, to scorching sun. Huge waves constantly flood up the fjords, consuming everything in their path and flooding the land beyond. Theydoyn is also the home of Vihahn.

55. Qathay: Room after room, filled with all manner of tomes, books, scraps of parchment and eclectic collections of objects and artifacts, of all shapes and sizes, in all languages, many lost to the vagaries of time, Qathay is otherwise known as the *Great Library of All* and is said to contain all the knowledge that has ever been. The rooms themselves constantly turn and move on intricate cogs, with floors suddenly disappearing into rooms below, or ceilings disappearing as the room merges with another above it. New exits to other rooms are constantly being exposed and the array of material kept here is so vast as to be bewildering. Qathay is also the home of Fyfreyn.

56. Jaramalay: The floor of a deep and apparently endless ocean, the seabed is a hive of activity. With vast forests of sea grasses, kelp, and all manner of giant plants waving in the gentle currents, the seafloor is awash with life. Although no natural light filters to such depths, huge billowing, tree-like plants glow green, blue or yellow, giving an eerie light amongst the darkness. Some of the plants grow to such huge sizes that they become homes to the inhabitants of the ocean and are always surrounded by fish, crustaceans and other small creatures, for protection from the predators that also live here. It is also home to Emmenauth Uthern, who lives in a palace made of shell and coral.

57. Onkin: Nothing is at it seems, with powerful magic playing deceptive tricks on the mind. Those casting their eye over Onkin see a world different from that of those standing with them. Always cavernous, with chambers carved out of the hard stone and worked, natural columns, rearing up to the roof, the entire maze of halls and corridors is always different to each of those perceiving it. Some see leering eyes staring out of the stone itself, others mouths filled with razor-sharp teeth or arms that reach out at those passing them, or writhing tentacles. Some see beauty where others see

horror, or light where others see only darkness. Onkin also seems to have been built above some fast flowing river. For some, it is a river of orange and red lava, over which arched stone bridges span. For others, it may be mud, or acid, or water, or even blood - it is almost never the same to any one person at any one time. Some only hear it and never see it. Some can hear the faint ringing of metal, like forges somewhere deep in the earth, while others can hear only the sound of their own heartbeat. This strange world is the home to Gungorn.

58. Faytoru: A dark and brooding forest, dimly lit from the little light that filters through the dense canopy, everything here is alive and the overwhelming sensation of being watched is tangible. The trees groan and moan and endlessly shift and shake, even if there is no wind to stir them. Branches block the way and spring back, scratching, cutting and entangling those that try to make their way through the forest. The heavy undergrowth makes movement difficult and, where before there seemed a clear path, suddenly grasping bushes or thick grasses appear and block the route, entangling themselves around the ankles and legs, blocking the route of those passing through. Creatures can be heard making their own way through the forest and strange, alien birds watch from the branches above. Faytoru is the home of Firngald.

59. Svirtald: A dark world of never ending stairs and spiral staircases connected by shifting bridges spanning the bottomless darkness. The stairs have no support and no sides and travel endlessly in the darkness, where all around a web of stairs and steps and bridges can be seen meandering their way to and from nowhere, trailing off into the dark distance. The bridges - some great arches that look like they should crumble under their own weight, or long, flat and narrows one, or steep concave bridges which themselves are covered in steep steps - continuously shift, spanning the void and allowing access to the different columns of stairwells. Platforms occasionally break the endless path that the stairs follow, ranging from small to vast in size, and here can be found all manner of buildings - fortifications which block the way, small villages of stone huts, towers, standing stones into which are carved strange runes - or sometimes nothing at all. Svirtald is also the home of Jarginnaris.

THE OUTER PLANES OF WYNORD

60. Wynord: A lush green valley set atop a mammoth mountain, which falls away into the rocky depths, where a vast green valley can be seen, set into the mountain side. Wynord is home to the *Light of Vaalea* - a spectacular shining orb sat on a giant stone column, carved into the beautiful form of Shylar, whose arms reach up to the sky and in whose hands the orb sits, which constantly sheds its golden glow. The *Light of Vaalea* dominates the landscape, an enormous rocky

platform, covered in lush grasses and beautiful trees. Small houses and settlements are found in beautiful valleys and amongst the trees, as is the great citadel of Wynord itself, *The Great Stone Hall*, which is home to Thim.

61. Tharad: Much like Wynord, Tharad is a lush green platform set into the side of a great mountain. Above, shines a golden light, which casts its golden glow over all the land, while below the mountain falls ever away. Way below, however, can be seen a green valley set into the mountain. Numerous small rocky paths lead into the mountain, heading both upwards and downwards, though soon disappear from view. At the very center of Tharad grows the most beautiful of all Quru trees, its glow enamored by that of the light that shines from above, its bark seeming to swirl in a fantastic display of light and color. Stone and wooden houses are scattered amongst the protected valley, where other, smaller valleys can be found, filled with waterfalls and lakes, where still more small dwellings can be found. Tharad is also the home of Olgden.

62. Neyz: Similar to both Wynord and Tharad, Neyz is a great valley set into the side of some huge mountain. Above, the mountain stretches away, from where a golden light tumbles down and shines over all of Neyz. Below, the rocky slopes continue ever downwards. Neyz is much more rugged and covered in more trees than either Wynord or Tharad, with forests of the silver barked Quru trees, dancing with spectacular displays of light under the golden glow that fills the skies from above. Fast flowing angry rivers tumble down into water filled valleys and long wild grasses and huge plants cling to the rock. Small dwellings form hamlets or villages and a large citadel, carved into the mountain itself, has an entrance carved into the head of a great dragon, its front feet emerging from the rock and its mouth giving access to the depths beyond. This is the home of Hal Tallfellow.

THE OUTER PLANES OF TALAKOS

63. Talakos: A bleak, dusty and desolate wilderness, strewn with loose rocks and gray, swirling sand whipped up by the winds that sweep across the plains. Rocky, dusty hills, crags and crevices break the monotony of the landscape, and enormous canyons stretch down into the dusty earth. Everything here is a shade of gray, with absolutely no greenery or sprinkling of color to enliven it. Dry, rocky channels cut through the land where rivers once ran - for it has been long since any water came to Talakos - and above, the sky is colorless and oppressive, the atmosphere heavy, humid and uncomfortable. Geysers of hot gasses can be heard exploding all around in a great hiss of escaping air, flinging rock and clouds of dust into the atmosphere. Talakos is the home of Babbarax.

64. Fye: An unbroken, fetid swamp of blackened,

poisonous water, filled with a dense layer of stark, lifeless trees with thick, twisted intertwined roots, which reach deep into the sickly water, making movement extremely difficult. Poisonous gasses escape the foul waters, bubbling to the surface where it forms pockets of green, deadly smog. Underfoot, sinkholes, quick sand and a mesh of dense, entangled undergrowth are all waiting to entrap the unwary. There are no islands here, no places of reprieve, except for the gray, dead, lifeless trees. The air is filled with swarms of tiny blood sucking flies and the water with all manner of terrifying beasts. It is also filled with those that died here, their lifeless, undead bodies damned to walk the Swamp of Fye forever. It is also the home of Setsop.

THE OUTER PLANES OF HEROPHET

65. Herophet: Glowing, orange seas of molten, bubbling lava cover the surface, with huge blackened mountains, sprinkled with erupting volcanoes, emerging from the depths of the fiery oceans. The purple and red sky is filled with

the deadly vapors of sulphur from vents that release their toxic load into the atmosphere. Fire constantly rains down with varying degrees of intensity and ferocity. Geysers shoot out jets of flame and dense, fiery cloud storms roll across the seas and mountain slopes. Only evil dwells

here and the land is scattered with devils and the remnants of the damned. On a great blackened rock, with the lava lapping against it, sits the Citadel of Herophet, its black, foreboding gates firmly closed. The black walls sheer upwards to oversized crenellations and sinister towers rise from the courtyard, with black smoke billowing endlessly into the sky.

Beneath the citadel are the dungeons of Herophet - countless layers carved out of the rock since the beginning of time and each filled with all the malice, hate and

evil that consumes Herophet itself. Each dungeon layer is a fiery hell, filled with lava, poison and flame and ruled by a powerful devil. Wars between the layers are common, and allegiances are quick to be made and broken, as each seeks the ultimate goal of the power of the Aslah. Herophet itself has had only two masters, Gort and Hakkan, both of whom now dwell in the *Hall of Divine Spirits* in Paradorn. The Steward of Herophet, who lives in the great citadel and keeps it until a new master of Herophet emerges, is the powerful devil lord and demigod, Zykerathox.

66. Hul: A flat land that stretches into infinity, nothing interrupts the barren, frozen plains of Hul, except the ice towers that are home to the powerful devils who live here, and the white palace of Forosnos, which is home to Yerraz. The unprotected plains give no shelter to the ferocious winds which blow across the surface, whipping up the surface snow into driving, impenetrable clouds that travel quickly, before suddenly blowing out. The sun never shines here - the skies are a dull white-gray during the days and pitch at night - and the temperature is bitterly cold, especially when the biting winds rake across the plains. The land is covered in the

endless wanderings of undead and is often the scene of huge battles between the powerful devil lords.

67. Thyro: A rocky landscape of crags and canyons, with rivers of fast flowing, boiling lava, the very rock smokes from the intense heat and cracks and splinters in deafening thunderous roars, with hot steam and gasses pouring out of the newly

formed vents. Lava waterfalls cascade down into monumental canyons - bottomless pits which plunge into the darkness below - along the sides of which can be seen the walled fortresses and encampments of those that dwell here. Thyro is a land of the dead and is filled with the remnants of the haunted and tormented spirits of the once living, who now roam endlessly, filled with hate. It is also home to a multitude of evil devils, some of whom wield incredible power, as well as the Lord of



Tuska

the Dead, Arak Kal.

68. Karsia: High, swirling winds whip up the snow into wild blizzards that make the steep, rocky slopes of the mountains of Karsia treacherous and deadly. Huge, icy stalactites hang from the frozen cliffs and ledges and the ridges filled with frozen pools of ice, while snow sits heavily and precariously on the slopes and rocky outcrops, where it will eventually crash downwards into the swirling snow in a raging avalanche. Temperatures are freezing, quickly sucking the life out of those not able to endure such harsh conditions, and the biting winds drop the temperature even further. The entire mountain range is pierced with dark entrances leading into the cliff side - the cave entrances are often carved into sinister faces or shapes that warn of the evil that lurks within. Karsia is the home of Wamranoch.

69. Tuska: The bottomless pit, the rocky and ragged slopes of Tuska fall endlessly into the depths of despair. Surrounded on all sides by sheer cliffs, over-hanging ridges, jutting outcrops and razor sharp, ragged rocks, that sheer ever upwards and ever downwards, with cascading walls of lava that pour from vents in the rock - some falling endlessly as a curtain of fire, while others smash against the rock, exploding in a hail of fiery pyrotechnics. Geysers expel violent jets of flame into the scolding atmosphere, and only those immune to the deadly and unrelenting environment thrive here. Great balls of fiery cloud intermittently consume the pit, rushing upwards at great speed and scorching the blackened, baking rock, down which run rivers of fire which spiral ever downwards. Misshapen bodies rain down the endless pit, which is consumed with the screams of the tormented, and cave entrances can be seen along the rock face, with narrow, steep paths, carved into the rock itself, crisscrossing endlessly on their eternal journey. The tunnels themselves echo with the sound of pain and horror. Somewhere, on the slopes of the flame scorched rock, on a rocky outcrop consumed in flame, can be found the *Fountain of the Immortals*.

70. Valvara: A vast ocean of orange and red magma, seething with boiling and spitting fire, the relentless, furnace-like atmosphere is itself aflame in swirling clouds of intense fire and dense smoke. In Valvara, everything is ablaze, even the small, jagged rocks which pierce the surface of the burning ocean are wreathed in flame. Enormous jets of magma spray explode from beneath the surface with enough power and energy to reach vast distances into the sky, before crashing back down to be consumed once again. Great stone bridges, cracked and blistered from the flames that consume them, span the rocky islands, where bizarre towers, fire licking out of their bleak windows, stand dark and ominous. Upon the sea float blazing boats, crewed by the dead, which float endlessly upon the hellish waters of Valvara. And the very flames of the sea itself seem to take the forms of figures, writhing in the agony of their endless suffering.

71. Gorodin: The deepest and coldest of all the

hells, the very air blisters and freezes the flesh, until it cracks and crumbles into the frozen wastes. Fire will not burn in Gorodin, the freezing winds and biting chill consuming all heat. Stark rocks pierce the frozen white landscape that stretches to the horizon, which undulates steeply into rocky slopes and valleys, through which soar deadly winds. Hurricanes sweep over the land at terrific speed, sucking up the rock and ice and spitting it out as deadly shrapnel-like debris, crashing into the ground with a deafening boom, ripping and gouging the ice. Underfoot, the solid ice suddenly collapses into bottomless crevices, and from above, spear-like shards of ice fall as rain out of the sky. Gorodin is also the home of Hengar.

72. Pakara: Platforms of solid ice float on a black, icy cold sea, endlessly shifting, banging and crashing into one another with a deafening cracking of the compact structures, as they split asunder or are driven together. The water itself is thoroughly black and gloopy, like oil, and is an icy sludge that runs as deep as the ocean itself. Some of the icebergs are like floating mountains, with large slices sometimes breaking off and falling into the sea with a loud crash. There is no wind here, but the chill is bitter and life soon withers. Pakara is the home of Naberru.

73. Sota: Forests, grasses, streams and rolling hills stretch away in all directions and all burn with a raging, wild and uncontrollable fire that consumes everything. In Sota, even the very rock burns. High, superheated winds whip across the landscape, constantly blowing the raging flames in new directions. Enormous swirling tornadoes, roaring with a bright orange-yellow glow of billowing flames, move rapidly across the plains. The air is filled with booming thunder and the crack of lightning, which lights up the dim sky with its fork-like streaks, exploding on the ground. In the heart of Sota can be found the *Palace of Voln*, a place formed from the very fire itself, with vast sheets of flame and swirling fires forming the very structure of the building.

74. Tyr: An uncontrollable, freezing wind rages across the great plain of Tyr, with rocks and ice endlessly tossed through the air at high speeds, creating a deadly storm of debris so thick that it is almost impossible to penetrate. Underfoot, solid ice has been churned up by the pummeling of the violence around it and is so gouged and that movement is a dangerous task. The air is so cold, that flesh turns blue and then black, as it withers and dies, in minutes. And amongst this maelstrom, the very ice seems to rise up as a living beast, the debris of Tyr swirling around its form, and grasp out with violent intent to those that would pass it. Rising out of the ice, a rocky keep, frozen and turned white from the cold, stands unscathed from the battering of rock and ice that crash endlessly against it. This keep is the home of Ragmannon.

75. Ellari: A dark web of natural caves and tunnels, with great stalactite and stalagmite pillars, the stone spits and crackles from the scorching heat. Small jets of

roaring flame explode from the rock, which randomly ignites into flame, molten drips causing glowing puddles. A wispy veil of hot steam sits above the floor, obscuring it from vision. Rivers and pools of boiling, molten rock give off an orange glow, where the shadows are indistinct and whatever lurks there hidden. The halls echo to the sound of distant battle, where screams of agony and suffering and the ring of steel can be faintly heard. Ellari is the home of Dyonicos.

76. Xanaxa: An undulating, barren and rocky landscape, parched dry and covered in fine rust-colored dust that swirls as small eddies, the environment is both desolate and bleak, the land cracked and baked. Steep ruddy colored cliffs cut up the land roughly, some falling away sharply to form canyons and gorges, while others form the banks of slow flowing rivers of mud, which boil slowly from the baking heat. The dim orange sky never varies and night never falls in Xanaxa. Badly constructed buildings, built from the baked earth, form small encampments. Many are empty and stand derelict, but others are home to those that dwell here. There are also large keeps and towers, encased in dust and baked solid, which are homes to the powerful demon princes of Xanaxa. It is also home to Gygafrak.

77. Altemeri: Vast, floating, rocky platforms, which can be seen in all directions, from which cascade waterfalls of vile green caustic acid, which tumble until they crash into other platforms, where they form angry, spitting lakes that flow over the sides and continue their journey. Some flow downwards, others upwards, where the tops of the platforms are reversed and look down upon the top of those below them. In other places, long, meandering rivers of bubbling, smoking acid traverse the space from one rock to another. Of all shapes and sizes, some of the platforms are nothing but seas of acid, while on others can be found vile, sprawling cities filled with foul beasts and stench and hate. On others, great fortresses emerge from the stone and stand as bastions of evil. Altemeri is the home of Narag Narg.

THE OUTER PLANES OF MULHATA

78. Mulhata: A gloomy and insubstantial world, lost in the obscurity of its own shadow, Mulhata is dim and murky, where the shadows snake and writhe with a

life of their own and cover all of Mulhata in their colorless shroud. Where the ground starts and ends cannot be discerned in the swirling shadow of Mulhata, for everything here shifts and changes before its form or meaning can be grasped. Dark shapes flutter around in the corners of the eyes, but are gone almost as soon as they appear. The constant gloom plays tricks on the mind, with a sense of panic and despair filling every sinew. Shapes, objects and imaginings all hover briefly on the edge of recognition, but disperse quickly back into the dim shadow, which writhes and seems to reach out with pleading arms. Somewhere in the gloom of Mulhata is the Shadow of Olmus - a dim and terrifying citadel imbued with evil and malice.

79. Murster: A chaotic world of ever shifting chambers of slime and gloop, which drip and ooze and bubble. Chambers are formed from popping pockets of air, and are slowly consumed under the weight of the sticky matter that forms this world. Here, matter is sucked into the treacle-like gloop, making movement extremely difficult, as long, sticky strands form, like stretched elastic, to everything that touches it. Sometimes, without warning, sections of the slime liquefy, tumbling those standing on it into a deep and deadly pool of acid, or large droplets fall from above, coating whatever it falls upon with its deadly eroding slime. Sometimes, the entire cavity turns to liquid and collapses. The gloopy substance also seems to mimic the colors, shapes and textures of that which it touches. It is also a highly poisonous world, filled with pockets of deadly gasses and spores and an overwhelming stench of rot and decay. It is also the home Tettungba.

80. Hitenen: Stretching as far as the eye can see in all directions, the land is strewn in a sea of the rotting carcasses of the dead, which endlessly writhe, wriggle and twitch. Rotting, half-eaten faces stare out from the heaving mass and arms reach and grasp, mouths bite and legs kick. In Hitenen, the stench of rot and death are heavy and the air filled with poisonous gasses and fumes. Wicked looking trees, with twisted, grasping, leafless branches, pierce the sea of dead and drive into the sky. From their foul branches dangle hung corpses, bloated and putrid, the rope creaking under their weight. This is a truly vile place, where the dead and the wicked get no peace. It is also the home of Torpeyak.

CHAPTER 12

NATIONS OF ARRASIA

Not all of the descriptions supplied here necessarily outline nations, as some offer details on wild and unpopulated regions, places of interest and areas that are worthy of a mention. Each is laid out in the following format:

Area Square Miles: the rough area in square miles of that nation.

Population: the total population, including all significant humanoid races, plus the average population per square mile.

Racial Balance: the racial details, as a percentage of the total population, of those races that make up the population.

Capital City: the capital city of that country, if it has one, along with the city's population.

Government: the chosen political structure for that nation, if any. This will be one of: autocracy, confederation, democracy, despotism, dictatorship, imperial, monarchy, oligarchy, republic or tribal. By far, the most common form of government is monarchy.

World View: the attitude of each nation toward its neighbors (passive, defensive or aggressive) and a number of terms that best sum that nation up (i.e. agricultural, nomadic, seafaring, wild, etc). Each nation can have one or more such terms, but will only ever have one attitude. See Table 12.1: World View for a full description of each type.

Alignment: the general alignment of that nation (and, hence, the most common alignment of its people).

Religion: the main gods that are held in esteem by that nation. The list reflects the *racial balance* statistics (see above); so if humans are the largest racial group in that nation, followed by elves and dwarves, the list of deities will also be listed in that order (ie humans first, then elves, then dwarves). Within this context, they are listed alphabetically. No deity is listed in more than one list, even if more than one racial group prays to that god (for instance, both elves and gnomes are likely to follow Ky, but it will only be listed once nonetheless).

Languages: the main languages spoken by the people of that nation, listed alphabetically.

Climate: the climate of that nation, from: arctic, continental cool summer, humid subtropical, subarctic, subtropical, temperate, tropical, warm temperate.

Overview: a brief overview, fleshing out detail and including information on wars, alliances, and relevant current affairs.

Significant Trade Exports: the main exports of that nation.

Brief History: a brief and interesting look at the history and evolution of that nation and its people.

The Major Towns and Cities: a brief outline of the most significant urban centers found in that nation.

Organizations: an overview of any major organization relevant to that nation.

Important Personages: a look at any significant individuals presently dwelling in that nation.

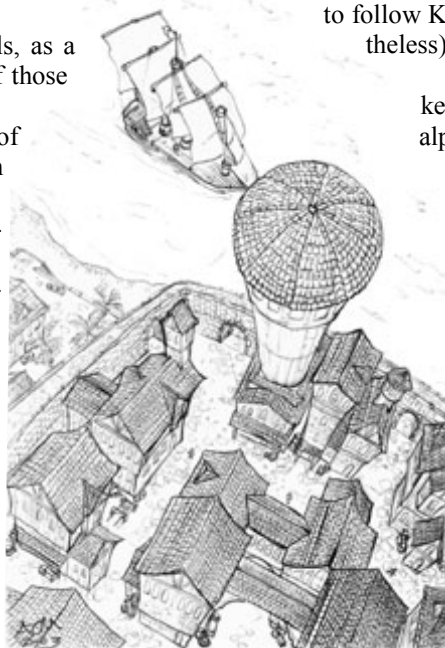


Table 12.1: World View

Outlook	Description
Aggressive	Taking an active role in world affairs, interfering in the business of others and quick to use military strength to threaten, defend and attack.
Defensive	Concerned primarily with their own well being, but with some interest in world affairs. Will use military aggression when required to threaten or defend, but only when it sees itself as being provoked.
Passive	Isolationist and inward looking, with little or no interest in world affairs and with no military pretensions.

National Type	Description
Agricultural	Heavily reliant upon the land, agrarian societies are predominantly made up of small farming communities, with market towns or cities acting as important administrative centers. Agricultural societies are often feudal, with those that own the land and those that work it.
Expansionist	Expansionist nations are always looking to expand their borders and/or influence. Expansion can be often in the form of aggressive action, but can also be achieved through cultural, political or economic influences.
Frontier	The people who live in the frontiers are usually pioneers, entrepreneurs and those who seek fame and fortune. Frontier nations are little more than loosely linked settlements, situated either at the border of, or within, a harsh, untamed and hostile environment that has yet to be conquered.
Mercantile	Trade and money are at the heart of the mercantile society. Always looking for new trading opportunities and for new markets, tensions between opposing traders is never far from the surface and a common cause of conflict.
Militaristic	The military play an important role within the society and are highly respected. Militaristic nations tend towards large armies, usually led by the wealthy classes and with the affluent predominant as knights and usually as the ruling elite. In order to appease the large army, military nations are usually constantly involved in conflict with their enemies.
Nomadic	Nomadic societies are usually politically backwards, with very little, if any, sense of national identity. Nomads live off the land, but usually as herders and hunters rather than farmers. Nomadic tribes often fight between themselves when they meet.
Industrialist	Industrial nations are usually rich in natural resources and the villages, towns and cities ring to the sounds of blacksmiths, armorsmiths, weaponsmiths and other craftsmen who transform the resources into trade goods which are often exported for large profits.
Scientific	Usually high in culture, scientific nations are inventors, philosophers and educators. The people are naturally inquisitive and open to new and challenging ideas. However, this can often lead to conflict with traditionalist, whether those within their own borders or neighboring nations.
Seafaring	Nations with long coastlines are very often seafaring and heavily reliant upon the sea for their livelihoods and survival. Seafaring nations are spotted with coastal villages, towns and cities which bustle with the activities of fishermen and merchant vessels from distant lands. Seafaring nations are often defended with large navies filled with expert sailors.
Wild	Wild nations have no real political structure or settlements of any note. Those that live there are usually nomads and the lands are generally untamed, dangerous places filled with humanoids and other unfriendly creatures. Life can be harsh and short.

THE NATIONS

The nations of Arrasia can be easily categorized by their geography. The Northlands are those nations found to the north of Arrasia, where the winters are long and harsh and the people hardy. This region is dominated by the Norvs, who are said to be descendants of those that arrived in Arrasia with Uther, after their long journey through the hells of Herophet and beyond.

The Southlands are those lands now dominated by Karnish and its empire. The weather there is warm and the summers hot. Now it is almost entirely controlled by the people of Karnish, who have long since annexed the other nations into their empire. The Land of Hith, however, has since risen to challenge the might of Karnish.

The Midlands are, not surprisingly, sandwiched between the Northlands and the Southlands. It is here that saw the emergence of the early nations of men, including Sárat and Amman, which would grow into the greatest empire yet seen on Arrasia, until it was later defeated by Karnish and their allies.

What follows is a detailed look at each of the nations of men—or, at least, nations where men have a significant influence—and all the information necessary for a GM to acquire a good understanding of the flavor of each nation.

ADORIA

Area Square Miles: 30,000

Population: 195,000 (6.5/sq. mile)

Racial Balance: Elf (29%), Gnome (27%), Humans (22%), Halfling (14%), Other (8%)

Capital City: Heragor (pop. 7,500)

Government: Republic

World View: passive / agricultural, seafaring

Alignment: CG

Religion: Ky, Ney Allond, Tannun Maruth, Vihahn; Firngald, Gungorn; Gorazyn, Nendagon, Uther, Wesdan; Hal Tallfellow, Thim

Languages: Noroven

Climate: Continental Cool Summer

Overview

As with its neighbors Rysor and Ord, Adoria is a nation of mixed races who work together under a political structure that sees each of the groups represented on the Great Council, where the meetings are chaotic and long. Adoria is a small and peaceful nation that, in recent years, has discovered a small supply of pearls along the coastline around Heragor, which are exported almost exclusively to Norvsond, where they are shipped on to the further reaches of Arrasia. Being largely agricultural, Adoria also exports its surplus grain and food-

stuffs to the settlements along The Savage Coast and The Badlands, as well as to Norvsond.

Adoria is an isolated nation and has little contact with the world at large, except for its trading vessels with the other nations of the northern waters. The races live in harmony under one political umbrella, yet live separate lives within their own groupings, albeit with frequent interaction. The discovery of pearls has brought some wealth to Adoria, though primarily to the people of Heragor, which has seen its population grow rapidly as a result.

Significant Trade Exports

Grain: Adoria exports its excess grain to the settlements along the shores of The Savage Coast and The Badlands, especially during the winter months. It is also exported to Norvsond.

Pearls: Small quantities of pearls are commonly found off the coast of Heragor, which are exported primarily to Norvsond. Although this has brought in some wealth to Adoria, the numbers are quite small.

Precious Stones: Agate, hematite and quartz are all found in Adoria, which are usually fashioned into pieces of jewelry for the rich and fashionable. Some is exported, primarily to Norvsond.

Brief History

The great exodus of Norvsond after the civil strife there, which saw King Ould The Unforgiving claim the throne, saw these lands, previously populated by the elves and gnomes, emerge as a new nation for the displaced people of Norvsond. However, unlike with Rysor and Ord, the initial tensions between the new human settlements and the indigenous population soon broke out into sporadic fighting. During this period, many settlements - new and old - were wiped out.

A great plague also swept through Adoria during this period which decimated the population and quickly brought an end to the conflict. After the plague had passed, the leaders gathered and agreed to live together under a single political banner, with each to be represented. With peace assured, the new settlements soon established themselves and although trust was at first lacking, trade and contact eventually brought all sides together to live peacefully.

During *The Second Elven Strife*, Adoria found itself in conflict with the armies of Tettungba, who had achieved great success in defeating the wood elves of Hir'vassäl Eduth, and found itself partially overrun during this time and Heragor forced to close its gates to the evil that moved freely across their lands. An alliance with Rysor, along with a contingent of elven archers sent by the great elven Queen, Glornias, saw Tettungba's minions defeated in the *Battle of Putton* and the lands freed.

Although the Amman wars went by largely unnoticed in Adoria, a small detachment of their finest sailing vessels was dispatched as a gesture of friendship to

Norvsond and took part in the Battle of Addenbar, a great naval battle that saw the two nations of Amman and Norvsond clash on the high seas. Amman was defeated, ending any notions of the conquest of Norvsond and with it securing the freedom of the nations of the northern seas.

The discovery of pearls saw Heragor grow rapidly as great numbers were drawn to the lure of the new wealth to be found there. A disastrous consequence of this rapid growth was the outbreak of a second plague, which saw Heragor isolated and its population devastated. After recovering and once again seeing the wealth return, a third plague struck the city, once again wreaking its devastation. Heragor was rebuilt after this with a new sanitation system more capable of handling the numbers that now lived there.

The Major Towns and Cities

Heragor: (pop. 7,500) Heragor is the merging of the old and new, with the old docks, known as the Old City Quarter, a chaotic weave of buildings built right next to one another with small cobbled streets and alleys common features. The city outside of the old, partially destroyed walls are open plan, with wide expanses of parks and wooded areas, exquisite ornate fountains and the buildings and streets clean and well built. The Great Gates of Adoria, which are part of the old city walls, are maintained in good order and are a symbol of the city's freedom, as they were the very gates that withstood the forces of Tettungba during *The Second Elven Strife*.

AMMAN-DUR

Area Square Miles: 237,500

Population: 9,618,750 (40.5/sq. mile)

Racial Balance: Human (72%), Dwarf (7%), Halfling (5%), Orc (4%), Elf (3%), Gnome (2%), Half-orc (2%), Goblin (1%), Gnom (1%), Other (3%)

Capital City: Aym-J'zeer (pop. 60,000)

Government: See below

World View: See below

Alignment: See below

Religion: Arak Kal, Aruthane, Azerond, Crayver, Erenus, Fandor, Illsyn, Mynax, Narag Narg, Omuz, Sha Dorrain, Yerraz; Graxber, Kavak; Olgden, Thim; Ragmannon, Xagraxsus; Fyfreyn, Tannun Maruth, Vihahn; Gungorn; Babbarax; Naberru.

Languages: Aish, Karnish

Climate: Warm Temperate

Overview

Amman-dur is the jewel province in the Karnish empire. However, it comes at a heavy price, for while there are many - indeed the majority - that welcome the Karnish occupation of their country and all the benefits and freedoms that this brings, so there are many who

would see the Karnish empire destroyed and Amman restored to its former glory. There also remain many hostile elements within Amman-dur, especially large numbers of orcs, which are a constant menace, as well as the continued border skirmishes between the Karnish troops and those of Amman-Mon.

Amman-dur was the first Amman province of the Karnish empire and has been used as a base of operations against Amman ever since, with several new provinces having emerged as the old enemy has declined and its lands annexed. For the majority of the population, enslaved and oppressed under their Amman rulers, the new freedoms and wealth are welcome and the Karnish language is now widely spoken. It is even possible to find churches to Karnish gods, though primarily within urban areas.

The Amman culture, however, remains in many quarters and the language still spoken by a large number of the population, especially in rural and isolated areas. Prayers to Yerraz and Arak Kal - and even still to Hakkan - can be heard in many homes and there are many who fear that Hakkan and Amman will rise again. There are also those who actively work against Karnish and have allied themselves heavily with Amman-Mon and it is with these that Karnish finds itself in constant conflict, probably even more so than with Amman-Mon itself.

Humanoid activity within Amman-dur is still significant, especially large numbers of orcs who roam the countryside or have established themselves in the Phyz Mountains. Large bands strike against the people of Amman-dur regularly, though it is unknown the degree of influence that Amman-Mon has over these marauders. Many suspect that Amman-Mon exerts no control at all and these are now renegade war bands, attacking and destroying whatever it is that they come across, as is the want of orcs.

Conflict with Amman-Mon continues, but with the greater war with Hith and the frequent attacks on Karnish's southern provinces of Gorind and Yarath consuming the greater resources, little time is now given over to the destruction of Amman-Mon, who are no longer capable of mounting a serious threat to Karnish. However, border skirmishes are common and large scale pitched battles not uncommon, making the north of Amman-dur around the Phat Downs a dangerous place to live.

The Royal Overlord of the Amman-dur province ranks amongst the most powerful individuals in Karnish and with the position comes great prestige. Amman-dur is thought to be the greatest of the Karnish provinces, being as it was at the heart of the old Amman empire and boasting the old Amman capital, Aym-J'zeer, as its own. Aym-J'zeer is certainly one of the greatest cities in Arrasia, but is also one of the most dangerous, with the supporters of Amman-Mon to be found everywhere.

The lands where the Battle of Am-Gazim took place now bear the scars of that great battle, with the earth

turned into desert from the scorching flames and churned up into hilly terrain. The North Karnish Road, which joins Am-mun to Aym K'dur, goes straight through this eerie patch of land, which is both dangerous and haunting.

Significant Trade Exports

Copper Ore: Mined throughout Amman-dur, many communities have grown up around the industry. Much of the copper winds up as coinage.

Horses: Amman-dur exports large numbers of horses throughout Arrasia, but especially to Karnish, where they are purchased by those wealthy enough to afford them, but not wealthy enough to purchase Farsian or Sarian horses.

Precious Stones: Azurite, bloodstone, malachite, onyx, quartz, rhodochrosite, sard and sardonyx are all found throughout Amman-dur. Bloodstone and onyx in particular are highly prized in Amman-dur, as, indeed, they are throughout what was once Amman, and are sculpted into exquisite pieces of jewelry, many of which are also now popular in Karnish and beyond.

Brief History

See *Amman-Mon* for the brief history of Amman-dur.

The Major Towns and Cities

Aym-J'zeer: (pop. 60,000) One of the ancient cities of Arrasia, Aym-J'zeer was once the capital of Amman and the evil empire it spawned. Although it is now under Karnish control, it is still filled with those who would see Amman restored and as such can be an exceptionally dangerous place for the careless. However, it is the seat of Karnish power in the Amman provinces and many Karnish influences - including language, religion and culture - have found their place. The city itself is built on a grand scale, with vast monuments lining the main thoroughfares and vast, ostentatiously decorated buildings and towers taking pride of place. However, this disguises the web of alleys and cramped living conditions that most of the poverty stricken population are forced to live in. Bazaars are common and the city is often awash with bright and colorful fares and street entertainment is common. Many of the old towers dedicated to Hakkan have been torn down, but several still remain, though they are in poor condition.

Am-mun: (pop. 23,000) The most culturally Karnized city anywhere in the Amman provinces, Am-mun is almost like being in Karnish itself. Being located so near the City of Karnish and often acting as a first port of call for those traveling from that city, the Karnish language, religion and culture have all but consumed that which preceded it. It is also one of the safest cities in Amman-dur, although some opposition remains to the Karnish occupation. Having grown significantly since the Karnish invasions, the city is a chaotic, intri-

cate web of thoroughfares and back streets, fused with what remains of the old city. Bazaars and street entertainment are as common here as they are elsewhere in the Amman provinces. It is one of the few cities where the old Towers of Hakkan have all been destroyed.

Am-Anak: (pop. 5,000) Isolated on the north western coast of Amman-dur, Am-Anak remains a hotbed of anti-Karnish sentiment and tensions are always boiling under the surface. Political assassinations and civil unrest make Am-Anak one of the most dangerous cities in the Amman provinces and being located near to the border with Amman-Mon keeps these fires burning. Culturally, the city slants heavily towards Amman and little of anything Karnish, except the imposed political structure, is noticeable. Although many of the old monuments to Hakkan and Voln have been burnt, secret societies dedicated to their return, as well as to Yerraz and Arak Kal, still form the predominant religions, with the remaining Towers of Hakkan still dominating the city skyline. The city is an extravagant affair, with ostentatious buildings built on a grand scale, hiding the squalor and filth of the majority of the population. Am-Anak is a significant port along the trading route to Norvsond and the nations of the northern seas.

Organizations

The Black Hands of Hakkan: See *Amman-Mon* for a description of the *Black Hands of Hakkan*.

Important Personages

Wend Thoros: The Royal Overlord of Amman-dur, Wend Thoros is amongst the most powerful women in Arrasia, as Amman-dur represents the crown in their empire, with Aym-J'zeer a symbol of the power and might of Karnish. However, ruling over Amman-dur is not an easy job, as it her unenviable task to reconcile the old culture of Amman with the new culture of Karnish and to defend the border with Amman-Mon and keep the insurgents under control and infiltrate and destroy them where possible. With the majority of resources now being consumed with the war with Hith, this task is not an easy one.

AMMAN-MON

Area Square Miles: 552,500

Population: 19,890,000 (36/sq. mile)

Racial Balance: Human (75%), Orc (5%), Gnoll (4%), Halfling (3%), Goblin (3%), Elf (2%), Half-orc (2%), Dwarf (1%), Hobgoblin (1%), Gnome (1%), Bugbear (1%), Other (2%)

Capital City: Adu-Abar (pop 65,000)

Government: Imperial

World View: aggressive / expansionist, militaristic

Alignment: LE

Religion: Arak Kal, Crayver, Narag Narg, Yerraz; Rag-

mannon, Xagraxsus; Naberru; Olgden, Thim; Babbarax, Gygafrak; Fyfreyn, Tannun Maruth; Kavak; Gungorn.

Languages: Aish

Climate: Warm Temperate

Overview

Amman-Mon is all that remains of the once mighty Amman empire, an empire that dominated nearly all of the civilized world and even some of the uncivilized corners of Arrasia. Now, defeated by Karnish, their nation split and the power of their gods diminished, Amman-Mon is largely impoverished from the unending war with its neighbors and the trade blockades put in place by Karnish. The nation remains locked in a constant struggle to maintain its borders from its enemies, by whom they are encircled.

The ruling Yanmet dynasty oversees a poverty stricken nation that can no longer balance the needs of war against the needs of its people. Poverty, disease and death are now commonplace within the towns and cities and while the population remains large, it is now in decline and the seeds of their total destruction have been well and truly sewn, unless drastic action is taken.

With over a thousand years of culture to overcome, however, this is not likely to happen soon enough for this warlike and brutal nation. The people serve their emperor as soldiers or workers or slaves, with only a few of the most skilful or most brutal able to make a life for themselves as members of the ruling elite.

The fertile lands are now neglected and in a poor state of disrepair. Disease and illness are rife and life hard. Without the resources to police their nation, the lands have become bad, populated with bandits and evil humanoids. Small communities are often ruled by the iron hand of the their most powerful citizen. Torture, execution and murder are a way of life and civil strife within these communities common, as warlords fight for dominance, power and pride.

On the verge of collapse as the war with Karnish dragged relentlessly on, the rise of Hith saw the Karnish army withdrawn to fight the new menace. No longer posing a serious threat, this gave Amman-Mon breathing space to fight their other, numerous, enemies - Hjothdal to the north, Syrámä to the east, the elves of The Endless Forest and the dwarves of Ilken. These constant struggles have seriously stretched the resources of Amman-Mon and orcs, bugbears, goblins and other evil humanoids both serve and attack them in equal measure.

However, as a military force, Amman-Mon is still highly regarded. Their borders shift as they take and lose swathes of land, but their raids are swift, violent and often highly successful. With the offensive capability of the Karnish army greatly reduced, the swift horseman of Amman-Mon make daring raids into Ammandur and Yad-Uthet, pillaging for goods and wealth. However, the most bloody and brutal battles are those with the elves of The Endless Forest, who pose a seri-

ous threat to Adu-Abar, situated as it in the southern tip of the forest. In one of their most daring raids, reminiscent of the of great victories of their glorious forefathers, a large contingent of horse and foot soldiers surprised the elves by appearing without warning outside of Ayvillus. After a short battle, much of Ayvillus was sacked before tribute was received and their forces withdrawn.

Despite both land and sea blockades, Amman-Mon still manages some trade with a few northern kingdoms. However, their feared privateers add much needed funds to their coffers, with trade ships boarded and captured and removed to Amman-Mon ports. This has become by far and away the most profitable concern for Amman-Mon and essential to the upkeep of their army. The privateers have a reputation for daring, skill and savagery and are a much-feared sight in The Straights of Karnish, The Great Sea, The Enchanted Bay and the Sea of Guardians.

Significant Trade Exports

Bronze: Once, Amman-Mon, when it was a part of Amman, was the largest producer of bronze in Arrasia, with armor and weapons being manufactured night and day. Although those days are long since gone, Amman-Mon nonetheless still produces large amounts of quality bronze, though now containers and trinkets are produced instead of armor.

Copper Ore: Copper has always been mined extensively in Amman-Mon and many communities have grown up around the industry. In ancient days, this was a vital source for the production of bronze weapons and armor, but is now used more for coinage and trinkets, though it is still used for the production of bronze.

Iron Ore: The north of Amman-Mon is rich in iron ore deposits, especially around the Phat Downs. However, mining in this region is difficult, with the dwarves making regular sorties against mining settlements. Nonetheless, considerable amounts are still mined.

Precious Stones: Azurite, bloodstone, malachite, onyx, quartz, sard and sardonyx are all found throughout Amman-Mon. Bloodstone and onyx in particular are highly prized in Amman-Mon, as, indeed, they are throughout what was once Amman, and are sculpted into exquisite pieces of jewelry.

Tin: A common commodity in Amman-Mon, tin is primarily mined to be used as an alloy for bronze, which is still produced in large quantities in Amman-Mon.

Brief History

In the ancient days, as the War of Chaos raged throughout Arrasia, Yad-Mon unified the peoples of the Yad-Yamman tribes after five brutal wars under the banner of Hakkan and the nation of Amman emerged. With Sárat, the greatest nation of its age, having already fallen victim to the military prowess of Yad-Mon, so their neighbors were to follow. However, it was not un-

til the reign of Emperor Duam II that saw much of Arrasia fall to Amman, when Abu-Taq, the greatest and most renown of all Amman generals, led his armies to victory and Amman to glory.

So began the years of terror that saw the evil nation of Amman become the most powerful nation in the history of Arrasia, with an empire that stretched from Vidor to Urgolia and Karnish to Teschenia. It stood the test of time for a thousand years and only the remotest communities remained untouched. Their rule was brutal. War and slavery were at the heart of their political ethos and torture and execution common practice to maintain discipline.

Born out of the flames of conflict, the brutal empire knew no other way and they made war with all those that would not bow to them. In the north, they warred with Norvsond, though were defeated, and with the elves of Hir'vassäl Eduth. In the east they made war upon the Urgolians and in the south did the free cities there fall to them.

Despite the many uprisings and revolts that threatened to bring about the fall of Amman, it was not until the Second Eppen War that Amman was to suffer a catastrophic defeat, as Sassa rose from the seas and sent the mighty Amman fleet and its army of men to the bottom of the sea, which saw Eppen victorious in the Battle of Jala, where otherwise there would have been defeat, which later allowed Fandor to land his army upon Amman land unchallenged and which planted the seeds of the dramatic and sudden demise of Amman.

The fall of the Amman empire brought much joy to Arrasia, which saw trade, wealth and freedom emerge from the dark centuries. Amman was all but destroyed by Karnish and her allies and only the menace of Hith, which forced the withdrawal of Karnish's offensive capability, helped secure their borders. However, by this time Amman had been spliced into many pieces, with Karnish reinstating the provinces of Amman-dur, Amman-Yarad, Yad-Kozluc, Yad-Jamon and Yad-Uthet under the Karnish flag, having renounced their old political and religious allegiances. Amman, a shadow of its former self, declared itself under its old flag and renamed itself Amman-Mon, as an act of both defiance and hope.

Amman-Mon is now riven by internal strife, poverty and disease. The population is in decline and their once glorious armies a pale reflection of their former self. However, they are a proud people and continue their fight with their enemies, still finding many successes as they do so. Their army is still feared and capable, but like the nation that struggles to support them, is in decline and divided.

The Major Towns and Cities

Abu-Abar: (pop. 65,000) Abu-Abar emerged as the capital of Amman-Mon after the fall of Aym-J'zeer to Karnish and it is now the seat of political power in Amman-Mon and also where the Emperor now resides. The

city is an ostentatious affair, like all the great cities of Amman, with thoroughfares lined with monuments and statues, vast buildings with intricate facades and columns and the Towers of Hakkan visible everywhere. However, behind this lies the tightly knit houses of the majority of the population, who mostly live in filth and squalor. The city itself now often finds itself under attack by the elves of The Endless Forest and the vast walls and military towers are continually maintained and improved. Mostly, access to the city comes from The Syramassa River.

Dy'Attenus: (pop. 45,000) This large naval port is home to much of the Amman-Mon navy as well as the privateers who raid the merchant shipping lanes. Ever since the destruction of their navy in The Second Eppen War, Amman-Mon has neither had the money or inclination to rebuild it to its former glory and Dy'Attenus has fallen into poverty and chaos. Criminal gangs who control the privateer trade now control much of the city, with the officials and military more often than not gang members themselves. Much of the trade that used to pass through Dy'Attenus has since been removed to the far less chaotic city of Am-Amoeth and much of the city is now consumed in poverty. Disease, illness and death are commonplace and rats have made their homes in the filth-lined streets and the once beautiful facades and thoroughfares have lost their luster.

Am-Amoeth: (pop. 30,000) Of the remaining trade that passes into and out of Amman-Mon, mostly it passes through Am-Amoeth. Home to many of the wealthiest people, even the Emperor himself has a home here. The city is kept largely clean and even the peasant and slave quarters offer more space and a better standard of living than in any of the other cities of comparable size in Amman-Mon. Magnificent and hugely ornamental Towers of Hakkan dominate the skyline and the city is usually alive with bazaars, markets and all manner of street entertainment.

Arlun: (pop. 22,500) Situated in the relative safety of the interior of Amman-Mon, away from the border with Syrámä and Karnish and far enough south from The Endless Forest to not suffer from the effects of the war there, Arlun has expanded greatly since the fall of Amman. Divided distinctly into two, the center of Arlun is the old town and this is reflected in the architecture, flamboyance and the poverty it hides, with the Towers of Hakkan a visible symbol of the past. However, outside of the old walls, a new city had grown, more open and less ostentatious. The architecture remains Amman, but the buildings reflect the modern times of Amman-Mon, with less money to be spent on grand projects. The Towers of Hakkan are noticeable by their absence and the poor quarters are filled with less filth and suffer less from disease.

Organizations

Black Hands of Hakkan: During the height of the Amman empire, the *Black Hands of Hakkan* ranked

amongst the most powerful in Arrasia, with the Pontifex of the Black Hand even more powerful than the emperor himself. The *Black Hands of Hakkan* were fanatical priests who had dedicated themselves entirely to Hakkan and his evil ways and who built the Towers of Hakkan in dedication to him. These towers were dark spiritual centers where the Black Hands carried out their secret and sinister activities and which continue to dominate the cities and towns of the Amman lands to this day. Those that have now fallen under Karnish rule have been closed and fallen into disrepair and the *Black Hands of Hakkan* outlawed, though in many places they have secretly re-entered their old towers, though only in small numbers. In Amman-Mon, they continue to play a significant role in society and are still greatly feared. The Towers of Hakkan could once be found nearly all over Arrasia, though nearly all have since been demolished. However, some still remain and can be found in the strangest and most unexpected places.

Since the destruction of Hakkan, the *Black Hands of Hakkan* are dedicated to finding a way to see him rise from Paradorn, where the spirit's of the dead Aslah wander, and reclaim his rightful place in Herophet. The mighty devil Zykerathox, who escaped the wrath of Fandor, now hears the prayers of the *Black Hands of Hakkan* and it is in him that they now put their hope. Outside of Amman-Mon, they actively work against the interests of Karnish and are at the heart of nearly all insurgents working against Karnish rule. The *Black Hands of Hakkan* have their hands tattooed into intricate arcane black patterns as part of the initiation, which gives the impression that they're hands are entirely black.

Fa-jeyp: The once mighty horsed archers of Amman, famed and feared throughout Arrasia, remain a constant menace to all those that border Amman-Mon and are still highly respected for their courage and dexterity. However, they have greatly dwindled in number, their morale is low and the arrival of heavy plate clad knights on horseback has helped reduce their impact upon the battlefield.

Dal-jeyp: The Dal-jeyp were once the most feared force in Arrasia and their presence upon a battlefield was often decisive. Their ability to maintain order in the ranks both during and after a charge is legendary and the tales of their successes long. However, the Dal-jeyp is no longer the force it once was, without the necessary resources to maintain large numbers and often finding themselves up against heavily armored troops and cavalry who are no longer overwhelmed as their enemies once were.

Privateers of Amman-Mon: All around The Straights of Karnish, The Great Sea, The Enchanted Bay and the Sea of Guardians, the privateers of Amman-Mon are the marauders of the seas, attacking the merchant vessels and returning with their ill-gotten gains to Amman-Mon, where they are sold at a high price. Ruthless and daring, the sight of a privateer's ship

on the horizon turns the blood of even the most seasoned sailor cold, for they show no mercy and know no fear. Mostly, they return to the ancient port of Dy'Attenus, where they are as equally powerful and feared as they are on the seas, with the different gangs vying for political control of a corrupt and filthy city.

Important Personages

Emperor Shahir XII: The Emperor of Amman-Mon once ruled most of the known world, but has since been reduced to a figurehead who is no longer in control of even his own country. Emperor Shahir XII is old and struggles to maintain the wars with his enemies in the hope of recapturing the former glories of Amman, which he sees as a duty. However, he is not blind and can see that much of his country is longer under his control and that the real political power resides at a local level with the powerful elite of the ruling classes. Emperor Shahir's main concern is to maintain the supply of gold and silver into the coffers that pay for the wars his nation is embroiled in and he aggressively pursues those who do not pay, making him despised by most of those who serve him.

Pontifex of the Black Hand: Once the most powerful individual in Arrasia, who could commune with Hakkan himself, the Pontifex is the head of the *Black Hands of Hakkan*, who are now dedicated to the rise of Hakkan from Paradorn and the destruction of Karnish. The Black hands now control a vast network of insurgents who fight against Karnish interests and they maintain a secret presence in most of the major towns and cities in those areas that have fallen into Karnish hands.

AMMAN-YARAD

Area Square Miles: 122,500

Population: 4,287,500 (35/sq. mile)

Racial Balance: Human (80%), Halfling (6%), Dwarf (3%), Elf (3%), Orc (2%), Gnome (1%), Half-orc (1%), Goblin (1%), Other (3%)

Capital City: Shakidah (pop. 45,000)

Government: See below

World View: See below

Alignment: See below

Religion: Arak Kal, Aruthane, Azerond, Erenus, Fandor, Illsyn, Laverrus, Mynax, Narag Narg, Omuz, Sha Dorrain, Yerraz; Olgden, Thim; Graxber, Kavak; Ky, Ney Allond, Tannun Maruth; Ragmannon, Xagraxsus; Gungorn; Babbarax.

Languages: Aish, Karnish

Climate: Warm Temperate

Overview

One of the five Amman provinces of Karnish, Amman-Yarad is largely agricultural and largely happy to be under Karnish dominion. The Karnish language and

culture have been embraced here by large swathes of the population - more so than in any of the other Amman provinces - who enjoy the freedoms, wealth and security that life under Karnish rule brings. Not everyone is happy with this, however, and supporters of the old regime are still common, but are not open or vocal in their opposition.

With Caliph Wood and Sayth Marsh to their south, Amman-Yarad is not free from humanoid activity, though Caliph Wood in particular has been cleared from the greater part of the humanoids that dwelled there after the occupation. Sayth Marsh, however, is still a hive of humanoid activity and those who live near there keep their wits about them.

While the vast majority of the province is happy to live under Karnish rule, there remain considerable numbers loyal to Amman-Mon who continue to oppose Karnish. These individuals and organizations are now largely underground, but the network connects all of the old Amman territories and attacks against Karnish interests can occur anywhere and at any time.

The Amman language, Aish, remains the prevalent tongue, though most now speak at least some Karnish. The wealthy tend to speak only Karnish in public. Many still look to the old Amman gods for their spiritual guidance, though more and more Karnish churches can be found throughout the province, especially in built up areas such as Shakidah and Am-Gyk, the two major metropolis of Amman-Yarad, one a busy midway town that is a major stopping off point for those traveling between Am-mun and Aym K'dur, the other a significant, bustling port.

Significant Trade Exports

Precious Stones: Bloodstone, lapis lazuli, onyx, quartz, sard and sardonyx are all found throughout Amman-Yerad. Bloodstone and onyx in particular are highly prized in Amman-Yerad, as, indeed, they are throughout what was once Amman, and are sculpted into exquisite pieces of jewelry.

Silk: Amman-Yerad is renowned for the quality of silk garments that it exports throughout Arrasia. Within Karnish, Amman-Yerad silk is considered a sign of high fashion and taste.

Tin: The north-east and south-west of Amman-Yerad are particularly abundant in tin and whole communities there have emerged around the tin-mining industry.

Brief History

See *Amman-Mon* for the brief history of Amman-Yerad.

The Major Towns and Cities

Shakidah: (pop. 45,000) An ancient city, Shakidah is architecturally like any other old city of Amman, with elaborate thoroughfares and grand, ostentatious buildings with spectacular facades. Towers of Hakkan dominate the skyline, overlooking the maze of alleys and tightly packed houses that the majority of the population are crammed into. The city is noisy, with bazaars and street entertainment common, and is also a major port with ships coming and going from The Enchanted Bay, the Sea of Guardians and beyond. Karnish culture has had a large impact on the city and nearly everyone can speak a smattering of Karnish. The wealthy and powerful all speak Karnish as their first language. Churches dedicated to the Karnish gods are well represented in the city and even the Karn's sense of dress is more common.

Am-Gyk: (pop. 8,500) Having grown significantly since the building of *The North Karnish Road*, which is the lifeblood of the city, Am-Gyk sits as the midway point between Ammun in Amman-dur and Aym-K'dur in Yad-Kozluc. Having grown primarily under Karnish rule, it feels far less like a city of Amman and more like one found in Karnish itself, with close roads, tall buildings and Karnish arches and fountains common. The Karnish language is widely spoken here and the Karnish religion is dominant, with churches found everywhere. The center of the city is where the old quarters can be found and it is here that a few Towers of Hakkan can still be found.



Organizations

The Black Hands of Hakkan:

See *Amman-Mon* for a description of the *Black Hands of Hakkan*.

Important Personages

Jarakir Lyandor: The Royal Overlord of Amman-Yerad, Jarakir Lyandor oversees Karnish rule within the province and is a direct representative of the Queen. It is his responsibility to maintain order, extend Karnish culture and destroy the old remaining vestiges of the Amman order. Being the Royal Overlord of Amman-Yerad, Jarakir has far less worries than those of the other Amman territories now ruled by Karnish.

ANGOR

Area Square Miles: 42,500

Population: 722,500 (17/sq. mile)

Racial Balance: Human (68%), Elf (15%), Gnome (8%), Halfling (4%), Other (5%)

Capital City: Mazan (pop. 27,500)

Government: Monarchy

World View: defensive / agricultural, seafaring

Alignment: LN

Religion: Gorazyn, Nendagon, Uther, Wesdan; Ky, Fy-freyn, Ney Allond, Tannun Maruth; Firngald, Gungorn; Olgden, Thim.

Languages: Noroven

Climate: Subarctic

Overview

Angor has made the best out of what little they have. Skilled leather workers, Angor's leather goods, leather armor and clothes are sought after throughout Arrasia. Like all the northern nations, these exports work their way through Norvsond before being shipped onwards.

Mazan has emerged as one of the most significant cities of the northern hemisphere, where trade goods are loaded onto and off of the trading vessels. It also acts as an important waypoint for those vessels making their way to the Argen Sea or The Sea of Ord.

The humans, elves and gnomes of Angor lead separate lives, though co-exist on friendly terms, with Mazan a cosmopolitan mix of all kinds of races and cultures. The Frozen Marshes are home to all sorts of creatures that are happy to wander far from their homelands to harass the inhabitants of Angor. Humanoids are common visitors from both Elminn and those that head south from Hardale.

Significant Trade Exports

Furs & Pelts: Large numbers of furs and pelts are exported from Angor. However, the market is competitive and only the finest command a high price.

Leather Goods: Leather is worked throughout Arrasia, but nowhere as finely as it is in Angor, where it is worked into delicate and intricate patterns. The Angor leatherworkers are also skilled at dying and embroidering the leather. All sorts of leather goods are exported, including clothes, shoes, bags and pouches. Angor leather armor is rightly regarded as the finest available.

Brief History

Angor seceded from Elminn after the first civil war that saw Prince Thorrem and Prince Klaust locked in a bloody and damaging war for the throne of Elminn. With Prince Thorrem declaring himself king, Prince Klaust declared himself king of all Angor - a powerful and influential region of Elminn - and seceded.

A bloody war ensued between the two nations as Elminn sought to unify its nation once more. However,

finding themselves under attack on several fronts, Elminn was eventually forced to sue for peace, which was accepted by Angor, who saw their borders secured and their national independence accepted by their greatest rival. Later, after the signing of *The Treaty of the North*, Norvsond would also be forced to recognize Angor as a nation state.

The peace saw wealth begin to enter into Angor and slowly the humanoid presence was largely cleared, though the Frozen Marshes remained home to all kinds of unfriendly creatures. A short civil war between two challengers for the throne, Duke Jeremik and Prince Borond, after the untimely death of King Herik, threatened to split the nation, but a devastating victory for Duke Jeremik in the Battle of Gorgon's Point saw Prince Borond slain and his army routed.

With peace again secured and Duke Jeremik proclaimed King, Angor has continued to flourish with the little it has at its disposal, with the quality of their leather goods sought after all over Arrasia.

The Major Towns and Cities

Mazan: (pop. 27,500) The only major urban area in Angor, Mazan is essential to the well being of the nation, acting as the gateway to Arrasia and the portal through which the goods into and out of Angor flow. It is a significant port, which acts as the hub of the city, and is more built up with significant buildings set closely together, whereas away from the port area the houses tend to be more spread out. The buildings themselves tend to be longhouses made from wood (or stone, for the richer members of the community), with thatched roofs. There are very few two-story buildings in Mazan and they are usually municipal buildings - even the richest and most powerful members of the community almost always live in single story buildings.

BADATHUR

Area Square Miles: 115,000

Population: 2,932,500 (25.5/sq. mile)

Racial Balance: Human (75%), halfling (9%), Elf (8%), Dwarf (3%), Gnome (2%), Half-elf (2%), Other (1%)

Capital City: Portmore (pop. 32,500)

Government: See below

World View: See below

Alignment: See below

Religion: Aruthane, Azerond, Erenus, Feyzeu, Fandor, Illsyn, Jeyru, Laverrus, Malanon, Merrymer, Mynax, Narag Narg, Omuz, Pax, Pith, Sha Dorrain, Uther, Vashar, Wesdan; Olgden, Thim; Ky, Fyfreyn, Ney Allond, Tannun Maruth, Vihahn; Graxber, Kavak; Gungorn

Languages: Karnish

Climate: Warm Temperate

Overview

Badathur was one of the many states annexed by Karnish during the reign of King Deymus I. Although there was at first much resentment, the struggle against their conquerors soon petered out as the people found themselves both freer and wealthier than they were as an independent state. The people of Badathur are now content to call themselves citizens of Karnish, the culture, language and religion all having been completely embraced.

Governed by a Royal Overlord, who directly represents the will of the monarch of Karnish, Badathur, like all of the Karnish provinces, is compelled to supply and maintain a fully equipped and trained force of professional soldiers as part of the Karnish army and, as one of the largest provinces within the empire, Badathur is an important contributor. Their troops can be found wherever Karnish maintains a presence. The discipline and determination of the Badathur contingent have made them highly valued within the army and feared by their enemies.

The capital city of Portmore has become a major naval port. Being located as it is at the northern end of the Straights of Karnish, the naval vessels based here deal with both the occasional excursions of the Amman-Mon navy, as well as maintaining the blockade against the old enemy, plus policing the waters against the frequent pirate activities that attack the large number of merchant vessels that traverse the waters around the coastlines of Badathur.

Brief History

In the great chaos that followed the defeat of Amman to Fandor and Mynax in the Southlands, and the general withdrawal that followed after the sinking of their fleet during the war with Eppen, Badathur slowly emerged from the chaos as a powerful neighbor to Karnish. With confusion and war raging in the south, as the people rushed to claim the lands as their own, there were inevitable conflicts, with Yeod, Ghent and even Karnish itself, as the fledgling nations fought to define their national identities.

Under the leadership of the highly charismatic and capable Marus Pyrus, Badathur emerged as a significant player in the rush for territory and the small, but highly disciplined and loyal force made short work of the smaller regional warlords who were also set on securing territory for themselves. Several victories over the armies of both Ghent and Yeod, who had emerged as serious rivals, saw Marus Pyrus consume much of the territory they had fought hard to secure.

Marus declared himself King Pyrus I, the first King of Badathur, and under his rulership Badathur could be considered a serious rival to Karnish itself, who at this time were little more than an alliance of city states under the governorship of Fandor and whose entire military force was concentrating on their war with Amman. Taking advantage of this, King Pyrus I marched his

army against the undefended cities of the Karnish alliance, which quickly fell before him. At its peak, Badathur stretched from Pfyfneer in the west to Cador in the east, dwarfing all of their neighbors.

Events were to transpire against King Pyrus I, however. Ghent and Yeod, who as well as fighting the armies of Badathur had also been engaged in a war between themselves, signed a peace treaty and followed this up with an alliance of their forces which swept against the complacent forces of Badathur. Almost simultaneously, Mynax, having realized the threat posed by Badathur, sent a large contingent of the unified Karnish army to secure the lands and cities of the allied forces. As the Badathur forces rushed west to secure their borders against the Ghent-Yeod alliance, so the battle hardened veteran forces of Karnish arrived and Badathur found itself in a deadly pincer.

Squeezed between two large armies, the troops of King Pyrus I fought valiantly, but the lands that they had taken years before soon fell and the Badathur borders quickly shrank until forced to secure a disagreeable peace with their enemies. Badathur itself was a shadow of what it had been at its peak, such had been the rapidity of their defeat. However, the securing of peace also established the borders of Badathur, Yeod, Ghent and Karnish in that part of the world and secured the future survival of Badathur itself.

Life for the majority of the people of Badathur was hard, forced to work the land for their masters, while living in utter poverty themselves. Disease periodically ravaged the countryside, devastating the population, and life was short. The glory days under King Pyrus I soon became distant memories as for the majority of the population the focus was on the struggle to survive.

As the power of Karnish grew, so the power and esteem of Badathur shrank and old resentments against the treaty caused constant bickering between the two nations, even the occasional border scuffle. It was during the Third War of Ascendancy in Karnish, between the illegitimate Tharg and his half brother Deymus, that Badathur made its greatest political blunder under the rulership of King Mannador. With Deymus having defeated Tharg in the decisive Battle of Thanock Bog, the exiled Tharg was given full royal treatment within Badathur, where he was embraced as a friend of the people.

King Mannador saw this as an excellent opportunity to humiliate Karnish and even saw the possibility that Lord Tharg, with the popularity he enjoyed within Karnish, could even overthrow King Deymus. With his forces augmenting those of Lord Tharg, they twice marched against King Deymus in an attempt to overthrow him, but were defeated emphatically on both occasions. King Deymus, enraged at Badathur after the second attempt, mustered his forces and unleashed the full force of his army against those that harbored or supported his hated half brother.

Badathur fell quickly, with King Mannador killed in

the Battle of Southport. Badathur was soon occupied and annexed into the Karnish empire, with King Deymus' forces set on a rampage of destruction in an attempt to bring the treacherous Tharg to justice. Although Badathur was defeated, sporadic fighting continued for several years as the people tried to force their occupiers to withdraw.

The death of King Deymus I was greeted with much joy in Badathur, but this also marked an important watershed in the integration of Badathur into the Karnish empire. With the harsh regime that had been imposed there relaxed and with the people allowed to play a full roll in many of the decision making processes at, initially, a local level and, later, even at a provincial level, the people soon found themselves both freer than they had been previously and, over time, richer.

With many of the Badathur noble houses viciously purged under the rulership of King Deymus I and with the majority of the population illiterate and uncultured, it did not take long before the Karnish culture, religion and language were soon being embraced by the people of Badathur, whose lot in life had been much improved. Although some remained staunchly anti-Karnish, these were soon forced underground as secretive and dark organizations, with the majority oblivious to their politicking.

The Major Towns and Cities

Portmore: (pop. 32,500) The city of Portmore has grown extensively since Badathur was annexed by Karnish, with much of the old city either destroyed by the rampaging Karnish soldiers or since demolished to be replaced with new and more modern buildings. It is a typical Karnish city: a maze of streets and close-knit buildings, with arches and fountains forming the dominant architectural features. The buildings are a mixture of wood and stone, with thatched and tiled roofing, and two and three story buildings are common. The heart of Portmore is around the port area, which gives access to a large, natural, deepwater bay that can accommodate the large naval ships stationed here and which maintain, as best they can, a blockade against the cities of Amman-Mon and help contain the pirates that are common in these waters.

Organizations

Stalwarts of Pyrus: This small and secret organization is opposed to the Karnish occupation and seeks the independence of Badathur and the revival of the monarchy and the line of Pyrus. It is said that the secret Master of the *Stalwarts of Pyrus* must be able to trace their lineage back to Marus Pyrus himself and that the Master would become the monarch of Badathur should Karnish be ousted. Although only a small organization, they are said to have safe havens all over Badathur and that many of the aristocracy of Badathur who survived the purge under the rule of King Deymus I are sympathetic to their cause. However, other rumors circulate

that minions of Hith have infiltrated the *Stalwarts of Pyrus* and that even the Master is no more than a puppet at the beck and call of Hith himself.

Rufenias' Lightfeet: Rufenias' Lightfeet have their headquarters in Hochden in Eastdale. See the description given there for details of this particular organization.

Important Personages

Kaylas Mondeby: Born in Badathur, but raised in Karnish, Kaylas Mondeby is a popular Royal Overlord with both the people and aristocracy. Assertive, but fair, he has overseen the rise in the stock of Badathur within the Karnish empire, with the soldiers contributed to the war with Hith regarded as amongst the finest in the field. With Portmore also a significant naval port, from where operations against Amman-Mon coastal cities are based, the people here are proud members of the empire and regard themselves highly - indeed, many others regard them, and Kaylas Mondeby, as arrogant.

THE BADLANDS

Area Square Miles: See Below

Population: See Below

Racial Balance: See Below

Capital City: None (see below)

Government: See Below

World View: None (see below)

Alignment: See Below

Religion: Gorazyn, Nendagon, Uther, Wesdan

Languages: Noroven

Climate: Arctic

Overview

The frontier settlements that have established themselves along the coast of the Gulf of Many Tears are dangerous and violent places, where life is short and hard. Each settlement is completely independent from the others and the political structure for each varies. Some are run by the iron hand of law and order, while others have a chaotic structure, where crime and corruption are often high.

The lands surrounding the settlements are full of humanoids and other creatures who make regular raids, especially the arctic goblins, who stream down from The White Mountains and cause havoc, often wiping out complete villages in their frenzy, and the savage creatures that dwell in Northwood Forest. Conflict and rivalry between the settlements themselves is also common and bloodshed a way of life.

Those that live in The Badlands are highly reliant on imported food and other essential goods to survive the hard winters, when communities often become isolated and vulnerable. The criminal element is high, with corruption, bribery and bloody rivalry common amongst

many of the settlements. Some have avoided falling into this way of life and loose alliances between these have helped secure their survival in times of conflict.

Significant Trade Exports

Gold: One of the primary reasons why people endure the hardship of living so far north is the gold that is washed down from The White Mountains and deposited along river banks the coastline. Mining the gold is not an easy task, with prospectors under threat from the humanoids that live in these lands, plus the criminals who prefer to take the gold that others have mined. However, gold is the most significant export and the reason why so many people set up their homes here.

Iron Ore: Mining iron in The Badlands is an extremely dangerous task, with the mines often attacked by humanoids and other creatures. Also, many of the mines become unworkable during the winter, when the lands are covered in ice and snow. However, there is a lucrative enough trade for the ore that is mined.

Ivory: Walrus' are common along the rugged coastlines of The Badlands and are hunted for their ivory tusks. The trade is lucrative and there is a lot of competition between the suppliers, meaning that conflict is common and that the ivory trade can be a dangerous one. The ivory is usually shipped to Norvsond, from where it makes its way to the different corners of Arrasia, though Karnish merchant vessels are not unknown in these waters.

Pelts and Furs: All manner of animals are hunted for their pelts and furs - wolves, bears and deer to name but a few - which are then shipped on to Norvsond for further transportation.

Brief History

The shores of The Badlands were first populated during the great exodus of Norvsond during the reign of King Ould. The local denizens, however, mostly wiped out these early settlements. Later, Norvsond used this territory to send its worst criminals and several penal colonies sprang up.

The promise of freedom and wealth has continued to draw people to the harsh environment of The Badlands, even though life is hard and can be short. Many criminals, escaping the law of their own land, wind up here, where they can mix freely in society once again.

As well as the perpetual struggle to survive against the indigenous hordes, conflict between the settlements is sporadic as rivalries spill over, with greed or territorial arguments amongst the prime reasons. The more lawful communities are prepared to work together in a loose alliance, in times of need, while others are more isolated.

ISLE OF THE BLACK MAGE (AND THE DESOLATE LANDS)

Area Square Miles: See below

Population: See below

Racial Balance: See below

Capital City: See below

Government: See below

World View: See below

Alignment: CE

Religion: Unknown

Languages: Unknown

Climate: See below

Overview

No one knows who or what the Black Mage is. Some say the Black Mage is a powerful sorceress, others a powerful demon. Whatever the truth, the Black Mage has made her home - for most agree the Black Mage is female - on what has become known as the Isle of the Black Mage and brought total devastation to the waters and lands that surround the island. Legions of orcs now cover the burnt fields and giants, dragons and all kinds of beasts are common in this nightmare land.

The once green pastures of Eassen, a small enclave where halflings and gnomes mixed freely, has been savagely decimated, a barren and harsh wilderness having replaced the once plentiful lands. All that was there has been destroyed; the villages burnt to the ground and the towns now haunted ruins where evil dwells. Eassen now goes by the name of the Desolate Lands and only those who serve the Black Mage live there now. It is said that fire falls from the skies upon the scorched earth instead of rain and that flames erupt from deep fissures in the ground.

The once magnificent and world-renowned dwarven citadels of Samman and Karadan of The Wretched Mountains now stand in ruins, their once golden halls blackened and defiled, their great chambers inhabited by dark beasts from the deep. The dwarven realms of The Burnt Hills are likewise destroyed, the dwarven tribes forced to migrate south, and the dwarves and gnomes of The Splendid Hills now face a similar fate as the minions of the Black Mage continue to wreak their devastation. The great dwarven realm, the Golden Citadel, now lies in ruins, its magnificence shattered and its chambers strewn with the bodies of its dwarven defenders, the survivors pushed ever southward in their desperate fight to survive.

What the Black Mage wants or what her intentions may be, no one can say, but the trail of devastation that her minions leave in their wake is unlike anything ever seen in Arrasia since the great battles of Amman and Karnish and as news filters west of this terrible army, so eyes and minds are slowly bent in its direction.

Brief History

Once, the green pastures of Eassen were filled with halfling and gnome communities, who shared the beauty of the land. Their history extended little beyond the defense of their lands against the creatures of The Wretched Mountains, whose attacks were common, but misdirected affairs and easily repelled.

After the fall of Amman, with which Eassen had very little to do with, avoiding as they did the affairs of men and their follies, a tower appeared on the island which lay off the halfling town of Horst. For a while this event went unnoticed, the halflings not being too inclined to travel across the waters, but soon after word reached them about this tower, it is said that the water turned red and everything within it died. The gnomes renamed the waters around them the Dead Gulf and it was after this that disease and plague began to ravish the lands.

Soon the crops began to wither and the land became scorched. Fires seemed to rage uncontrollably through the land and it is even said that in some places fire fell from the sky. A host of orcs swept from The Wretched Mountains and great fire breathing dragons scorched the earth with their flame. So it was, their lands ablaze and their homes destroyed, that a great retreat began from Eassen. Few were said to make it out and those that did brought rumor of a great sorceress who possesses a great and terrible power.

The Desolate Lands were overrun and turned into dust and the great armies turned their attentions to the many dwarven realms that surrounded the now barren landscape. Unprepared for the vast numbers of orcs and other beasts, the citadels were soon overwhelmed and sacked, their beauty confined to history. And so, one by one, the dwarven citadels fell and their number dwindled and so it continues, with the fall of the Golden Citadel, fabled throughout Arrasia, the latest to succumb to the minions of the Black Mage.

Important Personages

The Black Mage: Who or what the Black Mage is, no one knows. Some say it is a powerful sorceress, evil and terrible; others that a great demon has come to Arrasia and seeks to be master of all. The wildest speculation says that Olmus herself has returned to wreak her revenge. Whatever the truth, the rumors all seem to agree upon one thing; that the Black Mage is female.

BORODOR

Area Square Miles: 117,500

Population: 1,938,750 (16.5/sq. mile)

Racial Balance: Human (70%), Dwarf (12%), Halfling (9%), Gnome (4%), Elf (1%), Other (4%)

Capital City: Virburgh (pop. 15,000)

Government: See below

World View: See below

Alignment: See below

Religion: Aruthane, Azerond, Concei Japur, Erenus, Feyzeu, Fandor, Illsyn, Jeyru, Laverrus, Malanon, Mer-rymer, Mynax, Narag Narg, Omuz, Pax, Pith, Sha Dorrain, Vashar; Graxber, Kavak; Olgden, Thim; Gungorn, Ky; Tannun Maruth, Vihahn

Languages: Karnish

Climate: Warm Temperate

Overview

Primarily agricultural, the Karnish province of Borodor is dotted with a large number of small farming communities and is often referred to, along with the bordering province of Fenn, as the garden of Karnish. However, the north of Borodor is dominated by the *Swamp of Souls*, over 35,000 square miles of swamp inhabited by an array of undesirable creatures. Virburgh is the most significant city, acting as the major port to the northern continent, but also to the other Karnish cities located along the coast.

For those living around the *Swamp of Souls* life can be tough and unpredictable, with creatures regularly straying from within the swamp, but for much of the rest of Borodor, it ranks as amongst the most peaceful of the Karnish provinces. Surrounded on all sides by friendly neighbors, the only other area of concern is the occasional humanoid activity of the Anhorn Peaks, although even this is infrequent, with the large tribes concentrated much further south and of much more a concern to Ormex.

As such, Borodor is one of the most lightly defended areas within Karnish, with The East Karnish Road being the most heavily patrolled, especially around the town of Thorn and the Brokk Hills. Thorn is a busy market town, where merchants purchase large amounts of grain and other foodstuffs, which is then sent on to the larger cities of Karnish. It is also a significant military staging post for soldiers going to or from the border province of Gorind.

The *Swamp of Souls* is said to be home to the ancient witch queen Jara Yen, whose black art is renown throughout the province. Mothers are often heard telling their children "be good, or Jara Yen will take your soul in the night". The swamp is also home to a large number of lizardfolk and dragons are not unknown.

Significant Trade Exports

Grain: Often referred to as the *garden of Karnish*, the fertile agricultural lands of Borodor supply large quantities of grain to Karnish and its empire. Much of this makes its way to the City of Karnish either along the East Karnish Road via Thorn or in merchant ships from Virburgh.

Brief History

It was during the terrible civil war that Yarath had

fallen into that Lord Borothon Maydor undertook his great journey, which became known as the *Trail of Tears*. Disgusted with the war that was ripping his country apart, Lord Borothon Maydor took all those that would follow him - which amounted to several thousand - and went east to find a land of their own. The journey was horrific, with disease taking the lives of many and barbarians and humanoids accounting for many more.

With the odds stacked against them, and long since forgotten in Yarath, Lord Borothon Maydor and those that had survived finally came to the coast and set up their camp, which they called Nend. At first, life was almost impossible, under constant attack from orcs and wildmen, but slowly the base established itself and over time began to grow. As rumor went west of their survival, so others, disillusioned by the war in Yarath, did likewise and made for this new land of promise.

So it was that Borodor emerged, under the stewardship of the self proclaimed King, King Borothon Maydor. At first, survival was the sole aim and attacks against the key humanoid tribes saw the borders of the new nation expand, slowly at first, but after a while more rapidly. By the time of the conclusion of the civil war in Yarath, brought about after the Uradun invasions, Borodor has established itself and had proclaimed all the lands east of the Annasë River, excluding the elven lands of Yander Hothinbelim, as the nation of Borodor.

Borodor saw an explosion in its population as many people left their homelands in Yarath and headed east to find a new life. Politically, however, the existing structure could not cope with such a rapid expansion and much of the land fell into lawlessness, with communities forced to fend for themselves. Despite the best efforts of the monarchy to impose a lawful structure on the country, they were never entirely successful and corruption became a way of life. A brief border war with Yarath erupted, but came to a swift end with the crushing defeat of Borodor's army by the renown general Tharg in the battles of Raging Gorge and Jend.

It was within this climate that King Tharin II made the fateful decision to split Borodor into three, with each of his three sons ruling their portion of it. His eldest son, Tharin III, was given governorship over Borodor itself, to which was given the best lands and coastline. Next, Gelbert was given Ormex, which included the capital Nend, but which was much more wild and inhospitable. The youngest son, Borim, was given the much smaller, but exceptionally fertile, lands of Fenn. On the death of King Tharin II, Borodor was thus divided and his sons each had a kingdom to rule over.

King Tharin III of Borodor immediately declared his father's actions illegal and rescinded them, ordering his brothers to return their lands or face his full wrath. The two brothers refused and war soon broke out between them. The first merciless act of King Tharin III was to have his brother Gelbert murdered, afterwards reclaim-

ing the lands as those of Borodor's and blaming the elves for the murder of his brother. He then retook Fenn from his younger brother, who was executed for high treason.

Although the borders of Borodor were restored, the country was outraged with their King and unrest was in the air. To distract attention, King Tharin III blamed Karnish, who by this time had annexed Yarath, for driving his father insane, forcing him to split the nation into three and with it break the strength of Borodor. He also invaded the elven realms of Yander Hothinbelim. This was a critical mistake, for Karnish had long since had a standing agreement with the elves to help them in times of war and so it was that the Karnish forces came to their aid.

The Battle of The Three Peaks saw the almost total destruction of Borodor's army and the death of King Tharin III. With no apparent heir to the throne and with large numbers of humanoids mustering in the Anhorn Peaks and the wildmen of the east on the rampage, Karnish acted quickly, annexing Borodor into their burgeoning empire and dividing it as King Tharin II had requested, with each a separate province within the empire. There was very little national resistance to this, though locally the powerful lords who had lined their nests did what they could to undermine an easy transition.

Despite this, it took little time for Karnish to impose itself over the provinces and soon enough they found themselves abiding to Karnish laws. With several key victories against the humanoids in the Anhorn Peaks, the Karnish armies pushed even further east, eventually establishing the province of Gorind and shoring up the Pass of Merin through which so many of the barbarian tribes passed.

The Major Towns and Cities

Virburgh: (pop. 15,000) The capital city of Borodor, Virburgh is also a substantial port city which is an important stopping off point for those traversing the southern waters of the Sea of Guardians, especially the merchant ships which are traveling to or from the League of Ordwyn, as it represents the first major port along the long and hazardous route to the City of Karnish. On the hilly shores of the Bay of Cearia, Virburgh is a city of steep roads, with houses built along the hills. A common feature of buildings built along the hillsides is flat wooden platforms with supports dug deep into the earth, which keep them level. The center of the city is the port area, which is the only flat area, nestled between the hills and the bay.

Thorn: (pop. 5,000) An important market town, much of the agricultural produce of Borodor, Fenn and Ormex pass through this town at some stage. Thorn is well known for its large livestock auctions and the large quantity of grain, wheat and other essential foodstuffs that are sold here. Merchants purchase in large quantities, before shipping their goods west along The East

Karnish Road. The town is well spread out, with a large number of farms and orchards forming the outskirts, with the center a busy metropolis. It is also home to a large number of dwarves, who mostly live on the hilly side of the town, as Thorn is situated at the base of the Brokk Hills.

Important Personages

Fayn Narath: The Royal Overlord of Borodor, Fayn Narath has a large reputation as a man who enjoys nothing more than to indulge himself in the luxuries of his position. A womanizer and gambler, his flamboyant and extravagant lifestyle has caused some resentment amongst the population. Amongst both the nobility of Karnish and Borodor, he is also regarded with some contempt.

Jara Yen: A powerful witch, Jara Yen is reported to live in the *Swamp of Souls*, where she lives as a grotesque queen in a palace made of mud and slime. It is said that she often leaves the swamp at night, disguised as an old hag, and makes away with the children who live near swamp's edge, though none can say why.

EASTDALE

Area Square Miles: 52,500

Population: 603,750 (11.5/sq. mile)

Racial Balance: Human (68%), Dwarves (13%), Halfling (8%), Elf (6%), Gnome (3%), Other (2%)

Capital City: Hochden (pop. 27,500)

Government: See below

World View: See below

Alignment: See below

Religion: Aruthane, Azerond, Concei Japur, Erenus, Feyzeu, Fandor, Illsyn, Jeyru, Laverrus, Malanon, Mer-rymer, Mynax, Narag Narg, Omuz, Pax, Pith, Sha Dorrain, Vashar; Graxber, Kavak; Olgden, Thim; Ky, Fyfreyn, Ney Allond, Tannun Maruth, Vihahn; Gungorn

Languages: Karnish

Climate: Warm Temperate

Overview

One of the northern most provinces of Karnish, Eastdale has become a dangerous place since the Hith invasions. Although long since cleared of the evil armies, its proximity to the Land of Hith and North Hithanon means that raids from the Great Barrier Mountains are regular occurrences and can be in great numbers. Pitched battles are frequent enough for them not to be considered a surprise, although such battles usually number in the hundreds rather than the thousands.

There is a large dwarven population in Eastdale, with many of the dwarven citadels either having been destroyed or having closed their doors to the world to

keep at bay Hith's minions. Many of these have relocated themselves in Hochden, which has swelled dramatically - it is reckoned that over half the population of Hochden is now dwarven. The country is also home to a sizeable elven and gnomish community. The great influx of dwarven exiles has seen tensions between the racial groups rise, but the ever-present threat of Hith always focuses the mind when tensions spill over.

There is a large military presence within Eastdale, with mounted patrols common both around the populated areas and the more remote areas, but especially along the base of the Great Barrier Mountains. With the goods trains that make their way up from Karnish bringing vital supplies and equipment to the land locked nation, they are well defended from raiding humanoid activity, as well as the criminal gangs that are common.

The people of Eastdale are wary of strangers and can be extremely hostile if suspicion is aroused. Many believe Hith's spies and minions to be in every dark alley and corner and all those that had long been thought strange are now just considered to be working for darker forces. Within this atmosphere, criminal activity has increased dramatically, with organized gangs making the most out of the hardships of others. Heavily armed bandits make frequent attacks against the goods caravans and when successful sell on their stolen loot at a dramatically marked up price.

Significant Trade Exports

Bronze: Eastdale is a major producer of bronze goods, which are still considered valuable throughout Arrasia. Hochden is a major center for the production of bronze goods.

Copper Ore: Large quantities of copper ore are mined in Eastdale, which is extracted in Hochden. As well as being used for coinage, the ore is also an alloy of bronze. Copper objects, however, are still common enough and the ore is exported throughout Karnish.

Iron Ore: Large quantities of iron ore are mined from throughout Eastdale, where it is commonly available. Much of the ore stays within Eastdale, finding its way to the furnaces of Hochden where it will, in turn, be used to create steel weapons and armor. However, large quantities are also shipped south.

Precious Stones: Azurite and malachite are abundant in Eastdale. Mostly these are shipped south to Karnish, where they are cut and sold, but some end up in Hochden where they are used to adorn ornamental weapons and armor.

Silver: The majority of silver mined in Eastdale is from The Silver Hills, though the dwarves of the Great Barrier Mountains also mine a not inconsiderable quantity. The silver is generally smelted and refined in Hochden, where the great majority of it is used to create coinage.

Tin: Mined throughout Eastdale, tin is a common commodity and, along with copper, is an alloy of bronze. Little makes its way anywhere other than to the

forges of Hochden.

Brief History

Eastdale's history is both brief and violent. Originally the northern most region of Ghent, the wealthy barons and lords, unhappy at the high levy of taxes that was required of them, rallied against the king. Civil war broke out between the two sides and with the larger part of the King's troops engaged in countering the large orc and goblin armies that were at that time constantly threatening Ghendenbur, the north declared itself the independent nation of Eastdale.

The confidence of Eastdale was soon shattered, however, when the armies of Ghent rallied and moved to squash the rebellious north. The Battle of Mayvern, where a hastily built fort had been constructed on the Eastdale-Ghent border, saw Eastdale's forces routed and the armies of Ghent pushing rapidly towards the self proclaimed capital of Hochden. However, as the forces of Ghent marched north, so Hith and his armies swept out of the Great Barrier Mountains and into Ghent, where Ghendenbur quickly fell and the forces of evil were soon in control.

Forced to retreat to protect their homelands, the Ghent army turned south in what was ultimately a futile effort. With this brief respite, Eastdale refortified, but with their attention still fixed firmly on Ghent as the main threat, they were caught almost totally by surprise when the armies of Hith swept into their fledgling nation from both the southern border with Ghent and from the Great Barrier Mountains.

Eastdale was overrun within weeks, their forces completely destroyed by the overwhelming numbers of orcs and goblins that drove against them. Many people fled north, into the wild lands now called Vidor, but the majority were massacred or enslaved, as the dark tide continued its relentless assault against the civilized world.

It is impossible to imagine what life must have been like for those that survived, hiding from the forces that now occupied their country. But such was life for those that survived within Eastdale until the Karnish forces finally managed to reverse the losses, destroying the larger part of Hith's forces in the Second Battle of Mayvern, and forcing Hith's armies to retreat north and finally back into the Great Barrier Mountains themselves, liberating Eastdale and those that had survived the ordeal.

With its people scattered and the ruling elite dead, Eastdale found itself in no position to either reconstruct or defend itself. The Karnish armies soon settled in and Eastdale was itself consumed as another of Karnish's northern provinces, as it has remained ever since. Although Hith's forces were defeated, he continues to attack Eastdale from bases within the Great Barrier Mountains and the lands have become consumed with fear and suspicion under Hith's shadow.

The Major Towns and Cities

Hochden: (pop. 27,500) Situated at the base of the Great Barrier Mountains, much of the city is actually built into the rock itself, with a large wall defending that which is not. This unusual architectural feature has been greatly augmented by the huge rise in the dwarven population of the city, whose homes have either been destroyed or have had their gates closed and are no longer easily accessible. Indeed, such was the delving of the dwarves in their bid to expand Hochden, that a law was passed forbidding them to do so without official permission. However, the city is now a splendor to behold and is often referred to as 'The Stone Citadel'.

The streets are tightly knit and rise into the mountains as three tiers, each of which gives access to the vast underground citadel dug out of the stone by the dwarves. It is exceptionally well defended with Karnish soldiers and is a significant waypoint for those making their way to Vidor and the war with Hith. Hochden is also highly industrialized, with smoke constantly rising from the furnaces and the pounding of metal from the forges ringing out across the streets. Hochden is the industrial center of Eastdale, extracting iron, silver, copper and tin, as well as producing large quantities of bronze and steel.

Organizations

Stone Lords of Garamanx: These exceptional dwarves are master stone workers whose skill is such that many believe them to have a special affinity with the very rock itself. They are prevalent in Hochden, where they played a significant role in developing the underground aspects of that city. Garamanx was an ancient dwarven citadel said to have been founded after the destruction of Lima, but was destroyed by Hith and his minions.

Silver Sharks Of Eastdale: One of the two dominant criminal gangs at work in Eastdale, the *Silver Sharks* have made a name for themselves exploiting the war between Karnish and Hith. The goods caravans, which make their way up from Karnish to Vidor, are prime targets and the gang has a string of informants throughout Eastdale and beyond. They are also the bitter rivals to *Rufenias' Lightfeet*, between whom bloody feuds are common.

Rufenias' Lightfeet: Along with the *Silver Sharks of Eastdale*, *Rufenias' Lightfeet* dominate the criminal landscape of Eastdale, plundering the goods caravans that make their way through Eastdale to Vidor. However, they are far more widespread than their bitter rivals, having established themselves in Vidor, Ghent, Yeod, Badathur and even within Karnish itself, where they are slowly building their reputation. Their headquarters, however, is almost certainly to be found in Hochden, where they have established excellent contacts through bribery and corruption.

Important Personages

Henein Pactorius: A serious and astute man, with significant military experience gained from his time serving in Yad-Uthet, Henein Pactorius was seen as the ideal Royal Overlord of Eastdale. He is well regarded and defends the province with vigor, having on several occasions actually led his troops into battle. He has also managed to reduce the level of crime and corruption that was rife in Eastdale, dishing out harsh justice to those who break the laws of Karnish and especially to those who do so while holding positions of authority and responsibility.

ELMINN

Area Square Miles: 92,500

Population: 1,387,500 (15/sq. mile)

Racial Balance: Human (72%), Dwarf (10%), Halfling (5%), Elf (3%), Orc (3%), Goblin (2%), Gnome (1%), Hobgoblin (1%), Other (3%)

Capital City: Fulton (pop. 17,500)

Government: Monarchy

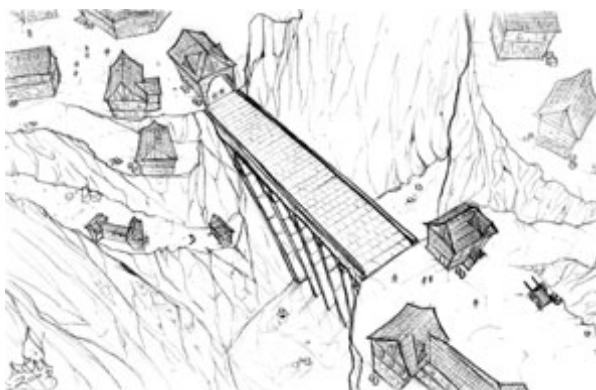
World View: aggressive / agricultural, expansionist, militaristic, seafaring

Alignment: CN

Religion: Gorazyn, Nendagon, Uther, Wesdan; Graxber, Kavak; Hal Tallfellow, Thim; Cirion, Fyfreyn, Ky, Tannun Maruth; Ragmanon, Xagraxsus; Babbarax, Gygafrak; Gungorn

Language: Noroven

Climate: Subarctic



Overview

For a while, Elminn ranked amongst the most powerful of the northern nations, with its supplies in precious stones and gold underpinning their powerful naval presence. However, things have changed greatly. Three disastrous civil wars have seen the nation split into four, including the catastrophic loss of their southern peninsula, where the greater part of the national wealth was to be found. Elminn is now an embittered, poverty stricken nation who continue to war with the Freecity of Yerad and the lands that it has *stolen* from them.

With the majority of political life in Elminn geared towards their war with Yerad, the country has suffered as a consequence. Control of the administration of Elminn has fallen into the hands of the powerful and the corrupt, who control the villages and communities with an iron fist. Taxes are high, in order to pay for the war effort, but a large portion of this is siphoned off well before it reaches the King's vaults.

Crime is high, with bandits roaming the countryside.

Roads have fallen into disrepair and attacks on those traveling them, especially those that look like they might be carrying anything valuable, are common. In this chaotic political climate, orcs and goblins, for centuries confined to Hardale and The Weir Downs, have re-established themselves and attacks have become frequent.

The Elminn navy, once amongst the greatest of those in Arrasia, has also fallen into disrepair, with many of their ships now old and unseaworthy. However, the skill and pride of the Elminians in ship craft remains and their naval presence is still considerable, despite its ailing health. The navy now acts as little more than privateers, attacking the merchant vessels from Yerad in the hope of capturing both the ships and their precious cargoes. Smuggling and piracy has increased dramatically, with powerful gangs having a significant influence on local political affairs in coastal regions.

Significant Trade Exports

Grain: Exporting grain to The Savage Coast, The Badlands and Norvsond is now Elminn's most significant trade export. However, competition is fierce and the price of grain cheap.

Brief History

This northern peninsula was populated by the Norv people during the early explorations and, later, after the large migrations from Norvsond under the reign of King Ould the Unforgiving. Initially little more than small communities who relied heavily upon the sea for their livelihood, keeping at bay the large numbers of humanoids who regularly launched vicious attacks against them, life was harsh and short, with communities regularly wiped out. Slowly, alliances between communities increased and powerful warlords emerged who controlled vast tracts of land and the communities within them.

Elminn emerged as a unified nation after Gardin Hordoth, a powerful and ruthless war lord, declared himself the Black King of the North and challenged the other regions to join him or face war. Under his leadership, the self-proclaimed King of Elminn, King Gardin I, undertook a series of wars against his rivals. Although he was slain long before the full unification of Elminn, he controlled a vast tract of land upon his death.

Over the following century, Elminn was unified and had soon expanded so that it had consumed the entire northern peninsula. With Norvsond, where the cultural roots of their people lay, as their main northern rival, war between the two nations soon broke out and would

remain a constant theme for both nations throughout much of their history, with massive naval engagements between the two nations a matter of national pride or disgrace. It was only during the Second Elminn-Norvsond war that Norv troops managed to land on the shores of Elminn, where they were quickly defeated. A major naval conflict between the two nations at The First Battle of Nuthend during the third Elminn-Norvsond war saw the mighty Elminn navy score a major victory, forcing Norvsond to recognize them as an independent sovereign state with the signing of *The Treaty of the North*. There have been a total of five wars between the two nations.

The first civil war of Elminn occurred after the death of the heirless King Pethick II. With five rivals making a claim to the throne, the civil war was a chaotic affair. With Prince Ethenbal and Prince Brynt defeated and slain in battle, and Prince Harnold forced into exile in Norvsond, the two remaining protagonists, Prince Thorrem and Prince Klaust, took center stage in their power struggle. With both commanding a large and loyal allegiance, it was Prince Thorrem who was the first to ride into Fulton and declare himself King of Elminn.

Prince Klaust, realizing the fight for Elminn was lost, declared himself King of Angor, a large and powerful region of Elminn on the west coast. The smaller surrounding provinces loyal to the prince declared their support and Prince Klaust was crowned the first King of Angor. The hatred between the two kings was such that peace was impossible and would be continued by their heirs for generations.

With their forces looking west to Angor, a massive orc army, the tribes having been unified under the great orc leader Urup Long Arm, swept south out of the Cirrik Peaks, running amok in the villages of that region. Without adequate defense, the people were forced to uproot and head south to safer lands. Caught in a war on two flanks, the soldiers of Elminn were forced north to counter the threat that had emerged there and the Battle of Laketown marked the end of the orc invasions. However, the defense of their new northern border, marked by the Elminn Downs, meant that their forces were split and could no longer command the same strength of force required to recapture Angor and unify Elminn once again.

One hundred years later, Elminn underwent its second civil war, once again between two opponents for the throne. However, the internal strife of the second civil war was short lived, with Lord Kender and his followers defeated and forced to retreat north into the humanoid infested lands that had become known as Hardale. These had long since been given up as indefensible - especially with their troops required in the war against Angor. Lord Kender, however, founded Hargond and declared himself King of those lands.

With conflict on two fronts, Elminn also found itself embroiled in a third war, with Norvsond. A massive

naval battle saw their fleet destroy the Norvsond navy in a decisive battle at the *Battle of Nuthend*. However, as Elminn basked in the glory of their victory, Angor mustered their forces and began a large-scale attack. The Battle of Isbury saw King Theon II slain and his son, Thorrem, declared King Thorrem III. Thorrem, aware of the dangers that now threatened the very existence of Elminn, as well as the immense cost of the wars, sought peace with his enemies.

Angor claimed all the lands east of the Elminn River and, to the north, Lord Kender was recognized as King of Hardale. Norvsond, meanwhile, humiliated from their defeat, were forced to sign the *Treaty of the North*, which recognized the independence of Elminn, and all the other Norv nations, as nation states in their own right. Peace had finally fallen upon the northern peninsula, though at a substantial cost for all concerned. King Thorrem III was never forgiven for this treachery, as some saw it, and was later assassinated, though the agreed peace between the nations remained as his legacy.

For a period, Elminn prospered. Without wars to consume their wealth and with Norvsond as a trading partner, the precious stones and gold of the southern peninsula saw the wealth of the nation increase dramatically. However, a third civil war after the death of King Beowyn II between his two sons, Rasmus and Ferapey, saw a bitter and bloody war render the nation in two, with the north against the south. With Rasmus controlling the capital, Fulton, he declared himself King of Elminn. In response, Ferapey, with the vast loyalty of the southern regions, declared himself King of Yerad and seceded from Elminn.

After a succession of rapid gains by Yerad, Elminn not only lost control of the entire southern regions of their nation, but had also given up control of the vast wealth that was found there. Despite this, the war has continued ever since, with the people forced to pay for the war through high taxation. Humanoids have found the present climate of Elminn much to their liking and their numbers have increased substantially. Once a rich and powerful nation, Elminn has been reduced to poverty and chaos and surrounded by nations that once fell within their own borders.

The Major Towns and Cities

Fulton: (pop. 17,500) This run down and ramshackle city can trace its roots back to before the Aman empire. A typical northern city, with wooden long houses the norm and very few high or stone buildings, it is now run down and infested with rats that enjoy living in the filth covered streets. The port is still essential to Elminn and it is here where what remains of their navy is located. The stench of poverty wafts over most of Fulton and much of the city is crime ridden and dangerous for those who do not keep their wits about them.

Important Personages

King Hengarg II: Monarch of the ailing nation of Elminn, King Hengarg II is obsessed with Yerad and, like his fathers before him, desires nothing more than the destruction of his enemy and the unification of Elminn. However, he is neither tactically astute, nor worldly wise and does little more than talk about defeating Yerad, while letting his navy and army go to ruin. He is not popular amongst the common people, but the aristocracy is happy for his reign to continue, as they plunder the nation's wealth from under his very nose.

EPPEN

Area Square Miles: 70,000

Population: 1,610,000 (23/sq. mile)

Racial Balance: Human (55%), Dwarf (20%), Halfling (11%), Gnome (8%), Elf (4%), Half-elf (1%), Other (1%)

Capital City: Jala (pop 4,500)

Government: Monarchy

World View: passive / agricultural, mercantile

Alignment: LG

Religion: Aserdin, Destor, Hayn, Rougon, Sassa; Graxber, Kavak; Hal Tallfellow, Olgden, Thim; Firngald, Gungorn, Ky; Fyfreyn, Ney Allond, Tannun Maruth, Vihahn

Languages: Eppish

Climate: Warm Temperate

Overview

With the Urdmoon Mountains to the north and the Gal Eduth to the south, Eppen's natural geographical defenses have proved insurmountable for even the greatest of armies. As such, this small, peaceful nation has retained its ancient cultural bent and neither Amman, through war, or Karnish, through trade, has had any significant cultural influence.

Eppen is primarily a rural nation of hamlets and villages, with Jala being the most significant town. The lands are populated by a wide range of races, with dwarves being represented in significant numbers. The old alliance between Eppen and the dwarves of Kri-Aruk, which stood fast against the might of Amman, has led to a lasting friendship and respect between the two races.

This is also true, though to a lesser extent, of the relationship between the elves of Gal Eduth and Eppen, who again stood in alliance so valiantly to defend their realm from the onslaught of the Amman forces, despite their eventual defeat in the face of overwhelming numbers. Here, even the elves and dwarves get on uncommonly well.

Eppen is resource rich, exporting large quantities of iron ore. However, they mine adamantine and cold iron

from the heart of the Urdmoon Mountains, which greatly augments the wealth of the nation, though the adamantine mining in Eppen is not on the scale of that found in The Red Hills. Eppen is also rich in copper deposits, another of its major exports, as well as Malachite, Chrysoprase, azurite and jet.

Historically an inward looking nation, Eppen has latterly embraced mercantilism as it has seen the benefits of trade with the other nations of Arrasia and the small settlements along the coast of the Aggenbor Sea have grown proportionately, though remain relatively small on a world scale.

Significant Trade Exports

Adamantine: The discovery of Adamantine in the Urdmoon Mountains had added to what is already a resource rich region. Though not as significant in size as The Red Hills, adamantine is a rare and precious metal and commands high market prices. There are some rumors that the Urdmoon Mountains are in fact rich in adamantine and it is only matter of time before the dwarves unearth a large reservoir of the mineral. For the moment, however, this is purely speculation.

Cold Iron: Yet another of the precious metals found in the Urdmoon Mountains, the dwarves have dug deep to mine it. Cold Iron is a commodity that is highly sort after and sells at high prices.

Copper Ore: Found throughout Eppen, copper ore is shipped around Arrasia. While steel armor has long since replaced bronze, its malleability and luster mean it remains an important resource.

Iron Ore: Iron ore is common throughout Arrasia, but the large quantities of ore mined here make it a valuable resource in high demand.

Precious Stones: Malachite, chrysoprase and azurite are all abundant in Eppen, being found at all the major copper mining regions. Jet is also abundant throughout the country.

Brief History

Eppen was largely unremarkable for the early part of its history, being isolated and thought of as having little value. However, its prime location, acting as the gateway to the Falagrim Peninsula, would later see the eyes of Amman turn in its direction as rumors of the wealth of the peninsula began to circulate.

The first great episode in Eppen history came when Destor and Hakkan fought in Herophet and Destor dropped Aruk, the Hammer of Adria, which fell upon Arrasia to the north of Eppen and caused a great scar in the land. This scar - a range of mountains that swept east to west, from shore to shore - would become known as the Urdmoon Mountains and would form part of an impenetrable, natural barrier against their enemies. It is also where the dwarven citadel of Kri-Aruk would be founded, who would, in time, become close allies and friends of the men of Eppen. These events would prove crucial to the future of Eppen and their

allies and, indeed, to the world as a whole.

Having seen the greater part of Arrasia fall under its control, Amman began to turn its attention to the rumors of wealth and riches in the lands of Eppen and the Falagrim Peninsula as a whole. After a couple of failed expeditionary forces - which never even made it through the elven stronghold in The Green Forest - Amman declared open war on the elven kingdoms and swung its armies against The Endless Forest and The Green Forest, as well as moving to annex the small nation of Eppen and add its wealth to that of its own.

The early successes were a false dawn for the Amman military forces, which were by now severely stretched as they continued to fight their enemies on all fronts and expand into new lands. Pushing through The Green Forest and Palanar, the Amman forces were defeated in the Battle of Urdmoon Mountains and, later, routed in the Battle of Rynok, a devastating battle at the foothills of the Urdmoon Mountains, as the men of Eppen and the dwarves of Kri-Aruk massed in completely unexpected numbers and who fought ferociously to defend their lands and freedom.

Having been sucked into a vicious war with the elves of The Endless Forest and finding themselves under mounting pressure from the Urgolian horse tribes in the east, the Eppen conflict was no more than a backdrop to the greater events unfolding and a siege of the dwarven citadel of Kri-Aruk was set in the hope that they could succeed with attrition what they had failed to do so through force of arms. However, with the greater part of their army required elsewhere and with those stationed there decimated with disease and illness, there were simply never enough numbers to enforce the siege, which, while long, became something of an embarrassment to the emperor and people of Amman.

Despite the failure of Amman to take Eppen and break into the Falagrim Peninsula, the lure of gold and promised wealth was enough to keep it toward the forefront of Amman thinking and with their empire shaking from revolt, it was decided to finally bring an end to the debacle and smash Eppen resistance. Circumnavigating the Urdmoon Mountains entirely, a great fleet was assembled and a massive army set sail toward the Falagrim Peninsula and Eppen.

The landing of Amman troops onto Istenpur went largely unchallenged and much of the peninsula fell quickly to the overwhelming numbers of Amman soldiers. Having secured a foothold, they now turned their attention to the elves of Gal Eduth and Eppen, which lay beyond. The decisive Battle of Harean's Point saw the elves and men of Eppen routed, finally opening the way into Eppen and its capital city, Jala, where the armies of men, dwarves and elves were mustered to make their last stand.

Amman, however, had one last trick to play, for they had sent the greater part of their army to Jala around Gal Eduth, on board the vast number of vessels that had ferried them to the peninsula, and which waited

offshore for the land troops to arrive. As the Battle of Jala commenced and the two sides clashed in a bloody battle, so the fleet appeared on the horizon and the hearts of those standing opposed to Amman sank as the full might of their enemy was revealed to them and they stared defeat in the face.

But as the ships came into the bay, Sassa rose from the seas, where she had been hidden, and caused the sea to stir into a great swell and a ferocious storm saw the waves crash against the approaching Amman fleet. The ships floundered and the few that were not sunk were scattered and countless numbers of men and humanoids were lost to the sea that day. Onshore, the events were watched with horror by the men of Amman and joy by the allies of Eppen and with a renewed effort and against dispirited foes, the great army of Amman was routed and victory - and freedom - secured by Eppen and those fighting alongside them.

For the rest of Arrasia, these events were the tide upon which the balance of power turned. With its fleet sunk and its armies destroyed, the rebellion in the Southlands could not be halted and out of the ashes emerged the specter of Fandor and Karnish. The destruction of the Amman forces on the fields outside of Jala left Amman vulnerable to the elven armies of The Endless Forest who, after regrouping, returned to the battlefield to find themselves, for the first time, no longer fighting overwhelming numbers. These events marked the start of the rapid decline of the Amman empire.

Eppen played its full part in the continuing wars against the Amman forces, helping to drive their enemy out of the Falagrim Peninsula and liberate the peoples of those lands. And while there were no representatives of Eppen in the field of the Great Battle of Amman, none underestimate the importance of their victory at the Battle of Jala.

The Major Towns and Gities

Jala: (pop. 4,500) A green and luscious place, Jala would hardly be worth a mention in the larger nations of Arrasia. In Eppen, however, it is by far and away the largest town and there is little that does not pass through Jala when entering or leaving Eppen. It also home to the King, whose magnificent palace sits atop a hill and overlooks the town below. Much of the town remains agricultural, with small farms forming much of the outskirts. Even the port area itself is open and spacious, though in Jala is considered narrow and enclosed. Generally, the people are friendly and though there is crime, the organizations are small and generally without power.

Important Personages

King Feynoras II: The Harsborog dynasty has ruled Eppen since the decline of the old order after the fall of Amman and has maintained close ties with the elves of Gal Eduth. Feynoras II is himself a half-elf of striking

looks, with sharp definitions and sparkling eyes. He is also wise and benevolent and has formed a good relationship with the dwarves of Kri-Aruk, who remain loyal to him and Eppen.

FARASHAR (NORTH URGOLIA)

Area Square Miles: 265,500

Population: 1,722,500 (6.5/sq. mile)

Racial Balance: Human (77%), Dwarf (5%), Goblin (4%), Elf (3%), Orc (3%), Hobgoblin (2%), Gnoll (1%), Gnome (1%), Half-orc (1%), Other (3%)

Capital City: Delamar (pop. 4,000)

Government: See below

World View: See below

Alignment: See below

Religion: Arak Kal, Concei Japur, Crayver, Ordal, Ugomond, Uther, Yerraz; Kavak, Graxber; Babbarax, Gygafrak, Fyfreyn, Ky, Tannun Maruth, Vihahn; Ragmannon, Xagraxsus; Naberru; Gungorn

Languages: Aish, Rhuven, Urgolian, Yait

Climate: Warm Temperate

Overview

Otherwise known as North Urgolia, Farashar is a mixture of nomadic tribes and permanent settlements along the banks of The Syramassa River and the Sarazoa Sea. The people of Farashar have been quick to embrace the Syrámesse traders who have made the treacherous route down The Syramassa River and Delamar has grown quickly and is now the largest of any of the Urgolian settlements. The lands are filled with humanoid tribes who make constant war against the people. Urgolians also launch attacks into Teschenia and Fenoria from Farashar.

Inland, nomads wander the planes. Some of these nomadic tribes have followed their ancestral trails for hundreds, even thousands, of years, while others, dispersed firstly by the Amman invasions and, later, by the Urgolian tribes, follow more modern trails. Occasionally, the routes of the new and old cross and conflict can occur, though the main threat against them comes from the large numbers of humanoids that inhabit these lands and make constant war against everyone, including themselves.

Farashar, however, is far more settled than any of the other eastern nations, with small settlements dotted along banks of The Syramassa River and the Sarazoa Sea. With Syrámesse traders making their way down the long river, the people trade their goods for those brought by the traders and some individuals have become wealthy through this intercourse. Delamar, situated as it is on The Syramassa River but also close to the Sarazoa Sea, has seen an explosion in its population since these new markets have opened up, having al-

ready become the largest of the settlements anywhere in the east.

Like all the other regions of the Urgolian empire, the people are expected to pay homage to the Great Nuhata through taxation and filling the ranks of the Urgolian warriors with their children. It is considered a great honor for those selected, though many hide their children to avoid the possibility of their being taken. Farashar, like Urgolia, is home to amongst the greatest horses to be found anywhere in Arrasia and the people are great horse trainers and riders. It is from here that attacks are made against Teschenia and Fenoria, though these attacks are often distracted by aggressive humanoid activity within their own borders.

Significant Trade Exports

Freshwater Pearls: The freshwater pearls of the Sarazoa Sea are as fine as any found anywhere in Arrasia and the Farasian merchants have grown fat on the profits they have made from selling them.

Horses: Although a lucrative market, the export of horses along the Syramassa River has proved difficult and few survive the long journey to Syráma. However, such is the pedigree of the horses that they command exceptionally high prices, becoming the horses of the Kings, Queens and extremely wealthy.

Precious Stones: Banded agate, blue and clear quartz, jacinth, rhodochrosite, tourmaline and zircon are all found in plentiful supply in Farashar.

Silk: Amongst the finest silk found anywhere in Arrasia is exported along the Syramassa River, where it finds its way to the rest of the world. Farasian Silk is highly sought after and commands high prices.

Brief History

See *Urgolia* for the brief history of Farashar.

The Major Towns and Cities

Delamar: (pop. 4,000) Situated on the shores on the Sarazoa Sea and located near the mouth of The Syramassa River, Delamar has found itself in recent times prospering from the hardy and intrepid Syrámesse entrepreneurs who have opened up trade with the east. Nonetheless, much of Delamar is made of rude huts and tents, with bazaars apparently occurring at random and in the most unexpected of places. Some large stone buildings are dotted around and are easily spotted, dominating the landscape around them. These are usually either administrative buildings or owned by the rich and powerful. However, mostly even those with substantial wealth prefer the grandeur of large, multi-partitioned tents.

THE PLAINS OF FENORIA

Area Square Miles: 975,000

Population: 4,387,500 (4.5/sq. mile)

Racial Balance: Human (45%), Orc (11%), Goblin (9%), Elf (8%), Hobgoblin (7%), Gnome (4%), Gnoll (4%), Half-orc (2%), Dwarf (2%), Bugbear (2%), Other (6%)

Capital City: None

Government: None

World View: passive / nomadic, wild

Alignment: CN

Religion: Concei Japur, Crayver, Gorazyn, Uther; Ragmannon, Xagraxsus; Ky, Ney Allond, Tannun Maruth, Vihahn; Babbarax, Gygafrak; Gungorn; Naberru; Kavak

Languages: Urgolian, Yait

Climate: Temperate

Overview

The vast open grasslands of The Plains of Fenoria are home to both humans and humanoids. The wild human nomadic tribes that traverse these lands live a harsh existence, constantly battling with the raiding Urgolian horsemen as well as the large numbers of humanoid tribes that are scattered in large numbers throughout Fenoria.

There are no permanent human settlements in Fenoria, as those that remain in one place for too long become easy targets and are soon either destroyed or forced back into their nomadic way of life. The nomadic tribes traverse a complex web of routes that were established by their ancestors and their habitual seasonal migrations see the tribes constantly crisscrossing the plains.

The vast numbers of humanoids that inhabit these lands are in an almost constant state of war both between their own racial tribes and the tribes of the other races. Tribal alliances are common, wars quick and brutal and dominance short lived. Occasional alliances under a charismatic leader has seen orcs or goblins march south against the Urgolians, though these rarely end in anything other than a massive defeat.

Elves and gnomes have established their own settlements and live in a constant struggle fending off the humanoid threat that would destroy them. Mostly the defense of their homes is successful, but when defeat occurs, settlements are wiped out and the population killed or dispersed. Wild elves are far more common than their wood elf brethren, with their nomadic life style far more suited to the toughness of life in Fenoria. A small number of dwarves can also be found in the hills of Fenoria, having been forced from their homelands in The Burnt Hills.

Brief History

Almost totally unpopulated by humans until the

Amman incursions into the eastern lands of what is now known as Urgolia, these lands have been home to humanoids, giants, ogres and trolls since they first came into the world. Elves, gnomes and fey creatures have battled to survive amid the violence and turmoil and have found great success in doing so, relying heavily on the divisive nature of their enemies, who are all too often busy fighting one another.

The Amman occupation of Urgolia, as it is now known, saw a great migration of the human tribes flow east into the vast open plains, well away from the marauding Amman soldiers. The Urgolian tribes themselves, before uniting under the rallying call of Nuhata, were scattered for generations in this hostile environment. During the occupation, the struggle to survive saw many tribes wiped out by each other and the humanoid tribes, as well as at the hands of Amman raiding parties.

After the retreat of the Amman forces and the rise of Urgolia from the ashes, many tribes returned to their homelands. Some accepted the Urgolian rule, while others fought for their own lands under the control of their own tribal rule, while many looked only to reestablish their old nomadic migrations. However, many remained and established new migratory routes and customs, preferring the harsh, but free existence amid the vastness of Fenoria.

The tribes that have survived the harsh environment and the constant threat of humanoid attack have established themselves as the roaming peoples of Fenoria, their history and origins no more than old tales told to their children. The great openness of the lands and lack of any permanent settlements has meant that the Urgolian attempts to occupy Fenoria have proved fruitless. With nowhere to invade, no armies, as such, to fight and with the constant stream of humanoids that attack any bases the Urgolians attempt to establish, these lands remain free from any overall governance or leadership.

FENN

Area Square Miles: 22,500

Population: 720,000 (32/sq. mile)

Racial Balance: Human (75%), Elf (10%), Halfling (6%), Gnome (4%), Half-elf (2%), Dwarf (1%), Other (2%)

Capital City: Adberry (pop. 12,500)

Government: See below

World View: See below

Alignment: See below

Religion: Aruthane, Erenus, Feyzeu, Fandor, Illsyn, Jeyru, Merrymer, Mynax, Omuz, Pith, Sha Dorrain, Uther; Fyfreyn, Ky, Ney Allond, Tannun Maruth, Vihahn; Olgden, Thim; Gungorn; Kavak

Languages: Karnish

Climate: Warm Temperate

Overview

This small eastern province of Karnish is, along with Borodor, known as the garden of Karnish. It is also one of the most densely populated areas in Arrasia and one of the safest. Almost entirely agricultural, the province is dotted with small farming communities, with Adberry the only built up area of note.

Fenn can probably claim to be amongst the most peaceful spots in Arrasia, without any obvious threats. Rarely, humanoid raids make the long trek from the Anhorn Peaks, though there are sufficient numbers of Karnish troops in Ormex to keep this occurrence a rare one, and occasionally enemies from The Malvus Peaks will journey this far north. By and large, however, the people of Fenn are not common victims of humanoid activity and as such their largely unguarded lands go unmolested.

Almost entirely agricultural, the food production of Fenn supplies a substantial part of grain and other basic foodstuffs needed to feed Karnish. With small farming communities spread all over the fertile plains of Fenn, Adberry acts as the conduit through which the produce is shifted, primarily being sent up the Annasë River to Yarathwaite, where it is shipped to all the corners of Karnish.

Adberry is a bustling market city and is the administrative center of Fenn. It is where the food merchants of Karnish gather to haggle over the price of produce and where a large number of farmers will bring their livestock and surplus to sell at one of the many markets.

Significant Trade Exports

Grain: Fenn produces a large quantity of grain and other foodstuffs that are exported to all corners of Karnish. Along with Borodor, Fenn is often considered the garden of Karnish.

Brief History

See *Borodor* for the brief history of Fenn.

The Major Towns and Cities

Adberry: (pop. 12,500) A bustling market city, little passes through Fenn that doesn't make its way here. It is home to amongst the most powerful people in the province and the trade in both livestock and grain is, for some, highly profitable. The city is one of the more attractive in Karnish, being grassy and open and free of the filth and stench of many Karnish cities, even within the poorer districts.

Important Personages

Edrus Thwain: Exceptionally old - some say even more than 100 years - the Royal Overlord of Fenn has overseen the peace and growth of his province for over seventy years. A distant relative of King Borim, the one and only king of Fenn, his health is now ailing and his two sons, Farin and Shawlder, now await which of them

will be chosen by the Queen to continue as Royal Overlord.

Farin Thwain: The elder of the two brothers and sons of Edrus Thwain, the present Royal Overlord of Fenn, he is fully expectant of being offered the post of Royal Overlord himself, upon his father's demise. However, he is not as highly regarded as his younger brother, Shawlder, who he despises and mistrusts. Farin is seen as arrogant and aloof, as well as being a day-dreamer without either political nous or common sense.

Shawlder Thwain: The opposite of his elder brother, Farin, Shawlder is highly regarded within the highest echelons of Karnish - including the Queen herself - and speculation is rife that his brother will be overlooked and the post of Royal Overlord offered to him instead. He is a clear thinker, a man of determination and decisive action. During his spell in the army, spent in Vidor on the frontline against Hith, he was considered an exceptional leader of men with great prospects and there was much regret when he returned home to his ailing father. He is also regarded as fair and just and is well liked throughout Fenn.

GHEENT

Area Square Miles: 167,500

Population: 2,680,000 (16/sq. mile)

Racial Balance: Human (78%), Dwarf (10%), Halfling (6%), Gnome (2%), Elf (2%), Other (2%)

Capital City: Ghendenbur (pop. 35,000)

Government: See below

World View: See below

Alignment: See below

Religion: Aruthane, Concei Japur, Erenus, Feyzeu, Fandor, Illsyn, Jeyru, Malanon, Merrymer, Mynax, Omuz, Pith, Sha Dorrain, Uther, Vashar; Kavak, Graxber; Olgden, Thim; Gungorn, Ky; Ney Allond, Tannun Maruth, Vihahn

Languages: Karnish

Climate: Warm Temperate

Overview

A province of northern Karnish, Ghent is almost constantly under attack from Hith's dark forces within the Great Barrier Mountains. Ghendenbur, a magnificent city built into the mountains themselves, is almost a city under siege, with orcs, goblins and other humanoids a constant menace to the access of the city. Large contingents of Karnish soldiers are based here, attempting to fend off the unpredictable raids of the Hith forces.

Enemy spies are said to be everywhere and suspicion and mistrust have become the overwhelming characteristic of the people of Ghent. Strangers are at best viewed with suspicion, but are likely to be greeted with open hostility, especially if attacks in that area have

been frequent. In the towns and cities of Ghent, far less hostility is visible, but people tend to keep their own business and do not take kindly to strangers asking questions.

As a landlocked province, Ghent is completely reliant upon the massive and heavily defended goods caravans that crisscross the country. Many re-supply the garrisons stationed here, while many more continue their journeys further north into Eastdale and all the way up to Vidor. These caravans are extremely vulnerable to attack from the forces of Hith, who plunder the goods for their own replenishment.

Criminal activity is also high in Ghent, the general suspicion of outsiders and pervading atmosphere of fear acting as an excellent cloak under which criminal activity can flourish. The large caravans often come under attack from large gangs of bandits. Corruption and bribery are also high, despite the best efforts of the Karnish authorities to exert their considerable influence.

Despite the unease that pervades in Ghent, the people are generally happy to be under Karnish rule, without whom it is widely believed that Ghent would not be able to defend itself from Hith and his dark minions. The Karnish language, culture and religion are the mainstream in Ghent and there are very little, if any, anti-Karnish feelings, with the immediate threat of Hith being of far more concern.

Significant Trade Exports

Gold, Silver and Copper: With both the Great Barrier Mountains and The Silver Hills as natural geographic features of Ghent, it is no surprise that it supplies a large quantity of precious metals to Karnish and beyond. It is especially a large exporter of silver, with The Silver Hills giving up vast quantities. Most of the communities located anywhere near either of these areas, which is most, are usually involved in the mining or smelting of precious metals in some manner.

Precious Stones: Azurite, rhodochrosite and obsidian are all mined in Ghent. Obsidian is found in large quantities around the base of the Great Barrier Mountains, especially around areas where volcanic activity has occurred.

Brief History

Like all of the nations on the southern continent, Ghent emerged after the withdrawal of the Amman forces after the uprising of the south and the rise of Fandor. The ancient city of Ghendenbur, built into the very rock face of the Great Barrier Mountains, was said to have been built by dwarves enslaved by the forces of Amman and that it represented the northernmost citadel of their empire on the southern continent.

A general uprising in Olthorn saw the overthrow of those that still supported the Amman regime in the city and a large army, under the command of Dedrik Ullathord, a young farmer who had led the uprising in Olthorn, moved north against the still heavily defended

city of Ghendenbur, where a similar uprising had been brought to a harsh and abrupt end and the leaders massacred.

The siege of Ghendenbur lasted for almost one year, with the city riven with disease and starvation. As the siege was maintained, so Dedrik's remaining forces alleviated the villages and towns of the Amman oppressors and sympathizers who had remained behind, all the while seeing his army grow in size and stature as the freed people joined with him. The fall of Ghendenbur not only supplied the fledgling nation of Ghent with a prestigious capital, but it also freed a large portion of his forces, which were quickly used to expand the borders.

Several victorious battles against powerful warlords, who had secured territories for themselves, saw Ghent slowly unite under a single banner, with Dedrik Ullathord at its head. He was declared the first King of Ghent and, shortly after, the first war with Yeod for the possession of The Silver Hills began. With orcs and goblins a constant irritant from the Great Barrier Mountains and the northern borders proving to be vulnerable to the barbarian hordes that populated the wild lands, King Ullathord was content to maintain the status quo with Yeod, with neither side able to make any permanent gains or win any decisive battles.

The attacks against their southern border by the highly disciplined Badathur forces saw the Ghent armies defeated in several key battles and their southern lands consumed. However, Olthorn held firm against the constant sieges of King Pyrus I and a peace treaty between Ghent and Yeod helped turn the tide. With the armies of the erstwhile enemies uniting in a single cause, and with Badathur's armies defeated by the Karnish forces, who were rampant, the lands consumed by Badathur were soon reoccupied.

A peace treaty between the nations saw the borders defined and brought peace to the region. For a while, Ghent flourished, with the people given great freedoms. However, the constant humanoid raids from the Great Barrier Mountains meant large taxes were levied, causing increasing resentment in certain corners of the country. An alliance of northern barons and lords rebelled and Ghent was drawn into civil war. With the greater part of their armies still engaged with the humanoid raids, the allied northern forces had soon consolidated their position and declared themselves as the independent state of Eastdale.

The war with Eastdale continued unabated, with Mayvern Keep, later to be rebuilt as Mayvern Castle, built to block the advancing Ghent forces. The battles between the opposing sides were bloody affairs, but none more so than the capture of Mayvern Keep by Ghent forces, which came at a high price in human sacrifice. It was as the victorious Ghent armies headed north to Hochden, the capital city of Eastdale, that Hith's forces swept out of the Great Barrier Mountains. With the Ghent army otherwise engaged, there was very

little opposition and Ghendenbur fell quickly.

As the Ghent forces marched south to retake their capital, so they were set upon by a great tide of evil that simply overwhelmed and crushed them. Ghent was soon entirely consumed by the marauding Hith forces, who would use it to mass their troops and later occupy Eastdale, Yeod and Badathur, before being finally halted by the Karnish army.

Ghent was long under the grip of the evil Hith, with Karnish first alleviating their northern provinces of Badathur and Yeod. Soon, however, the Karnish armies rode into Ghent, driving Hith's forces before them. Olthorn and Ghendenbur were sieged, but fell quickly, and soon the Karnish armies had secured Ghent and their armies rapidly pushed further north.

With Ghent occupied, but the threat posed from Hith and his forces, who had retreated into the Great Barrier Mountains, now known, so it was that Ghent was annexed as another of Karnish's northern satellite states, with the decision taken that Ghent would be unable to defend itself and as such represented a threat in itself. To hold Ghent was to hold the dark forces of Hith at bay.

Whatever resentment there may have been at this fresh occupation was lost in the atmosphere that pervaded during that period and which has persisted to this day - suspicion and hostility towards outsiders. With the Karnish armies holding back the humanoid forces, the Karnish language and culture have entirely consumed the old Ghent culture and most are happy to regard themselves as Karnish nationals.

The warring with Hith's forces has continued unabated ever since, with open warfare having been replaced with small raiding parties attacking the huge supply caravans that traverse Ghent, which bring in vital supplies and equipment. The land is covered with the spies of Hith and the doors of the people of Ghent are kept firmly locked at night. Strangers are not welcome and those that ask too many questions can often find themselves being run out of town, or worse.

The Major Towns and Cities

Ghendenbur: (pop. 35,000) Built into the very rock of the Great Barrier Mountains, Ghendenbur is an ancient city unlike any other, with its rock streets and buildings following the contours of the lower reaches of the mountains, with numerous large plateaus carved into the rock and tightly packed with all manner of buildings. However, despite the unusual layout of the city, the main thoroughfares are lined with orange, lemon and lime trees, amongst others, and it is gener-

ally regarded as a city of beauty. It is also home to a large dwarven population, as might be expected, who played a significant role in building the city during their enslavement to Amman. It is now almost constantly under attack from the forces of Hith who use the mountains to their advantage and is defended by a large contingent of Karnish troops.

Olthorn: (pop. 17,000) Olthorn has played an important and full role in the history of Ghent and beyond. The birthplace of Dedrik Ullathord, who would lead his army to victory over Amman and become the first king of Ghent, it also played significant rolls in the war with Badathur and Hith. A dense, tightly woven city, with the old city inside the original city walls even more densely packed together. Much of the new parts of the city are more spacious, with some large farms and orchards found within the new defensive walls of the city.

Gwyth: (pop. 8,500) Having grown significantly in recent years, Gwyth is situated to the backdrop of Mount Caeraviom, which juts out from the Great Barrier Mountains. Originally a small community of miners, Gwyth was used extensively during the civil war as a base from which to attack Eastdale and it has continued its growth ever since. Being a modern city, the houses are not as tightly packed together as in older cities, with tree-lined thoroughfares and grand public gardens. It is also renown for its public bathes. Gold is still mined here, along with silver and copper ore.

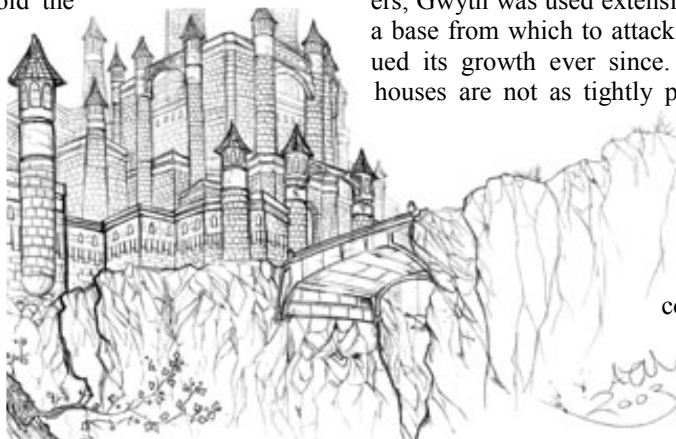
Pfiyfneer: (pop. 5,000) Since the construction of the Pfiyfneer - Southport Road, which has given Pfiyfneer a direct connection with the West Karnish Road and all the benefits that brings, the small town has blossomed and grown. Situated at the southern tip of The Silver Hills, Pfiyfneer is primarily a silver mining community, though it is also heavily agricultural. The town is a strange mix of old and new, industrial and agricultural. There is also a significant hope within the town that the road will eventually be extended all the way to Olthorn, which it is hoped would see the importance of the town grow even further.

Organizations

Rufenias' Lightfeet: Rufenias' Lightfeet have their headquarters in Hochden in Eastdale. See the description given there for details of this particular organization.

Important Personages

Yorad Mienwendor: The present incumbent of the position of Royal Overlord, Yorad Mienwendor has his time consumed with the attacks of Hith against Karnish and Ghent interests, as well as the large numbers of



bandits that attack the merchant trains that pass this way to Eastdale and Vidor. Yorad is generally considered a good man, but thought to be too indecisive and weak to hold such an important post.

THE GOLD COAST

Area Square Miles: See below

Population: See below

Racial Balance: See below

Capital City: None (see below)

Government: See below

World View: passive / frontier, mercantile

Alignment: See below

Religion: Azerond, Concei Japur, Erenus, Fandor, Feyzeu, Illsyn, Omuz, Pith; Hith, Ragmannon; Gygafrak; Naberru

Languages: Karnish

Climate: Humid subtropical

Overview

The coastal regions of The Gold Coast are spotted with all kinds of settlements that have established themselves wherever the natural wealth of the region has revealed itself. The entire coastal areas are rich in alluvial deposits of precious stones and metals, especially gold and diamonds, which attracts prospectors from all over Karnish, even though life here is tough and often short. Those that return to Karnish are usually those who have made enough to return as wealthy members of the community, adding fire to the rumors of the wealth of The Gold Coast.

The settlements are usually small in size, though some have grown up to become small ports. They are ramshackle places, with muddy streets that are water logged in the rainy season and baked hard during the hot summers, which are for the majority of the year. Some of the communities are hives for criminal gangs and these places are usually rife with corruption, while others offer more lawful protection to their citizens. Occasional conflicts break out between the settlements and alliances toward a common goal are not uncommon. On the whole, however, there is little interaction and the people of each community concentrate on themselves.

The baking summers mean that crops often fail and much grain and foodstuffs are imported from Karnish. The merchant vessels that make the journey from Guileigh do so at great risk, as the journey is long and the seas dangerous. However, the rewards can be high. As such, pirates are also common around the coastal regions, preying on the merchant vessels that traverse the waters, requiring the merchant vessels to be heavily armed or defended by more capable ships.

Humanoid raids against the settlements are common, with gnolls and hobgoblins a persistent threat. Many settlements have been wiped out, but such is the

draw of wealth that others are always willing to take their place. Orcs were something of a rarity until recently, with large numbers having been reported attacking some of the settlements. Rumors are beginning to grow that Hith is sending his minions east across the Fiery Mountains from Jerad and suspicion is increasing. Disease is common and communities have been wiped out through devastating exotic illnesses that have left settlements eerily empty, but untouched, many of which remain as ghost towns, the mere mention of their name enough to send a shiver down the spine of even the hardiest souls.

Significant Trade Exports

Diamonds: Diamonds are an abundant resource in The Gold Coast. It is said that during the early occupation of this region that diamonds could be found freely on the beaches. However, this is no longer the case and alluvial diamonds are now mined for along the rivers and estuaries.

Gold: The Gold Coast is rich in alluvial gold deposits and the region gained its name because of the sheer volume of gold that was at one time arriving into Guileigh. However, any trade with The Gold Coast is difficult, due to the treacherous journey that must be undertaken, so much is lost en route.

Precious Stones: The Gold Coast is abundant in many precious stones, which are exported to Karnish through the port of Guileigh. Amethyst, Emeralds, Garnets, Spinel, Topaz and Zircon are all found as alluvial deposits along the shores of The Gold Coast.

Brief History

The Gold Coast was first settled after the Amman invasion and their occupation of the south, when people were uprooted and fled from the invading forces and the harsh regime they imposed. The wealth that they found there was immense, with beaches said to be sparkling from diamonds that simply lay in the sand itself.

However, life has always been tough, with any attempts to occupy the interior always meeting with failure. The lands are full of wild beasts and humanoid activity, especially hobgoblins and gnolls. While these humanoid clans spend much of their time warring with one another, raids against settlements are common and vicious.

Although the wealth of The Gold Coast always somehow managed to filter its way back to the civilized world, it was not until the emergence of Karnish that merchant vessels made their regular and dangerous journey to take essential foodstuffs to the settlements and trade for the precious metal and stones found there. The Karnish port of Guileigh has grown up around this trade and now ranks amongst the wealthiest of the cities within Arrasia.

However, wherever there is such wealth, so there is also crime and corruption, with criminal gangs and pirates operating along The Gold Coast and in Guileigh

itself. There are well-established rumors that powerful gangs run their operations from Guileigh, but maintain a powerful presence within the settlements. Indeed, some of the gangs are said to be actually running some of the settlements. Warfare between these powerful groups is common and the mysterious disappearance of powerful individuals, both in The Gold Coast and Guileigh, is not uncommon.

Organizations

Long Arms of McCorwen: This criminal group is said to operate in many of the settlements along The Gold Coast, siphoning off a sizeable percentage of the wealth that is shipped to Karnish. Their headquarters are reportedly in Guileigh, where they can keep their eyes and ears peeled and stay one step ahead of the law, smuggling in vast quantities of gold and precious stones. They are extremely vicious and those that have stood in their way have been quickly, and painfully, swept aside. It is rumored that they have taken direct control of several key settlements along The Gold Coast and indirect control of many more.

Zealots of Fandor: Fanatical followers of Fandor, the *Zealots of Fandor* have come to The Gold Coast to spread his word and bring them into the fold. They have actually been exceptionally successful and Fandor is a highly popular deity in The Gold Coast. The *Zealots* are vocal in their opposition to the large criminal fraternity and many, who have become too vocal or heard too much, have found their untimely end. However, they are a powerful group and feared by those gangs that would rather see The Gold Coast free of their zeal.

Important Personages

Captain White Eye of the Grey Sea: A legend throughout the Grey Sea, Captain White Eye is feared by merchants and mariners alike, for his reputation as the most fearsome pirate on the seas is not without foundation. He operates a number of ships and his audacity is such that he has even been known to come ashore and attack settlements and has even found success against the Karnish navy. His left eye is said to be entirely white and that his looks are as fearsome as his reputation.

Captain 'murderous' Blixen: The second most feared pirate of the Grey Sea, his colors sends shivers down the spine of any that are unfortunate enough to see them. His main penchant is to torture his victims, which is said to give him great pleasure. Victims of any worth are usually held for ransom, with parts of their anatomy sent to persuade loved ones to pay for their safe return. His temper is wicked and even his own men fear him.

GORIND

Area Square Miles: 32,500

Population: 276,250 (8.5/sq. mile)

Racial Balance: Human (69%), Dwarf (9%), Halfling (5%), Orc (4%), Elf (3%), Bugbear (2%), Hobgoblin (1%), Goblin (1%), Half-orc (1%), Other (5%)

Capital City: Drayd (pop. 8,500)

Government: See below

World View: See below

Alignment: See below

Religion: Aruthane, Azerond, Erenus, Fandor, Merrymer, Mynax, Narag Narg, Omuz, Pith, Sha Dorrain, Uther, Graxber, Kavak, Olgden, Thim, Hith, Ragmanon, Xagraxsus, Ky, Ney Allond, Tannun Maruth, Vihahn; Babbarax, Gygafrak

Languages: Karnish, Yait

Climate: Warm Temperate

Overview

The eastern-most province of Karnish, Gorind also ranks as amongst the most dangerous place to live within the kingdom, along with Vidor, Ghent and Eastdale. Bordering the tail end of The Malvus Peaks, to the east of which stand the wild lands of Yarasal J'naria, and with the Anhorn Peaks to the south, humanoid activity within Gorind is high and the assaults of the eastern wildmen common.

Gorind's primary role within Karnish is to buffer the eastern end of their empire and shore up the regular flow of attacks that occur there. As such, Gorind is not an easy place to live for those that have made the province their home, with humanoid and barbarian tribes common on the plains as well as the mountains. With the *Pass of Merin* the easiest route through The Malvus Peaks to the wild lands beyond, it is here that Karnish have built their greatest defenses to hold back the hordes and it is here that conflict is most frequent.

Policing the rest of Gorind that borders with their enemies is not so easy, despite the large numbers of troops concentrated here, and raids against the human settlements occur on a regular basis. Drayd, the administrative center of Gorind, represents the eastern-most city within the empire and also marks the end of The East Karnish Road. The maintenance and accessibility of that road is seen as paramount and patrols are both common and highly visible, as it represents the most dangerous stretch of the road anywhere along its route.

Despite the violent environment, the land is still dotted with small farming communities and the rugged coastline home to many small fishing villages. However, the large number of Karnish troops stationed here means that much of the goods required to support them is exported from Ormex, usually over Borothon Bay from Nend directly to Drayd, with reinforcements usually forced to brave the hardships of The East Karnish Roads.

Humanoid camps within Gorind are frequent, appearing and dispersing quickly. No sooner has one camp been overrun by Karnish soldiers, before another appears. Some nomadic barbarians also continue to make their way across the plains, with conflict between the wildmen and the settlements that appear along their ancient nomadic routes frequent.

Significant Trade Exports

Copper Ore: Abundant in Gorind, the copper ore mined here is usually shipped north, where the copper is extracted.

Tin: Mining in Gorind is always dangerous, with the possibility of attack high. However, tin is mined throughout Gorind and shipped to the further reaches of Karnish via the East Karnish Road.

Precious Stones: The rocky environment of Gorind produces a constant supply of precious stones, including citrine, chrysoberyl, peridot and quartz, usually as alluvial deposits around which small communities grow.

Brief History

After Borodor had been annexed into Karnish and its lands divided into the three provinces as decreed by King Thorin II of Borodor before his death, it was decided that in order to stem the flow of the barbarian hordes from the east, this small region would be occupied and that it would be here that the war with the enemies of Karnish would continue.

By and large, this has been the case. The *Pass of Merin* was secured with the building of Hanthorp Keep, keeping at bay the barbarian tribes as they head west on their annual migrations, although some now take the much more arduous route directly over The Malvus Peaks. Battles are frequent around the pass and usually bloody. Generals blooded here often find themselves later in command of soldiers fighting against Hith in the north.

The land is rocky and in places exceptionally wild, but it is also fertile and so has been slowly occupied, despite the daily attacks against the settlers, with many communities wiped out before they have even had a chance to establish themselves. However, many come here to secure for themselves land and future prospects and while there are people, so they will settle here whatever the dangers.

The Major Towns and Cities

Drayd: (pop. 8,500) The eastern most city of Karnish, Drayd also ranks amongst its most well defended, with large numbers of troops stationed here, who are either stationed here to defend the land from the humanoids of the Anhorn Peaks, or are based here before being transferred to Hanthorp Keep and the front line. As such, military personal can be seen all over the tight city streets and the inns and taverns can be boisterous affairs. It also acts as the administrative center of

Gorind and its markets the focal point for mercantile activity within the province.

Important Personages

Aarus Eremmen: Having served successfully in Amman-dur, Yad-Uthet and a brief stint in Ghent, Aarus was given the post of Royal Overlord of Gorind, with his nous and military experience considered of vital importance in such a strategically important province. Calm and deliberate, he commands high respect from his peers and the soldiers who serve him. He is also considered a man of exceptional 'luck'.

Clarna Eremmen: Wife to the Royal Overlord of Gorind, Clarna is exceptionally beautiful. While she finds life in Gorind tough, she is pleased to be out of the Amman provinces and back in Karnish speaking lands. She loves to flirt and enjoys the attention that her beauty brings, much to the annoyance of her husband, Aarus. There is even the rumor of the occasional indiscretion.

HAGAARD (UPPER URGOLIA)

Area Square Miles: 222,500

Population: 1,112,500 (5/sq. mile)

Racial Balance: Human (66%), Elf (6%), Orc (6%), Halfling (4%), Goblin (3%), Dwarf (2%), Gnome (2%), Hobgoblin (2%), Bugbear (2%), Half-orc (1%), Half-elf (1%), Other (5%)

Capital City: Maraput (pop. 1500)

Government: See below

World View: See below

Alignment: See below

Religion: Arak Kal, Concei Japur, Crayver, Ordal, Ugomond, Uther, Yerraz; Cirion, Ky, Ney Allond, Tan-nun Maruth, Vihahn; Ragmannon, Xagraxsus; Ogden, Thim; Babbarax, Gygafrak; Kavak; Gungorn; Naberru

Languages: Aish, Rhuven, Urgolian, Yait

Climate: Temperate

Overview

Hagaard is also now known as Upper Urgolia, having long since been consumed into the Urgolian empire, where the wars with the elves of The Endless Forest and the many humanoids that occupy these wild lands continue, as indeed does the war with Teschenia. Although there are many small settlements along the banks of The Syramassa River, the people are predominately nomadic. However, nomadic or otherwise, tribute must be paid to the Great Nuhata of Urgolia in both gold and the annual handpicking of their sons and daughters for those who will become the future warriors of Urgolia.

Ruled by the Nuhata's Hand in Maraput, Hagaard is now consumed by war. Within its own borders, the

large numbers of humanoids are a constant threat and make regular raids against the Urgolian settlements and the nomadic tribes. With so many humanoid war bands, alliances between them are common, as are wars between the different tribes and races. On rare occasions, large unified humanoid armies emerge which go on the rampage, destroying human and humanoid foe alike and it has not been unknown for Urgolians to make temporary alliances with other humanoid tribes to help defeat these dangerous enemies.

To the north of Hagaard, a war with the elves of The Endless Forest has been ongoing since the Urgolians first invaded these lands and attempted to move north beyond The Golden Peaks, where they met with stiff resistance from the wood elves there. Open war is rare, with quick raids and brutal skirmishes common practice. The expert horsed Urgolian archers against the precision of the elven archers makes combat a deadly affair, with losses running high on both sides.

Hagaard is also the region from which Urgolia sustains its assault on Teschenia, with Urgolian warriors making raids deep into Teschenian territory and Haphassus coming under regular attack. How much longer Teschenia can hold out is open to question, but their downfall is in no doubt. It is merely a matter of when the Urgolians decide that the time is right for them. Presently, however, they seem happy to keep the fires of war burning.

Brief History

See *Urgolia* for the brief history of Hagaard.

The Major Towns and Cities

Maraput: (pop. 1,500) By the standards of virtually anyone else, Maraput would be nothing more than a small town. In Hagaard, however, it is its principle and largest city, with rude huts and tents the standard fare, dominated by the occasional stone building. The tents, however, can be elaborate affairs, with even the rich preferring them to stone or wooden buildings. Bazaars are common, with the people selling their goods or bringing entertainment to the muddy streets.

FREECITY OF HANAI

Area Square Miles: 12,500

Population: 300,000 (24/sq. mile)

Racial Balance: Human (75%), Dwarf (9%), Gnome (7%), Halfling (6%), Half-orc (1%), Elf (1%), Other (1%)

Capital City: Hanai (pop 47,000)

Government: Oligarchy

World View: defensive / industrial, mercantile

Alignment: CN

Religion: Arak Kal, Aruthane, Fandor, Illsyn, Malanon, Merrymer, Mynax, Omuz, Pith, Sha Dorrain, Vashar,

Yerraz; Graxber, Kavak; Gungorn, Ky; Olgden, Thim; Ragmannon; Tannun Maruth

Languages: Karnish, Syramesse, Ural

Climate: Warm Temperate

Overview

One of Arrasia's major suppliers of diamonds, the alluvial deposits around which Hanai has grown since their discovery towards the end of the Amman occupation of the area have been a great source of bloodshed. With peace and stability now brought to this region and with the protection of the Triple Alliance behind it, the Freecity of Hanai has seen its diamond exports grow dramatically.

Eight powerful families dominate Hanai and it is generally from amongst these that the cities politicians are elected. The Steward has always been a member of one of these families and tension is always high when the elections for the position of Steward open - elections that take place every seven years. Positions in the House of Nobles are also elected, with the electoral cycle being every five years. Only the wealthy elite of Hanai cast votes and each vote carries a varying degree of influence, depending upon the power and influence of that individual.

Hanai's political structure is chaotic and corruption rife, with the ruling elite keeping their hands firmly in every pot. The chaos has seen a rise in the number of criminal organizations and several powerful factions have emerged. Much of the wealth of the city is siphoned off into the deep pockets of the rich and the powerful gangs, whose influence over the ruling elite can be significant.

On the surface, however, Hanai is a bustling city on the southern tip of the Jayd Hills, with a small, but highly trained army whose job it is to keep the surrounding lands clear of unwanted humanoid incursions and to defend the city from external threats - primarily from Magasoa - as well as maintain order within the city itself, as best as it is able. Tensions are often high between the military leaders the politicians, who often try and manipulate the army to their own advantage. This is mainly in the form of bribes to *ignore* the activities of certain groups or individuals.

Despite the chaotic nature of the city, wealth continues to flow into Hanai and it also continues to expand. Its position within the Triple Alliance has brought a sense of stability that would otherwise have been absent, however.

Significant Trade Exports

Copper Ore: Large quantities of copper ore are mined from the southern tip of the Jayd Hills. It is extracted and smelted in Hanai and is either used to make coinage or is exported for profit.

Diamonds: Hanai has grown around the discovery of the large alluvial diamond deposits that have made this one of the largest exporters of diamonds in Arrasia.

The quality and size of some of the diamonds has been staggering and the large area over which they have been found suggests that the best is yet to come.

Iron Ore: Abundant in the Jayd Hills and surrounding countryside, many small communities are almost entirely built around the iron industry. After it is mined, it is usually moved on to Hanai, where it is used to manufacture weapons, armor and industrial goods. It is also sold as an export.

Silver: Silver is common enough in the Jayd Hills, where it is mined and shipped to Hanai. Much of the silver is used for coinage, but it is also exported abroad.

Brief History

The discovery of diamonds towards the end of the Amman occupation saw the inevitable rush of prospectors and Hanai started as a small community to serve the early miners. However, the sheer quality of the diamonds and the size of the deposits soon turned this backwater into a thriving town, which continued to grow rapidly as the wealth poured into - and out of - Hanai.

After the fall of Amman, Hanai fell into disorder as greed and opportunism took over in the vacuum left by end of the rule of law. This anarchy was violent, as powerful clans fought for control over the vast wealth. During the war between Yam and Orith, Hanai was seen as essential to both nations and constantly taken and retaken as the two nations fought for control over its valuable resources.

Lord Ritchelin, of the Grand Army of Orith, who had occupied Hanai in a hugely successful siege of the city, was the first to impose martial order upon the city. Despite several attempts to oust him by the Yammish forces, Lord Ritchelin remained defiant. His troops, though vastly outnumbered, were totally loyal to the man that had led them with distinction, and were ferocious in their defense of the city. After nearly a year in occupation, Lord Ritchelin had imposed a semblance of rule over the city, having pushed the criminal elements back to the fringes and rebuilt the city defenses.

It was during one of the many stalled peace talks between Yam and Orith that Lord Ritchelin, ever the opportunist, took his biggest risk and declared Hanai's independence as a Freecity under his own stewardship. After initial outrage and scorn in both Orith and Yam, the monarchs of the two countries saw a great chance for peace. Both were under pressure from the mounting humanoid attacks within their own borders and both desired peace, but Hanai remained the stumbling block to a peaceful outcome to negotiations.

Both monarchs saw Lord Ritchelin's daring maneuver as an excellent opportunity to end the war between them, with both content that the other did not have access to the huge wealth of that region. An agreement was reached, in which Lord Ritchelin was invited to partake, and the border between Yam and Orith was settled. Hanai, declared a Freecity, independent of any

nation and under the stewardship of Lord Ritchelin, was allocated the lands around the city.

Lord Ritchelin played an important role in developing the political structure of the city, which has continued to evolve since his death. The chaotic nature of the city, inherent since its early days, has remained and is reflected in the oligarchy that now governs Hanai.

The success of the peace between the old enemies of Yam and Orith led to the signing of an alliance, which Hanai was invited to join, known as the *Triple Alliance*. This alliance has helped forge stability in the area, which was illustrated during a brief dispute with Syráma who were easily repelled, bringing a new sense of confidence to an area that had for so long been repressed under Amman rule.

The Major Towns and Cities

Hanai: (pop. 47,000) This tightly packed city is confined by two sets of city walls - the old, which form the old town, where the streets are an intricate web of alleys and back roads and where many of the criminal gangs are located, and the outer wall, which was built after Hanai expanded well beyond the old wall. It is also tightly packed, though the roads are wider and the houses grander, with the rich and powerful preferring the wider spaces. Markets, bazaars and street entertainment are common and the Freecity of Hanai has become a significant city on the world stage.

Organizations

Lords of the Blade: The Lords of the Blade are a powerful organization of criminals who have made a large fortune out of the wealth of Hanai. Their influence ranges far and wide, having greased the palms of many of the town's officials and politicians. There is little in Hanai that passes without their organization knowing about it and, more than likely, being actively involved in some manner.

The organization acts swiftly against any dangers to itself and will respond aggressively with any agents that try to muscle in on their territory. Conflicts with the Brothers of Qanarn and the Guild of Nine are common and bloody.

Brothers of Qanarn: One of the major power brokers in the underworld of Hanai, the Brothers of Qanarn are vicious in protecting their territory and enforcing their own laws. Their rule of fear is a persuasive tactic to keep the arms of the law at bay and their special contacts on side.

Guild of Nine: This secretive organization is said to be a powerful influence among the elite of Hanai, with the Nine Guardians all said to be important members of those families outside of the dominate eight. Their interests are self-preservation and self-interest and conflicts with the criminal fraternity of Hanai are regular occurrences. Some argue that the Guild of Nine is the real political force in Hanai, but others dismiss this as pure fantasy.

Important Personages

Arbel Ritchelin: Head of Ritchelin family and directly related to Lord Ritchelin himself, the first Steward of Hanai, Arbel ranks as amongst the most powerful women in Hanai. She is extremely ambitious and desires to take the title of Steward for herself. The Ritchelin family is one of the eight families that dominate the Hanai oligarchy.

Toras Mannithor: The long-standing head of the Mannithor family, he has twice been voted as Steward of Hanai and is considered one of their better leaders. However, he is now old and his heirs are snapping at his heels and eager to fill his shoes. The Mannithor family is one of the eight families that dominate the Hanai oligarchy.

Gwelas Pyras: An exceptionally mean man, Gwelas has fought hard to become the head of the Pyras family and is presently positioning himself to become the next Steward of Hanai, with Arbel Ritchelin considered his main rival. Gwelas is a man who knows no bounds and will stop at nothing to achieve the goals he sets himself in life, all of which revolve around wealth and power. The Pyras family is one of the eight families that dominate the Hanai oligarchy.

Orin Daccaby: The Daccaby family is one of the eight families that dominate the Hanai oligarchy. The present Steward of Hanai, Orin now senses the wolves baying at his door and is seeking allies as the political tension mounts and he looks to secure his position. An exceptionally astute man, Orin became the first head of the Daccaby family to achieve the position of Steward and, as such, has seen the stock of the Daccaby family rise. The Daccaby family is one of the eight families that dominate the Hanai oligarchy.

Ceira Mordenkae: An exceptionally intelligent woman, Ceira Mordenkae has used her considerable talents and contacts within the criminal gangs of Hanai to emerge as the surprise head of the Mordenkae family after the recent death of its previous incumbent. It is suggested by some that she is deeply involved in the criminal activities and that her influence is considerable. The Mordenkae family is one of the eight families that dominate the Hanai oligarchy.

Zarus Pelithane: Weak, in constant ill health and indecisive, it is a wonder, even to himself, that Zarus found himself as head of the Pelithane family, whose power is waning and who find themselves embroiled in constant infighting that has divided the family. Zarus, despite his failings, is regarded by many, both in and outside of the family, to be its only hope of remaining among the elite families. The Pelithane family is one of the eight families that dominate the Hanai oligarchy.

Verzop Westerly: The last Steward of Hanai, before losing to Orin Daccaby, Verzop is the head of the Westerly family, who control a significant portion of the diamond trade and are probably the wealthiest family in Hanai, wielding considerable power. Verzop has recently allied himself with the Ritchelin family, which

he believes may well be to his advantage at some future point, should Arbel find herself the next Steward. The Westerly family is one of the eight families that dominate the Hanai oligarchy.

Brachus Norax: The Norax family has acquired vast wealth through the diamond trade and, second only to the Westerly's, controls a considerable percentage of the market. Brachus is the present head of the Norax family and enjoys the political games that come with the post. He is presently not looking to take the post of Steward, preferring to build the wealth and power base of the family and using his present ambivalence to gain favor from those whose political ambitions are greater than his own.

HARDALE

Area Square Miles: 125,000

Population: 375,000 (3/sq. mile)

Racial Balance: Human (52%), Dwarf (12%), Orc (10%), Elf (6%), Goblin (5%), Hobgoblin (3%), Halfling (2%), Bugbear (2%), Gnome (1%), Gnoll (1%), Half-orc (1%), Other (5%)

Capital City: Hargond (pop. 3,500)

Government: Monarchy

World View: defensive / industrial, seafaring

Alignment: N

Religion: Gorazyn, Nendagon, Uther, Nendagon, Wesdan; Graxber, Kavak; Ragmannon, Xagraxsus; Ney Al-lond, Tannun Maruth, Vihahn; Babbarax, Gygafrak; Olgden, Thim; Gungorn; Naberru

Languages: Noroven

Climate: Subarctic

Overview

Hardale is a largely unpopulated stretch of land that was once part of Elminn. With large numbers of orcs, goblins and other humanoids living there, especially in the Cirrik Peaks and Elminn Downs, it is a hard existence. Most of the settlements that have grown up are small coastal villages that rely heavily on the sea for their livelihood.

The Cirrik Peaks is home to a large number of humanoids, but also represents a vital source of income through the iron ore that is mined there by the dwarven communities. The dwarves also mine the copper ore and silver deposits found in the Elminn Downs. All of these goods, along with a large number of pelts, make their way to the capital, Hargond, and then into the bordering nations, though primarily Norvsond.

Hargond is the only town of note and home to the monarchy and political administration of Hardale. It is also the only port that is capable of docking the larger merchant vessels required to transport their trade goods. Hargond is where the wealthy and powerful have made their homes amid the hardship of the lands in which

they live.

Significant Trade Exports

Copper Ore: Copper ore is sold throughout the communities around the Argen and Norv Seas. As well as being used to produce cheap coins, it is still used in some areas to make bronze weapons and armor, as it is inexpensive and malleable.

Furs and Pelts: Pelts are the most common trade source for Hardale. These are traded as both raw skins, as well as in the form of clothes, armor and material.

Iron Ore: The Cirrik Peaks have produced a good supply of iron ore that is shipped to the communities around the Argen and Norv Seas, where mining is often too dangerous to undertake for themselves. The iron is used to make essential steel goods for those communities.

Silver: Hardale's most valuable resource, the silver is traded to all their neighbors, but primarily to Norvsond, whose trade routes extend to all corners of Arrasia.

Brief History

Loosely populated by the peoples of Elminn, these lands have always been populated with humanoids, especially orcs, who primarily make their homes in the Cirrik Peaks and Elminn Downs. For a long period, the Elminn military kept these evil forces at bay, until Urup Long Arm, an orc of immense influence and charisma, united the warring orc tribes and raised a large army that swept through the northern plains of Elminn.

Elminn, embroiled in their war with Angor, had little with which to defend their lands and the orcs swept all before them. Eventually, for fear of seeing this black army pass the Elminn Downs and into the heartland of Elminn, an army was mustered and defeated the orcs in the Battle of Laketown. However, with Urup Long Arm maintaining the unity of the orc clans, Elminn defended their borders at the Elminn Downs and returned the majority of their troops to their war with Angor.

The lands remained primarily wild and sparsely populated until Lord Kender was forced to retreat into Hardale after failing in his bid to claim the throne of Elminn. He and his loyal followers fled deep into Hardale, to avoid capture, and there founded Hargond. Lord Kender declared himself King of all Hardale and successfully repelled the humanoid attacks, even driving against the now disunited orcish clans and forcing them to retreat.

The dwarves of the Cirrik Peaks and Elminn Downs, who had long and successfully withheld the humanoid attacks, established contact with the new people of Hardale and trade was soon flourishing and new communities started springing up along the coast.

An official peace between Hardale and Elminn was agreed after Elminn found itself embroiled in war on three fronts, against Angor, Norvsond and Hardale, which threatened to destroy it. As part of the peace

treaty imposed upon Elminn by their victors, the northern lands of Hardale were officially recognized. Hargond grew and merchant vessels were soon making their way to Norvsond and the communities along The Badlands and The Savage Coast, with the wealth seeing Hargond grow into an important port.

Despite the repopulation of Hardale and the establishment of a semblance of rule and order, humanoids remain in large numbers and the lands themselves are still largely void of a civilized presence. The communities are primarily located next to the coastline and attacks against them are common. Hargond itself is largely ignored, being too heavily defended.

Major Towns and Cities

Hargond: (pop. 3,500) The only significant urban area in Hardale, Hargond is essential to the well-being of the nation, as goods both into and out of Hardale will in all likelihood pass through its port. The town itself is made up primarily of wooden longhouses, though stonies ones are becoming increasingly common, with thatched roofs, set in small plots of land, making the town seem open and larger than it really is. The folk are hardy, but are always pleased to speak with strangers for news of far away lands and to trade for anything exotic.

HATHAM

Area Square Miles: 37,500

Population: 337,500 (9/sq. mile)

Racial Balance: Human (57%), Elf (18%), Gnome (12%), Halfling (6%), Dwarf (3%), Half-elf (1%), Other (3%)

Capital City: Wyworth (pop. 5,500)

Government: Monarchy

World View: passive / agricultural, mercantile

Alignment: LG

Religion: Aruthane, Aserdin, Azerond, Concei Japur, Destor, Erenus, Fandor, Hayn, Malanon, Merrymer, Mynax, Rougon, Omuz, Sassa; Ky, Ney Allond, Tan-nun Maruth; Firngald, Gungorn; Olgden, Thim, Hal Tallfellow; Graxber

Languages: Annasse, Eppish, Karnish

Climate: Warm Temperate

Overview

Hatham has become an important waypoint on the trading route to Zaramal, as it the last stopping point before merchant vessels are forced to travel the Addosia Ocean. Representing the tip of the Falagrim Peninsula, the *Cape of Little Hope* is a fearsome journey that has brought about the end of many a merchant vessel. As such, Wyworth, the capital, and Malton have become significant communities where sailors rest up before they attempt the cape or after having navigated their

way around it.

Hatham itself is a peaceful, agricultural country where the people live modestly and in relative safety, their rugged coastline and isolated geographic location a natural barrier to any potential enemies. The arrival of the Karnish merchant vessels has seen the Karnish way of life spread throughout Hatham, with the Karnish language and culture now found throughout the country, vying with the Eppen culture and language that remains popular amongst the common folk. Elves and gnomes mix easily with the humans and are common sights in the towns and villages.

The rugged coastline is also home to pirates who terrorize the Falagrim Straights, especially the trading vessels heading to and from the League of Ordwyn. Under pressure from both Karnish and Ordwyn to deal with these unwanted inhabitants of their country, they have found little success with their isolated hideouts and intimidation of the local peoples meaning that they generally evade capture with ease.

Significant Trade Exports

Precious Stones: Amber, coral, moonstones, pearls, sapphires, topaz and zircon are all found in Hatham as alluvial deposits and are traded with Karnish, bringing in essential wealth and making Hatham a profitable waypoint.

Brief History

The people of Hatham have always been peaceful folk, tending the fields and mostly living free of any threat. With the elven forest of Gal Eduth protecting their only land border and the dramatic cliffs and crashing waves of their coastline acting as a barrier to all but the most able or determined, Hatham has had very little to fear.

During the Amman invasions of the Falagrim Peninsula, Hatham fell easily and quickly, and was soon occupied. Unlike much of the rest of the Falagrim Peninsula, the Amman felt comfortable in Hatham and it was here that they set up their headquarters and where the most powerful amongst them stayed.

The devastating defeat of the Amman forces in The Battle of Jala saw the armies of Gal Eduth and Eppen move against the large numbers of Amman troops still occupying Hatham. However, it was not until the landing of a large contingent of Karnish troops that Hatham was finally cleared of the remaining Amman troops and sympathizers.

The Major Towns and Cities

Wyworth: (pop. 5,500) The first buildings went up during the Amman occupation, who found Hatham much more to their liking than anywhere else on the Falagrim Peninsula. Set against the backdrop of the magnificent white cliffs that rise up to the north and south, Wyworth is an important waypoint in the trade routes to and from Zaramal. The port city, which sits against a large, deep water bay which gives excellent protection from the ravages of The Falagrim Straights, is a welcome sight for sailors who have made the journey around the Cape of Little Hope and the inns can become quite lively when a ship anchors in the bay. A green, leafy city, Wyworth is home to a large number of elves and half-elves.

Malton: (pop. 3,000) Situated in the northern shores of the Cape of Little Hope, Malton has grown into an important stopping point along the trade route to and from Zaramal and the gold mined there. It is not too dissimilar to Wyworth: green and leafy with symmetrical, linear streets and pleasant, primarily wooden, buildings set against the backdrop of rugged cliffs that it is nestled between. However, the port area tends to be a lot more boisterous than Wyworth, with drunken sailors and locals alike enjoying the local ale and cider.

Important Personages

The Black Wraith: *The Black Wraith* is the most feared pirate of the Falagrim Straights, whose colors send a shiver down the spine of those that see them. His mastery of the seas knows no equal and very few of those that have crossed his path have lived to tell the tale. Legends of *The Black Wraith's* treasure are well known, for he is said to have buried it upon a number of islands. He is also well known for his cold bloodedness and the ruthless, murderous streak that runs through his veins.

Darna "Lady" Crawbak: Once a member of the Karnish aristocracy, *Darna "Lady" Crawbak* now sails the Falagrim Straights as a pirate of high renown, making daring raids against the merchant vessels that pass through the straights. She is a fearless woman who is well known for her spite and enjoyment of cruelty. She is also said to be one of the finest swordsmen on the high seas.



LAND OF HITH

Area Square Miles: 155,000

Population: 263,500 (1.7/sq. mile)

Racial Balance: Orc (45%), Human (20%), Half-orc (11%), Goblin (10%), Hobgoblins (5%), Gnolls (3%), Ogres (2%), Giants (1%), Other (3%)

Capital City: Obersî (see below)

Government: Dictatorship

World View: aggressive / expansionist, wild

Alignment: CE

Religion: Hith, Ragmannon; Babbarax, Gygafrak; Naberru

Languages: Rhuven, Yait

Climate: See below

Overview

The Land of Hith is at the heart of an evil empire whose entire bent is the destruction of good and law. To this end, Hith, one of the Aslah who has made his home upon Arrasia, desires no less than the destruction of Karnish, which will see Arrasia descend into war and chaos. Ever since he rose from the darkness of the bowels of the Great Barrier Mountains, he has been at war with Karnish.

The Land of Hith is a barren wasteland, surrounded on all sides by the constantly erupting volcanoes that have scorched and burnt much of the land. The ground often shakes violently, with cracks and fissures opening and giving access to the depths below. One such fissure, a great rupture over one hundred miles long and thirty miles wide, is said to have opened up a gateway that allows the dead to freely pass into this world. Indeed, the dead are said to walk the Land of Hith as humans walk Karnish. The air is filled with dust that is swept up by the dry wind and the heat seems unnatural, heavy and oppressive, and seems ever constant. Even the wind scorches the flesh.

Populated with evil humanoids, humans and large tribes of ogres and giants, the Land of Hith is a deadly and difficult land to traverse. The mountains are home to many evil and ancient dragons, which find the fire of the mountains to their liking. The desolate lands are scattered with pockets of shantytowns, semi-permanent settlements where everything is fought over and where life has little value. The orcs are spread across the Lands of Hith, from the settlements to large underground caves in the mountains.

Hith himself resides in Obersî, one of three great black fortresses that are home to the most powerful and loyal of his subjects. Urajex is home to the Black Acolytes, the priests and fanatic followers of Hith, while the terrible fortress of Ornach houses the vilest of his servants. The Tower of Souls and Tower of the Dead, which guard the most accessible entrance into the Land of Hith, are rumored to be populated by powerful lich lords and that their dark towers are terrifying and

deadly. Akkenmon Fortress guards access to the Land of Hith itself.

Unable to penetrate the well-placed and heavily manned defenses put in place by Karnish, Hith has set about enlarging his empire by consuming the nearby lands and populating them with his own evil followers. These lands have gone under the name of Hithanon, which is made up of three major areas: North Hithanon, which defends the gateway to Vidor through Echopass; West Hithanon, a largely unpopulated area, but which is the most fertile of the lands and supplies the produce which sustains the Land of Hith and Hithanon; and Hithanon, a large rocky land, dotted with volcanoes. Jerad and Nizhst, violent tribal nations, have been consumed into the greater Hith Empire.

With these extra lands and the growing populations that they help support, Hith can sense that his time is coming again. That soon, his forces will be strong enough to smash through the defenses that Karnish has put in place and that his hordes will fall upon his enemies and drive the world into chaos.

Brief History

The Snake Lord, Hith, is said to have once been a great wizard who traveled the cosmos in search of the *Fountain of the Immortals* and the promise of immortality and a place amongst the Aslah. After a great journey, he finally stood before the fountain and took a sip of the water, so cool amongst the scorching fires of Tuska, and felt the liquid of the gods imbue him with its essence. However, unlike those who had gone before him, who had either found immortality or madness or death, Hith was both blessed and cursed, for he received his greatest desire, to join the ranks of the immortals, but was also driven insane and a great evil passed into him.

Hith hid in the bowels of the Great Barrier Mountains. At first he wandered alone, his mind consumed with pain and anguish, but slowly he built a legion of followers, which grew until he thought himself powerful enough to challenge the might of Xagraxsus. There was a great war between them, but Hith had miscalculated the power of Xagraxsus, as indeed many had done before him, and was defeated and driven from the darkness of the world below the surface, with his still vast army in tow.

With nowhere to go, his army poured out of the darkness and onto the Great Barrier Mountains, where Hith immediately switched his attention to the land of Ghent and his black army swept down and wreaked their havoc. Hith pushed on relentlessly, sweeping aside Eastdale and then into the northern Karnish satellite states of Yeod and Badathur. It was on the battlefields outside of Northport, after Karnish had mustered the strength of its army from all the corners of its empire, that saw this black tide turned.

After a great siege of the city of Northport, which was on the verge of falling to the black army that was

encamped outside their walls, ranks of Karnish soldiers army appeared and the Battle of Northport saw the invading forces routed and forced the first retreat of the Hith army. Hith made a final stand on the fields of Mayvern, where his forces had occupied the keep there. A great battle which lasted for two days, but which saw Hith comprehensively defeated, forced his army to retreat in disarray.

Forced ever northwards and with Karnish consuming the lands that they liberated, Hith eventually retreated through Echopass. Despite a desperate last ditch attempt by Karnish to stop them, the pass allowed Hith a defensive position that not even the greatest army in Arrasia could overcome. So it was that Hith claimed that land as his own, built the three black fortresses and began to rebuild his army until he could once again march against Karnish and see the lands burn.

Despite attempts to force the Karnish army to retreat, his army was no longer the force it once had been and he was instead forced to spread his empire into the wild lands which became known as Hithanon, with the tribal nations of Jerad and Nizht also soon falling under his sway. As the vile population of these regions grew, however, so did the power and might of Hith. His raids and attacks on Karnish grew until they were almost constant. But in his madness, Hith has held his patience, though he knows there will be no holding back the power of his army when it is mighty once again.

The Major Towns and Cities

Obersi: A large, permanent shantytown has grown up around the dark fortress where Hith has made his home. It is unknown how many actually dwell there, though there are for certain many thousands. Primarily human, but with large numbers of humanoids, the shantytown is a ramshackle and violent place, the scorched air and earth making life harsh and uncomfortable. It is no place for the unwary or unprepared, for life has no meaning here and chaos reigns.

Organizations

The Black Acolytes: Those who belong to this secret organization are ferociously loyal to their Lord and it is they that administer his decrees and interpret his ramblings. It is through The Black Acolytes that Hith has seen his power grow once again.

The Black Acolytes are said to use sacrifice regularly in order to appease their lord in vile rituals that would drive the uninitiated mad. It is also rumored that they have a large network of spies and loyal subjects spread throughout Arrasia, whose job it is to send wealth and information back into the Land of Hith, where it can be used against their enemies.

Important Personages

Hith: A great evil swept through the world when

Hith emerged from the Great Barrier Mountains after his failed war with Xagraxus and he has since made his home here. He is said to have been driven insane by drinking the water from the *Fountain of the Immortals* and that his thoughts are as chaotic as the land in which he now lives.

HITHANON

Area Square Miles: 240,000

Population: 600,000 (2.5/sq. mile)

Racial Balance: Human (46%), Orc (30%), Half-orc (7%), Goblins (7%), Hobgoblin (3%), Ogre (1%), Gnoll (1%), Other (5%)

Capital City: Gad-Harak (pop. unknown)

Government: See below

World View: See below

Alignment: See below

Religion: Hith; Ragmannon; Babbarax, Gygafrak; Naberru

Languages: Rhuven, Yait

Climate: Temperate

Overview

Although Hith is the master of all Hithanon, there is still much internal strife and violence and only a loose political structure. Many, however, serve him only through fear or promised wealth and the hills and mountains of Hithanon are filled with the tensions between those that serve only Hith and those who also look elsewhere for spiritual guidance. Powerful minions who dwell in Gad-Harak, a monstrous tower around which has grown a significant shantytown, execute the will of Hith.

Hithanon is a hard, rocky landscape in which those that dwell here live tough lives. It is here that Hith's armies are bred and trained, with those that are ready taken to North Hithanon where they fulfill their lives in service to Hith, usually ending up on the end of a Karnish spear or blade. The tribal rivalry between the different clans often leads to conflict and bloodshed and clashes between the different races are also common. However, the fear of Hith maintains their focus and these skirmishes are never prolonged affairs.

Gad-Harak is a bleak tower from where Hithanon is administered and Hith's most loyal and powerful servants can be found. Around Gad-Harak a large, dirty and chaotic shantytown has grown up, numbering in the thousands. Violence and conflict are common and the town exudes the menace of the brooding tower that dominates it. Even those that live here fear the opening of the gates and the horror that looms within.

Brief History

See *The Land of Hith* for the brief history of Hithanon.

The Major Towns and Cities

Gad-Harak: (pop. unknown) Having grown up around the dark tower, after which the town is named, Gad-Harak is a sinister and eerie place, where even the inhabitants feel the brooding menace of the tower and the horrors that lay within. None know exactly how many people live in Gad-Harak, though it said to be in the thousands, living in shanty huts made mainly of rough wood and earth, with stone buildings for the servants of Hith who do not dwell in the tower. It is also home to a large number of slaves, who are used to work the many smithies that operate here, which send black smoke spewing into the air and which sits as a smog over the town.

HJOTHDAL

Area Square Miles: 322,500

Population: 4,999,750 (15.5/sq. mile)

Racial Balance: Human (60%), Dwarf (17%), Elf (5%), Goblin (3%), Halfling (2%), Orc (2%), Hobgoblin (2%), Bugbear (2%), Gnome (1%), Half-orc (1%), Gnoll (1%), Other (4%)

Capital City: Dakarn (pop. 35,000)

Government: Monarchy

World View: aggressive / industrial, seafaring

Alignment: LN

Religion: Gorazyn, Nendagon, Uther, Wesdan; Graxber, Kavak; Tannun Maruth, Vihahn; Babbarax, Gygafak; Hal Tallfellow, Thim; Ragmannon, Xagraxsus; Ky, Gungorn

Languages: Noroven

Climate: Temperate

Overview

With enemies to the north and south, Hjothdal has been fighting a war on two fronts since the fall of the Amman empire. Having reclaimed their historical borders, Hjothdal has seen its soldiers make deep raids into Nýgamär and has on several occasions sieged the capital, Azdorimar. With Amman-Mon in decline, major encounters between the two nations are rare and the borders settled, allowing Hjothdal to concentrate the major part of their forces on their oldest enemy, Nýgamär.

The opening up of trade between the nations in Arrasia has seen Hjothdal flourish, with the Gray Mountains a major source of gold, silver and iron and the coastline awash with alluvial rubies, sapphires, emeralds and topaz, all of which are also mined to some degree or another by the large dwarven population. However, the Gray Mountains are also home to a large number of humanoid and other beasts who are numerous enough to warrant a serious threat and conflicts between the people of Hjothdal and the humanoids, who regularly raid their lands, are common.

Like all the other northern nations whose roots originate from the Norv expansions in the early days of Arrasia, the people are skilled in the ways of ship building and seamanship, though their navy has been decimated in several sea battles with Nýgamär, whose navy ranks amongst the largest, allowing a naval blockade of their major ports by the Nýgamesse navy to be highly successful, with many of their trade goods falling into their hands.

Significant Trade Exports

Copper Ore: Copper Ore is mined in the Gray Mountains by the dwarves in large quantities and shipped to Dakarn. It is a profitable trade for Hjothdal, especially amongst the settlements of The Savage Coast and the Badlands, where mining can be treacherous.

Gold, Silver: With large gold and silver deposits being mined in the Gray Mountains, Hjothdal is one of the major exporters of these precious metals. However, the Nýgamär naval blockades make exporting these materials a risky undertaking.

Iron Ore: Iron ore is common throughout Arrasia, but is nonetheless in high demand and supplies Hjothdal with a steady income.

Precious Stones: The coastline of Hjothdal is rich in alluvial precious stones, with Emerald, Ruby, Sapphire and Topaz all mined here. Mostly they are shipped to Norvsond, where they will be sold all over Arrasia, though must run the gauntlet of the Nýgamär blockade and privateers.

Brief History

The lands now known as Hjothdal were amongst the first populated by the early Norv explorers. The coastal settlements that survived the humanoid hordes grew quickly and formed loose political and military alliances to counter the threats that surrounded them. In the north, under the shadows of the Gray Mountains where life was harshest, Keobold Yaruth emerged as a powerful tribal warrior in Hjothdal, leading a powerful alliance of tribal warlords, and through a succession of rapid victories, saw much of the north fall under his sway.

The next one hundred years or so saw Hjothdal in major conflicts as internal strife ripped through the country. However, this did not stop the Hjoth invasions into what is now Nýgamär, with early successes seeing much of that land overwhelmed. It was not until the Battle of the Red Fields that the Hjoth armies were defeated and driven south, though conflict between the two emerging nations remained constant.

The weak political structure of Hjothdal and the internal strife allowed the armies of Amman to march through Hjothdal almost unopposed. Two major battles saw the Hjoth forces annihilated and the country annexed. Although the Hjoth tribesmen put up some resistance to the occupation, the people were soon enslaved and oppressed and Hjothdal, as such, would cease to

exist during this time, with many of the men forced into Amman military service, in which their blood would be spilt on many a foreign land.

It was not until the retreat of Amman and the invasion of the old enemy, Nýgamär, which saw the Hjoth people shake off their shackles and make a claim to their land once again. Sporadic fighting soon broke out throughout the country, with both the retreating Amman armies and the invading Nýgamär soldiers finding themselves under constant attacks from an increasingly aggressive and hostile nation that was emerging from its dormant state.

During these uncertain times, two leaders, Jakobek Thengarde and Hunrik Melde, emerged. Jakobek led his loyal followers in the south against the Amman armies who had finally halted the Nýgamär advance, while Jakobek led his soldiers against the northern Nýgamär occupation. It was not until the alliance between these two leaders, and the large armies that served them, that the tide turned. The massive forces under their leadership drove back the Nýgamesse and pinned them in the north, before swinging south and wreaking havoc on the Amman army that still occupied the southern regions of Hjothdal.

Hunrik was declared the first king of all Hjothdal, though his reign lasted only twenty-seven days as he was killed in the continuing conflict. Jakobek was named as the second king of Hjothdal and it was under his firm leadership that Hjothdal recaptured their lost lands in the wars that continue to this day, with the Hjoth armies now once again encamped on Nýgamär territory and the southern border firmly re-established.

Major Towns and Cities

Dakarn: (pop. 35,000) A large, bustling port, Dakarn is a typical Norv city, with wooden thatched long-houses the standard fare, usually set in a small plot of land where the family business is set, probably in an outhouse. Several larger stone buildings are visible, which are either owned by the rich or are centers of power. It is also where the Hjothdal navy is stationed, which make regular excursions against the Nýgamesse warships that blockade the port. Dakarn is also a significant gold mining city, sitting at the northern end of the Gray Mountains, and it attracts significant trade from the dwarves who live there.

Hjold: (pop. 15,000) A highly industrialized city, Hjold has grown up around the large iron deposits which are mined in vast quantities. As well as exporting raw iron ore, Hjold also manufactures steel weapons and armor. The ringing of steel as the smithies work their forges can be heard all over Hjold and only the strong winds stop the constant stream of smoke from sitting above the town as a dense smog.

Brondel: (pop. 7,500) A gold and silver mining town, Brondel also acts as a conduit through which the goods from Hjold reach Dakarn, as well a significant percentage of the silver mined in the Sol Hills. A large

number of dwarves have made homes for themselves in Brondel and so it is not a typical Norv city, with many stone buildings mixed in with the traditional wooden long houses, with more compact streets and less greenery.

THE UNTAMED LANDS OF HURIGHOL

Area Square Miles: 907,500

Population: 2,541,000 (2.8/sq. mile)

Racial Balance: Human (55%), Kobold (11%), Orc (9%), Goblins (7%), Bugbear (4%), Elves (4%), Hobgoblin (3%), Gnoll (3%), Other (4%)

Capital City: none

Government: none

World View: nomadic, wild

Alignment: none

Religion: Ky, Gorazyn, Nendagon, Uther; Wamranoch; Hith, Ragmannon, Xagraxsus; Babbarax, Gygafrak; Ney Allond, Tannun Maruth, Vihahn; Naberru

Languages: Rhuven, Yait

Climate: Temperate

Overview

This vast track of wild land is home to some of the fiercest human and humanoid tribes in Arrasia, as well as some of the largest. Home to nomadic barbarian tribes, and large numbers of kobolds, orcs and goblins, HuriGhol is a major threat to both Karnish and Tharg, with marauding tribesmen and humanoid war parties commonly passing into Tharg and through U'Thol into Karnish's northern satellite states of Vidor, Eastdale, Yeod and Ghent.

Like all the other wild kingdoms, the tribes of HuriGhol are disparate and there is a constant struggle for dominance between the various races, as well as between tribes of the same racial mix. Only the most powerful and charismatic leaders unify warring clans and turn their attentions to their enemies - sometimes launching raids deep into Tharg or north Karnish, but as often as not attack enemies much nearer to home.

The Untamed Lands of HuriGhol are dominated by The Rakok Forest, which is home to a large population of kobolds who settled there after the fall of Fane and the destruction of his army, as well as high numbers of orcs and goblinoids. The forest is also home to poisonous spiders and other wild beasts, which find good food from picking off stray and weak humanoids. The Rakok Forest is amongst the wildest and most dangerous places in Arrasia.

Brief History

HuriGhol has no history, for it is a lawless, wild land that has been squeezed between the ever-growing

civilized nations of Arrasia. The Kingdom of Tharg and the Confederation of U'Thol were long ago a part of these harsh lands. However, the denizens of HuriGhol see no boundaries or have no concept of national borders and they roam where their will takes them - though tend to remain away from the more dangerous civilized lands, unless in large numbers.

Wars and tribal infighting are common in HuriGhol, though occasionally a unifying force in the shape of a great leader will sometimes emerge. The greatest of these is the goblin war chief, Huri Ghol, whom these lands are now known after, who secured an alliance between the major goblin and hobgoblin tribes, before waging war on his orcish enemies. After several successful campaigns against his foes, Huri Ghol moved his vast force south against the, then, independent nation of Yeod.

After several successful victories against the forces of King Merridor III and the sacking of the town of Merfield, which was then torched and razed to the ground, Huri Ghol retreated back into the wild lands where his alliance broke and the goblins melted away. However, although Huri Ghol never again succeeded in bringing together the warring goblin factions in such large numbers, he was always able to unify large numbers of tribes and his raids in Vidor, Eastdale and Yeod are the stuff of legend amongst goblins and hobgoblins everywhere.

ISTENPUR

Area Square Miles: 52,500

Population: 420,000 (8/sq. mile)

Racial Balance: Human (84%), Lizardfolk (5%), Orc (3%), Halfling (3%), Kobolds (1%), Other (4%)

Capital City: Newshur (pop. 3,500)

Government: Oligarchy

World View: defensive / agricultural, seafaring

Alignment: CN

Religion: Aruthane, Aserdin, Azerond, Concei Japur, Destor, Fandor, Hayn, Ky, Rougon, Sassa, Zidodd; Ragmannon, Xagraxsus; Olgden, Thim; Wamranoch

Languages: Annasse, Eppish, Karnish

Climate: Warm Temperate

Overview

With at least half of its land surface covered in swamp, Istenpur is a poor nation of tribal communities who mostly live on the edges of The Ist Swamp, scratching a living in what is a hard existence. Although Newshur is the capital city of Istenpur, being located in relative safety away from the swamp, Xannery is in fact the largest, being over twice the size of that of Newshur, despite sitting on the very southern tip of The Ist Swamp, for Xannery has become one of the major ports on the Falagrim Peninsula, giving excellent access

to and from the Aggenbor Sea.

Powerful tribal lords, who govern small territories, dominate the land. The competition and rivalry between the tribes is fierce and sporadic infighting sees the balance of power in a perpetual state of flux, allowing for little in the way of political or cultural evolution.

The Ist Swamp is home to a large number of lizardfolk tribes, as well as small numbers of locathah and sahuagin who live on the coastal regions of the swamp. It is also the home of some very powerful black dragons that raid the homes of the people of Istenpur regularly. The land also has a sizable orc and kobold population who live in or around the edges of the swamp. Orcs in particular can be found in The Fallen Forest in the north of Istenpur.

Istenpur trades pelts with Karnish and the other nations on the Aggenbor Sea, especially crocodile skins, which are highly regarded in Karnish. However, these goods are usually purchased cheap (or traded for essential goods) before being sold on at an inflated price elsewhere. However, the regular arrival of the grand Karnish ships has seen Karnish cultural influence grow in this region, with the wealthiest and most powerful members embracing the Karnish culture, language and way of life, which is very slowly filtering down throughout Istenpur. Otherwise, the Eppish culture is still very much dominant here.

Significant Trade Exports

Pelts and Reptile Skins: The crocodile skins of Istenpur are especially popular in Karnish and the countries bordering the Aggenbor Sea and while they fetch a good price in these nations, Istenpur does not reap the benefits as they are often traded for essential goods that are in short supply in Istenpur, or purchased well below their market value. They also trade the pelts of many of the exotic swamp dwelling denizens.

Brief History

Being little more than a worthless swamp, Istenpur's history is mostly uneventful, filled largely with power struggles between the tribes or battles with lizardfolk or orcs. It is also rich in the heroic struggles of its people against the black dragons of The Ist Swamp.

During the Amman invasion of the Falagrim Peninsula, a nominal occupational force settled in Istenpur as a token gesture, but found the tribes of Istenpur to be unmanageable savages and dealt with them harshly. Later, as Amman forces mustered for the invasion of Eppen, the allied tribal chiefs attacked the remnants of the Amman administration and military, easily defeating them.

The tribal alliance took control of the governance of Istenpur, with the most powerful of the tribal chiefs assuming total power. Infighting between the tribes for the control of Istenpur is now the dominant political feature of these lands, bringing with it instability, bloodshed and a hard life for its people.

Major Towns and Cities

Newshur: (pop. 3,500) The oldest established settlement in Istenpur, Newshur gives excellent access to the nations that border the Aggenbor Sea. Primarily a small fishing town, it is where the administration of Istenpur can be found and is the power center of the nation. However, it is by no means either the largest or wealthiest community, and many of the nations wealthiest individuals can be found in Xannery.

Xannery: (pop. 8,000) The largest and wealthiest town of Istenpur, Xannery is located on the southern tip of The Ist Swamp, where it has become as essential port of call along the trade routes around the Sea of Guardians. It is home to many of the nations wealthiest individuals and regards Newshur as something of a backwater, despite its role as the center of national administration. The isolation of Xannery from the rest of Istenpur has given it a distinct and unique flavor and Karnish culture is much more overt here than elsewhere.

JERAD

Area Square Miles: 85,000

Population: 127,500 (1.5/sq. mile)

Racial Balance: Human (80%), Orc (10%), Half-orc (4%), Goblin (2%), Other (4%)

Capital City: See below

Government: See below

World View: See below

Alignment: See below

Religion: Qayoba, Setsop; Hith, Ragmannon; Babbarax, Gygafrak

Languages: Yait

Climate: Sub-tropical

Overview

Jerad serves two main purposes within the Hith empire. Firstly, it allows Hith to exert control over the southern base of the Great Barrier Mountains and, secondly, the plains are home to many tribes that supply a constant stream of slaves for Hith and his war against Karnish. The orcs of Hith have made their homes primarily in the north of Jerad and from there they launch quick raids against the human tribes, whom are captured and usually end up in Gad-Gorick. However, desert orcs are becoming more common in the south as Hith uses them to make raids into the Gold Coast.

The tribes of Jerad are largely nomadic warriors whose ancestors live within The Great Jungle. The lands are hot and the further south one travels, the hotter it becomes. As such, Hith's orcs prefer to dwell in the northern regions of Jerad, either in or at the base of the Great Barrier Mountains, though desert orcs are now operating across the south. Orc bands scour the lands looking for slaves to support Hith's war efforts. These are usually held in harsh conditions until enough

have been gathered, who then begin the long trail west, usually winding up in West Hithanon in Gad-Gorick, where they serve the needs of Hith and his minions.

There are no major settlements in Jerad, with the natural inhabitants of the lands nomadic and the orcs preferring their own dwellings in the mountains. However, orcish witchdoctors of Hith maintain the focus of the tribes, acting as Hith's mouthpiece and executing his laws. As such, the witchdoctors play an important role within their tribe and an important role in maintaining Hith's presence in this far-flung, yet important, part of his empire.

Brief History

See *The Land of Hith* for the brief history of Jerad.

FREECITY OF KALAPUR

Area Square Miles: 2,500

Population: 30,000 (12/sq. mile)

Racial Balance: Human (91%), Gnomes (5%), Halfling (3%), Dwarf (1%), Other (1%)

Capital City: Kalapur (pop. 5,500)

Government: Democracy

World View: passive / mercantile, seafaring

Alignment: LG

Religion: Azerond, Erenus, Fandor, Jeyru, Merrymer, Omuz, Pith, Sassa, Sha Dorrain, Vashar; Ky, Gungorn; Thim; Destor, Kavak

Languages: Karnish

Climate: Warm Temperate

Overview

The only truly democratically elected government in Arrasia, this small, independent city and the surrounding lands has established itself despite all the odds, with the majority of the population direct descendants of the slaves who survived the rage of Sassa against the Amman fleet, which they manned. With pearls and coral shipped all round Arrasia and with their fishing fleets taking fish and whale meat, plus many delicacies, to the ports of the Aggenbor Sea, the Freecity of Kalapur has seen its wealth and esteem rise dramatically.

Kalapur is divided into ten small regions and each region sends one representative to sit on the Long Table, where all political decisions are made. This representative is elected by universal suffrage by the people of that region. It is these representatives, the Ten Seers of Kalapur, who vote for the Seer of Kalapur, who chairs the Long Table, and whose vote counts as double. The Seer of Kalapur acts as the head of the nation for the duration of his office.

This method of government has brought great stability to the Freecity of Kalapur, with low levels of corruption and crime, which has seen the citizens reap the rewards of their hard work. With the constant contact

with the merchants and dignitaries of Karnish, Kalapur has embraced their culture and language as their own and it would be easy to step from a ship into the port of Kalapur and not realize that the ship had ever left the coast of Karnish, such has been the total eclipse of Karnish culture over all others.

Significant Trade Exports

Coral: The coastal waters of Kalapur are surrounded by dramatic coral reefs. The coral is fashioned by the gnomes of Kalapur into fine jewelry and ornamental pieces. Red Kalapur Coral is especially popular in Karnish, where there is a ready market for it.

Fish and Whale Meat: Being a small island, Kalapur fishes its seas extensively. As well as supplying the needs of its own people, the Kalapur fishing fleet calls into many of the ports around the Aggenbor Sea and, of course, Karnish, where there is a good profit to be turned.

Pearls (*fresh and salt water*): Kalapur exports exquisite pearls around Arrasia, as their coasts and inland lakes and rivers are abundant with pearl producing shellfish. The gnomes of Kalapur are skilled in fashioning the pearls into exquisite jewelry with imported gold. The jewelry of Kalapur is of the highest order and ranks amongst the best and most desirable in Arrasia.

Sponge: The expert divers of Kalapur earn a very good living diving for sponge, which is sold onto the Karnish merchants. Kalapur sponge is highly sought after by the Karnish elite.

Brief History

After the great storm, whipped up by Sassa, which washed away the mighty Amman fleet as it made for the Eppen coastline, those few that were not sunk were scattered. The slaves, who were forced to row the ships, rebelled in their panic and many managed to overwhelm their masters and take control of the ships themselves. Several small naval battles occurred between those ships that were now free and those still controlled by the Amman sailors and slowly a small fleet of freed slaves made their escape.

Exhausted and scurvy riven, the ships finally anchored off the coast of an island, where they established a small community and recovered their strength. For several years they awaited the inevitable backlash of Amman, unaware of greater events unfolding around them. By the time news filtered through that they were indeed free people and that the threat of Amman was finished, their original settlement, Kalapur, had grown significantly and the people had started to settle across the island.

Establishing a democratic rule of law, Kalapur found its wealth in the seas that surrounded it, as well as in its inland lakes and rivers, and soon trade flourished. Without a culture or identity of their own, the people of Kalapur embraced all things Karnish - including their language - but also pay some homage to Sassa, for

whom they owe their existence. Kalapur has continued to grow and seen its trading opportunities expand greatly, bringing greater wealth and prosperity to a people that started with nothing.

The Major Towns and Cities

Kalapur: (pop 5,500) The port city of Kalapur is very much like any town or city found in Karnish, being built up around a hive of streets and alleys, with a mix of stone and wooden buildings. The port dominates and acts as its focal point and can be exceptionally lively. It is always busy, with fishermen, divers and merchant vessels regular visitors.

KALDER

Area Square Miles: 22,500

Population: 270,000 (12/sq. mile)

Racial Balance: Human (57%), Elf (20%), Gnome (12%), Halfling (8%), Half-elf (2%), Other (1%)

Capital City: Ornenbor (pop. 6,500)

Government: Monarchy

World View: passive / agricultural, seafaring

Alignment: LG

Religion: Aruthane, Azerond, Concei Japur, Destor, Fandor, Hayn, Malanon, Merrymer, Omuz, Pith, Sassa, Sha Dorrain; Ky, Ney Allond, Tannun Maruth; Firmgald, Gungorn; Hal Tallfellow, Olgden, Thim

Languages: Annasse, Eppish, Karnish

Climate: Warm Temperate

Overview

A small nation on the southern tip of the Falagrim Peninsula, the peaceful people of Kalder have embraced the Karnish culture and way of life. However, Kalder has little in the way of natural wealth. The large numbers of races live in harmony, with elves common in the pleasant villages and hamlets. Ornenbor is the only city of Kalder, acting as the port through which trade enters and leaves and acts as the seat of the kingdom's powerful rulers.

Ornenbor sees the regular arrival of Karnish naval vessels that patrol The Falagrim Straights and the city is usually kept busy feeding their needs. It also acts as a stopping point for merchant vessels leaving or heading to Ordwyn.

The natural bays and rugged chalk cliff coastlines of Kalder are often used by pirates who terrorize the merchant vessels of The Falagrim Straights and the Aggenbor Sea, before returning to their hideouts. Some of the pirates are said to have established permanent camps where their ships can be serviced and where they can relax between sorties.

Brief History

Kalder has changed very little over the centuries,

though the human presence has grown in what was once a land dominated by elves. With the northern borders of Kalder being defended by the elves of Gal Eduth, there was very little expansion into these lands and the gnomes, elves and humans that lived here did so peacefully. Small agricultural communities sprang up on the coasts and rivers, but the gentle way of life continued.

Kalder quickly succumbed to the Amman invasions into the Falagrim Peninsula, though fighting between the unified clans of the human settlements and the elves and gnomes continued throughout the occupation, though only sporadically. The occupation of Kalder continued well after the defeat of the Amman forces in the Battle of Jala in Eppen, but was eventually cast out by a large contingent of Eppen, elven and Kri-Aruk dwarven forces and the local warlord Bood The Ugly, who unified the lands under his banner and assumed the position of monarch. Bood's lineage has sat on the throne of Kalder ever since.

The Major Towns and Cities

Ornenbor: (pop. 6,500) A leafy, sleepy city, Ornenbor is the gate through which all the trade both into and out of Kalder passes. The merchants of Kalder are nearly all based here, feeding off the trade route between Karnish and Ordwyn (and beyond), of which they have found themselves. The people speak Karnish almost entirely, though some also speak Eppish and Annasse, and the Karnish culture is seen as both sophisticated and aristocratic. The port area can sometimes get quite boisterous when ships are in, but otherwise is, like the rest of the city, generally quiet and trouble free.

KARNISH

Area Square Miles: 585,000

Population: 15,795,000 (27/sq. mile)

Racial Balance: Human (85%), Halfling (5%), Elf (3%), Dwarf (3%), Gnome (2%), Half-elf (1%), Other (1%)

Capital City: City of Karnish (pop. 81,000)

Government: Monarchy

World View: defensive / industrial, mercantile, militaristic, scientific, seafaring

Alignment: LG

Religion: Aruthane, Azerond, Concei Japur, Erenus, Feyzeu, Fandor, Illsyn, Jeyru, Laverrus, Malanon, Mer-rymer, Mynax, Narag Narg, Omuz, Pax, Pith, Sha Dorrain, Uther, Vashar; Olgden, Thim; Ky, Ney Allond, Tannun Maruth, Vihahn; Graxber, Kavak; Gungorn

Languages: Karnish

Climate: Warm Temperate

Overview

After the long oppression of the Amman tyranny, Karnish has sought to bring law, justice and stability to

Arrasia. Karnish is now the pre-eminent nation, its practices, culture and language having spread throughout the liberated nations, with whom relations are usually good, at worst cordial. All of those nations realize the importance of Karnish to the security of their own borders and have mostly embraced Karn culture with relish. Karnish has become a byword for culture and high living and has become the international language of trade and aristocracy.

Karnish has become comfortable in its pre-eminent role, its massive army securing their borders and threatening those that might think of acting against them and their navy helping to maintain the spider-web of trade routes that have opened since the fall of Amman. Indeed, it is trade that is at the heart of Karnish power, for it allows the great wealth required to maintain the army and navy, so necessary for peace in Arrasia.

Internal trade primarily follows either the vast road infrastructure that the Karns have built and which link the inland villages and towns to the more highly populated (and wealthy) coastal communities, or the coastal routes which bring in the vast majority of the wealth that passes through the Karnish borders, where some of the major port cities of Arrasia can be found. However, the real wealth that flows into Karnish comes from much further afield and this trade stretches like a web over much of Arrasia, with both sea and overland trade routes bringing wealth and the exotic right into the heart of Karnish. These trade routes have also become vital sources of income to the liberated nations and many more besides and the constant battle to keep these routes open is seen as a priority.

Karnish prides itself on its infrastructure of roads, with the Karnish Road (the East Karnish Road and West Karnish Road) stretching from Lydor to Drayd - over 3000 miles. It is regarded as the spine of Karnish and is central to all legitimate trade that does not go down the coast via ship. It also enables rapid deployment of troops, which has been key to their success throughout their brief history. As such it is well patrolled and tolled and its upkeep is good. Many small communities have sprung up along its route, either exploiting the local natural materials or as stopping off or meeting places for travelers, merchants and bureaucrats alike.

The large Karnish army represents the rock upon which the foundations have been built. Karnish and the liberated nations would be over-whelmed by the evil hordes without their presence. However, the rise of Hithanon has seen even Karnish resources stretched. Amman-Mon, the remnants of the once mighty Amman, remains unbowed and a constant source of irritation, with Hith having forced the withdrawal of the major part of their offensive capability on that front. Amman-Mon border raids are now frequent and bloody. The barbarian nations, always a thorn in the side of the civilized nations, send large sorties of highly mobile savages across the Karnish borders. And the war with

Hith is bloody and at a high cost.

Karnish, under Queen Eisa Aramus, has seen both its military and financial might stretched and security is not what it once was. All border regions are now considered volatile and unsafe and those that border the Great Barrier Mountains and The Malvus Peaks have seen an increase in unwanted humanoid activity and are now in a constant struggle to repel their threat. Having also been forced to occupy their neighboring countries in order to secure their northern and southern borders, the greater part of the Karn army now finds itself based in the northern satellite nations, leaving much of Karnish itself undermanned.

The cost of defending the border against marauders and enemies has been high and the increased levels of taxation that have been levied to pay for it (and the aggressive policy of ensuring the collection of taxes) extremely unpopular. Lord Elden Mayclift, the Royal Arbitrator, is obviously not a very popular figure, as it is his royal department that has responsibility for the gathering of taxes within Karnish and the greater empire. With fewer soldiers to maintain the security of traditional trade routes, the wealth is not what it once was. However, confidence still ripples through this young nation and there is no thought of defeat. Being pragmatic, they realize that times like these are bound to occur and that things will, in due course, be turned around for the better. It is only a matter of business and the destruction of one's enemies.

Significant Trade Exports

Copper Ore: Much of the copper extracted in Karnish is smelted down and used as coinage. Once, under the Amman occupation, this area was a major producer of bronze, but this is no longer the case.

Gold, Silver: High-grade silver is mined in Karnish in large quantities, both from the Great Barrier Mountains and the South Downs. Gold is not as readily available, though is still mined in significant enough quantity to be considered worthy of a mention.

Iron Ore: The large quantities of iron ore mined in Karnish, and around which a vast industry has grown, help supply the weapons and armor required by the army to maintain their war effort.

Mithral: The Great Barrier Mountains are rich in minerals, including mithral. Although the dwarves hoard much of this precious metal for themselves, nonetheless many mining communities have grown wealthy on the steady supply of mithral that their deep mines produce.

Pearls: All manner of pearls are found in Karnish, both freshwater and seawater varieties. Pearls are well regarded by the wealthy in Karnish and the best command high prices.

Precious Stones: Agate, aquamarine, chalcedony, chrysoberyl, chrysoprase, citrine, corundum, garnet, moonstone, quartz, peridot and spinel are all found throughout Karnish and around which a large industry has grown. Karnish is the world's premier exporter of corundum.

Tin: The lands around the South Downs are rich in deposits of tin, which was once used as a part of a large bronze industry during the Amman occupation. However, although bronze is still produced in Karnish, it is of a trivial amount and most tin is now shipped north to Eastdale, where bronze is still produced in large quantity.

Brief History

From the ashes of the south rose two great leaders who stood against the might of Amman and whose loyal armies would eventually bring about the downfall of that evil empire. The alliance of Fandor and Mynax would see them crush their enemies and ascend to the status of Gods, where they would finish their war by smashing the dominance of Hakkan and his allies. *The Great Battle of Amman* caused the very earth to be scorched and for a darkness to descend upon Arrasia that was to last for 70 days and 70 nights.

Out of this *Death of the Many*, as *The Great Battle of Amman* is sometimes called, rose a new nation, Karnish, which was built around order and justice. Where once pain and violence had prevailed, stability and the rule of law were now the dominant ideologies and the dark powers that had long served the evil empire forced to the extremities of the world.

Born out of the pain and suffering inflicted upon them by Amman, Karnish soon set about building itself into the most powerful nation in Arrasia. Having embraced good and law as the principles around which their nation would grow, Karnish bent their minds to high culture, industry and, above all else, trade. In a world that had been deprived for so long, the Karnish found easy markets and their trade routes quickly spread across The Great Sea and the Sea of Guardians. As the wealth poured into Karnish, so its cities and peoples prospered. That which had been destroyed was rebuilt and things that had lain dormant under the oppression of Amman came out of the darkness and flourished.

The Third War of Ascendancy between the illegitimate Tharg and Deymus was perhaps the most catastro-



phic internal strife to affect the country, which saw the nation split in two. The victory of Deymus saw Karnish move swiftly against those that it saw as their enemies, occupying and then annexing the nations of Yarath, Badathur and Yeod, all of whom had supported Tharg in one way or another. Sorendale was also annexed during the reign of King Deymus I.

Despite the internal strife, the war against the evil tyranny of Amman, which was now named Amman-Mon, ever continued and as the years passed, so the borders and the influence of Amman-Mon waned and their allies dispersed. Borodor's assault on the elves of Yander Hothinbelim saw Karnish's long-standing agreement with the elves there activated and Karnish declared war upon Borodor. The *Battle of the Three Peaks* saw Borodor's forces destroyed and their nation annexed into the Karnish empire. Under King Gwendor III, a large number of the Karn forces deployed against Amman-Mon were recalled to help defend their borders against the marauding barbarian tribes, bringing an official conclusion to The Great War.

To the north of Karnish, the nations there found themselves under siege from the barbarians of U'Thol and HuriGhol, which threatened to overwhelm them. However, it was the intervention of a far greater enemy that tipped the scales against them. From the deep and uncharted bowels of the Great Barrier Mountains a new enemy emerged, whose armies began sweeping down from their mountain realms. Vidor, Eastdale and Ghent all fell to the vicious hordes and soon the forces of Hith had entered into Yeod and only the transportation of vital foodstuffs from Tharg allowed Northport to withstand the siege laid against it. This delay allowed Karnish to rally its army and move against this new enemy.

Karnish was forced to recall what was left of their army from overseas, leaving only enough to defend their new lands and all but giving up their hope of destroying Amman-Mon. Their new enemy had emerged under the banner of the Snake Lord, Hith, who was said to have gained both his power and insanity from the *Fountain of the Immortals*. With the arrival of fresh troops, the Karnish ranks were swelled and the armies of Hith driven back. Yeod was retaken and Ghent, Eastdale and Vidor occupied.

The Second Battle of Mayvern saw the greater part of the Hith army smashed and forced to retreat west through the Great Barrier Mountains, where Hith's rule went unchallenged and his dark nation emerged as a terrible force. Over time, Hith restored his army and fortified his positions and soon incursions of orcs into Karnish were all too frequent. Karnish now finds itself at war with the evil armies of Hith in the north and with the barbarian hordes of Yarasal J'naria in the south and for the first time finds its resources stretched and the faith of a nation questioned.

The Major Towns and Cities

City of Karnish: (pop. 81,000) The City of Karnish

is the largest and most cosmopolitan city to be found anywhere within Arrasia. At the heart of the rise against Amman, the city is the birthplace of some of the greatest of all Karns, including Fandor himself. Situated on the crossroads of three continents, the City of Karnish has excellent access to all parts of the globe and is at the heart of nearly all trading that goes on within Arrasia.

The city itself is a tight network of wooden and stone buildings, where both squalor and wealth exist in equal proportion. The great port at the heart of the city supplies jobs to many of the city's population and ships regularly set out or return from far flung places, often bringing with them a taste of the exotic. Rats and other vermin are common within the city and although a sewer system exists, many of the poorer quarters are not connected, so the filth-covered streets can be home to many diseases. Fires are also a common problem.

The City of Karnish is also home to the royal palaces, as well the administrative center of the empire. It is a sprawling, bustling city which never sleeps and where anyone can make their fortunes, if they are opportunistic (or sneaky) enough. It is also a place where people can easily lose themselves when required and is home to some of the most powerful criminals anywhere in Arrasia.

Guileigh: (pop. 55,000) The second city of Karnish, Guileigh serves as the major port of The Grey Sea and enjoys the huge wealth that pours into it from The Gold Coast. It is very similar to The City of Karnish, dominated by a large port and the merchants that pass through it.

It is also a warren of roads and alleys with the stone and wooden houses packed densely together, bringing with it disease, illness and vermin. A lot of traffic passes to and from the City of Karnish, via The East Karnish Road, so relations between the two cities tends to be good. It is also home to some powerful individuals and criminal organizations, whose influence is said to spread as far as The Gold Coast.

Lydor: (pop. 32,000) A large, bustling port, Lydor is famed for its architectural splendor, with arches, columns, statues and trees lining the roads and boulevards. The city is spliced by a web of ornately bridged waterways that are alive with masses of small boats. The water is at the heart of the city's wealth and this is celebrated with the seven magnificent fountains.

The streets are far more loosely populated than in many of the other cities and towns of Karnish, meaning that filth, vermin and disease are also considerably less and that fire damage causes substantially less damage. Many of the wealthiest people of Karnish are attracted to the delights and splendors of Lydor, especially those who are no longer required to spend time in the City of Karnish. Lydor is also where The West Karnish Road ends.

Eastleigh: (pop. 25,000) An essential part of the invasions of Amman, Eastleigh remains a vital port of call for those traveling through the Sea of Guardians.

The massive expansion of the City of Karnish has seen Eastleigh's importance decline somewhat, but nonetheless this tightly packed, bustling city holds significant strategic value for the Karnish navy, with sailors of the Karnish navy a part of everyday life.

The Inns and taverns of Eastleigh are lively affairs, where much ale is consumed and bar fighting a way of life. It is also famed for its red light district, which in recent years has been a constant source of tension as the city authorities have clamped down on such illegal activities. The city itself is densely populated with the web of streets covered in the filth of every day living.

Dirnvale: (pop. 18,000) Situated on the Bay of Syranth, Dirnvale is a web of tightly packed, tall houses connected by a web of filthy streets and small alleys. The main thoroughfares, which cut the city up into quarters, are lined with beautifully carved statues of historic Karnish figures, interspersed with lime and orange trees. The Dock Quarter is a busy, bustling affair, as the merchant ships roll in on a daily basis, heading up and down the coast with their goods.

Faraleigh: (pop.13,000) Ever since the completion of The East Karnish Road, Faraleigh has grown into a large and important city and continues to grow with pace. Giving excellent access to the Karnish interior, it has become something of an administrative center for the eastern provinces and the goods produced there, which will almost certainly pass through the large Faraleigh markets. The center of the city is consumed by a large market square, around which the city spreads out. It is relatively spacious compared to other Karnish cities, but the center is still a warren of homes and tight streets, where filth and vermin are a problem.

Organizations

Apostates of Fandor: The Apostates of Fandor are a powerful knightly order that act as defenders of the faith. They are dedicated to the will of Fandor and he is said to act through them. The organization consists of the Knights of Apostate (powerful knights with extraordinary powers) who uphold the will of Fandor, The Order of the Wise, (wandering paladins and clerics spreading the word of Fandor), and The Fandorians, (clerics and monks who set up places of worship dedicated to Fandor). The First Apostate is said to have celestial powers imbued during the initiation process by Fandor himself.

The Black Palm: Little is known of this shady organization that operate in the underbelly of Karnish society. Some say they are a sinister organization whose sole purpose is the expansion of their personal wealth and power, while others say they are a force of good operating in the dark areas of Karnish society to maintain law over chaos and good over evil.

The Denish Privateers: A very powerful gang of pirates, cutthroats and smugglers, The Denish Privateers terrorize the waters around The City of Karnish, attacking and boarding merchant shipping. Despite major ef-

forts by the Karnish authorities, the Denish Privateers (called so after their founded, Captain Denish) have proved extremely illusive and difficult to track down. This is partly through their powerful chain of contacts that they have built up over the years, but mainly because of their fearsome reputation for retribution to those (and the families of those) who would betray them to the long arm of the Karnish authorities.

Blades of Mynax: The Blades of Mynax are a knightly order who hold the defense of Karnish above all other priorities. They have bases throughout the major cities of Karnish, but these knights are born to fight and so are found in those areas where the borders of Karnish are most imperiled. The Blades of Mynax are a fearsome sight when charging into battle and their role in the war against Hith has been essential.

Rufenias' Lightfeet: Rufenias' Lightfeet have their headquarters in Hochden in Eastdale. See the description given there for details of this particular organization.

Important Personages

Queen Eisa Aramus: Queen Eisa, daughter of the deceased King Raimond, is at 24 still unwed and there is much speculation as to who she will be matched with. She is not especially beautiful, but is wise. She rules firmly and fairly and takes an active, hands on approach into the Kingdom's affairs, rarely missing a sitting in the House of Karnish. She takes much advice from the High Karn, Percifal of Yain, who was head of the Church of Fandor before standing aside (as required) to take his present position. Queen Eisa also seeks much advice from her close mentor (and suspected lover) Lord Haron Urdoon, heir to the Urdoon Noble House and brother to the world renowned Lady Fay Urdoon whose beauty is known throughout the world.

Queen Eisa is disturbed by the failure of the Master General - Lord Ordal Orstenbrook - to crush the Hithanon hordes and realizes the nervous tension that is growing within Karnish that their borders are no longer safe, with Amman-Mon to the north - where otherwise there would be peace - and Hithanon to the west, and with the barbarian nations relentlessly raiding across the borders wherever they touch. And with the perpetual drip of evil from the Great Barrier Mountains, the Malvus Peaks and the Kera Desert, it is felt that Karnish is at a crossroads in their history and that the (relative) peace of Arrasia is soon to be replaced with war on many fronts. Queen Eisa, therefore, feels a beleaguered queen of a beleaguered nation.

Percifal of Yain: The High Karn, Percifal of Yain, head of the Church of Karnish, is the most significant member of the church within Karnish and is highly influential. Queen Eisa Aramus is a particular admirer and often seeks him out for advice, even on political matters. The High Karn is the symbolic head of the unified churches of Karnish and as such ranks as the most powerful individual in Karnish except for the Queen herself.

Lord Elden Mayclift: The hugely unpopular Royal Arbiter, Lord Elden Mayclift has overseen the massive tax raises and it is his Law Arbiters who cross the country enforcing the will of the House of Karnish and their aggressive taxation policies. What makes Lord Elden Mayclift particularly unpopular is the zest with which he carries out his duties and the level of success he has seen in filling the coffers of Karnish.

Lord Ordal Orstenbrook: Master General of the Karnish armed forces, it is to Lord Ordal Orstenbrook that the country looks for their war with Hith and the general defenses of the nation. With things not being seen to go well on any front, and with taxes at an all time high in order to maintain the capabilities of the army and the defense of the nation, Lord Ordal Orstenbrook is under pressure to succeed and all eyes are upon him. At present, he not a particularly popular man, but several key victories would instantly turn him into a national hero.

MAGASOA

Area Square Miles: 75,000

Population: 1,575,000 (21/sq. mile)

Racial Balance: Human (75%), Goblin (5%), Elves (3%), Halfling (3%), Dwarves (2%), Gnomes (2%), Hobgoblin (2%), Gnolls (2%), Orc (2%), Lizardfolk (1%), Other (3%)

Capital City: Faybar (pop. 18,000)

Government: Monarchy

World View: aggressive / expansionist, militaristic

Alignment: LN

Religion: Arak Kal, Narag Narg, Nendagon, Yerraz; Babbarax, Gygafrak; Ney Allond, Tannun Maruth; Olgden, Thim; Destor, Graxber, Kavak; Gungorn; Naberru; Ragmannon, Xagraxsus; Zidodd

Languages: Aish, Magasoan, Ural

Climate: Warm Temperate

Overview

This small, aggressive nation often finds itself in friction with its neighbors, with whom border wars are common events, especially so with their long time enemy, Syrámä. Their small army, so highly valued by the emperors of Amman and who served that foul empire so well, is highly mobile and ably led, with the best leaders raising to the most distinguished ranks.

Magasoa is highly militaristic and regimented. The most capable of the young are selected at an early age for formal military training, with which comes great respect and social standing. Battle scars are worn proudly and to die on the battlefield is a great honor.

An almost perpetual state of war exists between Magasoa and Syrámä, with battles between the two sides common occurrences. With both sides having a large military presence near the border, skirmishes are also

common and the friction is always high, with raiding parties from both sides riding deep into one another's territory. Border skirmishes are also common with their eastern neighbors of Yam and, less frequently, with Orith and the Free army of Hanai.

Magasoa remains one of the few nations whose culture has yet to shed off the influence of Amman. However, unlike many of their neighbors, the Magasoans were considered allies and their soldiers considered a highly prized addition to the Amman army. As such, the lands are populated by large numbers of humanoids, driven out of Yam and Orith. While some have been incorporated into the Magasoan army, most live in tribes in the woods and swamps. Humanoid tribes are encouraged to extend their aggression onto the neighboring nations.

Magasoa continue to trade with Amman-Mon, much to the chagrin of the other nations, and still look to Amman-Mon for their cultural influences. However, some parts of the ruling elite, made rich through the growth of trade with their neighbors, grow tired of this old alliance and look to the future and greater prosperity. The old guard and ruling elite, however, regard these upstarts as misguided individuals and the growing tensions between these two opposed ideologies are unlikely to remain hidden for long.

Brief History

The military tradition of the Magasoans stretches back to before the Amman age, where their tactical nous and courage brought them several notable victories over superior armies. Then, as now, Magasoa often found itself in border disputes with its neighbors, its superior soldiery and military ethos often giving it an edge.

During the rise of the Amman empire, Magasoans were admirers of their culture and especially their horsed warriors, who had swept all before them, and allied themselves strongly with Amman. Throughout the period of Amman dominance in Arrasia, the soldiers of Magasoa played key roles within the Amman army and their presence on the battlefield was enough to secure some key victories that would have otherwise seemed unlikely.

A minor rebellion against King Hocfez during the height of Amman power was dealt with harshly and a purging of all political opposition during this period solidified this alliance. However, several failed campaigns to break the Eppen resistance saw the erosion of Magasoan influence within the empire, and in one of the most significant battles of the age of Amman, the Battle of Rynok, the Magasoan army was routed so completely that the dwarves of Kri Aruk gained spectacular success in smashing through the center of the Amman lines and, after several more days of fighting between the men of Eppen and the dwarves of Kri Aruk, the Amman army was defeated and forced into retreat.

Magasoa remained an important ally within Amman and their troops still had key parts to play in the war with Karnish, but never again were they relied upon so heavily by Amman. As Karnish rose and began their offensive against the evil empire, King Abdu II moved swiftly to secure his nation's future, renouncing their alliance and recalling what little remained of their army. Their future secured, Magasoa took no further part in the remainder of the war.

Realizing their vulnerable position, as old allies of the hated Amman empire, King Abdu III encouraged his people to take advantage of the great trading opportunities that existed in the new age and used this new wealth to rebuild the armies of Magasoa, helping to secure their borders against the emergence and re-establishment of nations that had seized the opportunity to declare their independence and shake off the remnants of Amman occupation. Recently, a division between the old and new has seen tensions rise as to the future direction of the nation, with the old elite still firmly behind their old alliance and new wealthy elite rejecting this relationship and instead looking to the much more prosperous connections with Karnish and the trade opportunities that would come with it.

The Major Towns and Cities

Faybar: (pop. 18,000) Towers of Hakkan dominate the skyline of Faybar and remain important centers for the majority of the population. Ornate arches span the clean roads, which are lined with trees and large statues of the old kings of Magasoa. The streets themselves are set out in a grid pattern and the houses and buildings are usually quite ornate, making the city quite an attractive one. The dock area has become home to many of the wealthy merchants of the city.

Organizations

The Silver Guild: The Silver Guild has emerged since the retreat of Amman as a proactive force that represents free trade and increased ties with Karnish. They consider themselves as modern people and seek an end to the old militaristic approach of the past. They have become a significant political force within Faybar, but have little influence in the rest of the country. The old guard, who maintain a tight grip over the control of Magasoa, despises them intensely.

NIZHST

Area Square Miles: 250,000

Population: 187,500 (0.75/sq. mile)

Racial Balance: Human (84%), Orc (5%), Dwarf (3%), Goblin (2%), Elf (1%), Half-orc (1%), Other (4%)

Capital City: None (see below)

Government: See below

World View: See below

Alignment: See below

Religion: Hith, Ky, Qayoba, Setsop, Uther; Ragman-non; Kavak; Babbarax, Gygafarak; Vihahn

Languages: Yait

Climate: Tropical

Overview

Nizhst is, to all intent and purposes, Hith's second front. Here he battles with the local tribes, as well as the dwarves who were driven out of the Great Barrier Mountains and who now live a semi-nomadic life, being driven from one home after another. Bands of desert orcs roam the plains, but it is the Anyati tribe, converted to the cause of Hith, who wage his war. Many slaves are captured here and end up working all over his bleak empire.

The hot and humid tropical environment of Nizhst makes life here, for those that are not used to it, very difficult. Desert orcs roam freely and are a constant menace, but other orcs prefer not to dwell in such temperatures and tend to keep close to the mountains and hills, where there is more shade and the coolness of caves is preferred. The natural inhabitants of these lands are tribesmen, whose villages are dotted across the plains.

Nizhst is divided into three major tribes. The Anyati, an evil and vicious warlike tribe, make up for their lack of numbers through their aggression and the almost supernatural-like fear that the other tribes have of them. They have come under Hith's sway and it is to him that they now take their orders. The Biyuk tribes live mainly in the south and are the most cultured and peaceful of the tribes. They have been systematically slaughtered and enslaved by the Anyati and their communities destroyed. The Deru tribes are hunters and warriors who traditionally have fought both the Anyati and Biyuk, but now find themselves under threat from the Anyati and see their numbers dwindling.

There are also a considerable number of dwarves in Nizhst, forced from their homes in the Great Barrier Mountains over the course of many generations. These dwarves have become a strange breed, being semi-nomadic and exceptionally aggressive, with survival at the heart of their way of life and their psyche. Using aggression as the first form of defense, they are formidable foes who the Anyati only fight when forced to. It is the orcs, who dwell in the same regions, who come into most contact with the dwarves and the battles between the two races are full on affairs, with no quarter given. It is rumored that the dwarves are building a new citadel in the southern mountains, though none ever claim to have seen it.

Brief History

See *The Land of Hith* for the brief history of Nizhst.

NORTH HITHANON

Area Square Miles: 100,000

Population: 350,000 (3.5/sq. mile)

Racial Balance: Human (39%), Orc (28%), Half-orc (12%), Goblin (8%), Hobgoblin (4%), Ogre (2%), Bug-bear (2%), Gnoll (1%), Other (4%)

Capital City: Tower of Nemeth (pop. unknown)

Government: See below

World View: See below

Alignment: See below

Religion: Hith; Ragmannon; Babbarax, Gygafrak; Naberru

Languages: Rhuven, Yait

Climate: Temperate

Overview

North Hithanon defends the Land of Hith from the Karnish forces mustered in Vidor and defends Echopass, which is the easiest route into North Hithanon from Vidor. Although the lands are still lush and mostly untouched, they are populated with Hith's minions and slaves. Barbarians, orcs and half-orcs can be found in large numbers in camps located primarily towards the northern reaches of the lands. Powerful beasts can also be found here, including ogres, giants, trolls and even dragons, all of whom serve their evil master.

Two nightmarish towers - the Tower of Nemeth and Quen-Gul, populated with the most powerful of Hith's servants - dominate the lands. At their base, large numbers of humanoids have congregated, forming a writhing mass of sinister life which is as might be expected; a rough, chaotic place where violence is the norm and tribal loyalties and rivalries form the boundaries within the community and the principle political structure. It is from these towers that the commands of Hith are executed and it is the powerful servants that dwell there that maintain, through a reign of terror, any semblance of order and co-operation between the rival factions.

From the bases in the north, attacks against Karnish are launched on a regular basis. With the main front line being Echopass, where the two armies stand against one another, countering one another's moves, and where battles and open warfare are most common, it is here that large numbers of Hith's armies can be found. Other attacks against Vidor, Eastdale and even Ghent are also often launched from here, with smaller numbers ordered to cross the Great Barrier Mountains and make bases on the eastern side, from where attacks against Karnish interests and property are carried out.

North Hithanon is a violent place, with tribe often set against tribe and enslavement for the weak, who are often used as fodder in the front line with Karnish. Slaves are also brought in from the tribes of Jerad and The Great Forest and forced into manual labor or as more fodder, to be hacked down by a Karnish blade somewhere in Echopass. Fear, oppression and death

dominate the psyche of those that live here, who serve their evil and all consuming lord, Hith.

Brief History

See *The Land of Hith* for the brief history of North Hithanon.

Major Towns and Cities

Nemeth: (pop. unknown) Nemeth, like many of the settlements in North Hithanon, is an unofficial place, which has grown around the base of the brooding Tower of Nemeth, which dominates the skyline. It is a filthy, violent shantytown, where ramshackle buildings are made of scrap materials and covered in grime. The streets are tightly woven and filled with filth, vermin and disease, where life has little value. Those heading to the frontline usually pass through Nemeth, where conflicts between rival gangs and tribes are common.

NORVSOND

Area Square Miles: 132,500

Population: 1,126,250 (8.5/sq. mile)

Racial Balance: Human (77%), Dwarf (8%), Orc (4%), Goblin (3%), Hobgoblin (2%), Other (6%)

Capital City: Norv (pop. 37,500)

Government: Monarchy

World View: aggressive / industrialist, mercantile, seafaring

Alignment: LN

Religion: Gorazyn, Ky, Nendagon, Uther, Wesdan; Graxber, Kavak; Ragmannon, Xagraxsus; Babbarax, Gygafrak;

Languages: Noroven

Climate: Subarctic

Overview

Until the emergence of The Kingdom of Tharg, Norvsond reigned supreme in the northern regions of Arrasia. Their navy ranks amongst the most skilled to be found anywhere on the high seas and their trading vessels are common sights around the coastal waters of nearly all the nations.

The Norv culture is old and has changed little throughout history. The people are aggressive and natural explorers and much of the northern hemisphere is populated by Norvs. Wars between the Norv races are common, though usually brief, and almost always materialize in the form of grand naval conflicts, with very little in the way of land warfare.

As a nation, Norvsond reflects the aggression of its people in all that it does, but none more so than in its trading methods with other nations. Much of the northern wealth is transferred through the capital, Norv, where it is shipped on to distant shores and cities. Conversely, trade goods coming north are shipped to the

Norv nations through existing Norvsond trade routes. Little is sold or bought in the north that has not passed through a warehouse or ship of a Norvsond merchant.

Not only does Norvsond generate an enormous amount of wealth from their central position in the trading routes of the north, but also from the vast natural wealth that is mined from the Utherial Mountains that stretch the entire length of their rocky island, including platinum, gold, silver, cold iron and, more valuable still, mithral, all of which are worked and shipped to all quarters of the world.

Norvsond tends towards good relations with Karnish, their major trading partner and rival. Occasional spats break out between the two nations, but these are usually patched up quickly, as trade and commerce are the overriding forces that drive the economies of both nations. Of far more consequence is the constant break down in relations with Nÿgamär and the periodic fighting that occurs between them. Nÿgamär have even landed troops on Norvsond soil and full war between the two nations is thought to be not too far away.

Significant Trade Exports

Cold Iron: As one of the few suppliers of this highly sought after metal, Norvsond merchants can demand a high price it.

Mithral: One of the most precious metals in Arrasia, Norvsond is its largest supplier. Mined deep in the Utherial Mountains, it is often worked into fine armor and weapons and shipped on, but is also sold in its raw form, supplying Norvsond coffers with a vast income.

Precious Metal: The Utherial Mountains are rich in platinum, gold, silver and copper deposits, which are mined by the dwarves whose shafts are said to run deep. As well as working these minerals into fine goods, they are also sold in raw form to nations throughout Arrasia and bring enormous wealth into the nation.

Tin, Iron Ore: Although the tin and iron ore extracted from the mines in the Utherial Mountains does not bring in the same wealth as the precious metals, there is nonetheless a high demand for these materials.

Brief History

Norvsond has always been, and still remains, one of the elite nations in Arrasia, with their expertise in shipbuilding and seamanship unsurpassed. The Norv peoples are direct descendants of those who were led out of Herophet by Uther, who emerged on the rocky island that would later be called Norvsond. From the early years, the aggression of the Norv race was translated into their tribal way of life, with conflict common between the tribes. Due to the harsh terrain of Norvsond, these battles would often occur at sea, as one tribe would seek to stop another before they could offload their men and overrun them.

It was the rise of the tribal chief Kogun Ironfist that brought an end to the tribal political structure of Norvsond through a series of swift and ruthless victo-

ries against his opponents, unifying much of the north of Norvsond under a single banner and declaring Norv the capital of all Norvsond. However, it was under his son, Irthank The Mighty, that Norvsond was truly united and Irthank declared its first king.

Natural explorers, the Norvs used their skills to navigate the northern seas and soon small settlements sprang up throughout the north. For those that survived, Norvsond provided an excellent source of trade. Soon Norvsond found itself at the heart of a flourishing market of goods, with the small communities supplying valuable resources for the essential materials required to survive the harsh northern environment.

However, Norvsond soon found itself embroiled in conflict and after a brief and unsuccessful war with the dwarves of the Utherial Mountains, fell into civil strife after plague swept through the country, decimating the population, including its king and direct heirs. The war between the main protagonists for the throne was fierce and bloody, with the land still infected with plague. The victor, King Ould The Unforgiving, imposed a harsh regime on his people. Witch-hunts began, with many innocents murdered, and his enemies ruthlessly purged.

The brutalization of the people triggered a mass exodus from Norvsond, who were desperate to escape the bleak times that had fallen upon their country. Settlements began to appear all over the coastlines of the northern seas and many of the existing colonies expanded dramatically. Many of these settlements would be the seeds for future nations, though many were wiped out by the savages that surrounded them or from the plague, which they had brought with them. Still more were murdered before ever reaching the land, their ships sunk by the navy of King Ould, who was desperate to shore up his borders.

It was not until the reign of King Philkes II, long after the death of King Ould, that the state of terror that was created was ripped up and replaced with one that was more caring towards its people. Peace was made with the dwarves of the Utherial Mountains, with whom the Norvs had periodically been at war for hundreds of years, and Norvsond set about exerting their control throughout the northern regions.

During this period, Norvsond found itself at war almost constantly with its new northern neighbors, and though its powerful navy held sway in the seas, Elminn soon emerged as a significant competitor and enemy. War with Elminn became commonplace and naval engagements a regular occurrence. Indeed, the First Battle of Nuthend saw a major defeat for Norvsond that severely shook the nation's self-belief and led to the signing of the *Treaty of the North*, which saw Norvsond officially accept the independence of the nations that had sprung up through the displacement of the exiles.

Throughout this period, the Norvs had greatly extended the reach of their merchant vessels, which were trading with nations all over Arrasia, including with Amman, who had emerged as a world power and a na-

tion to be feared. King Fethwik The Wise was quick to see the threat posed by Amman and invested heavily in increasing the might of their naval strength. This proved to be contentious, with taxation key to the building program and, during his life, King Fethwik was much despised. Later, after his death, he became known as *The Wise* after Amman first turned their attentions to the wealth of natural resources of Norvsond and attempted their first invasion, which was repelled by the Norvsond navy, after Wesdan had caused the seas to stir, sinking many of the Amman ships.

A much more focused assault saw Amman move their largest naval force north to destroy the Norvsond fleet and in a battle which is still regarded as the largest to have taken place at sea, the Battle of Addenbar, the Norvsond fleet, after coming close to being destroyed, managed to outmaneuver the Amman forces and drive them south. Although the victory was only a marginal one, it insured the survival of Norvsond and proved to be an end to Amman ambitions in the north.

The fall of Amman saw the rise of the fledgling nation of Karnish. Norvsond was quick to embrace the trade that the Karnish merchants brought with them and soon Norvsond merchant vessels could be seen selling their wares throughout Arrasia once again. However, the emergence of Tharg, who were soon closely allied with Karnish, and their threat to Norvsond hegemony in the north, saw tensions between the two nations greatly increase. Tensions are never far from the surface between these nations and on several occasions hostilities have broken out between them, with minor naval skirmishes not uncommon. Such hostilities rarely amount to anything other than short-lived exchanges, however, with economic factors always coming to the fore.

Of more concern are the periodic conflicts that have arisen between Nýgamär and Norvsond, with the Nýgamär having successfully landed large numbers of their soldiers actually on Norvsond soil, menacingly close to Norv itself. While these conflicts have always found resolution, there are some who predict that a full-scale war between the two nations is not far away.

The Major Towns and Cities

Norv: (pop. 37,500) A highly industrialized city, Norv is nestled amongst the dramatic coastline of Norvsond, with sheer cliffs acting as the backdrop to this busy city. A wide, rocky path zigzags its way to the top of the cliffs, with wooden longhouses lining the route - some precariously close the cliff's edge. The front of a large and impressive stone keep - the home of King Danik III - protrudes from the cliff face, overhanging the city below. The port area itself is constantly abuzz with activity, with the coming and goings of the merchant and naval vessels that anchor in the well protected deep water bay, through which passes much of the wealth of the north. Half constructed ships line the docks and are hives of activity. Smoke billows from the chimneys into the skies above Norv, which are kept

clean by the stiff breeze that rushes in off the sea. The Norv longhouses are usually set into small grassy plots of land, from where families run their business, usually in wooden outhouses, and where livestock is usually kept.

Ordend: (pop. 7,500) Set on a large rocky outcrop, much of Ordend is completely cut off by the sea, which endlessly batters the thick stone walls. A heavily constructed wooden bridge connects Ordend to the mainland, where the city extends, the outcrop no longer able to sustain further growth. On the island, the longhouses are tightly knit and the streets covered in the filth and vermin suffered in over populated areas. The dock is crammed and busy, serving the communities of The Savage Coast and The Bad Lands. As the city has extended onto the mainland, however, the streets are less packed and the city is far more like other Norv cities, with homes set in grassy plots of land from where they run their businesses.

Important Personages

King Danik III: The reigning King of Norvsond, Danik III is popular amongst the people for having continued the successes of his predecessors in acquiring national wealth and esteem. A wily operator, King Danik III has managed to avoid war with Nýgamär, though realizes that it is probably only a matter of time. He is also aware of the threat posed by the Kingdom of Tharg to the dominance of Norvsond in the north, though is hopeful that Karnish's war with Hith will see the Kingdom of Tharg sucked into a long war that will thwart their northern ambitions.

NÝGAMÄR

Area Square Miles: 210,000

Population: 2,625,000 (12.5/sq. mile)

Racial Balance: Human (65%), Dwarf (10%), Elf (5%), Halfling (5%), Bugbear (4%), Orc (2%), Goblin (2%), Gnome (2%), Hobgoblin (1%), Other (4%)

Capital City: Azdorimar (pop. 18,500)

Government: Monarchy

World View: aggressive / expansionist, mercantile, seafaring

Alignment: CN

Religion: Gorazyn, Gorazyn, Uther, Wesdan; Graxber, Kavak; Fyfreyn, Ky, Ney Allond, Tannun Maruth, Vi-hahn; Olgden, Thim; Babbarax, Gygafrak; Ragmannon, Xagraxsus; Gungorn

Languages: Noroven

Climate: Temperate

Overview

Nýgamär has long been the bane of the northern nations, constantly warring with them and their privateers a constant threat to the merchant vessels traversing the

northern waters. At war with the Kingdom of Tharg and their neighbors Hjothdal, Nýgameſse incursions into The Endless Forest have also seen sporadic fighting with the elves there. Add to this an internal war with the dwarves of the North Slav Peaks and another with the unified Goblin tribes, who have rallied to the call of the charismatic leader Hakkabam Hammerfiſt, and the chaotic nature of Nýgamär soon becomes apparent. If this is not enough, Nýgamär is also rumored to be on the verge of war with their northern rivals, Norvſond.

With the king concentrating his efforts on the wars with Tharg and Hjothdal, he is content to let the regional warlords alone as long as they provide him with the troops and gold required to maintain the war effort. The warlords are happy to oblige, extracting a heavy tax burden upon the people of Nýgamär. Much of this is siphoned off before it reaches the King's coffers and the warlords have grown fat while the people live in total poverty.

Once, Nýgamär was one of the few exporters of mithral, which brought in substantial wealth to the nation. The dwarves of the North Slav Peaks, however, grew tired of seeing the local warlords grow rich, while stocks diminished and further explorations deep into the mountains were required. An open rebellion soon led to war and ever since the supply of mithral has all but dried up. With the warlords determined to reopen this wealthy supply line, the dwarven kingdoms have ever since found themselves under siege.

Fortunately, Nýgamär is also rich in Gold and Iron, as well as copper, and this provides a vital source of income that helps maintain the war effort, as well filling the pockets of the regional warlords. Azdorimar, the capital of Nýgamär, reflects the makeup of the nation itself, with the streets a cobweb of chaos, deceit and corruption. Located right on the border with Hjothdal, Azdorimar constantly finds itself under siege from the Hjothdal armies and the city is full of suspicion and fear.

The war with Hjothdal has become an attritional affair, with indecisive pitched battles common and neither side able to make substantial gains or hold those that are made. The war with Tharg is almost entirely a naval affair. The powerful Nýgamär navy has twice secured major victories against the Tharg navy, but the vast distance between the two nations means that engagements are rare and the Tharg navy can easily rebuild before the likelihood of having to re-engage the enemy.

It is rumored in some quarters that a massive fleet is being constructed to lead an invasion force to the shores of Tharg, though many regard this as fanciful nonsense, with the distance between the two countries a major obstacle to any such invasion plans.

The South Slav Peaks have seen a dramatic rise in Goblin activity, with the banner of Hakkabam Hammerfiſt now a common sight in those regions. Under his charismatic leadership the goblin armies have laid siege to both Vaxlayden and Wynelm. Both have been forced

to ferry their supplies in by sea, but without any sign of the King's troops to alleviate their suffering, both are likely to fall to the goblin hordes in time.

The alluvial deposits of jade that are found in the north of Nýgamär are essential sources for the people's love affair with this precious stone, which is carved into exquisite decorative objects that adorn the homes and person of the wealthiest members. Such is the demand for jade within Nýgamär, that very little of it leaves the borders.

Significant Trade Exports

Copper and Iron ore: Nýgamär iron and copper finds its way around the coastal settlements of the northern shores, but especially the young and barely established settlements that have grown up around The Savage Coast and the Gulf of Many Tears, where life is hard and mining hazardous in the extreme.

Gold: Nýgamär is a major exporter of Gold and as they are no longer suppliers of mithral, it has become the major source of their income. Without the gold that flows from the North and South Slav Peaks, the coffers would soon dry up and force an end to the wars.

Jade: Large quantities of alluvial jade are found throughout Nýgamär, but especially in the north. The Nýgameſse adore jade and sculpt exquisite ornaments and jewelry. Indeed, such is their love affair with jade, that very little of it is exported.

Brief History

Populated by the early Norv explorers, Nýgamär soon found itself under constant threat from the humanoids that had made their homes in the North Slav Peaks and the South Slav Peaks. Many of the early settlements were wiped out and life was a constant struggle for survival. The endless conflict between the warlords also hampered their development.

After a long succession of bitter struggles, the major warlords had established regional control of sorts, though conflict between the tribes was constant and the regional borders shifting from one day to the next. The early Hjoth invasions into what is now southern Nýgamär were initially overwhelmingly successful and the Hjoth armies pushed well passed the South Slav Peaks before they met any serious resistance, with the warlord of the Nýgamär region, Gent Hawthard, unifying the remaining tribes and leading a great host against the invading Hjoth forces.

The Battle of the Red Fields saw an overwhelming victory for Gent Hawthard over the Hjoth forces, which were driven south. Gent soon turned his attention back to the regional conflicts and declared himself King and that all the lands would be unified under the banner of Nýgamär. Many backed him, but many refused and a bloody war consumed Nýgamär even before it had been born. Gent never saw the total unification of his country, for the War of Nýgamär lasted some one hundred and fifty years before all of the northern regions had

declared their loyalty to Nýgamär and king.

This period of internal strife also saw the Hjoth tribes of Hjothdal repeatedly invade the southern regions of Nýgamär and it was not until the establishment of Azdorimar that the southern borders were firmly established and the Hjoth incursions halted. Although the King now ruled over the entire nation, it was through the powerful regional warlords that the will of the king was exercised and the warlords grew wealthy through the pillaging of their own people, who were essentially enslaved and forced to work the land for the regional warlord and the king. A second war with Hjothdal saw many of the people of Nýgamär forced into military service and butchered upon the battlefields.

The Amman invasions of Nýgamär were dramatic and much of the south of the country, including Azdorimar, was soon overrun. However, the resistance, although long in coming, was fierce as the warlords rallied their people against the even harsher regime of the Amman empire. Amman found themselves bogged down in the northern regions of Nýgamär and, with losses high, constructed a series of walls located on the southern side of the River Ax and which ran from Axgon to the sea, helping to stem the tide of the Nýgamär warlords. The Nýgamesse incursions against their invaders were constant until the fall of the Amman empire.

The vacuum that followed the fall of Amman was soon filled and Nýgamär was soon reunified. However, with Hjothdal still weak, the Nýgamesse troops marched south and took control of much of northern Hjothdal. Only a series of major defeats at the hands of the remaining Amman forces stopped their southern progress. The Hjoth forces soon re-established themselves and the fighting with the Nýgamesse forces has continued on and off to this day, with Hjothdal having long since reclaimed their land. Now the forces of Hjothdal are once again encroaching into Nýgamär and Azdorimar is constantly under threat from their troops.

The emergence of Karnish and the opening up of their trading markets throughout Arrasia saw much wealth initially pour into Nýgamär, with their abundance of gold and the mining of the precious mithral, but also through the privateers who sailed the seas robbing the cargoes of their neighbor's merchant vessels and returning with the goods to Nýgamär. This led to a declaration of war from the Kingdom of Tharg and has led to constant tensions with Norvsond and Karnish. Several naval conflicts between the navies of Tharg and Nýgamär have underlined the naval power of Nýgamär and while Karnish is reluctant to become embroiled in a war so far from its own borders, Norvsond has become increasingly hostile.

With rumors of vast wealth to be found in The Endless Forest, warlord incursions are not uncommon and battles with the elves there are not infrequent and with the dwarves rebelling and refusing to hand over their mithral and the emergence of goblin armies running

amok in the southern regions, Nýgamär finds itself confronted on all borders, as well as from within.

The Major Towns and Cities

Azdorimar: (pop. 18,500) A filthy, ramshackle city, Azdorimar is a maze of wooden buildings and filth covered streets. The wealthier members of the city live in wooden longhouses located in small plots of land, while the majority live in the slums which surround the docks and have grown as shantytowns outside of the main city walls. These slums are filled with vermin and disease and fires regularly tear through them. A large stone keep sits atop a hill that overlooks all of Azdorimar, which is the King's residence when he is in the city.

ORD

Area Square Miles: 50,000

Population: 600,000 (12/sq. mile)

Racial Balance: Human (35%), Elf (30%), Gnome (20%), Halfling (10%), Other (5%)

Capital City: Ganz (pop. 2,500)

Government: Republic

World View: passive / agricultural

Alignment: LG

Religion: Concei Japur, Gorazyn, Nendagon, Uther, Wesdan; Ky, Fyfreyn, Ney Allond, Tannun Maruth; Firngald, Gungorn; Hal Tallfellow, Olgden, Thim

Languages: Noroven

Climate: Continental Cool Summer

Overview

The small, peaceful nation of Ord exists in isolation from much of the rest of Arrasia, with only its small fleet of merchant ships to be found in the northern waters. At peace with all its neighbors and with the natural barrier of The Endless Forest protecting their southern border, Ord has little to fear except for the forest itself, which is home to all kinds of creatures, both friendly and not so friendly.

Humans are the most represented race, but are outnumbered by the other humanoid races. Ord is primarily made up of elves, gnomes and large numbers of fey. Halfling are also not an uncommon sight. This mix of races co-exist under a republic which sees representatives of all the races meet to discuss the health of the nation and, when required, to vote in a new emperor to represent Ord. Each emperor is appointed for life, though the Council of Ord Representatives also retains the right to vote out an emperor, should it ever be required (which, to date, it never has).

Ord has excellent relations with their neighbors, Adoria and Rysor, and the majority of their trade goes to these nations. However, Ord merchant vessels can be found around the coastal nations of The South Norv Sea and The Sea of Ord. Although they have little in the

way of natural wealth, Ord handles a large volume of Darkwood that comes through the sporadic and unpredictable trade with the elves of Andor in The Endless Forest. The Darkwood reaches Karnish and the other nations of Arrasia via the ports that line the coasts of Norv, Yerad, Nýgamär and some other northern nations, who trade directly with the merchants of Ord.

Significant Trade Exports

Darkwood: Although not indigenous to Ord, Darkwood comes through trade with the elves of Andor of The Endless Forest. This valuable resource is then shipped on to Norv, whose greater merchant fleet sees it reach all the quarters of the globe.

Brief History

The humans of Ord settled here after the civil war of Norvsond and the great migration that followed. The coastal communities that sprang up soon came into contact with the suspicious elves and gnomes that had already established themselves. Although there was some friction and the occasional skirmish, these were soon a thing of the past as the different races learnt to live with one another. A political alliance evolved and the republic of Ord emerged, where each race and tribe was represented. Later, an emperor was elected to represent Ord.

During the centuries of Amman domination, Ord was largely unaffected, isolated as they were, and continued in much the same vein as they had previously. A small number of troops were periodically sent south in support of the elves of The Endless Forest and many of these saw activity in the Amman wars, but Amman was almost entirely unaware of Ord's existence and probably would have had little interest in them even if they had been.

Ord has continued in much the same vein as they always have, with the Karnish culture having had little or no effect upon these people. They have found trade between the northern nations enough to sustain them, especially with the Darkwood that passes through Ord from the wood elves of Andor.

The Major Towns and Cities

Ganz: (pop. 2,500) The only significant settlement in Ord, Ganz is a beautiful town, with leafy green suburbs, enormous trees and full of color and blossom. Gardens are tended and the broad streets clean. Mostly the wooden buildings and well made, with beautifully carved facades. Small cospes are home to elves, who have created their elaborate dwellings high up in the branches. One such elven tree dwelling houses the Emperor and another the Council of Ord Representatives. Even when busy, Ganz is sleepy at best. However, nearly everything exported out of Ord is done so through the small port and Ganz is home to most of the significant members of the population.

LEAGUE OF ORDWYN

Area Square Miles: 162,500

Population: 1,300,000 (8/sq. mile)

Racial Balance: Human (61%), Halfling (10%), Elves (8%), Gnomes (4%), Kobolds (4%), Half-elves (3%), Goblin (3%), Dwarves (2%), Orc (2%), Hobgoblin (1%), Other (2%)

Capital City: None (see below)

Government: Confederation (see below)

World View: defensive / frontier, mercantile, seafaring

Alignment: LG

Religion: Aruthane, Azerond, Erenus, Fandor, Mynax, Omuz, Pith, Sha Dorrain, Uther; Olgden, Thim; Ky, Ney Allond, Tannun Maruth, Vihahn; Firngald, Gungorn; Wamranoch; Babbarax, Gygafrak; Graxber, Kavak; Ragmannon, Xagraxus

Languages: Karnish, Rhuven, Yait

Climate: Warm Temperate

Overview

The League of Ordwyn is a confederation of independent city-states who rely on political co-operation for their survival. The expansion into lands that the League now occupies has been a slow and painful one, with barbarians and goblinoids fighting every step of the way. The environment remains a hostile one, with Barbarians, goblinoids and kobolds a real menace and constant threat. However, since the signing of the Treaty of Ordwyn, the city-states have flourished and their influence over the region has grown.

Dominated by 10 independent city-states, the League of Ordwyn is in fact made up a vast number of communities, all of who have an allegiance to one of the dominant cities. Ordwyn, Kreyt and Spa are the strongest members of the alliance: Spa, located precariously as it is on the border of Yarasal J'naria, is militarily the best equipped and trained and its troops not only stem the tide from external threats, but help police the lands within the League. Ordwyn also has a sizeable land force, though their real strength is in their navy, which helps defend the coastal waters around the League. Kreyt has found itself abundant in natural resources, which have brought in great wealth and influence. These strengths are reflected in the politics of the League of Ordwyn, although theoretically all members of the League are equal.

Barbarians, goblins, hobgoblins, kobolds and orcs play a significant factor in the politics of the League, for their tribes and clans are scattered across the plains, woods and hills. Numbering in the tens of thousands (there are estimated to be some fifty thousand goblins and about the same number of kobolds), these tribes and clans are disparate. The different races are often too busy fighting each other, or amongst themselves, to pose a serious threat. Occasionally, alliances occur and large armies materialize out of nowhere to launch sav-

age attacks on the League. Generally, however, these are short-lived affairs.

Of a more serious concern is the large number of nomadic barbaric tribes that inhabit the League of Ordwyn. It is estimated to represent nearly 10% of the human population and their loose alliances can be far more devastating than those of the humanoids. With the constant incursions of the tribes from Yarasal J'naria in addition to the internal threats, the danger to the civilized city-states is great. In the Battle of Jappur and the Battle of Iodor's Creek, it is estimated that the mustered numbers of the barbarian forces were on both occasions over ten thousand strong. While the Battle of Jappur ended in the successful routing of their enemy, this was not the case in the Battle of Iodor's Creek, which saw the League's allied forces smashed and the destruction of Iodor.

Karnish heavily influences the League of Ordwyn, with all of the founding fathers originating from there. They are also significant trading partners. Karnish see the survival of the League as paramount and regards them as an ally against the uncivilized world that neighbors their south-eastern border. It is also a good source of mutual trade. For the League, their close proximity to the Falagrim Peninsula has opened up strong trading routes and under the protection of the Ordwyn naval vessels, regular trade routes are open with all the nations bordering the Sea of Guardians, the Aggenbor Sea and the Enchanted Bay.

Significant Trade Exports

Coral: The waters around Jappur and Ideng are home to magnificent coral reefs, which are farmed and carved into beautiful and delicate objects of beauty and then exported to Karnish.

Darkwood: Much of the Darkwood that finds its way to Karnish does so from Kreyt, which exploits the local forests for this valuable resource, despite the friction it causes with the elves and gnomes.

Pearls: The shores around the League of Ordwyn are abundant in pearls. Mostly, these are irregular, but exquisite ones have also been found. Ordwyn, Gany-mel, Attoa and Ideng seem to be located in especially productive areas.

Precious Stones: Diamonds, Sapphires, Emeralds, Topaz and Quartz are all found as alluvial deposits around the coasts and rivers of the League of Ordwyn, as are many other precious stones. These are often cut and exported to Karnish, but are also exported in their raw form.

Brief History

The League of Ordwyn has grown out of the desire of entrepreneurs and settlers to populate this mineral rich peninsula. For decades, settlers sailed from the

ports of Eastleigh, Nend and the City of Karnish in the desire to populate this region, but were thwarted in their attempts to do so by the indigenous barbaric and humanoid population. As settlements appeared, so they were burnt and pillaged. However, under Lord Ordwyn of Helmsgrove, six ships set sail from the City of Karnish and established a settlement on the northern tip of the peninsula. Ordwyn, having learnt from the mistakes of his predecessors, was prepared, having brought a small, but well trained force with him, which enabled the settlement to grow and build its defenses, establishing itself as the first civilized settlement.

Soon, more people arrived, building small encampments near to Ordwyn's and relying on the growing strength of his settlement to defend them. In return, Ordwyn demanded a small tax tribute that allowed him to further strengthen his own position. Other settlements now began to appear, having learnt from Ordwyn's success, and soon the peninsula was dotted with small, but well defended, coastal settlements. Ordwyn's settlement soon took on his own name.

A massive uprising of the barbarian hordes against these civilized foes saw many of the settlements smashed and burnt. Ordwyn, fearful that all his hard work was soon to be destroyed, called together a council of the settlement lords and an alliance was agreed. A army was mustered, numbering but a quarter of their ferocious enemy, and the two armies met on the Farama Hills, where Ordwyn took up a superb defensive position. Despite being outnumbered four to one,



the allied forces managed an overwhelming and devastating victory against the barbaric hordes. He immediately moved the army against a large goblin alliance that was causing serious damage to the settlements of the peninsula, again sweeping to a swift and emphatic victory.

With victory and safety ensured, Ordwyn again brought together the lords in a loose, mutually beneficial political agreement. The League of Ordwyn, as it was known, formed the basis for the growth and expansion of the settlements, some of which grew into towns and cities. Ordwyn himself was killed in one of his many battles with the barbarian clans, but the League grew stronger and larger and the alliance became tighter as it was realized that through mutual cooperation, the odds of survival greatly increased.

With greater security came greater stability and trade routes soon opened up. Wealth poured into and out of the League of Ordwyn, which prompted the great expansion of the League with settlements appearing all over the coastal regions. Many were destroyed before they had a chance to develop, but many, under the umbrella of the protection that the League offered, grew and prospered. Spa, one of the greatest of the city-states, represents the League of Ordwyn's most southern

outpost - and this only exists through its strong army and defenses. All other attempts to expand beyond this have proved fruitless, with expansion west moving into the heart of the clans of Yarasal J'naria, and expansion east and south into the unforgiving environment of The Dark Lands, where savages and disease have quickly halted any progress.

The Major Towns and Cities

Ordwyn: (pop. 8,500) Being the earliest of the settlements, Ordwyn is both the largest and most developed of the cities that now make up the League of Ordwyn. A stone, crenellated, defensive wall is slowly replacing a wooden palisade that once surrounded all of Ordwyn. Roughly a third has been completed, along with the new gatehouse. With a new stone keep also presently being built, scaffolding and construction equipment are common sights. The road map of Ordwyn is inconsistent, with the original settled area a web of muddy streets that have little rhyme or reason, while the more modern roads are set out generally in a grid. Mainly the roads are little more than rutted mud tracks, but the wealthier quarters are beginning to see the development of cobbled streets. In the center of Ordwyn, a large, grassy field is the where the busy market is located.

Kreyt: (pop. 6,500) With barbarians and humanoids a constant threat, a large wooden palisade, dotted with several wooden towers, acts as the main defense of Kreyt, around which has been dug a large ditch. A ring of pickets also surrounds the defensive ditch and two freestanding towers act as additional defensive structures. The roads of Kreyt are little more than muddy tracks, which become badly rutted during the winter storms, and the houses are almost entirely made from wood. A large stone building in the center of Kreyt acts as a jail, where criminals are often placed in stocks. The port area is quite lively and filled with pickpockets, cut throats and unsavory individuals.

Ideng: (pop. 5,500) Built on a rocky peninsula which juts out into the sea, Ideng is one of the best defended settlements in the League. A cleared, rocky path leads to the main gatehouse, a well-defended wooden structure, which is Ideng's weakest point. The city is built around the geography of the peninsula, with many buildings carved out of the very rock, with wooden buildings located along the grassy areas. It is home to a sizable dwarven population, who tunneled into the rock and made their homes there. The port is situated at the tip of the peninsula, where steep paths lead down to the flat point which is at sea level and provides excellent access to the sea, but very little in the way of protection from the elements. A sharp sea breeze constantly whips across the peninsula and through Ideng.

Spa: (pop. 4,000) The southern most of the city states, Spa is under constant threat from the barbarians and humanoids and also from the barbarian hordes of Yarasal J'naria. As such, it is heavily fortified, with both

an inner and outer wooden palisade, into both of which have been built impressive stone, defensive towers. Spa is also the most militaristic of all the city-states, with a small professional army augmented by a highly trained militia. The city is set out in a grid, though the roads are little more than tracks, dusty during the summer heat and rutted during the winter storms. It is a frontier city and as such the people both work and play hard, with drunkenness and bar brawls all too common and the stocks always filled by the criminal elements that are active here.

Attoa: (pop. 3,000) A wooden palisade which sits atop a high embankment, around which has been dug a deep ditch, defends Attoa from the menace that surrounds it. The town itself is much more spacious than many of the other towns and cities of the League, with leafy suburbs and well spaced out buildings. The port area is the most densely populated and here the buildings are much more tightly packed, with small streets and alleys, enclosed by two and even three story buildings, much more common. A large wooden keep sits on top of a tall hill, which is enclosed by the palisade, and dominates the entire town landscape.

Ganymel: (pop. 3,000) Built in a beautiful cove and up the steep cliffs which stretch upwards on all sides, which is crisscrossed with stony paths and roads, Ganymel has taken advantage of the natural defenses that this area offer. Set back at the very top of the cliff, a wooden palisade runs in a wide arc from one cliff to another, with a well-defended gatehouse. The homes along the cliff front are built on wooden platforms that are supported by wooden posts driven into the rock. In the cove, the homes are quite tightly packed as space is at a premium, with a web of muddy streets and alleys.

Jappur: (pop. 3,000) Close to the southern extremities of the League of Ordwyn, Jappur is well defended against the many enemies that are constantly set against them, with a large wooden palisade, around which is a deep moat. Entry into Jappur is across the drawbridge and under a portcullis, which are housed by an impressive stone gatehouse. The buildings of Jappur are well spread out, with the outskirts dominated by small farms. The center of Jappur is denser, though still open, with wide roads lined with trees. The roads themselves are amongst the best in the League, mostly having been packed down and covered in gravel, but nonetheless become rutted during winter, though not as badly as before the roads were repaired.

Ham: (pop. 2,500) Ham sits atop a tall hill which slopes down to a small bay where the port is located. An extensive wooden palisade, with a further line of pickets, acts as the town's defense against the humanoids. At the highest point, a large stone tower gives an excellent view of the surrounding countryside, giving early warning of any approaching dangers. The palisade is so extensive that large outlying farms and small communities are isolated from Ham itself, but still fall within the protection of the town boundaries. Ham itself

is built upon the top of the hill and the slopes that fall away to the bay, where the port is also the most built up quarter of Ham.

Port Yerith: (pop. 2,000) Built upon an enormous wooden pier, the vast platform on which the town sits is supported by a network of wooden posts which have been driven into the seabed. A long, wooden bridge connects the platform to the mainland, where the town has begun to overspill. A wooden palisade is in the process of being built, but those located on the mainland are seriously exposed and retreat into the town proper when attacked. The buildings and roads of Port Yerith have been built to maximize the space on the vast structure, so are very orderly and compact. A second, lower platform acts as the port area, where ships have easy access to the sea. Port Yerith is constantly being pounded by the sea and demands constant upkeep.

Sudamon: (pop. 1,500) Sitting amongst the dramatic chalk cliffs which act as a backdrop, Sudamon is well protected from sudden attack with only a number of steep and exposed rocky paths giving access to the town. Several wooden towers have been built along the roads and hover precariously on the side of the cliffs, with enormous wooden posts supporting them from below. Sudamon is relatively spread out, with wide, clean roads. The dock is always busy and is also the roughest part of town, with the seamen visiting Sudamon frequenting the bars there.

KINGDOM OF ORITH

Area Square Miles: 155,000

Population: 3,410,000 (22/sq. mile)

Racial Balance: Human (65%), Halfling (10%), Elf (8%), Dwarf (8%), Gnome (5%), Half-elf (1%), Other (3%)

Capital City: Amwain (pop 29,500)

Government: Monarchy

World View: defensive / industrial, mercantile

Alignment: LG

Religion: Aruthane, Azerond, Erenus, Fandor, Illsyn, Jeyru, Malanon, Merrymer, Mynax, Omuz, Pith, Sha Dorrain; Hal Tallfellow, Olgden, Thim; Ky, Fyfreyn, Ney Allond, Tannun Maruth, Vihahn; Destor, Graxber, Kavak; Firngald, Gungorn

Languages: Annasse, Karnish, Syramesse, Ural

Climate: Warm Temperate

Overview

Rising from the war torn fields of the old Amman empire, Orith has emerged as an important member in the growing trade markets of the world. Rich in minerals, the dwarves of The Red Hills both mine and craft adamantine, one of the rarest of all metals. The Red Hills also produce excellent manganese and titanium

rich iron ore, which is exported throughout Arrasia where it is forged into superb masterwork weapons and armor.

Having forged a close relationship with Yam and the Freecity of Hanai, in the form of the Triple Alliance, Orith also has a close relationship with the halfling enclave of Bayfork and the elves of The Green Forest. These relationships have led to a multicultural society where elves and halflings are commonly seen in the municipal areas. Amwain, sitting at the base of The Red Hills and at the edge of The Green Forest, has grown into a significant port and stop off point in the trade routes of Arrasia. Much of the trade goods for export wind up in this excellently located city.

Since the defeat of Syrámä, who temporarily threatened the peace of the nation over a border dispute, Orith's main cause of worry is the aggressive nation of Magasoa, with whom border disputes are common where the two nations join at the western tip of the Jayd Hills. Humanoids also cross over the Magasoa border, often across the Jayd Hills, and pass into Orith, where they cause serious disruption, haranguing the border communities. Only rarely, however, does a large force rampage into Orith territory, when the ensuing battles are savage and bloody.

The people of Orith can trace their roots back to ancient times and much of their culture and customs have once again emerged after being suppressed for so long by the Amman occupation. However, they have also been heavily influenced by Karnish and have embraced many of their customs and many aspects of their culture. Although Ural is the most commonly spoken language, Karnish is spoken throughout Orith and the Karnish pantheon embraced almost completely. Due to their close proximity to Syrámä, Syramesse is also spoken in some quarters, as is Annasse, though only by those who live along the eastern borders of the country. Any vestiges of the old Amman order have been brushed aside, though some cults still remain, but not in any significant numbers.

Significant Trade Exports

Adamantine: One of the rarest ores in Arrasia, it is mined by the dwarves of The Red Hills. Mostly, they craft this precious metal into armor and weaponry, which is transported to Amwain before being exported further a field - primarily into Karnish, where it has access to the widest markets. Some adamantine ore is also exported, though this is a specialized market as few have the skill necessary to forge the metal.

Copper Ore: Along the western fringes of the Jayd Hills, near the border with Magasoa, copper ore is abundant and mined by the small communities there. It is usually shipped on to Amwain via the Freecity of Hanai, which is considered the safest journey.

Iron Ore: Iron is common throughout Arrasia, but The Red Hills' iron ore is rich in manganese and titanium, making the steel forged with Red Hill Iron lighter

and harder than usual, producing superb masterwork weapons. The Red Hills' iron is exported all over Arrasia and is main export of Orith.

Brief History

Establishing itself after the fall of Amman, Orith's early years were dominated by their fight to secure their national borders and exert a unified political structure upon the people of Orith, who were not used to the freedom which they had for so long been deprived. Under the iron hand of King Alfrik I and, later, his son, King Alfrik II, the disparate communities were unified and brought under a single political banner. Those that resisted were dealt with harshly.

With Yam developing at a rapid pace, conflict was inevitable during this rush for land and after several minor battles, war flared up, with the city of Hanai the center of the largest and most bloody conflicts. Both sides were determined to capture the strategically important city, yet both also had to contend with their internal political frailties. Hanai constantly fell and was retaken, until both sides, under pressure to establish control within their own borders and suppress the growing humanoid threat, were forced to sue for peace.

In an unexpected turn of events, Lord Ritchelin, one of the world's great opportunists, declared Hanai's independence as a Freecity and entered into the peace talks with Yam and Orith. This surprising move, however, allowed for peaceful negotiations to take place, with both sides recognizing Hanai's independence as a free city and setting in stone the national boundaries of their young nations.

For the following decades, Orith attempted to impose a political structure upon a suspicious people who were only used to the harsh realities of life under Amman. The task was made doubly difficult by the marauding humanoid tribes that populated the planes of Orith and whose menace was increasing. Yam, the Freecity of Hanai and Orith signed the Triple Alliance and, unified, their forces began the process of driving the humanoid threat out of their nations. After many large scale battles, the humanoids were driven back into Magasoa or the Jayd Hills.

With this threat removed from their lands, Orith set about building close ties with Karnish and used their political model as an example for their own society. With the influx in trade goods and wealth, Orith soon established itself as an important member of the trading nations, especially after the discovery of adamantine in The Red Hills by the dwarves who had been mining iron ore. This greatly increased both the reputation and wealth of Orith.

Yam's brief border dispute with Syrāmā, which saw the nations of the Triple Alliance drive back the armies of Syrāmā in two decisive victories, secured peace in the region with all except Magasoa, who still look west to Amman-Mon and whose land is now home to the humanoids who caused so much trouble to the fledgling

nations of Yam and Orith and whose troops still make regular sorties into their lands.

The Major Towns and Cities

Amwain: (pop. 29,500) Situated at the southern tip of The Red Hills, Amwain is a significant trading port in the Aggenbor Sea and along the trade routes of Arrasia. It has grown rapidly since the establishment of Orith, but especially so since the discovery of adamantine, which has also seen the wealth and reputation of the city rise. A bustling and lively city, Amwain is also an attractive city, with beautiful facades and columns fronting many of the significant - and even not so significant - buildings. Arches span tree-lined roads and impressive statues of the Aslah are dotted everywhere. Beautifully kept gardens are also a significant feature. The streets are generally clean, as Amwain also has an impressive sewer system that washes away the filth and helps keep down vermin and disease. However, it is not without its seedier side and both the dock and Syrāmesse Quarter are rife with criminal gangs.

Arl: (pop 15,000) This mining community has grown almost entirely around the iron which is mined in the Jayd Hills. Not only are large quantities of iron ore mined here, but it also serves the other communities of the Jayd Hills. Arl is home to a large dwarven and halfling community who play a full and significant role in the politics of the city, often leading to tensions with the humans and elves who also live here. The tight streets are dusty and hemmed in by the buildings. Filth covers the busy streets, with vermin a common problem. Despite the large size of Arl, strangers are easily picked out and are usually prey to the hive of criminal activity that Arl supports.

Organizations

Hands of Phoras: A powerful and violent gang of criminals, they are feared throughout Orith, but especially in Amwain and Arl, where their influence is significant. Wealth and power are their goals and anyone who steps in their way or crosses them is likely to suffer a painful and lingering death. The *Hands of Phoras* are those that work for the Phoras him (or her) self, though who this is, no one knows. The structure and workings of the *Hands of Phoras* remains entirely unknown, as those very few that have been captured have taken their own lives rather than give away the secrets of the organization.

ORMEX

Area Square Miles: 70,000

Population: 1,260,000 (18/sq. mile)

Racial Balance: Human (57%), Dwarf (12%), Elf (10%), Gnome (8%), Halfling (7%), Half-elf (3%), Other (3%)

Capital City: Nend (pop. 18,500)

Government: See below

World View: See below

Alignment: See below

Religion: Aruthane, Azerond, Fandor, Illsyn, Malanon, Merrymer, Mynax, Narag Narg, Omuz, Pax, Pith, Sha Dorrain, Uther; Graxber, Kavak; Ky, Ney Allond, Tannun Maruth, Vihahn; Gungorn; Olgden, Thim

Religion: Karnish

Climate: Warm Temperate

Overview

Dominated by the Anhorn Peaks, the east Karnish province of Ormex is high in humanoid activity and a large number of Karnish troops are stationed here to police the province, as well as help support the elves of Yander Hothinbelim from Uradun attacks. The eastern regions of the province are fertile and dotted with small farming communities, though the more dangerous environment mean these are not as common as in Fenn or Borodor.

To the east, the Anhorn Peaks dominate the landscape and the land is rocky and tough, while the west is fertile land where crops are grown and livestock reared. The Anhorn Peaks is home to a large number of humanoid tribes who make regular raids against the human settlements, meaning that life is much tougher than in Fenn or Borodor and communities much more sparsely spread.

Large numbers of Karnish troops are stationed in Ormex, though the greater number police the regions immediately surrounding the Anhorn Peaks. The troops stationed here also help the elves of Yander Hothinbelim, who are under regular attack from Uradun, and with whom Karnish has long since been a friend and ally.

The port of Nend is the only significantly populated settlement in Ormex and that which does not travel to or from Ormex via The East Karnish Road, does so via the docks of Nend. The city also supports the border province of Gorind, with supplies either being sent along the road or directly from Nend to Drayd across Borothon Bay, the preferred option. Troops will often be stationed here before being moved to Gorind, where they will take up their role in defending the eastern border of Karnish from the barbarian hordes of Yarasal J'naria.

Significant Trade Exports

Copper Ore: The west of Ormex is rich in copper ore deposits which are mined extensively. Many communities in the west have sprung up around the copper industry, despite the dangers of living so close to the Anhorn Peaks. The ore usually winds up in the forges of Nend, but is also exported to Karnish itself.

Precious Stones: Agate, bloodstone, citrine, chrysoprase, jasper, onyx and quartz are all found in Ormex, most usually as alluvial deposits that are mined by the communities that have sprung up around them.

Silver: Large quantities of silver are mined from the west of Ormex and the Anhorn Peaks. Mining this precious resource is hazardous, but silver mining communities are nonetheless common. Most of the silver winds up in Karnish, where it is used for coinage.

Brief History

See *Borodor* for the brief history of Ormex.

The Major Towns and Cities

Nend: (pop. 18,500) Once the capital of Borodor, Nend is a busy metropolis with tall wooden houses casting their shadow over the tight web of streets and alleys that make up the city. A defensive stonewall surrounds the city and an impressive castle, forming a part of the structure of the wall, overlooks it. Nend is always bustling and filled with Karnish troops either heading to, or from, Gorind and the ports are usually busy in much the same manner, with supplies and troops crossing both ways across Borothon Bay. Despite the heavy numbers of soldiers here, Nend ranks as amongst the most dangerous of cities within Karnish, with crime and corruption high. Nend is also home to a large dwarven population who work the forges that help keep the soldiers equipped.

PALANAR

Area Square Miles: 105,000

Population: 1,260,000 (12/sq. mile)

Racial Balance: Human (36%), Elf (29%), Gnome (18%), Halfling (10%), Half-elf (3%), Dwarf (2%), Other (2%)

Capital City: Apperby (pop. 9,000) (see below)

Government: Tribal

World View: passive / agricultural, nomadic, wild

Alignment: CG

Religion: Aruthane, Aserdin, Azerond, Concei Japur, Destor, Fandor, Hayn, Illsyn, Mynax, Omuz, Pith, Narag Narg; Ky, Fyfreyn, Ney Allond, Tannun Maruth, Vihahn; Firngald, Gungorn; Olgden, Thim; Kavak

Languages: Annasse, Karnish, Rhuven, Ural, Yait

Climate: Warm Temperate

Overview

The forest-covered lands of Palanar are home to a diverse mix of races and lifestyles. Still largely nomadic, with wild elves and peaceful human tribes crossing the lands as many of their fathers and forefathers have done before them, Palanar is a wild, though peaceful nation. The coastal regions are far more densely populated with villages and small towns more common there than elsewhere. Apperby has become the unofficial capital of Palanar, though it in fact represents a very small percentage of the population. It is here that trade and commerce thrive and this port, located on the banks

of the Aggenbor Sea, gives superb access to Arrasia as a whole. Apperby is also home to *The Grove of Palanar*, where the tribal rulers gather to discuss affairs and make decisions.

The Grove of Palanar is where the annual gathering of the all the leaders of the peoples of Palanar takes place, known as the *Rite of the Grove*. All of the races and tribes of Palanar are represented and through the gathering the future governance of Palanar is set for that year. The Grove is chaired by the Archdruid of the Gray Order, whose job it is to oversee the will of the Grove. The annual meetings are always chaotic and tense affairs as the many cultures clash, complaints are aired and grievances sorted through. Issues rarely go unresolved and it is exceptionally unusual for conflicts between factions to become bloody affairs.

Elves are common, but mainly confine themselves to either a nomadic way of life, or live in ancient communes deep in the woods and forests of Palanar, having contact with men only for the annual Rite of the Grove or when Palanar requires their help. Palanar is also home to a large number of gnomes and they likewise prefer their rural way of life, though are often drawn to the larger communities by the lure of precious stones.

The druids of the Gray Order, who can be found in settlements all over Palanar, reinforce the loose political structure. It is through these that the will of the Grove is enforced and they also act as consorts and advisors to the chiefs and rulers of the peoples of Palanar. If conflict should break out between tribes, the local druids will usually arbitrate for peace, though occasionally this can only be achieved through a special calling of the Grove. Those that ignore the will of the Gray Order will be brought to justice by whatever power the Grove has at its disposal.

The arrival of Karnish merchant vessels has not only brought new wealth to Palanar and helped oversee the development of Apperby and Talamein, but has also seen Karnish influence grow considerably within Palanar. With no real culture of their own, the people have been especially quick to embrace the Karnish pantheon as their own, as well as the language, which is spoken in most coastal communities, though the people of the interior - mostly nomadic tribes - prefer to speak either Annasse, the language of their ancestors, or even Ural, though this is much rarer.

Significant Trade Exports

Exotic Herbs and Spices: The elves of Palanar sell their herbs and spices to the human or halfling merchants, who in turn sell it to the Karnish merchants when their ships appear. The spices are especially sought after and fetch a high price in Karnish, where they are used to create exotic dishes for the rich and powerful.

Exotic Wood: The exotic trees of Palanar are sought after around Arrasia, but especially in Karnish, where they are used to build beautiful pieces of furni-

ture or to decorate the homes of those that can afford the luxury of using such expensive woods.

Precious Stones: Hematite, lapis lazuli and turquoise can all be found in Palanar, where they are mined and sold to the Karnish merchants when their ships dock. The gnomes of Palanar are well known for their skill at creating beautiful works of art out of the stones, which they sell to the human merchants, who in turn sell them onto the Karnish merchants.

Brief History

A wild land with natural geographic defenses as borders, the lands of Palanar were populated primarily by the elves who had migrated south from The Green Forest, and a few nomadic tribes. Of no political or military value, Palanar went mainly untouched by the early Amman expansions. However, with war breaking out between Amman and the elves of The Green Forest and the need for Amman to secure a land route to Eppen, Palanar soon became an important enclave in the wider wars of Arrasia and Amman's desire to conquer Eppen and the entire Falagrim Peninsula.

While in itself of little value, the Amman army found itself under constant threat from the elven archers as they journeyed south. As well as taking heavy casualties, the supply lines also became stretched and vulnerable. This problem was made even more acute as Palanar became a popular hideaway for renegade armies who had been forced into retreat, where they could lie low and regroup. These groups battled constantly with the Amman forces on their march to Eppen.

Amman mounted two major campaigns into Palanar in order to exert some control and bring the lands under the umbrella of their empire. Both were badly handled affairs, though the first Palanar campaign proved to be an initial success as its forces drove against its disparate enemies. However, the Order of the Gray Druids, who had settled in this area during the great exodus of Zaramal, brought together the leaders of all the many armies now stationed in Palanar. This alliance of, predominantly, men, elves and gnomes caught the advancing Amman forces totally unawares and in the largest pitched battle on Palanar soil, the *Battle of Orothak Ridge*, was defeated and driven back.

Despite efforts by the Order of the Gray Druids to maintain this alliance, it remained loose and sketchy and only really came together again during Amman's second campaign of Palanar. Although more prepared for a large-scale battle, the Amman forces had become so bogged down in their war with Eppen that there were never enough troops to force a victory in the area. Despite early successes, the alliance once again gathered pace and the Amman forces were soon forced into a general retreat. The alliance soon dispersed, but Amman was never again to try and control what it considered to be a worthless piece of land.

The inability of Amman to control this area proved essential to the defense of Eppen, which itself proved

vital in turning the tide against the might of the Amman empire. With their forces and supply lines constantly under attack, they could never muster the forces, or adequately supply those that they did, in order to break into northern Eppen. The need to use their massive naval might to achieve the conquest of the Falagrim Peninsula was to ultimately have devastating consequences for the future dominance of Amman over Arrasia.

After the fall of Amman, small settlements sprang up along the western coastlines as the roving armies and peoples of Palanar began to settle. The Order of the Gray Druids called a meeting in their sacred Grove, where the loose alliance was formalized. It was agreed by all parties that the druids would oversee the alliance and chair the gatherings. In later gatherings, the druids were granted even greater powers. Several times the alliance was called to act against outside threats - primarily humanoids traveling down through Zaramal or The Green Forest, though occasionally to deal with wayward alliance members.

The Major Towns and Cities

Apperby: (pop. 9,000) The unofficial capital of Palanar, the leafy city of Apperby is the home of *The Grove of Palanar*. Apperby's position on the Aggenbor Sea has seen it become part of the Karnish trade routes and established it as the most significant port in Palanar, through which the majority of trade passes into and out of the country. The city itself is very leafy, with buildings scattered amongst copses and large grassy areas separating the various quarters of the city. The dock area is the most built up, with warehouses and markets filled with the bustle of merchants and those selling their produce.

Talamein: (pop. 3,500) The establishment of a Karnish trade route with Zaramal has seen Talamein grow in both size and significance, as it acts as a stopping point for those traveling to and from the city of Azbar. The arrival of Karnish merchants has also seen an increase in the wealth of Talamein, attracting all manner of entrepreneurs. Rapid growth has seen a once small, sleepy village grow into a mish mash of wooden buildings and tight streets. Everywhere, people hawk their wares or look to make a quick profit. Pickpockets and cutthroats are common, especially in the seedier areas. The streets are covered in the filth of rapid over population, with vermin and disease common.

Organizations

The Order of the Gray Druids: The Archdruid of the Order of the Gray Druids oversees the loose political alliance of the races of Palanar. He chairs the annual gathering of the Rite of the Grove and he is responsible for the governance of the nation and for overseeing the will of the Grove. Groves of the Gray Order can be found all over Palanar and rarely will an encounter with a druid, of any race, within the borders of Palanar be with any other druidic order. Druids within each com-

munity are highly respected and play an important role, as it is through them that the will of the Archdruid is exerted. The Order of the Gray Druids can also be found all over Zaramal, though there they have no national political influence, though exert some control at a local level.

RYSOR

Area Square Miles: 36,250

Population: 290,000 (8/sq. mile)

Racial Balance: Elf (28%), Human (26%), Gnome (25%), Halfling (16%), Other (5%)

Capital City: Putton (pop. 3,000)

Government: Republic

World View: passive / agricultural, mercantile, seafaring

Alignment: CG

Religion: Fyfreyn, Ky, Ney Allond, Tannun Maruth; Gorazyn, Nendagon, Uther, Wesdan; Gungorn; Olgden, Thim

Languages: Noroven

Climate: Continental Cool Summer

Overview

A small and isolated nation, Rysor has little apparent bearing on the greater events of Arrasia, although their trading vessels can be seen traversing the northern waters, supplying furs, pelts and foodstuffs to the nations of that region. Norvsond, the ancestral homeland of the humans of Rysor, is an especially important trading partner, which represents a large percentage of their exports in grain.

A council of representatives governs Rysor. All of the major races are represented, as well as those with significant enough numbers. Political control is at a regional level, where communities enforce the will of the council. This chaotic approach to politics more often than not leads to regional interpretations of the same laws, meaning that one community can be very different to another.

Noroven is the dominant language within Rysor. Elves, gnomes and halflings all see this as the mutual language through which they communicate and through which business is done.

Significant Trade Exports

Grain and Foodstuffs: Rysor produces more grain and foodstuffs than it consumes, so the excess is exported almost entirely to Norvsond, where it is in much shorter supply. It is also exported to The Bad Lands and The Savage Coast, where it is essential during the winter months, when the land there is frozen.

Furs and Pelts: Rysor supplies all manner of furs and pelts that are purchased by the merchants of Norvsond, who then export them further afield. The

competition for such produce is fierce and the profits marginal.

Brief History

The great northern migration, following the harsh regime that had been imposed in Norvsond by King Ould, saw the humans scattered along the coastlines of the northern waters. Those that set foot upon the land now known as Rysor found a place populated with elves and gnomes. Despite initial tensions between the different cultures, human settlements began to appear along the coastline and interaction between the races saw the emergence of Rysor under the governance of a council of representatives.

After Norvsond had been forced to sign the *Treaty of the North*, recognizing the independence of the emerging fledgling nation states, trade opened up and the merchants of Rysor soon began selling their wares to the people of Norvsond and the other northern nations. Much of the region fell under the dark veil of Tettungba's evil armies during *The Second Elven Strife* and Putton was sieged, during which a large number of the population were killed by disease and plague. The siege was finally broken by an alliance with Adoria who, along with a number of elven archers sent by the elf Queen, Glornias, defeated the armies of Tettungba in the *Battle of Putton*. The Amman conquests went by largely unnoticed and the emergence of Karnish in their stead has had little consequence.

The Major Towns and Cities

Putton: (pop. 3,000) Attractive wooden buildings with well-kept gardens can be found throughout Putton. Even the outer defensive wall, which helped keep the forces of Tettungba at bay during the siege of the city, has ivy and other creeping plants growing over it. The roads are wide and clean, though dusty and often rutted during the wet winters. Small copses are home to the elves and the undulating hills upon which Putton is built are home to the gnomes who live here also. The port is the busiest part of this sleepy town, with the markets busy with those buying and selling wares.

THE SAVAGE COAST

Area Square Miles: See Below

Population: See Below

Racial Balance: See Below

Capital City: None (see below)

Government: See Below

World View: None (see below)

Alignment: See Below

Religion: Gorazyn, Nendagon, Uther, Wesdan

Languages: Noroven

Climate: Arctic

Overview

The Savage Coast has become home to a large number of small settlements that have established themselves on the harsh northern coastlines. As well as the freezing temperatures, disease and starvation that is common to these communities, the indigenous inhabitants are hostile and humanoid activity high.

The settlements have no particular ties with one another, though local communities will often aid another if they are able, and the political structure of each community is entirely dependant upon the makeup of its inhabitants. Politics tends towards that which helps them survive, so law and order are essential ingredients. None of the settlements are particularly large, but are numerous and spread across the coastal regions.

The settlements are heavily reliant upon the trade with the northern nations of Arrasia, who supply them with essential products that are in short supply, especially grains and other foodstuffs, plus raw materials required to augment their own fledgling industries. Without any real wealth, ivory, pelts and furs are often traded in return. Life within the settlements is harsh and all too often brief, with arctic goblins and arctic kobolds making regular attacks, especially during the winter months. Frost giants are also a problem and are greatly feared.

Significant Trade Exports

Ivory: Walrus ivory is used to trade for necessary goods to survive. Often the ivory is exquisitely carved and sells throughout Arrasia for a high price.

Pelts and Furs: The harsh climate means that the furs and pelts originating from this region are highly desirable. Being readily available, these represent the settlements' lifeblood, which they use to trade for important and life saving supplies.

Brief History

The first people to attempt to colonize The Savage Coast were the Norvs who had been uprooted from Norvsond under the harsh regime of King Ould the Unforgiving. Very few of these early settlements lasted long, falling to starvation, disease and the frenzied attacks of the local denizens.

Despite these early failures, the people of the north have continued their attempts at colonization, though still with limited success. The people who live here now are hardy and exist in a tough environment, often isolated from the rest of Arrasia, on whom the colonists rely so heavily.

The hard life has allowed little in the way of political evolution, with the settlements self-reliant and only limited mutual assistance between geographically local settlements in times of need. The future for these hardy folk is uncertain, but so it always has been. However, the rumors of great wealth and the lure for land is enough to keep the colonists coming.

SORENDALE

Area Square Miles: 40,000

Population: 500,000 (12.5/sq. mile)

Racial Balance: Human (64%), Dwarf (25%), Halfling (8%), Elf (1%), Gnome (1%) Other (1%)

Capital City: Highdale (pop. 10,000)

Government: See below

World View: See below

Alignment: See below

Religion: Aruthane, Concei Japur, Erenus, Feyzeu, Fandor, Illsyn, Jeyru, Laverrus, Malanon, Merrymer, Mynax, Omuz, Pax, Pith, Sha Dorrain; Olgden, Thim; Graxber, Kavak; Olgden, Thim; Ney Allond, Tannun Maruth; Gungorn

Languages: Karnish

Climate: Warm Temperate

Overview

A small southern province of Karnish, Sorendale has a large dwarven population who mine precious metals - copper, silver and gold - that are readily available in The Malvus Peaks and the Kraggen Hills. Highdale is the only built up place in Sorendale of note, with small agricultural communities dotted across the plains.

Highdale is a busy and bustling place, with much of the business of Sorendale occurring within its walls. Farmers and trades people from all around come to Highdale to sell their goods, either at the weekly market or to merchants, who will sell their wares on further afield. Located at the base of The Malvus Peaks, Highdale suffers from the humanoids that dwell there, though this is more of an occasional irritation than any real threat, with the dwarven citadel of Ki-Dyer acting as an important barrier against the worst elements that dwell there.

Copper, gold and silver are abundant in Sorendale. Primarily these are mined by the dwarves who have dug deep into the earth to find the precious seams, but are also readily available as alluvial deposits, around which many small communities have sprung up.

Within Sorendale remains a strong, underground movement that supports the expulsion of Karnish from their lands and a return to the days when they stood as a free and independent nation. The most notorious of the anti-Karnish organizations is the League Against Karnish, which actively struggles against Karnish control. It is rumored by some that it is those loyal to the League Against Karnish who are behind the attacks against Karnish interests within the province, though many believe this not to be the case and that the League is no more than a political movement, free from violence.

Significant Trade Exports

Copper, Gold, Silver: Copper, gold and silver are abundant in and around The Malvus Peaks and the Kraggen Hills, both mined and alluvial. The vast major-

ity of those communities that are located near seams or deposits are almost entirely dependent on the resource for their economic survival.

Precious Stones: Iolite, opal and quartz are all found in Sorendale. Iolite in particular is found along the banks of the Hakkan River and many communities there are entirely dependent upon it.

Brief History

Highdale - then known as Osdil - emerged during the Amman conquest of the region, acting as an important staging post for the Amman army in their attempts to subdue the dwarves of The Malvus Peaks, as well as an important administrative center for the region as a whole.

Osdil was amongst the earliest of those that rebelled against their oppressors. Their original attempts were entirely unsuccessfully and dealt with mercilessly. However, the growing tide against the Amman empire, with their northern armies in disarray and their navy smashed, saw the rebellion grow in stature and ability and as news of the successes of Fandor and Mynax filtered through, so the people of Osdil threw off their shackles and expelled their tormentors.

With the Amman forces in disarray and in retreat, Osdil was renamed Highdale and the people of the region set up their defenses to protect the lands sandwiched between The Malvus Peaks, the Kraggen Downs and the Hakkan River, which emerged as the nation of Sorendale. Several large pitched battles with Amman forces, who were forced to retreat east away from Fandor's rampaging armies, saw Sorendale's discipline and nerve hold out against the panicky and, by then, ill disciplined Amman troops.

With the dwarves helping to secure the Sorendale borders and with Yarath caught up in a civil war, Sorendale soon emerged as a stable and well-defended kingdom. Under the reign of King Haman I, Sorendale prospered. The natural resources of the region were soon being exploited and traded with their neighbors, bringing vast wealth into the country.

A brief war with Yarath, who were desperate for the wealth of Sorendale, briefly threatened the equilibrium, but once again, with the help of their dwarven allies, the Yarath forces were repelled and Sorendale emerged victorious and with its reputation enhanced. Yarath was to make a second attempt at invasion several years later, but only to find the same resilient defense and to suffer defeat once again.

The peace was finally shattered in Sorendale when King Deymus I of Karnish overwhelmed the Sorendale forces and occupied the region, declaring it as a province of Karnish. The invasion was in response to Sorendale's relationship with Lord Tharg, where he had been born and educated and where he had rallied the people of southern Karnish into a frenzy, which had erupted into civil war. In an act of vengeance against the region, King Deymus I, having seen his great foe evade the

might of his forces, annexed Sorendale.

Although Sorendale fell quickly and easily, the struggle against Karnish continued violently throughout the reign of King Deymus I. After his death and the relaxation of the laws, the rebellion slowly died away, although several organizations opposed to the occupation emerged and have continued their struggle even to this day.

Major Towns and Cities

Highdale: (pop. 10,000) A busy and bustling city, Highdale is the center of activity in the province of Sorendale and through it passes the produce of that area. The export of gold and silver, in particular, has made Highdale a prosperous city, home to many of Sorendale's most wealthy and powerful citizens. Situated at the base of The Malvus Peaks, the city is made from the rock of the mountain and largely carved by the dwarves, of which there is a large population. Stone houses and streets, however, are interspersed with pleasant green parks, and trees and flowers line the streets, creating beautiful boulevards. Acting as a second tier, which overlooks the rest of the city, a stone castle, the foundations of which are carved into the rock itself, acts as both the home to the Provor of Sorendale and the central administration and military headquarters of the city. What seems to be a seamless stone wall runs the entire perimeter of the city.

Organizations

The League Against Karnish: Originally set up to continue the struggle against the occupation of Sorendale by Karnish, the League Against Karnish has grown into a sophisticated organization with cells spread throughout the occupied territories of the Karnish provinces. Haters of Karnish, the League has vowed themselves against what they see as tyranny. While their front is a peaceful one, there are many who believe that the organization is secretly involved in far more direct activities against Karnish and that their resources are far greater than what is commonly thought to be the case.

SYRÁMĀ

Area Square Miles: 860,000

Population: 12,900,000 (15/sq. mile)

Racial Balance: Human (65%), Halfling (6%), Elves (6%), Gnome (5%), Dwarf (4%), Goblin (4%), Half-elves (2%), Orc (2%), Hobgoblin (2%), Half-orc (1%), Bugbear (1%), Other (2%)

Capital City: Athlem (pop. 55,000)

Government: Monarchy

World View: defensive / agricultural, mercantile

Alignment: LN

Religion: Aruthane, Aserdin, Azerond, Concei Japur, Crayver, Destor, Erenus, Fandor, Feyzeu, Hayn, Illsyn,

Malanon, Mynax, Narag Narg, Omuz, Pith, Sassa, Sha Dorrain; Hal Tallfellow, Olgden, Thim; Ky, Ney Al-lond, Tannun Maruth; Gungorn; Graxber, Kavak; Ragmannon, Xagraxsus; Babbarax, Gygafrak

Languages: Karnish, Kerlasian, Sárian, Syramesse, Ural, Yait

Climate: Warm Temperate

Overview

Syrámā is a large swathe of primarily open grasslands. Covering much of what once consisted of several ancient nations, including Sárat, Syrámā, Hendbæ, Kerlasia and Mandapor, Syrámā is a fusion of many cultures and peoples. Once known as the *Horse People*, for their love of, and great skill with, the magnificent horses reared on the plains, many of the Syrámesse remain nomadic, following the ancient trails that their ancestors followed. However, the majority of those that live in Syrámā now dwell in the villages, towns and cities that are dotted along the coastline and the banks of the Syramassa River.

The varied cultural differences of Syrámā lead to occasional tensions and small conflicts, but mostly these are regional disputes that are short lived. The Sáratians and Syrámesse dominate the political arena, though the ruling line of monarchs has always been Syrámesse since their emergence from the occupation of Amman, something that causes great anger and tension in the Sáratian community. On the whole, however, the fusion of cultures has worked well and the benefits all too often outweighing the drawbacks.

Aligning itself closely with Karnish, whose culture is highly regarded and mimicked, Syrámā has seen its influence, world standing and wealth grow considerably, with many of its ports and harbors along The Enchanted Bay important waypoints along the extensive trade routes. Syrámā expends considerable effort in maintaining these trade routes and has seen its naval presence grow enormously. On land, it is the strength of their mounted warriors that are relied upon to maintain the peace and borders of this vast land.

Syrámā continues its war against Amman-Mon, its greatest enemy who treated the ancient states so harshly after their conquest, though for both sides this is mainly restricted to border skirmishes, with the occasional indecisive pitched battle. Syrámā has also found itself at war with Amman's old ally, Magasoa, which has been an ongoing affair since the fall of that evil empire and the re-emergence of Magasoa as an independent nation. The border area is heavily militarized on both sides, with regular patrols and skirmishes. Large pitched battles are also common and both sides send large raiding parties deep into enemy territory. The border between the two nations also acts as a conduit through which the humanoids of Magasoa pass into Syrámā in order to raid and pillage.

An essential part of the trade routes that have sprung up across Arrasia since the fall of Amman, the

Syramassa River gives access to the heart of the exotic eastern lands of Urgolia and the communities around the Sarazoa Sea. While these routes are presently treacherous and unpredictable, they can also be highly profitable and Syrámä sees these as a vital source of income and future prosperity, especially since nowhere else can boast such direct access. Syrámä's greatest exports are the magnificent horses that are reared and trained by the most skilful animal handlers in Arrasia. All the best armies use these superb beasts, with knights and the wealthy using nothing else. They are renown for their handling and courage on the battlefield.

Significant Trade Exports

Copper, Gold, Platinum, Silver: The Hills of Mandapor are rich in the precious metals of copper, gold, platinum and silver, which are mined by the dwarves that dwell there. The hills are also home to a large number of goblinoids, making mining an even more dangerous job than usual. Syrámä is one of Arrasia's principle suppliers of platinum and also exports vast quantities of silver.

Diamonds: Once, the banks of the Syramassa River were said to be lined with diamonds. While this is no longer the case, alluvial deposits are still commonly found along its shores and have brought much wealth into the nation. Syrámä is certainly one of the key players in the diamond market.

Horses: Farasian horses, imported from Farashar, are generally regarded as the finest horses in Arrasia and command enormous prices, due to their rarity, with Syrámä controlling the entire market. The Sárian horses of Syrámä are also highly regarded, second only to the Farasian breed. Powerful, swift, courageous and superbly trained, these war-horses are employed by armies around Arrasia and especially in Karnish, whose heavy cavalry units use nothing else. As such, there is a high demand for these animals. Fetching a high price Arrasia over, this is Syrámä's most prestigious export.

Lapis Lazuli: The Amu-Phat Downs are ragged and rocky with large deposits of limestone, where lapis lazuli is plentiful. Such is the amount of lapis lazuli mined there, that Syrámä has become its principle supplier and the city of Naissi the lapis lazuli capital of the world.

Precious Stones: As well as diamonds, an array of precious stones are washed down from The Golden Peaks and swept along the Syramassa River, where they are deposited. Amethyst, garnet, ruby, sapphire, spinel, topaz and zircon alluvial deposits are all mined along the banks of the Syramassa River.

Brief History

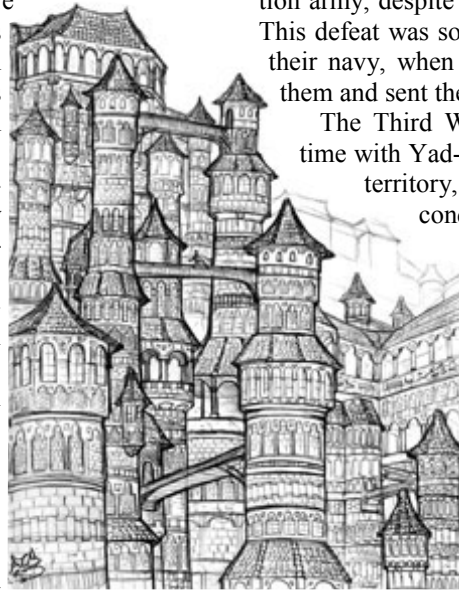
In the ancient days, Sárat stood at the pinnacle of its power, commanding an empire that included the territories of Yad-Yamman, Syrámä and Mandapor. The power of its mounted warriors and the fanaticism of its troops made it a formidable and powerful nation that was feared by its neighbors. However, several internal conflicts weakened the political union of Sárat and the second Great Rebellion of Syrámä indirectly led to their defeat against the tribes of Yad-Yamman. The second Great Rebellion of Syrámä lasted for 100 years, placing a huge military burden on Sárat and during which time the Yad-Yamman evolved both politically and militarily.

After Syrámä was eventually defeated and subjugated, Sárat once again turned its attention toward the Yad-Yamman and launched a massive invasion, which swept aside the resistance and was soon on the verge of an overwhelming victory. However, the Battle of Many Battles saw a vastly outnumbered Yad-Mon army fight a magnificent rearguard which allowed their army time to regroup and, alone - for none of the other tribes of the Yad-Yamman would stand with them - fought the Battle of Woe, where the Yad-Mon defeated the Sáration army, despite being overwhelmingly outnumbered. This defeat was soon followed up by the destruction of their navy, when Yad-dur sent out their own to meet them and sent them to the bottom of the sea.

The Third War of Yad-Yamman and Sárat, this time with Yad-Mon leading the charge into Sáration territory, saw Sárat utterly defeated, with their conquerors annexing their lands and enslaving their people. Its empire collapsed and the subjugated nations freed. For a while, Syrámä, and the other nations freed of their servitude, flourished, but the unification of the Yad-Yamman under the banner of Amman saw them emerge as a serious threat to regional peace and war soon broke out as Amman looked to expand its borders. Mandapor and Syrámä, as well as a host of smaller nations that had emerged

after the destruction of Sárat, fell swiftly to the new enemy, though Syrámä would re-emerge a free nation after the first Amman-Goblin war saw Amman defeated and forced into retreat.

Despite a second war with Amman, Syrámä refused to buckle until the brilliant general Abu-Taq finally ended their resistance and Syrámä was subjugated and its people enslaved. With a streak of sheer vindictiveness, Amman systematically set about erasing the culture and history of Syrámä and only the pride and toughness of the Syrámesse saw their customs maintained underground. These unbowed people were constantly rebelling and, as Sárat had discovered centuries before, these were bloody and long lasting affairs. The



history of Amman is punctuated with such rebellions and when Karnish threw off their shackles and challenged the might of Amman, so the Syrámesse once again rose up and rebelled, this time ousting their long time occupiers.

Syrámä was also instrumental in the *Great Battle of Amman*, when their army, having defeated their oppressors, swept into the battlefield as Fandor and the great alliance looked all but done for. Such was the impact of their horsed warriors, that the fortunes of the alliance were reversed and the Amman army severely demoralized, allowing time for Uther and Mynax to reach the battle, where the Amman forces were finally defeated and the end of the age of Amman confirmed.

With the destruction of Amman and the emergence of Karnish as the new world power, Syrámä drove the remnants of the Amman empire out of their and other lands, consuming those it liberated under their own flag. As Amman retreated west, back into their own borders, and Karnish split Amman in two, Syrámä emerged as a powerful nation sitting to the east of Amman-Mon, as Amman had remodeled itself, offering a powerful ally as Karnish strove to completely destroy the evil empire. However, with the rise of Hith, Karnish was forced to move its army away, essentially ending the long war. Syrámä, however, has never made peace and continue the war. Skirmishes and occasional pitched battles are still common between these old enemies.

To the south, Syrámä saw the emergence of the Triple Alliance between Yam, Orith and the Freecity of Hanai as a threat to their regional hegemony and escalated a border dispute into open warfare. However, two decisive defeats ended any expansionist ideas that Syrámä may have had in that direction, forcing them to sue for peace. With this dispute over, trade once again crossed the borders between these nations and the power and influence of Syrámä has been on the rise ever since. Although many of their old customs have survived, much was also lost and the Syrámesse have been quick to adopt the Karnish culture as their own, especially their religion. Syramesse is the most commonly spoken language, but Kerlasian and Sarian are also still spoken. Karnish is now considered a language of high culture and business, but is not widely spoken amongst the common folk.

Major Towns and Cities

Athlem: (pop. 55,000) This sprawling city has access to both the Syramassa River and The Enchanted Bay and, as such, sees much of the trade into and out of Syrámä pass through it. Athlem is a maze of tight dusty streets, lined with back street markets filled with all manner of people selling their wares. The air is filled with their voices as they harangue the passersby and compete with the street dancers, bards and actors who all jostle for the attention in this lively mardi gras. The architecture is exotic, with ornate columns and arches common to most structures and domed roofs adorning

the more important buildings. The majority of buildings are built from sun-baked mud bricks, which are extremely tough and durable, and the city has a growing slum problem, where vermin and disease are common.

Naissi: (pop. 30,000) Considered the lapis lazuli capital of Arrasia, most of the industries rely upon it for survival, either directly or indirectly. It is home to a large halfling population that has cornered the lapis lazuli market and is extremely influential within the city. Although Naissi is on the face of it a very attractive city, with large markets filled with exotic music and dancers and sellers hawking their wares, it also has a large section who live in poverty and who are paid poorly for their labor. Mud brick buildings with thatched roofs are the most common, though the wealthy and administrative buildings are ornate affairs with columns, arches and domed roofs common features. As Naissi is nestled at the base of the Amu-Phat Downs, it is also exceptionally hilly and elaborate public stairs, flanked with statues and lime trees, are a common sight.

Ebben: (pop. 22,000) The city of Ebben is a lively city which sits on The Enchanted Bay and is an essential port for the Syrámesse navy, around which it has evolved. With maritime statues and art found throughout the city, its connection with the navy is difficult to miss. The port itself is one of the largest in Arrasia - a natural harbor that stretches around two thirds of the city and is filled with all manner of sailing vessels, which dart between the large ships anchored there. The port area can be rough with drunken fights common and criminals - petty and organized - always on the lookout for easy pickings. Architecturally, Ebben differs little from the style of most Syrámä towns and cities, with columns and arches, tight streets and loud markets filled with an array of exotic artisans and produce.

Yaga: (pop. 16,000) The population of Yaga has exploded since the emergence of trade links into the Urgolian territories along the banks of the Syramassa River and the Sarazoa Sea. Although extremely hazardous, many have made their fortune and the tales of adventure and wealth have seen Yaga grow rapidly. In many ways, Yaga is the most beautiful of the cities of Syrámä, sitting on both sides of the Syramassa River, which is the lifeblood of the city. Beautiful buildings are augmented with lime trees and other plants and greenery is commonplace. Some of the most magnificent domed buildings can be found here, though primarily the buildings are mud-bricked affairs with thatched roofs. There are several major markets, along with an array of back street markets that are filled with the noise of the performers and those hawking their wares. Yaga is also the center of the market for Farasian horses, which arrive here after their long journey from Farashar.

Gam: (pop 12,000) As well as being a significant naval and military base, from where both ships and troops can easily be moved to the border with Magasoa,

when required, Gam is also an important diamond mining region, which are washed along the coast and collect here as alluvial deposits. The harbor is large, with several impressive jetties reaching into the sea, where fishermen and merchants unload their cargoes. A large tree-lined boulevard runs for much of the port area, which joins several significant markets and along which can be found many of the important buildings of Gam. It is always filled with those selling their wares or performing their art and the architecture is magnificent. However, behind this, much of the city is a web of streets and alleys, with mud brick buildings and slums where the majority of the population live.

TESCHENIA

Area Square Miles: 300,000

Population: 2,330,000 (8.5/sq. mile)

Racial Balance: Human (60%), Elf (15%), Gnome (6%), Halfling (4%), Orc (3%), Goblin (3%), Hobgoblin (2%), Dwarf (2%), Gnoll (2%), Other (3%)

Capital City: Haphassus (pop. 3,500)

Government: Oligarchy

World View: passive / nomadic, wild

Alignment: CN

Religion: Concei Japur, Crayver, Ky, Ordal, Urgomond; Ky, Ney Allond, Tannun Maruth, Vihahn; Gungorn; Olgden, Thim; Ragmannon, Xagraxsus; Babbarax, Gygafrak; Graxber, Kavak; Naberru

Languages: Rhuvén, Teschenian, Urgolian, Yait

Climate: Continental Cool Summer

Overview

Although still largely nomadic, permanent settlements have established themselves along the coast of the Sarazoa Sea and Haphassus has grown into the largest human settlement east of The Golden Peaks. Politically weak and riven with tribal strife to control the Council of Fire, Teschenia has found itself embroiled in a war with Urgolia that it seems ill equipped to win. Only the presence of the elven archers, defending their own homelands, have kept the marauding horsemen at bay, although large swathes of southern Teschenia are now under Urgolian control and the tribal peoples there forced to pay tribute to their new masters.

Haphassus has already seen itself come under siege from a large unit of Urgolian forces, though the defenses held firm and the Urgolians soon retreated realizing that they could not halt the flow of supplies into the town through the Sarazoa Sea. Haphassus has since come under regular attack from the Urgolian forays and panic and fear are now rife.

Despite their divisions, the Teschens have had some successes, having twice defeated advanced Urgolian troops. However, the slow erosion of their territory is relentless and only the prolonged battles between the

expert elven archers and the expert Urgolian horsed warriors, and an alliance of several large orc tribes under the leadership of Grabbak Gungad, has slowed their progress.

Brief History

Previously populated lightly with elves and gnomes, the lands now called Teschenia were overrun with humans and humanoids after the first incursions of Amman into the eastern lands, who drove all before them, forcing a great exodus that saw hitherto unpopulated lands overrun. The tribes and humanoids soon fell into conflict with one another and only the rise of the Urgolians allowed them to survive at all, as the Amman forces became embroiled in a bloody conflict that halted their expansion.

The rise in power of the Urgolians was a mixed blessing, however. After the withdrawal of Amman from the eastern lands, the vacuum saw a scramble for land and territory that was both bloody and callous as the most powerful tribes fought for control. The Urgolians had soon asserted themselves within the lands they declared Urgolia. A long and bloody conflict between the Datians, Farasians and Teschenians, often referred to as the *Great Strife of the East*, saw the lands split into three - Teschenia, Hagaard and Farashar. Despite the peace, however, fighting between the new nations was constant as racial hatred between them ran deep.

Having established control over their own lands, the powerful Urgolians soon turned their attention to their bickering northern neighbors and Hagaard and Farashar were both eventually conquered and consumed into the Urgolian empire, before then turning their attention towards Teschenia. Several large conflicts between Urgolia and the hordes of Fenoria saw the Teschenia borders left alone, but when the Urgolian incursions began, they had soon established a firm control over the southern reaches of Teschenia, with only the growing resistance of the elves halting their advancing forces.

The Major Towns and Cities

Haphassus: (pop. 3,500) Single story, stone huts with thatched roofs, set in small plots of land where goats and other livestock wander, are the standard fare in Haphassus, with anything larger easily visible. The *Tower of Kweld* stands on a hill overlooking Haphassus, which is home to J'syrus Kweld, a powerful wizard who arrived here some years ago after making his way from the west. Mostly, only the wealthiest boast of doors and windows and the landscape is rugged even within the fortified walls. The streets are little more than strips of dirt that become badly rutted when it rains, which is often. The sound of the occasional smithy and stonemason can be heard across what is otherwise a quiet town set on a peninsula that stretches into the Sarazoa Sea. Although Haphassus is a significant port on the Sarazoa Sea, it is little more than two wooden jetties and a number of fishing vessels.

Important Personages

J'syrus Kweld: Little is known of this elven wizard, who arrived in Haphassus upon a merchant vessel from Syrámä. He almost immediately set about building the *Tower of Kweld* - a significant stone structure which overlooks all of Haphassus - and has lived there ever since. He partakes little in the affairs of Teschenia, though had a significant input in the defense of Haphassus when it was besieged by the forces of Urgolia, earning him some respect amongst the locals, who otherwise hold him in a great deal of suspicion.

KINGDOM OF THARG

Area Square Miles: 360,000

Population: 4,320,000 (12/sq. mile)

Racial Balance: Human (66%), Halfling (9%), Dwarf (8%), Gnome (5%), Orc (3%), Elf (2%), Goblin (2%), Bugbear (2%), Gnoll (1%), Half-orc (1%), Other (1%)

Capital City: Taran (pop 38,000)

Government: Monarchy

World View: defensive / industrial, mercantile, seafaring

Alignment: LN

Religion: Aruthane, Azerond, Concei Japur, Erenus, Feyzeu, Fandor, Gorazyn, Illsyn, Malanon, Mynax, Narg Narg, Nendagon, Omuz, Pith, Sha Dorrain, Uther, Wesdan, Olgden, Thim; Graxber, Kavak; Ky, Gungorn; Ragmannon, Xagraxsus; Tannun Maruth, Vihahn; Babbarax, Gygafrak; Naberru

Languages: Karnish, Noroven

Climate: Temperate

Overview

As a young nation bordering many hostile forces, The Kingdom of Tharg has fought fiercely to establish itself amongst the nations of Arrasia and to open up and maintain the essential trade routes that enable it to survive. Despite the constant war with the raging hordes of HuriGhol and the menace that crosses over the border from Nerafu, Tharg has developed into a major player on the world stage.

As well as threats from the wild lands to the west and south, Tharg has yet to rid its own lands of the considerable numbers of humanoids that dwell there and who remain a constant menace. The Crystal Mountains and Mountains of Fendorn to the east of Tharg constantly spew up new threats and dangers and much of the land is considered too wild for settlement.

Modeled on the Karnish political and social structure, the Kingdom of Tharg has a powerful professional army that ensures the security of the nation, seeing off any major threats from their many enemies, which occur on a regular, almost unending, basis. Tharg has also seen its navy grow into a major force, as the need to protect their vulnerable trade routes is essential to the

health of the nation and supplies the vast wealth necessary for the upkeep of their army.

Tharg has built up strong relationships with the Dwarves and Gnomes of The Great Northern Hills and the halfling enclave of Ciradel, which has been bonded under the auspices of The Northern Alliance, a mutual protection act against the many threats that exist in the harsh environments of these lands.

Tharg has also seen Karnish grow into a close friend and ally, their two cultures being closely interlinked, and a large percentage of trade goods supplied by Tharg end up going to the lucrative Karnish markets. However, of great importance, Tharg has also broken into the trade markets of the nations bordering The Great Sea, challenging the hegemony of Karnish and Norvsond in those regions. In recent years, trade routes to the coastal settlements of The Savage Coast have also opened up

Significant Trade Exports

Bronze: Although not as marketable as it once was, there is a market for bronze, especially trinkets and decorative objects. Amongst the settlements of The Savage Coast, bronze weapons and armor are still sought after, as they are cheap and better than nothing at all.

Copper Ore: The eastern reaches of The Great Northern Hills, around Thryn, are abundant in copper ore, around which many small communities have sprung up. Much of it winds up in Thryn, where it is used for coinage and as an alloy for bronze. It is also exported, especially to settlements along The Savage Coast.

Iron Ore: The rugged terrain of the Kingdom of Tharg is rich in iron deposits, which are exploited to the full and sold around the world.

Ivory: Woolly mammoths, wild boar, walrus and whales are all hunted for their ivory, which is often carved into exquisite objects or jewelry before being exported to the cities around Arrasia. Ivory was the first major export for the Kingdom of Tharg and remains an important source of income for the nation.

Mithral: The dwarves of The Crystal Mountains mine the mithral seams, which they then sell onto the Tharg traders, who export this valuable metal to Karnish and beyond. Although not as abundant as in Norvsond, mithral is nonetheless an essential part of Tharg's economy. Mining the mithral, however, is hazardous in the extreme, as The Crystal Mountains are home to humanoids and also a large number of frost giants.

Precious Stones: Agate, bloodstone, amethyst, carnelian, chalcedony, chrysoprase, onyx, sard, sardonyx and quartz are all mined in The Kingdom of Tharg, either as alluvial deposits or through deep mining. The dwarves, especially, have mined large quantities of these precious stones as they have dug deep into the mountains and hills under their citadels.

Silver: Tharg is abundant in silver, which is mined in the mountains and the hills and provides a large slice of the nation's income. Many communities are built around this precious resource, which is exported all over Arrasia.

Tin: The Crystal Mountains and the Mountains of Fendorn supply large quantities of tin, much of which is shipped to Thryn where it is used along with copper to make bronze.

Brief History

The untimely death of King Luicial I of Karnish ignited the Third War of Ascendancy, which saw two of the sons of the king, Deymus and the illegitimate Tharg, enter into open and violent warfare over the right to sit on the throne. Hugely charismatic and popular, Tharg had been sent into exile by his father as a child and raised in the city of Highdale in Sorendale, though later moved to the coastal city of Yarathwaite in Yarath.

Tharg became a military leader of great renown. As a young man, Tharg was pivotal in Yarath's victory in the Battle of Bordel, which secured Yarath's border from the marauding hordes who had passed over The Malvus Peaks, and, several years later, now as a high ranking officer, in the battles of Raging Gorge and Jend, which saw King Tharin II of Borodor defeated. These notable victories saw Tharg's popularity grow and soon his lineage became common knowledge. Within the borders of Karnish, the mighty Tharg was seen as the natural heir to the throne - a man who would maintain their strength and sovereignty, unlike the hugely unpopular Deymus.

Upon the death of King Luicial I, Tharg denounced his stepbrother's right to the throne and, backed with four thousand of Yarath's best troops, marched against his brother to claim the throne as his own. Sweeping through southern Karnish with several dazzling maneuvers, Tharg's army was swelled by the ranks of those who saw him as the true and proper heir to the throne. The momentum with him, Tharg now turned his attentions to the final battle for Karnish, where he would meet with the might of the Karnish army.

Much to everyone's surprise, Deymus prepared himself for the challenge, roused his army and stood before the gates of the City of Karnish. The Battle of Thanock Bog saw Tharg's superior military strategy neutralized as both armies were forced to fight in the vile bog lands east of the City of Karnish. This masterstroke - and the vital intervention of Lord Urdoon's legion of knights - saw Tharg's forces routed and forced to withdraw.

Chased north, Tharg's forces were cut off and only the large support he enjoyed amongst the common people enabled him to continue his struggles. However, the coronation of Deymus brought an end to the war of ascension and Tharg once again found himself in exile, in Badathur. Two further attempts to overthrow Deymus and take the throne also ended in failure, with Deymus' forces occupying Badathur after the third and forcing

Tharg to retreat even further north. Deymus now pursued his foe relentlessly into Yeod, until Tharg and what remained of his loyal force took to the seas in an armada of over one hundred ships.

After several major naval engagements and with the condition of his army seriously deteriorating, Tharg set out on his greatest journey. Outmaneuvering the naval forces of Deymus, Tharg crossed the Gulf of Gadmommon and hid in the dangerous waters along the coast of The Raging Sea, where nearly half the fleet were lost. Tharg eventually landed and pronounced these lands his own, to be known as The Kingdom of Tharg, and set up Taran as his capital settlement. Over a period of time, the kingdom grew as many Karns made the journey to The Kingdom of Tharg and settled there.

War between Karnish and the fledgling nation continued, in the form of several naval clashes, but with the eventual demise of both King Tharg I and King Deymus I, peace was eventually declared and soon the trading routes opened and the two politically and religiously close nations found they had much in common. The Karnish war against Hith saw their relations with the Kingdom of Tharg come full circle, as Tharg supplied vital supplies of food and water that allowed Northport to hold out against the rampaging Hith army, where a large part of his force was held up. This delay was enough for Karnish to send their army north and defeat the new enemy and cemented a friendship with the Kingdom of Tharg, which has lasted until this day.

The lands of Tharg have proved to be naturally rich, though the constant battle against their enemies drains much of this wealth. However, this burden has been eased by *The Northern Alliance*, an alliance between the men of Tharg, the dwarves and gnomes of The Great Northern Hills and the halfling nation of Ciradel. The benefit of mutual aid was highlighted when Tharg sent their army to help defend the dwarven citadel of Daccathan from a large orc army. Later, with the dwarves at their side and supported with halfling slingers from Ciradel and gnomes from Orthex, the Kingdom of Tharg marched against the orc chief Thotgun and his mighty unified orc army. The overwhelming victory cemented the alliance and friendship between the different races.

The Major Towns and Cities

Taran: (pop. 38,000) A thriving and busy port, Taran can trace its roots back to King Tharg I, who settled on the very spot now occupied by the city. The superb deepwater bay alongside which Taran has grown provides an excellent natural harbor where ships can anchor, well protected from the savage seas and the worst of the stormy weather. Stone buildings line well-packed (even cobbled) streets, which are generally laid out in a grid pattern. The port area, which is the oldest part of the city, is a web of alleys and side streets that only the locals have a detailed knowledge of, where nearly anything, legal or otherwise, is available. Taran

is also the major naval port of Tharg and warships can often be seen anchored in the bay.

Eben: (pop. 16,000) Initially a military settlement built to help defend the southern borders from the hordes of HuriGhol, Eben has grown into Tharg's second city. A substantial port, the stone buildings are packed inside the solid city wall, which defends it from regular attacks. A large keep, from which the main city wall extends, is home to a sizable presence of the Tharg army, who make regular raids into the northern tip of The Rakok Forest to disturb any tribes found there. Eben is also home to a large fishing fleet, which trawls the seas for whales for their valuable ivory. Walrus is also common around the coastline, which is also a valuable source of ivory.

Thryn: (pop. 10,500) Heavily dependant on the copper, iron and silver of The Great Northern Hills, Thryn has a large population of dwarves, gnomes and halflings. The city is heavily industrialized. The extraction and purification of copper, iron and silver sees the furnaces burn night and day. Thryn is far more open and spread out than the other cities of Tharg and much greener, though the substantial dwarven quarter is a notable exception, with stone buildings and stone roads much more common. Thryn is home to a large professional army, who helps police The Great Northern Hills and fulfills Tharg's obligations as set out in The Northern Alliance.

Westhold: (pop. 4,500) This frontier town, located west of The Great Northern Hills, does not even fall within the borders of Tharg, with access mainly down the Aruval River, on which it is situated. Westhold originally grew up around the copper ore that is mined here, but has since established itself as a military town where operations can be carried out against the many enemies that live in Nerafu and who make constant raids against Tharg and their allies. The town itself is protected by a large stone wall, into which has been incorporated a large keep, which sits on a hill overlooking the town. The streets are muddy and the buildings made of wood. As might be expected, Westhold is a dangerous place to live, where chaos and criminals exist far from the laws of Tharg, despite the presence of large numbers of soldiers. Westhold is not a place for the glib or feint of heart.

URGOLIA

Area Square Miles: 465,000

Population: 3,952,500 (8.5/sq. mile)

Racial Balance: Human (63%), Orc (7%), Hobgoblin (5%), Dwarf (5%), Goblin (4%), Gnolls (3%), Halfling (2%), Elf (2%), Half-orc (2%), Gnome (1%), Bugbear (1%), Other (5%)

Capital City: Urgolia (pop. 2,500)

Government: Autocracy

World View: aggressive / expansionist, nomadic

Alignment: CN

Religion: Arak Kal, Concei Japur, Crayver, Ky, Ordal, Urgomond; Ragmannon, Xagraxsus; Babbarax, Gygafrak; Graxber, Kavak; Naberru; Thim; Tannun Maruth, Vihahn; Gungorn

Languages: Rhuven, Urgolian, Yait

Climate: Temperate

Overview

Urgolia is a complex tribal society whose peoples are closely tied to the land in which they live. The horse people are still largely nomadic, though many permanent settlements have grown up around the banks of the Syramassa River. Highly skilled horsemen, the horsed warriors of Urgolia are a fearsome foe and under the unified banner of the Urgolian tribe, they have seen their empire spread quickly.

Wild shaman dominate the tribes. They are seen as a direct link to the forces of the natural world and who command the power of both re-birth and death. Tension between the shaman and tribal warlord is commonplace, but is regarded as healthy since this represents the tension that exists between man and nature.

All tribes pay tribute to the Great Nuhata of Urgolia in the form of a tribal tax. Each tribe is also required to give up two of its sons and daughters every year to be trained as warriors. Handpicked by the Shaman of Nuhata during the spring festivals, the children undergo a series of tasks to determine their fate within the tribe. To be chosen to become Urgolian warriors is considered an honor.

The Urgolians are an aggressive people who exist in a state of almost constant war with their neighbors. Having conquered the lands of Hagaard and Farashar, the Urgolian's often raid deep into Teschenia and The Plains of Fenoria, where the battles can be fierce and bloody. Urgolian's have also started to look west, towards Zaramal through the Great Pass of Cirin. However, the journey through the mountain pass has as yet not been possible, with their stretched and unsupported armies easily defeated.

The lands of Urgolia are naturally abundant in resources and precious metals and the highly skilled craftsman are happy to trade with merchants of Syramā who make the treacherous journey east on the Syramassa River, which has become the major gateway between the east and west. However, the Urgolians have yet to realize the full potential of the natural resources available to them, which have been left largely untapped.

Significant Trade Exports

Gold: Alluvial gold deposits can be found along the banks of the Syramassa River, having been washed down from The Wretched Mountains. Gold deposits are especially abundant around the Yerrak Hills. Gold is well thought of by the Urgolians, who have shaped

some magnificent objects out of it. In more recent times, the coming of the Syrámesse merchants has taught the Urgolians its worth and a considerable quantity of gold is now exported west.

Brief History

The lands of Urgolia and their neighbors were little more than vast plains traversed by nomadic tribes and occupied by humanoids before the Amman incursions, which initially met with little resistance. Vast swathes of the lands around the Syramassa soon found themselves under the banner of the Amman empire.

Although resistance to the Amman occupation slowly emerged, the tribal alliances were ill equipped to deal with the Amman cavalries and often bitter rivalries spilt over into bloodshed long before they ever met with their enemy. In this way, Amman spread its wings north, into what is now known as Hagaard and Farashar and deep into what is now known as Urgolia.

A great alliance of orcs, goblins and wild men under the fearsome and callous half-orc Olbad *One Eye*, which saw the gathering of an army of ten thousand or more, clashed with their Amman foes in the Great Battle of Gredoc. Despite being vastly outnumbered, the discipline of the Amman forces and the devastating impact of their cavalry saw the alliance totally overwhelmed and routed, in what ranked amongst one of Amman's finest hours. However, the heavy cost of casualties did have the consequence of seriously hampering their occupation of these wild lands.

One of those that fled the field of the Great Battle of Gredoc, where Olbad *One Eye* was slain and his corpse hung from a tree for all to see after the battle, was Ingden Nuhata, one of the Urgolian tribes who had been driven east by the marauding Amman forces. Undaunted by the massive defeat of the alliance, Nuhata returned to the battlefield and removed the body of Olbad and buried it deep, to protect it from the carrion of the land.

Although in normal times, Olbad and Nuhata would have been mortal enemies, the bravery of the half-orc, even when the cavalry had swung towards his beleaguered camp, had greatly impressed Nuhata and taking Olbad's great sword as his own, he swore he would drive the Amman out of these lands and claim them as his own. Retreating east with what remained of the alliance - the orcs and goblins having dissolved back into the country, as had what remained of the wild men - Nuhata took with him one great image: that of the Amman cavalry cutting the allied lines to ribbons.

Nuhata soon had his troops mounted, though his early resistance to the Amman occupation drew little initial attention. Bad tactics, ill-discipline and untrained mounted soldiers meant that victories were scarce and life was short. However, over the period of a few years, Nuhata, learning from his mistakes, slowly saw his small force learn the skills of horsemanship and military discipline and his hit-and-run tactics soon began to suc-

ceed where before they had failed.

Slowly, Nuhata's armies swelled with his Urgolian tribal brothers, who had retreated east, until such a force had mustered that Nuhata and the Amman forces met in a bloody and terrible battle. Amman's cavalry drove into their enemy, anticipating the usual rout, but instead found themselves clashing with the mounted warriors of Nuhata. The meeting of the two cavalries was horrific, with both sides paying a heavy price. However, Nuhata's forces won the day, marking a turning point in Amman domination of the eastern lands. Nuhata himself was mortally wounded in this battle, but his son, Akha, proved an even more adept leader of the Urgolians.

For a prolonged period, the war between the Urgolian tribesmen and Amman was almost constant. Pitched battles were rare, the Urgolians more often than not suffering badly in such confined arenas. Their main tactic was with the swiftness of their horsemen, whose ability and reputation had outgrown even that of the Amman cavalry. These hit-and-run tactics caused havoc and Amman found itself embroiled in a war that it had not anticipated.

With the growing troubles and rebellions of lands nearer to home, Amman was eventually forced to withdraw west of The Golden Peaks. Although it was regarded as a temporary measure until peace had been enforced in the other quarters of their empire, Amman was never again to march its forces east. However, the war between Amman and the Urgolians continued as the horsemen briefly passed into Zaramal, which was then occupied by a small Amman contingent. The Urgolians were eventually expelled and the border defended, but the sporadic fighting continued until the local tribesmen of Zaramal ended Amman's presence there.

In the vacuum, the Urgolians rapidly took control. They now consumed the lands once occupied by Amman, and their way of life spread. All the lands between the Syramassa River and The Golden Peaks were declared Urgolia, beholding to the Urgolians. Battles between opposing tribes were common and several large pitched battles occurred between the Urgolians and the humanoids who had mustered their forces in loose alliances.

Despite this, the Urgolians slowly asserted their culture and strengths over the other tribes. Those that did not pay tribute were destroyed or forced to retreat north or east. Hagaard, Farashar, Teschenia and Fenoria emerged as rival nations, controlled by the powerful tribes driven out of Urgolia. The wars continued, with both Hagaard and Farashar eventually falling to their powerful neighbor. Teschenia now stands ready to fall, but the Urgolian war with the elves of The Endless Forest has seen their focus shift, as the elven archers prove as masterful at their art as the Urgolian horsemen are at theirs.

The Major Towns and Gities

Urgolia: (pop. 2,500) An assortment of tents and wooden and stone buildings, with small plots of land where livestock wander freely and where those with businesses - smithies, carpenters, stone masons - usually base themselves, there is little in Urgolia. The roads are little more than mud tracks and a long jetty juts out into *Lake Urgo*, which is an excellent source of fish. There is little here - not even a single inn or tavern - and when ships arrive from their long journey either to or from Syramā, it is a significant event and there is general excitement, with most of the town turning out to celebrate.

CONFEDERATION OF U'THOL

Area Square Miles: 412,500

Population: 1,031,250 (2.5/sq. mile)

Racial Balance: Human (35%), Orc (17%), Halfling (10%), Goblin (9%), Half-orc (7%), Dwarves (6%), Elf (5%), Gnome (4%), Hobgoblin (3%), Half-elf (2%), Other (2%)

Capital City: None (see description)

Government: None (see description)

World View: None (see description)

Alignment: CN

Religion: Azerond, Fandor, Gorazyn, Illsyn, Ky, Narag Narg, Nendagon, Pith, Uther, Wesdan; Hith, Ragman-non, Xagraxsus; Olgden, Thim; Babbarax, Gygafak; Graxber, Kavak; Ney Allond, Tannun Maruth, Vihahn; Firngald, Gungorn

Languages: Karnish, Rhuven, Yait

Climate: Warm Temperate

Overview

The Confederation of U'Thol is a barbaric society where warring nomadic tribes clash in violent power struggles. These lands are also home to large orc and goblin tribes, making life in U'Thol both harsh and unpredictable. It is also a constant threat to its neighboring nations, with humanoids and barbarian hordes crossing regularly into the northern Karnish provinces of Vidor, Eastdale, Ghent and Yeod.

Many permanent settlements have sprung up around the coastal regions and a loose political confederation has been agreed between them - a confederation that has helped them survive the constant attacks and dangers of the nomadic barbarian, orc and goblin tribes. The three largest settlements - Gadenk, Ahnk and Quild - are heavily fortified and provide the confederation with some stability, on occasions able to muster enough force to fend off attacks from their enemies. Quild is a dangerously isolated community on the eastern fringes of U'Thol and the few, small permanent communities

that have grown up around it are almost entirely dependant upon its support for their survival.

The rest of the country are nomadic tribes of wild-men and barbarians who spend much of their time either fighting amongst themselves or with the large orc and goblinoid tribes that are scattered around. The nomadic peoples of U'Thol do not accept the borders that have been placed around them and constantly raid the neighboring nations.

The large numbers of orcs and goblins in U'Thol is a cause for concern for the Karnish authorities, already engaged with the forces of Hith. However, the tribes are disparate and the orc and goblin tribes constantly at war with each other, as well as between themselves. Occasional loose alliances have been known, but these are short lived and tempestuous affairs that usually end in bloody recrimination.

Brief History

Until the emergence of permanent settlements along the coastline, these lands were uncivilized and wild, filled with humanoids and barbarian tribes. Periodically, settlements would appear, only to be soon overwhelmed by the wild forces that dwelt in these lands even to this day. Fang U'Thol, a great warrior of barbaric traditions, was essential in the success of the first major settlement - Gadenk - to survive, when his forces, though outnumbered, held off numerous raids, allowing Gadenk to grow, prosper and build effective defenses. He also fought several major campaigns to lessen the threats immediately around other emerging settlements.

It was U'Thol who formed the loose confederation by which this state is now known and it was his political astuteness that was pivotal in helping the settlements reach even this point of fragile existence. U'Thol himself was killed in The Battle of Tochen, which saw a large orc alliance totally defeated, but at the cost of the greatest leader amongst them. However, no one leader rules the confederation, so his loss was not as catastrophic as it might have been and the confederation was his lasting legacy.

The Major Towns and Gities

Gadenk: (pop. 2,500) Heavily fortified, with an extensive wooden palisade built atop a manmade hillock, intersected by towers, and surrounded by a ditch, Gadenk is under constant threat from the barbarian tribes and humanoids that launch savage and unexpected attacks against them. The buildings are mostly stone affairs, lacking doors and windows and with small plots of land, where the people run their businesses. The roads are little more than rutted muddy tracks that become difficult to use during the rainy season. Nearly everyone here is part of the militia, for their lives depend on their ability to defend themselves.

Ahnk: (pop 1,800) Situated on the top of a steep hill, which gives Ahnk excellent natural defense against the marauding hordes of U'Thol, this small town of

stone and wooden buildings exists in a constant state of readiness for the next attack. To augment the natural defense that their lofty position gives them, a thick wooden palisade surrounds the entire town, with towers well placed to allow archers to pick off their enemy. With the defense of the town paramount, all able-bodied citizens are part of the local militia. The town itself, which undulates with the hills on which it is situated, has muddy roads that connect the buildings. A large market-green in the center of Ahnk acts as an important trading area for the small communities located nearby.

Quild: (pop 1,000) Being located close to the border of Yeod, Quild has access to the markets of Karnish, which it is slowly beginning to realize, with trade between Quild and Northport on the increase. However, being so far east of the other significant settlements of U'Thol - Gadenk and Ahnk - Quild is also dangerously isolated and the most heavily defended of the settlements in U'Thol. A wooden palisade runs around three quarters of Quild, but a new stone wall is also being constructed, which surrounds the remainder of the town. Stone towers are already in place and a large ditch, which runs the entire length of the wall, plus sharp pickets set to stop the charging marauders, has enabled Quild to survive the constant attacks against it. The buildings are mostly wooden, with only the wealthy able to afford stone, which is in short supply due to the demands of the new wall. Quild is also the most significant port town of U'Thol, with good connections to Northport, where most of its trade occurs.

URADUN

Area Square Miles: 77,500

Population: 426,250 (5.5/sq. mile)

Racial Balance: Human (35%), Orc (25%), Goblin (10%), Kobold (10%), Hobgoblin (6%), Half-orc (8%), Other (6%)

Capital City: Nannanach (pop. 14,500)

Government: Despotism

World View: aggressive / expansionist, wild

Alignment: CE

Religion: Arak Kal, Hith, Ragmannon, Yerraz; Xagrax-sus; Babbarax, Gygafrak; Wamranoch

Languages: Aish, Orcish

Climate: Warm Temperate

Overview

Conflict within Uradun is constant, with race set against race and tribe set against tribe. What control there is comes from the self-appointed Chief of Uradun, whose influence is entirely dependent upon the strength of their clan and their ability to manipulate, cajole and intimidate their opponents. The large human element of Uradun are primarily located in and around the main

cities, Nannanach and Garatheck, though these are also home to large number of humanoids who prefer the urban way of life.

Surrounded to the north and west by The Malvus Peaks and to the south and east by the Gava Hills, Uradun is provided with natural geographic barriers that are hard to penetrate. Hostile to almost anyone they encounter, raids against the dwarven and gnomish realms of the Gava Hills and The Malvus Peaks and the halfling enclave of Nendor are common, as are raiding parties sent north against the elves of Yander Hothinbelim and the southern Karnish states. Occasionally, when a particularly powerful Chief of Uradun emerges, large armies are raised which march against their enemies with devastating effect.

Largely, the tribal chiefs are allowed to get on and rule their own, with interference the main cause of conflict between the Chief of Uradun and the tribes that make up that country. Each tribe within Uradun must pay a monthly tax to the Chief, though such payments are resented and payment is generally forced through conflict. The most powerful tribal chiefs are constantly vying for the ultimate power in the land and battles between tribes are common.

Although the Amman culture remains strong within Uradun and they look toward Amman-Mon favorably, there is little real contact between the nations, with Uradun landlocked and the distance inhibitive. No trade comes out of Uradun, with the method regarded as the best being that of pillaging and taking what they desire. Of course, as well as raiding their enemies, this is also something that is extended to their tribal rivals. Uradun is also one of the few places where humans pray to Hith and Ragmannon and where humans speak Orc almost as much as Aish.

Brief History

Uradun was born out of the general retreat of the Amman forces after the rise of Karnish and the defeat of their armies. While many traveled north, to return to their homeland, those occupying the southern most reaches of the empire found themselves cut off and with little hope of returning home.

Surrounded by enemies, what remained of the southern forces rallied and began a great fighting retreat. The fighting was amongst the fiercest of the war, the Amman forces fighting for their lives and pinned in on all sides. With nowhere else to go, they cut straight through Yander Hothinbelim and the elves that awaited them there. Despite massive losses, the remnants of the retreating Amman found their way to the southern reaches of The Malvus Peaks and from there crossed to the relative safety of the southern slopes of the mountains.

The journey across The Malvus Peaks saw two major clashes with the dwarven realms situated there. However, in a series of battles that saw the military genius of the Amman generals at their best, the forces

swept aside their foes. On the further side of the mountains, they soon came under attack from the large numbers of humanoid tribes that occupied that area. However, having secured themselves in the mountain city of Garatheck, the military general Morhan Ral moved what remained of his troops against the main humanoid tribes, defeating each of them.

With news that the dwarves of Girden were mustering against them, Morhan set about putting together an alliance of his defeated enemies and any others that would join and with a force numbering in the tens of thousands, moved against Girden. After several pitched battles and a long siege, Girden was sacked and occupied and renamed Nannanach, the new capital of the nation Uradun, of which Morhan declared himself the first Chief.

Although some political and governmental structures were put in place, these soon broke down under the weight of the chaos of the humanoid tribes and soon Morhan was forced into a political structure that best suited the chaotic nature of the lands he had now declared his own. With divide and rule the common theme, patronage, bribery and conflict were used to hold together the humanoid tribes.

With Karnish embroiled in their own war on Amman soil, those that had successfully settled in Uradun found their war over. However, conflict with the dwarves, gnomes and halflings that surrounded Uradun has continued to this day, with Uradun raids against their foes common.

The loose, chaotic political structure of Uradun remains in place, with the most dominant tribal chiefs vying for power within the country. The power of the Chief of Uradun and the influence they wield is entirely dependent upon the strength of their tribe and their own personal skills to manipulate and intimidate. While some Chiefs of Uradun have been powerful and well supported, others have been less successful and their reign usually short.

Despite the inherent weaknesses of Uradun, they have nonetheless twice mustered their full might and crossed The Malvus Peaks. On both occasions, their forces moved swiftly into Yarath and, during the first war, only a large alliance of opposing Yarath forces, who were until then embroiled in their own civil war, saw Uradun defeated. In the second war, General Tharg led his army against the marauding Uradun forces and defeated them. On both occasions, however, the forces were riven with internal bickering and fighting, which seriously undermined their effort.

Throughout their short history, however, Uradun has continued its conflict with the elves of Yander Hothinbelim and raiding parties are constantly sent across The Malvus Peaks to harass and pillage. On a number of occasions, large armies have emerged on the edge of the forest to challenge the might of the wood elves who dwell there and the conflicts have been both vicious and bloody. However, these are usually short-lived affairs,

ending in internal squabbling and violence.

The Major Towns and Cities

Nannanach: (pop. 14,500) Once a dwarven citadel named Girden, the halls and chambers are now infested with orcs, goblins and the evil descendants of the ancient people of Amman. Nannanach, as it has since been called, is home to the Chief of Uradun, who sits deep under the bowels of Arrasia in what was once a fine dwarven hall. The halls, chambers and corridors of Nannanach are dug deep into the side of the mountain and still display the majesty of their dwarven architecture. However, many places of this maze are in a bad state of disrepair, with some areas having either collapsed or being on the verge of doing so. The people of Nannanach have added some of their own extensions, but these are crude and rough affairs and easily distinguished from the fine dwarven workmanship. Altogether, Nannanach is a foul place, filled with foul things.

Garatheck: (pop. 9,500) Built by the men of Amman after their retreat across The Malvus Peaks, Garatheck is the major human stronghold in Uradun, though it is also home to a large number of orcs and goblins. Situated in a grassy valley, surrounded on all sides by the sheer, jagged slopes of the Ammanesse Mountains - a small range east of The Malvus Peaks - it is exceptionally well defended, with only rocky passes giving access to the city. The buildings are generally constructed from stone and well made, with two Towers of Hakkan dominating the skyline. The roads are generally compacted mud and cobbled and, despite the natural defenses, a large stone wall surrounds those parts of the city which are not defended by the rocky slopes of the mountain. It can be a violent place, with outbreaks between races or tribes commonplace. Bodies are often left to rot on the roadside and everywhere reeks of poverty. The wealthy and powerful live in their own quarters, separate from the rest of Garatheck, defended with a stone wall and several well built towers, over which sits Garatheck Castle.

VIDOR

Area Square Miles: 95,000

Population: 760,000 (8/sq. mile)

Racial Balance: Human (76%), Dwarf (10%), Halfling (5%), Elf (3%), Gnome (2%), Half-orc (1%), Other (3%)

Capital City: Vidor (pop. 18,000)

Government: See below

World View: See below

Alignment: See below

Religion: Aruthane, Concei Japur, Erenus, Fandor, Illsyn, Malanon, Merrymer, Mynax, Omuz, Pax, Pith, Sha Dorrain, Uther, Vashar; Graxber, Kavak; Olgden, Thim;

Ky, Ney Allond, Tannun Maruth, Vihahn; Gungorn; Ragmannon

Languages: Karnish

Climate: Warm Temperate

Overview

The northernmost province of Karnish, Vidor is also the most dangerous place to live within Karnish and is the most chaotic place within their empire. Bordering North Hithanon, with Echopass offering a direct link between the two countries, Vidor has become the main battleground for the war between Karnish and Hith. The people here trust no one they do not know and live in fear of Hith and his minions. While the Karnish occupation has stemmed the tide of Hith's armies, it has not stopped the constant raids into Vidor, with The Great Barrier Mountains almost impossible to police and where evil can easily lurk unseen.

The city of Vidor is a constant hive of activity, where veteran soldiers relieve their tensions, away from the front line, and where fresh replacements are initially stationed. It is also kept busy with the constant goods caravans that arrive here, mostly having made the long and dangerous journey from Karnish itself. The city is awash with all sorts of activity with intrigue and politicking a part of the way of life.

Large criminal organizations are also at work in the city and the influence of some of the gangs runs deep; indeed, some are said to be working for Hith himself. Raids against the goods trains are common and battles with the Karnish patrols regular. Bandits captured here are given little mercy, with summary executions a common event. Life is harsh and communities tight knit, where strangers are generally not welcomed and viewed with extreme suspicion.

The town of Farraby has grown up with the war, having become an important staging post enroute to the front line, being located only some fifty miles from the front line itself. It is very much a 'frontier' town, where the soldiers come to let off steam, with gambling, drinking and fighting very much a way of life. It is also home to gangs of criminals, some of whom hope to take advantage of the chaos in Vidor, while others have a far more set agenda; some working for the enemy without, others working for enemies within. It is always a place where gold can be made if you are prepared to put your life on the line.

Orc and goblin raiding parties are common and can occur in large numbers. The smaller raiding parties often cause havoc for those living under the shadow of The Great Barrier Mountains, with their hit and run tactics are difficult to counter. However, larger raids often end in bloody battles. Occasionally, enemy forces have massed in extremely large numbers (in the thousands) and pillage the countryside before being driven back into the mountains, usually in disarray.

On the front line itself, stand-offs between the two sides are common and occasionally breakthroughs on

both sides are attempted. However, such are the narrow confines of Echopass and the heavy defenses of both sides, that success for either side has been limited. Occasionally, Hith will move large numbers of his forces against those stationed in Echopass, with coordinated large scale attacks occurring in Vidor itself, with the orc and goblin armies, often augmented with ogres, trolls and giants, flowing out of their hiding holes within The Great Barrier Mountains. On these occasions the Karnish army is hard put to deal with the evil tide, but they are all too often short-lived affairs that fall into disarray soon after they have begun.

Significant Trade exports

Copper Ore and Silver: Despite the hazardous nature of mining in Vidor, copper and silver are nonetheless mined in large quantities throughout the country. Many of the communities have grown up around the mining industry and are well used to the frequent interruptions from the threats that surround them.

Precious Stones: Azurite, jet, malachite, obsidian and rhodochrosite are all mined in Vidor. Jet is especially popular and is exquisitely worked into jewelry that is sold throughout Karnish, but particularly in the northern provinces of Eastdale and Ghent.

Brief History

Little more than a wild land populated with nomadic barbarians and large numbers of humanoids, who had been slowly pushed north by the expansion of the civilized nations, especially that of Ghent, these lands would no doubt have found themselves, in time, consumed and those that lived here either killed or pushed yet further north.

As it was, the people of these lands found themselves under siege from two opposing elements: the armies of Hith that had swept into, and consumed, Ghent and Eastdale and those that were escaping the Hith armies, preferring the perils of the wild north than the marauding dark armies of Hith. The lands soon feel under the sway of Hith's forces, though the resistance was much greater than experienced in Ghent or Eastdale.

Vidor emerged after the armies of Karnish had flushed Hith and his forces out of Yeod, Ghent and Eastdale and then swept north, where Hith's forces shrank back across The Great Barrier Mountains through Echopass. Vidor was occupied and the people who had been hidden for the time of the Hith occupation emerged. The city of Vidor, originally a secure base for the Karnish military, being as it was well away from the front line, grew as people were attracted to its relative safety, and small communities sprung up throughout what had become the most northern province of the Karnish empire.

Vidor has become the lands in which the war with Hith rages most fiercely. With his hordes attacking from The Great Barrier Mountains, as well as at Echopass, there is no real security in Vidor. Heavily armed

patrols crisscross the lands, as do heavily armed orc and goblin raiding parties. Vidor is a province that has known nothing except for war and the people that now live here are accustomed to the dangers. To outsiders, Vidor is seen as either a place of opportunity, or of death.

The Major Towns and Cities

Vidor: (pop. 18,000) Large military encampments are set up both in and out of the city, where troops are stationed either before they are taken to the frontline or after their duty there is done and they are preparing for the journey home. The city itself rests against the slopes of The Great Barrier Mountains, with a large keep sitting on a low platform that overlooks the city and the surrounding countryside. Well spaced out stone buildings are situated along the grassy, rocky slopes, while the city situated on the flat is quite well built up with narrow streets and tall buildings. With the military presence, it is quite a lively place, where soldiers often spend their time and money while they are still able to do so. It is also home to a large fraternity of criminal organizations who have learnt how to exploit the war for their own needs and the unwary will almost certainly fall prey to them.

Farraby: (pop. 7,500) Essentially a military base for frontline operations, Farraby nonetheless has grown into a significant town situated close to Echopass. Raids against Farraby are common and the signs of attacks are clearly visible, with burnt and damaged buildings - victims to the catapults that the ogres and giants often bring with them - common enough sights and the extensive walls and towers showing signs of hasty repair work. The center of the city is a tight web of roads, alleys and stone buildings, where criminals and soldiers alike mingle in the many seedy places that can be found there. The outskirts are less dense, with farms and businesses that feed the military requirements more common. Farraby is a dangerous place, a frontier city where crime and murder are commonplace and where the people have learnt to keep their own business.

Organizations

Rufenias' Lightfeet: Rufenias' Lightfeet have their headquarters in Hochden in Eastdale. See the description given there for details of this particular organization.

WEST HITHANON

Area Square Miles: 630,000

Population: 945,000 (1.5/sq. mile)

Racial Balance: Human (53%), Orc (20%), Goblin (10%), Half-orc (7%), Hobgoblin (3%), Gnoll (2%), Other (5%)

Capital City: Gad-Gorick (pop. unknown)

Government: See below

World View: See below

Alignment: See below

Religion: Hith; Ragmannon; Babbarax, Gygafrak; Naberru

Languages: Rhuven, Yait

Climate: Warm Temperate

Overview

This great expanse of highly fertile land remains largely unoccupied. It is here that the food required to feed Hith's armies is grown and the livestock reared. Although this is populated primarily with humans, a large number of these are slaves brought from Jerad and Nizhst and forced into manual labor. To the north, the lands are infested with large numbers of orcs and goblins, bred and trained for the war with Karnish.

West Hithanon is essential to the Hith war effort against Karnish, supplying both the foodstuffs which keeps his armies going and large numbers of orc and goblin warriors to fight the enemy. Much of the south of the country is unpopulated and wild, while the north is crawling with humanoid activity, especially orcs and goblins, but also large numbers of ogres, trolls, giants and dragons.

The center of the country is prime farming land and slaves brought from Jerad and Nizhst are transported here into slave labor, where they farm the land and build the implements of war. Most live miserable and short lives, for their masters care nothing of them, and mutinies can occasionally flare up, which are dealt with brutally, though tales of those that have survived the harsh journey back to their homeland bring hope to the hearts of the enslaved.

The dark and sinister tower of Gad-Gorick represents the voice of Hith in West Hithanon. Here, amongst his most powerful minions dwell and through them is the will of Hith carried out. A large, ramshackle town has emerged around the tower and has become the center of slavery within Hith's growing empire. From here, slaves from Nizhst and Jerad are transported throughout Hithanon. Many end their days under the brooding tower itself, forging weapons and armor for the goblins and orcs who will end up on the frontline with Karnish.

Brief History

See *The Land of Hith* for the brief history of West Hithanon.

The Major Towns and Cities

Gad-Gorick: (pop. unknown) A bleak tower, around which a large community has grown, represents the will of Hith in West Hithanon and is filled with his powerful minions. The ramshackle community that has emerged around it is a violent, chaotic affair. It is here that slaves are brought and distributed around the land.

It is also highly industrialized, where the necessary implements of war are constructed and then shipped to all the corners of Hith's empire. A heavy, dense smoke hovers above the grimy, smelly town and the ringing of metal, as sword and axe are forged in large numbers by the slaves of Hith, can be heard both night and day.

YAD-KOZLUG

Area Square Miles: 70,000

Population: 2,240,000 (32/sq. mile)

Racial Balance: Human (85%), Halfling (4%), Elf (3%), Orc (2%), Gnome (2%), Bugbear (1%), Half-orc (1%), Other (2%)

Capital City: Jalfoussa (pop. 30,000)

Government: See below

World View: See below

Alignment: See below

Religion: Arak Kal, Aruthane, Azerond, Erenus, Fandor, Illsyn, Mynax, Narag Narg, Omuz, Sha Dorrain, Yerraz; Olgden, Thim; Ky, Ney Allond, Tannun Maruth; Ragmannon, Xagraxsus; Gungorn; Babbarax

Languages: Aish, Karnish

Climate: Warm Temperate

Overview

One of the Amman provinces of Karnish, Yad-Kozluc is famed for two principle reasons: firstly, *The Great Battle of Amman*, where the armies and servants of the Amman empire were finally defeated, took place on the lands of Yad-Kozluc and the scars of that battle act as a constant reminder of the past. Secondly, it marks the end of the North Karnish Road, which finishes its long trail at the city of Aym K'dur, on the coast of The Enchanted Bay.

Like the other Amman provinces of Karnish, the people of Yad-Kozluc have, on the whole, embraced Karnish as their new rulers, with freedoms and opportunities that would have been thought impossible under the harsh regime of Amman. The language is spoken by all the wealthiest individuals and is slowly creeping into everyday life amongst the common people, though Aish is still the most widely spoken language. Likewise, Karnish culture is slowly embedding itself into the way of life of Yad-Kozluc and Karnish churches are beginning to emerge in the cities and towns and even some villages.

There remains, however, a considerable element still loyal to Amman who yearn for a return to the old days and wish nothing more than to see Karnish destroyed and pushed back into the sea and the lands reunited

once again. Mostly this manifests itself in subterfuge and attacks on Karnish interests and is predominantly centered around underground organizations, many of which have close ties with Amman-Mon and who are believed to get their guidance from there.

The scarred landscape where The Great Battle of Amman took place dominates the south of Yad-Kozluc, with the jagged mountain range a reminder of the forces of the battle and the scorched, inhospitable land an unnatural desert where only the toughest - or foolhardy - now dare to tread. The mountains are now home to a number of humanoid tribes, particularly orcs and bugbears, who make regular attacks into Yad-Kozluc.

The two major cities of Yad-Kozluc, Jalfoussa, the capital, and Aym-K'dur are both large and important ports. Jalfoussa acts as the gateway to and from The Enchanted Bay and is also of strategic importance, having become an important Karnish naval port, as it was for Amman previously. Aym-K'dur represents the end of The North Karnish Road, along which many trade goods travel from Karnish, where they are sold on to the many cities and communities that are dotted along The Enchanted Bay.

Brief History

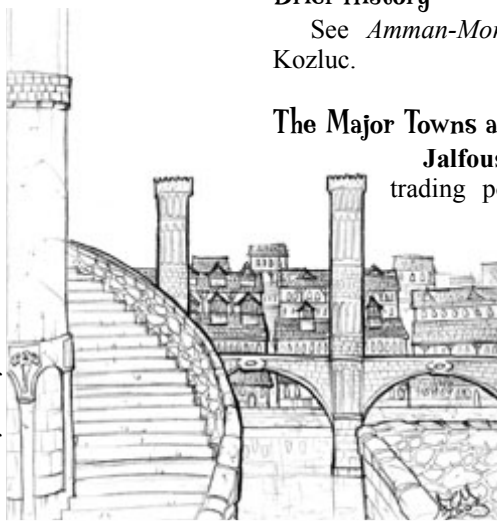
See *Amman-Mon* for the brief history of Yad-Kozluc.

The Major Towns and Cities

Jalfoussa: (pop. 30,000) A significant trading port along the coast of The Enchanted Bay, Jalfoussa also acts as the gateway to and from the Sea of Guardians. It is a lively city, with bazaars and street entertainment filling many of the tight and winding back streets that make up much of the city. Karnish temples dedicated to Fandor and Mynax are situated triumphantly in the Great Square and many people have embraced

Karnish customs. However, many remain loyal to Amman-Mon and the Towers of Hakkan remain as reminders of their past. The buildings located along the main thoroughfares are extravagant affairs, with ornate facades and spectacular statues lining the roads. However, these only act to mask the filth and poverty that the majority of the population still lives in. Jalfoussa now acts as a significant Karnish naval port from where their navy helps patrol both The Enchanted Bay and the Sea of Guardians.

Aym-K'dur: (pop. 20,000) The North Karnish Road ends its journey here, in the city of Aym-K'dur. Great thoroughfares wind their way through the ancient city, with statues of old Amman Emperors still lining the streets, along with great tributes to Hakkan and his evil minions. His towers still reach into the sky, though



mostly derelict and in a state of disrepair, dominating the skyline. Like all the old cities of Amman, the spectacular facades hide the filth and squalor that the majority of the population lives in, with the magnificent palaces of the wealthy a stark contrast. The port area is a maze of alleys, populated by criminals and those that wish to remain hidden from the authorities. The streets of the city are ablaze with the color and sounds of bazaars and entertainment, with people hawking their wares or looking for easy victims.

Organizations

The Black Hands of Hakkan: See Amman-Mon for a description of the *Black Hands of Hakkan*.

Important Personages

Nyros Aardas: The Royal Overlord of Yad-Kozluc, Nyros Aardas is well respected for his ability to make quick and correct decisions. Although the province is well distanced from Amman-Mon, the presence of the scarred and torn battlefield where *The Great Battle of Amman* took place means that the land remains filled with enemies who lurk in the shadows of that place. Nyros Aardas has seen to it that their nuisance has been kept to a minimum, making constant forays against humanoids and other creatures that lurk there.

YAD-JAMÔN

Area Square Miles: 55,000

Population: 1,485,000 (27/sq. mile)

Racial Balance: Human (80%), Halfling (6%), Dwarf (3%), Orc (3%), Goblin (2%), Gnome (1%), Elf (1%), Half-orc (1%), other (3%)

Capital City: Sy-Amsel (pop. 28,000)

Government: See below

World View: See below

Alignment: See below

Religion: Arak Kal, Azerond, Crayver, Fandor, Illsyn, Mynax, Narag Narg, Yerraz, Olgden, Thim; Graxber, Kavak; Ragmannon, Xagraxsus; Babbarax; Ky, Ney Allond, Tannun Maruth; Gungorn

Languages: Aish, Karnish

Climate: Warm Temperate

Overview

One of the five Amman provinces of Karnish, Yad-Jamôn is, along with Yad-Uthet, the most isolated, with most travel occurring via The Enchanted Bay from Aym-K'dur to Sy-Amsel. With no major route passing through the province and being largely agricultural and dotted with small farming communities, Yad-Jamôn is also a tougher environment in which to live, with humanoid activity high and Amman-Mon agents and supporters making regular attacks against Karnish interests.

The people of Yad-Jamôn have not embraced the

Karnish culture as many of the other provinces have, with the isolated nature of the province meaning that the enemies of Karnish still have a significant enough influence to instill fear into the population. As such, the Karnish language tends to be confined to the wealthy and those in Sy-Amsel who have dealings with Karnish traders. Sy-Amsel is also the only place where churches dedicated to the Karnish pantheon have been erected, with the majority of the population still looking to the old Amman gods for their inspiration, with Yerraz and Arak Kal still well considered here.

Humanoid activity in Yad-Jamôn is high, especially around the dangerous Kalim Forest. Orcs and goblins represent the largest numbers and make regular raids into Yad-Jamôn, attacking travelers and small communities. Occasionally the Karnish patrols catch up with them and battles can occur, but all too frequently the humanoid marauders retreat back into the forest or return to wherever it is they came from.

Support for Amman-Mon is also high in Yad-Jamôn, with enemies of Karnish to be found all over the province. Organizations are less secret than in many of the other Amman provinces of Karnish, with meetings occurring in inns and taverns everywhere. Being isolated, attacks against Karnish interests are a common occurrence. Those that are caught are dealt with harshly, but all too often the attackers fade back into their communities, where the next attack can be planned.

Sy-Amsel is the most significant place in Yad-Jamôn and is dominated by Karnish, with a high military presence that has allowed the Karnish culture to flourish. The enemies of Karnish are much more circumspect in Sy-Amsel, with the fear of the general population not being reflected within the busy port.

Brief History

See *Amman-Mon* for the brief history of Yad-Jamôn.

The Major Towns and Cities

Sy-Amsel: (pop. 28,000) Situated on the coast of The Enchanted Bay, Sy-Amsel is a significant port for both trade and the Karnish navy. Without any major roads connecting it to the other Amman provinces of Karnish, it is somewhat isolated even from the rest of Yad-Jamôn and access is almost primarily from the sea. Unlike much of the rest of the province, the city has seen Karnish culture grow extensively and churches to Fandor, Mynax and others of the Karnish pantheon can be found here. But so can secret temples to Yerraz and Arak Kal and the Towers of Hakkan, which dominate the skyline, are a powerful reminder of the roots of this city and its people. Much of Sy-Amsel is covered in the filthy slums of the poor, which is hidden by the grand thoroughfares and ostentatious buildings of the rich and powerful. Bazaars and street merchants fill the streets with noise and color and a sense of the exotic is palpa-

ble for those new here. But it is no place for the unwary, with powerful organizations always looking to find new victims who may help further their own cause.

Organizations

The Black Hands of Hakkan: See Amman-Mon for a description of the *Black Hands of Hakkan*.

Important Personages

Peyter Saras: With much of Yad-Jamôn still resistant - and, at worst, hostile - to Karnish rule within the province, the Royal Overlord of Yad-Jamôn, Peyter Saras, has focused his attentions firmly on the city of Sy-Amsel, where progress has been tangible. However, his lack of success in the rest of the province has outraged many of those back in Karnish and his political enemies are sharpening the knives. Many regard Peyter Saras as self-indulgent and egotistical, more concerned with his own enjoyment than establishing firm rule over the people of Yad-Jamôn.

YAD-UTHET

Area Square Miles: 105,000

Population: 2,310,000 (22/sq. mile)

Racial Balance: Human (75%), Dwarf (5%), Halfling (4%), Orc (4%), Goblin (3%), Hobgoblin (2%), Gnome (2%), Elf (1%), Half-orc (1%), Other (3%)

Capital City: Hagora (pop. 45,000)

Government: See below

World View: See below

Alignment: See below

Religion: Arak Kal, Crayver, Fandor, Illsyn, Mynax, Narag Narg, Yerraz; Graxber, Kavak; Olgden, Thim; Ragmannon, Xagraxsus; Babbarax, Gygafrak; Gungorn; Ky, Ney Allond, Tannun Maruth

Languages: Aish, Karnish

Climate: Warm Temperate

Overview

Yad-Uthet is the wildest and most dangerous of the five Amman provinces of Karnish. Isolated from the rest of the provinces, with the Kalim Forest making land travel next to impossible and being the only province to directly border Amman-Mon, it is here that the war between Amman-Mon and Karnish is most tangible. It is also where humanoid activity is at its highest and where anti-Karnish feelings run the most deep.

The main access to Yad-Uthet is through the port of Hagora on The Enchanted Bay, with ships regularly making their way from Sy-Amsel to the bustling city. With the province dominated by the dangerous Kalim Forest, which splits it into two, travel to the west is exceptionally hazardous and the land wild. The western city of Thetmador represents a major Karnish city that guards Yad-Uthet from Amman-Mon attacks and helps

police the west of the province.

While Yad-Uthet is maintained by the largest number of troops to be found in any of Karnish's Amman provinces, the lands and border cannot be completely secured. Amman-Mon raids are common and can strike anywhere along the border. Such raids are usually brief affairs, though occasionally can make their way deep into Karnish territory. Humanoid activity around the Kalim Forest further increases the dangers and tensions of life in Yad-Uthet. Some of the humanoids work closely with Amman-Mon, while others have no such contact and work to their own, usually chaotic, agenda.

The Amman-Mon supporters and agents are scattered throughout Yad-Uthet and are fairly open about their allegiances. Some organizations can raise considerable numbers and the infrequent pitched battles between the two sides are usually terrible affairs. Supporters of Amman-Mon, when captured, are dealt with harshly. Mostly, however, the Amman-Mon agents work as small units against Karnish interests, or as agents supplying their masters with vital information on patrol and troop movements and other vital information.

Outside of the two major cities, the Karnish culture and language has had little impact, with Aish still the language common to the people of the province. Churches dedicated to the old Amman religion can be found everywhere, while those dedicated to the Karnish pantheon can only be found in Hagora and Thetmador, and even there only in small numbers. Within the two cities, the Karnish language is spoken by a larger number of the population, especially those in regular contact with the Karnish merchants, where significant monies can be earned. Thetmador can be a dangerous place to live, being located as it is right on the Amman-Mon border, but is heavily defended. Travel to Thetmador usually occurs via Aym-J'zeer and The Syramassa River, which circumnavigates the treacherous route through the Kalim Forest.

Brief History

See *Amman-Mon* for the brief history of Yad-Uthet.

The Major Towns and Cities

Hagora: (pop. 45,000) Situated less than fifty miles from Kalim Forest, Hagora suffers from regular attacks from the humanoids based there. It also suffers periodic attacks from enemies opposed to Karnish rule who are based within the city itself and, it is believed, take their orders directly from Amman-Mon. The city defenses have been strengthened considerably since the rule of Karnish began and in recent years the building of a large castle has begun in earnest, though is still some way from completion. Until then, the stone towers that are dotted throughout the large city wall are the main defensive structures. Thoroughfares lined with extraordinary statues and date palms cross the city, along which magnificent buildings cast their shadow. However, poverty here is rife and behind the grandiosity of

Hagora the filth and slums make up much of the rest of the city, where criminals are rife and illegal political organizations can hide from the authorities with ease. Though dilapidated, the Towers of Hakkan still dominate the skyline of Hagora and many are still used in secret by the sinister organizations that represent Amman-Mon.

Thetmador: (pop. 25,000) Historically a significant trading post on the banks of The Syramassa River, Thetmador is now situated on the frontline with Amman-Mon, which sits on the opposite bank. As such, it has become vital to Karnish in maintaining the status quo and is now a considerable military base for a large number of the Karnish forces still operating in the Karnish provinces. It is well defended, with substantial defensive walls and a significant castle, which is nearly complete. It also defends the waterways from Amman-Mon activity, with ballista's lining the walls. On several occasions, they have been used effectively against Amman-Mon naval vessels that have tried to pass. The city is much like the other ancient cities of Amman, with the real poverty of the city hidden by the grandiose buildings of the rich and powerful, with beautifully lined thoroughfares, ornate statues and Towers of Hakkan all reminiscent of past glories. It is busy and lively, with the streets filled with bazaars and street merchants. Unlike other places, however, there is a noticeable presence of the Karnish military, with patrols common and raids against homes regular enough, with the servants of Amman-Mon rounded up and thrown into the cells.

Organizations

The Black Hands of Hakkan: See Amman-Mon for a description of the *Black Hands of Hakkan*.

Important Personages

Tharas Keraby: Directly related to the powerful Urdoon family, Tharas Keraby has helped further enhance the power and reputation of that family with his sterling work as the Royal Overlord of Yad-Uthet. Under difficult circumstance, Tharas has seen both the major cities of Yad-Uthet - Hagora and Thetmador - return to law and order under Karnish rule and has seen a dramatic falling off of attacks against Karnish interests within the province after an aggressive campaign against their enemies. Tharas is well regarded within the Karnish court. Not only is a man of swift and decisive action, but also has considerable wit and charm.

YAM

Area Square Miles: 210,000

Population: 3,885,000 (18.5/sq. mile)

Racial Balance: Human (68%), Dwarf (8%), Halfling (8%), Gnome (7%), Elf (5%), Half-elf (1%), Other (3%)

Capital City: Portswey (pop. 36,000)

Government: Monarchy

World View: defensive / industrial, mercantile

Alignment: LN

Religion: Arak Kal, Aruthane, Aserdin, Azerond, Concei Japur, Erenus, Fandor, Feyzeu, Illsyn, Malanon, Mynax, Narag Narg, Omuz, Pith, Sassa, Sha Dorrain, Yerraz; Destor, Graxber, Kavak; Olgden, Thim; Firmgald, Gungorn; Ky, Ney Allond, Tannun Maruth, Vi-hahn

Languages: Aish, Annasse, Karnish, Syramesse, Ural

Climate: Warm Temperate

Overview

After years of civil strife and wars with Orith and Magasoa, Yam has finally turned its attention to trade and industry and has found this arena to be a far more profitable one. Only the remaining problem of Magasoa, with whom border conflicts are common and from where humanoids attack in large numbers, and the internal problem of the remaining support for Amman and the cults and secret orders that have established themselves since the fall of that once mighty empire, are yet to be resolved.

The Triple Alliance between Yam, Hanai and Orith has seen a tremendous rise in the confidence of these nations and their trade goods can now be found far and wide throughout Arrasia. Heavily influenced by the Karnish culture, with Karnish deities and the Karnish language predominant amongst all classes, Yam has seen its trade grow dramatically. However, their weak naval capabilities has meant that they are still heavily reliant on the nations bordering the Sea of Guardians for trade, relying on Karnish trade caravans to transport their goods to far flung places.

The influence of Amman is still felt in Yam, with powerful cults and secret orders not uncommon. Mostly, these organizations restrict themselves to ancient religious practices, though some still actively support Amman-Mon and look to overthrow the new order, or have allied themselves with their Magasoa comrades and look west for the new uprising. However, after decades of civil strife, during which a great number of these groups were purged from Yam society, their numbers are dwindling and their political power seriously damaged.

Significant Trade Exports

Copper Ore: The Jayd Hills are rich in copper ore, around which many small communities have grown. After the copper is extracted, it is usually taken to Portswey where it is used for coinage.

Iron Ore: Iron ore is plentiful in Yam, especially in the Marad Mountains in the south-east, where it is mined extensively by the dwarves who live there.

Precious Stones: Azurite, malachite, obsidian and rhodochrosite are all found in Yam. Usually, they are cut and exported, or used to decorate jewelry or other

expensive ornaments.

Silver: Silver mining communities have sprung up around the Marad Mountains with the discovery of silver. A trickle of this precious metal has always made its way from the dwarven mines, but the recent growth of mining communities has seen it become a flood and silver is now Yam's largest export.

Brief History

After the fall of Amman, Yam emerged under the leadership of the self-styled monarch, Queen Isos The Merciless, and declared its independence. After destroying the lingering remnants of Amman, Queen Isos set about grabbing as much of the land as she could and open warfare between Magasoa and Orith, also emerging from their oppression, was vicious and terrible. Much of the fighting between Yam and Orith centered on the strategically important city of Hanai, which was constantly taken and retaken by the opposing armies. Any peace between the nations was short lived and the cost of the war high.

Weakened by the support for Amman from a large section of Yam society, which was growing stronger as each day of the war continued, Yam was eventually forced to pursue a permanent peace with their neighbors. Orith, riven with its own internal strife, was also looking for peace and the two nations sought to end their differences. One of the greatest stumbling blocks - the ownership of Hanai - was soon eased when Lord Ritchelin, one of Arrasia's great opportunists, declared Hanai's independence as a Freecity and entered into the peace talks with Yam and Orith.

Hanai was given recognition as a Freecity, with lands of its own, and Yam and Orith agreed the lines of their borders. With peace declared, Yam began the great purge to end influence of the supporters of Amman within their newly drawn borders. Soon, civil war broke out between the two factions, but the outcome was indecisive, with spring bringing an end to a year of conflict as the armies of both sides returned to their crops. This peace was uneasy and a year later, the civil war flared up yet again. Several large battles saw the Amman supporters gain great successes. With their armies threatening Portswey and the monarch of Yam, the supporters of the crown achieved a dramatic and unlikely decisive victory on the bogs of Portswey.

The Battle of Portswey proved a major turning point and the supporters of Amman were forced onto the back foot, from which they never recovered. After several more large battles, the defeated army melted away and the influence of Amman and its followers was destroyed and the crown of Yam secured. The power of Amman within Yam was reduced to the activities of cults and secret orders, who could only dream of what might have been.

Throughout this period, however, Magasoa had proved to be a thorn in the side of the crown armies, vigorously supporting the renegade supporters of the

ancient regime. Border conflicts between Yam and Magasoa were common and these intensified after the victory of the crown. With the large numbers of humanoids that crossed the plains of Yam and Orith, an alliance between the three states of Yam, Orith and the Freecity of Hanai - known as the Triple Alliance - saw the combined armies drive large numbers of the humanoid tribes out of their lands. Many retreated into Magasoa, while others were dispersed into The Golden Peaks or The Jayd Hills.

With the power of the Triple Alliance behind it, Yam soon turned its attention to industry and trade. As the wealth grew, so did their taste for all things Karnish. The Karnish language soon became the chosen language of the Yam aristocracy, as did the Karnish pantheon and culture, though Ural remains the language of choice for the majority of the population. Relations between the two nations also grew and with this, access to greater trade routes was achieved. A brief border dispute with Syrámä saw a declaration of war and the activation of the Triple Alliance. Two decisive victories saw Syrámä repelled and the reputation of the alliance enhanced.

The Major Towns and Cities

Portswey: (pop. 36,000) A large and bustling port city, Portswey, situated on the Aggenbor Sea, is now regarded as a key trading post and ally of Karnish. Having grown significantly during the Amman occupation, much of the city resembles the architecture of other Amman cities, with grandiose buildings lining wide, statue or tree lined thoroughfares. Unlike other Amman cities, however, the old churches and Towers of Hakkan have been demolished and the poverty of the city has been severely reduced since the growth of trade with other nations. Much of the old shanty areas have been demolished and rebuilt, with columned villas and ornate buildings all showing the new found wealth and confidence of the city.

Panby: (pop. 7,500) Once a small and insignificant fishing village on the west coast of Yam, Panby has grown significantly since the fall of Amman as an important trading post and the second most significant town in Yam. Due to its recent growth, there are almost no signs of Amman cultural influence to be found in Portswey, with instead Karnish tastes having dictated the architecture of the city, with ornate columns found decorating most public buildings. The streets are wide and clean (unlike many Karnish city streets) and an impressive stone wall surrounds the entire town, protecting it from the humanoids that sometimes come south from Magasoa.

Organizations

The Black Hands of Hakkan: See Amman-Mon for a description of the *Black Hands of Hakkan*.

The Four Guardians: The Four Guardians are said to be powerful members of Yam society who are dedi-

cated to the return of Amman rule. Commanding a powerful presence in both Portsway and Panby, their loyal followers are rumored to have a significant influence over the *Warrell Gang* (see below) who operate out of Portsway. Not much is known about *The Four Guardians*, except that they secretly work to undermine the growth of Yam and its connections with Karnish.

The Warrell Gang: This gang of once petty criminals has grown into a significant criminal organization that operates in the port area of Portsway. There is little that passes through the docks that they don't take some percentage of and their followers are thought to have infiltrated essential organizations in order to spy and undermine their enemies. The *Warrell Gang* are ruthless, torturing and murdering those who do not cooperate with them. It is widely believed that *The Four Guardians* (see above) have a significant influence over the gang, with some even suggesting that the leader of the gang is in fact also a member of *The Four Guardians*.

YARASAL J'NARIA

Area Square Miles: 472,500

Population: 1,653,750 (3.5/sq. mile)

Racial Balance: Human (50%), Goblin (10%), Orc (8%), Kobold (8%), Hobgoblin (8%), Gnoll (5%), Half-orc (3%), Elves (3%), Other (5%)

Capital City: none

Government: none

World View: nomadic, wild

Alignment: none

Religion: Ky, Gorazyn, Nendagon, Uther; Babbarax, Gygafrak; Hith, Ragmannon, Xagraxsus; Wamranoch; Naberru; Vihahn

Languages: Rhuven, Yait

Climate: Warm Temperate

Overview

Uncivilized and sparsely populated, nomadic barbarian tribes cross the plains of Yarasal J'naria, often warring with the large numbers of other humanoids that call this harsh land their home. With the Pass of Merin now well defended, much of the warring activity is internal strife or against the fledgling League of Ordwyn - lands which were once part of Yarasal J'naria - or the dwarven realms in the Gava Hills and the small halfling enclave of Nendor. However, neither the barbarian tribes nor the humanoids are beyond crossing the southern tip of The Malvus Peaks to enter Gorind and wreak their havoc.

Yarasal J'naria has no political structure or organization, with the nomadic human tribes never settling anywhere for too long before moving on. These tribes follow seasonal, migratory routes that their ancestors followed before them and which are hundreds, if not thou-

sands, of years old.

The plains and hills of Yarasal J'naria are home to large numbers of humanoids. These warlike clans are usually small in number and strife between clans is as common as strife between competing races. However, powerful leaders sometimes emerge who unite the clans and make war upon their enemies, though such clan unifications are usually short lived, tempestuous affairs. A small number of nomadic wild elves also call Yarasal J'naria their home, though their lot is a tough one.

Yarasal J'naria is also home to a large number of powerful foes. Hill giants and ogres exist in quite large numbers and are a constant threat to the bordering civilized nations. Trolls are also not uncommon.

For those that live in the Plains of the Barbarian Hordes, as the humans refer to these lands, life is tough and bloody. Wars are common and internal bloody strife a way of life.

Brief History

The wild lands of Yarasal J'naria have remained unchanged for thousands of years. Essentially, Yarasal J'naria has no history, for there are no settlements. The history of these lands is that which is passed down as lore between the clans.

Yarasal J'naria continues to remain a major threat to the civilized neighboring countries, for there is no obvious enemy to defeat. Armies from Karnish and the League of Ordwyn often send sorties into Yarasal J'naria, but they can do little more than disperse local tribes or, most usually, keep at bay unified armies fighting under the single banner of a powerful clan leader. More often than not, the warring hordes just melt away into the vast open lands, leaving the invading forces with no enemy to fight, but often with the difficult task of retreating to their own borders.

YARATH

Area Square Miles: 195,000

Population: 3,802,500 (19.5/sq. mile)

Racial Balance: Human (59%), Elf (15%), Gnome (10%), Halfling (7%), Dwarf (5%), Half-elf (2%), Other (2%)

Capital City: Yarathwaite (pop. 31,500)

Government: See below

World View: See below

Alignment: See below

Religion: Aruthane, Azerond, Concei Japur, Erenus, Feyzeu, Fandor, Illsyn, Jeyru, Laverrus, Malanon, Mer-rymer, Mynax, Narag Narg, Omuz, Pax, Pith, Sha Dorrain, Uther, Vashar; Fyfreyn, Ney Allond, Tannun Maruth, Vihahn; Gungorn, Ky; Olgden, Thim; Graxber, Kavak

Languages: Karnish

Climate: Warm Temperate

Overview

The largest of the southern Karnish provinces, Yarath is also the most multi-cultural of the provinces, with elves, gnomes, halflings and dwarves, as well as humans, all represented in significant numbers. Yarath itself is primarily agricultural, with the port of Yarathwaite the only major city. The old racial rivalries, which manifested themselves in the great conflict that tore the country apart, remain and tensions can often overspill, meaning that people tend to stick with their own kind.

Humanoid activity is frequent in the southern areas of the province, with orcs and bugbears a particular problem. Living in The Malvus Peaks, war parties often raid deep into Yarath, meaning that life can be tough for those living in vulnerable regions. The Karnish forces stationed here are stretched, being far fewer in number than required, and the people feel exposed.

Greenwood is primarily home to wood elves and sylvan creatures, but also to large numbers of less welcome denizens. The elf communes are scattered throughout Greenwood and find themselves in regularly conflict with the unwanted creatures who make their home within the forest. Those areas within the forest that are fortunate enough to be located near a sphere of elven influence are pleasant and mystical, while those areas that go untouched by their caring hands are often dark, with a sinister atmosphere. The journey through Greenwood on the East Karnish Road is considered amongst the most dangerous anywhere along its stretch.

Significant Trade Exports

Copper Ore: The Kraggen Hills are abundant in copper ore and are dotted with small mining communities. Most of the ore usually ends up in Faraleigh, which is more industrialized and able to cope with the quantity mined here.

Grain: The large expanse of fertile lands supplies large quantities of grain, much of which eventually ends up in the northern provinces to feed the soldiers there and help maintain the war effort against Hith.

Leather Goods: The leather trade is well established in Yarath, with the quality of workmanship known and sought after throughout Karnish. Clothing, equipment, armor, and all manner of leather trinkets make their way out of Yarath. Some even end up in foreign markets.

Precious Stones: Azurite and malachite are found throughout the Kraggen Hills and are mined extensively. In the east, agate, chalcedony, chrysoprase, citrine, jasper, moonstone, quartz and rose are all mined.

Brief History

The disintegration of the Amman empire in the southern continent saw the rise of many rebel warlords and the invasion of the barbarian hordes from east of The Malvus Peaks. The instability and violence of these

conflicting factions within the political vacuum seriously threatened to overrun the emerging nation of Karnish, whose armies were fighting with the Amman enemy.

It was within this maelstrom that a unified rag-bag army of elves, men and dwarves, who had seen their homes and livelihoods destroyed by the chaotic forces that now dominated these lands, brought law and order to the eastern border of Karnish, by driving the barbarians back beyond the Annasë River and subduing the local warring warlords and forcing their allegiance.

The political climate within Yarath remained unstable and the eastern border insecure. Local warlords continued in many places to oppose the new authority, while the barbarian hordes from the east and the humanoid hordes from within The Malvus Peaks continued their relentless assault. However, the unified armies brought a strength to Yarath and while the attacks against them could not be stopped, they were able to repel the worst of their enemies.

The first Kings of Yarath were dwarven and set about stabilizing the nation and securing its borders. However, the lure of wealth was always too much and this eventually led to a failed war with their neighbor Sorendale, where gold, silver and copper were common. The war, however, brought outrage from large numbers of the human and elf population, who regarded their actions as aggressors as unpalatable, and civil strife soon followed.

It was during this time, when humanoids and barbarians were left unchecked and the borders had become extremely dangerous, that Lord Borothon Maydor led his loyal followers east, to find new lands where they could establish themselves away from the madness of Yarath. So it was that they began their journey east and crossed the Annasë River. The *Trail of Tears* saw many of Borothon's people decimated by disease or killed, but they traveled east until eventually they came to the sea and established the city of Nend, which eventually led to the emergence of the nation of Borodor.

As Lord Borothon Maydor and his followers made their terrible journey along the *Trail of Tears*, Yarath was riven with internal war and the power struggle was such that the dwarves of U'gunn and even Ki-Dyer came to the defense of their brethren within Yarath. During the Battle of the Broken Alliance, man and elf stood against man and dwarf. The battle was savage, but inconclusive and so the bloody war continued.

With the arrival of large numbers of dwarves from the dwarven citadels of U'gunn and Ki-Dyer, so the wood elves of Yander Hothinbelim also became embroiled, supporting their elven brethren of Yarath and Greenwood. As the war slowly escalated, so the horror of the battles grew and while some were more decisive than others, neither side could force a decisive victory that would bring an end to the civil conflict.

It was the intervention of a large combined orc and human army from Uradun, who crossed The Malvus

Peaks and threatened the security of Yarath, which proved the turning point in the internal conflict that had engulfed Yarath. With this new threat emerging, the civil war was forgotten and old enemies stood alongside one another in a desperate fight for survival. The conflict with Uradun was a harsh one, with Yarath weakened from their years of civil strife, but several decisive battles saw them ultimately victorious and the Uradun threat removed. Neither the elves of Yander Hothinbelim, nor the dwarves of U'gunn and Ki-Dyer, returned their troops to Yarath, for their own lands were now under threat.

With outside forces no longer operating within Yarath and the opposing armies exhausted from their many years of strife, the opposing factions in Yarath settled their differences and a new King anointed - King Renet Poris, a nobleman of royal lineage who was seen as acceptable by all parties. With the war resolved, the old wounds between the opposing forces took much longer to heal and occasional outbreaks of violence still occurred. Large numbers of dwarves, resentful of having their own King overthrown, retreated from Yarath and returned to their ancestral homes in The Malvus Peaks. However, the desire for peace was now greater than that for war, so these outbreaks grew less and eventually largely disappeared, though racial tensions remained.

The emergence of Borodor secured the eastern border of Yarath, though relations were always tense as Yarath disputed the independence of the fledgling nation. Also, relations with Karnish were somewhat strained, with an occasional border squabble never far from the surface. For a while, Yarath consolidated after years of strife and it seemed that peace in the region had finally been achieved. However, when Uradun made a second attack and their hordes fell upon the plains of Yarath, the peace was shattered and the nation once again found itself embroiled in war. It was only the intervention of a rising young general, General Tharg, who saved the day in an outstanding tactical triumph in the Battle of Bordel, where the armies of Uradun were routed and forced into retreat.

With victory achieved, however, Yarath turned their anger toward Sorendale, who had offered no assistance to their neighbor and through whose territory some of the Uradun forces had been apparently *allowed* to pass unhindered, according to the Yarath authorities. With heightened tension, a petty border dispute between the two nations escalated into open warfare and the peace of Yarath was shattered once again. This was quickly followed by the declaration of war upon Yarath by King Tharin II of Borodor, after years of squabbling between the nations. The renown general Tharg, however, who would later make a claim upon the throne of Karnish itself, led a successful campaign against Borodor with two decisive victories that forced their neighbor to sue for peace, which was soon followed by peace with Sorendale.

As always with Yarath, however, the peace was short lived, as General Tharg made his claim upon the throne of Karnish and Yarath threw their weight behind him, giving him command of some four thousand of their troops. Tharg was later defeated by Deymus, who was pronounced King of Karnish and, after chasing his enemy out of the southern lands, he turned his attention to those that had aided Tharg. War between Karnish and Yarath was inevitable and when it occurred, Yarath was soon overwhelmed. King Deymus I annexed Yarath into the Karnish empire and their independence was at an end.

The reaction of the people of Yarath to their new predicament was mixed, with many believing that the nation would self destruct into civil war again and that their new rulers would impose law where there seemed to be none. Some, however, were opposed and continued to fight, though their numbers soon dwindled as Karnish rule saw the stability and wealth of the region increase.

The Major Towns and Cities

Yarathwaite: (pop. 31,500) As well as being a significant Karnish port, Yarathwaite is also an important agricultural center through which much of the produce of the southern provinces passes on its long journey along the East Karnish Road. Yarathwaite is renown for its livestock and agrarian markets and is regarded as being the central point of distribution for essential food-stuffs around the Karnish empire. Yarathwaite itself is a city divided along racial grounds, with humans, dwarves, elves and gnomes all having their own quarter. The elven quarter is green and leafy, abundant with trees where many of the elven homes can be found. The dwarven quarter is found on the eastern hilly side of Yarathwaite. While it is less attractive than the elven quarter, with stone buildings built along the undulating slopes, it is still green and lush. The port area is well built up, with cobbled streets lined with stone and wooden buildings, where back streets and alleys form a haven for those that wish to lose themselves in the city.

YEOD

Area Square Miles: 125,000

Population: 3,500,000 (28/sq. mile)

Racial Balance: Human (78%), Dwarf (6%), halfling (6%), Elf (5%), Gnome (3%), Half-elf (1%), Other (1%)

Capital City: Northport (pop. 27,000)

Government: See below

World View: See below

Alignment: See below

Religion: Aruthane, Azerond, Concei Japur, Erenus, Feyzeu, Fandor, Illsyn, Jeyru, Laverrus, Malanon, Mermyer, Mynax, Narag Narg, Omuz, Pax, Pith, Sha

Dorrain, Uther, Vashar; Graxber, Kavak; Olgden, Thim; Tannun Maruth, Vihahn; Gungorn, Ky

Languages: Karnish

Climate: Warm Temperate

Overview

One of the northern provinces of Karnish, Yeod is a tough place to live. With constant barbarian and humanoid raids from the Confederation of U'Thol often reaching far beyond the border, with even Newport itself coming under occasional threat, life in Yeod is a constant struggle.

Despite this, the establishment of Karnish rule has brought far greater stability to the country and along with it greater wealth. Though there are some who actively oppose the Karnish rule and act to oust them by whatever means, the majority of the population are generally happy with their lot, with the Karnish language, culture and religion having been embraced entirely.

Two major organizations within Yeod, who oppose the Karnish occupation, have set themselves against the might of the Karnish empire. The *Warriors of Yeod* are active throughout the province, with cells in all the cities and towns and a large number of villages also. Constantly making raids against the tax caravans that head south and robbing from the rich, they are a constant source of irritation.

Far more sinister are the *Eternal Watchers*, about whom very little is actually known. A highly secretive organization, they operate mainly in Northport, where their influence is said to exert itself within the corridors of power. Some say that the *Eternal Watchers* are working as spies and conspirators for Hith, while others believe them to be looking towards Amman-Mon for their guidance.

The north of Yeod is a particularly hard place to live, with orcs, goblins and barbarian hordes often crossing the border and making raids deep into Yeod. Since becoming a province of Karnish, the regular sacking of Northport has come to an end, though smaller villages are often callously wiped out and their goods pillaged. The Karnish army often makes raids into U'Thol, but the nomadic way of life of the peoples of U'Thol mean these are only marginally successful. Karnish has made great efforts to support the establishment of the civilized towns that have sprung up all over U'Thol and which strive against the rule of chaos.

Significant Trade Exports

Copper: Although copper is plentiful in The Silver Hills, it is not extensively mined, as the mining of silver takes precedent. Nonetheless, significant quantities are shipped to Ghendenbur.

Gold: Amongst the valleys of The Silver Hills, where the rivers run, alluvial deposits of gold have seen the emergence of a number of mining communities who pan for gold. Although not mined in extensive quantities, the gold found here is substantial enough to war-

rant a mention.

Grain: The fields of Yeod are fertile and produce large quantities of grain and other foodstuffs, which are shipped throughout the kingdom. Much of it ends up traveling north to Vidor, where it is used to feed the large army stationed there.

Precious Stones: Azurite, malachite, moonstone, onyx, quartz, rose, sard, sardonyx and tourmaline are all found in Yeod. A small quantity of emeralds can also be found.

Silver: Large quantities of silver are mined around The Silver Hills, much of which heads west to Ghendenbur, where it is extracted and refined. Silver is the most significant export of Yeod.

Brief History

With the retreat of Amman came the great rush for land and power. Local warlords or charismatic leaders lead their loyal troops against one another in a frenzied attempt to establish their own rule. From this, Yeod emerged as, initially, a collection of powerful clans who controlled the land and people that the strength of their army allowed them to. Infighting and political intrigue were common and violence high.

From within this maelstrom rose two leaders. One, Granthus Yeod, a beast of a man whose power lay in his strength and ruthlessness, the other, Orthia Pannin, a hugely charismatic woman with dedicated and loyal followers. Both saw their armies overwhelm the other warlords and, as a result, their land, power and reputation grew. With the armies of Granthus consuming the north of what is now known as Yeod, and Orthia's armies taking a stranglehold over the south, it was only a matter of time before their forces clashed in the battle for outright control.

The first of many battles between the two came when both clashed over controlling the small coastal village of Branden. The Battle of Branden saw the armies clash in a battle that was to last for two days, before the strategic brilliance of Orthia saw her forces route those of her enemy. She quickly followed this up with several stunning opportunistic victories against the armies of Granthus, which saw Northport fall under her control and pushed Granthus east, leaving him controlling the more remote regions.

With Granthus on the run and his forces demoralized, Orthia made what turned out to be a huge tactical error. Learning of the whereabouts of Granthus and his army, she led her entire force against him, hoping to destroy her foe once and for all and with it unite the country under her own banner. As she marched east, so a massive barbarian horde swept from the wild and untamed northern lands in a destructive frenzy. Northport was sacked and the massive force swung east, engaging Orthia's army in a dramatic battle, The Battle of Owden's Gorge, which saw Orthia victorious, but her army shattered, exhausted and hugely depleted, having suffered an almost catastrophic number of fatalities and

casualties. Orthia immediately ordered a general retreat of her army to reoccupy Northport.

Catching wind of her weakened state, Granthus rallied his forces and swiftly overtook his foe, placing his army on Ruror's Ridge some 5 miles outside of Northport. Orthia was completely surprised by this maneuver and her seriously weakened army forced into battle. A heroic effort saw her army drive against Granthus and was set for an entirely unlooked for victory, when a large detachment commanded by an officer loyal to Granthus entered the fray. The arrival of these fresh troops at such a critical moment tipped the balance and the exhausted forces of Orthia were decisively defeated. Orthia was captured and later executed.

Granthus Yeod led his forces to Northport and reoccupied it and declared himself King of Yeod. Fighting continued, but slowly the supporters of Orthia were purged and Granthus' rule unchallenged. However, raids from the wild tribes of the north were common and Northport continued to be sacked on a regular basis. King Yeod also began to lead his forces against the fledgling nation of Ghent, looking to extend his power and battles along The Silver Hills became regular affairs, until war broke out between the two nations in the first War of the Silver Hills, though neither side made dramatic gains and any advantage that was gained was soon reversed. This would soon be followed by a second War of the Silver Hills between the two fledgling nations.

It was during the third War of the Silver Hills between Yeod and Ghent - a much longer and altogether more bloody and violent affair - that the armies of Badathur began driving deep into Yeod territory, who seemed unable to stop the tide and was defeated in several key battles. Fearful that their lands were about to be consumed, a peace between Yeod and Ghent was declared and, later, an alliance agreed. The unified forces of Ghent and Yeod achieved key victories, pushing their enemy back. With Badathur also coming under heavy attack from the Karnish army, they were soon forced into peace and the national borders of Karnish, Badathur, Ghent and Yeod were established once and for all.

Life continued to be hard for the people of Yeod, with humanoid and barbarian raids into their territory frequent and bloody. Northport was sacked and pillaged frequently and the people of the north were all too often victims to the marauding, chaotic armies of the wild northern lands. In one of the worst episodes, the great goblin chief Huri Ghol led his massive army south from the wild lands now named after him and into northern Yeod, where they rampaged virtually unopposed, finally burning the town of Merfield to the ground. Indeed, Huri Ghol, during the period of his life, would

make constant war on the north of Yeod and his name still sends a shiver down the spine of those that live there. During that harsh period, the people became surfs, tilling the land for their masters, who lived in comparative luxury.

Constantly struggling to protect the assault upon their northern border, the lords of the south began to take direct control of their own affairs with little intervention from the King. The southern lords united and, under the umbrella of the hugely popular banner of Orthia, seceded. The forces of the north and south clashed in several bloody battles and the southern alliance's cause quickly looked lost against the battle-hardened veterans of the King's army. With their imminent defeat in mind, they took in Lord Tharg of Karnish, on the run from his half brother King Deymus, and his army in the hope that he would ally himself with them and defeat the King of Yeod and their northern enemies.

However, this plan soon broke upon the tide of King Deymus' marauding Karnish army who, having occupied Badathur for harboring Lord Tharg, now did likewise to Yeod, their divided forces no match for the furious Deymus. With Lord Tharg having escaped to Northport, where he and what remained of his army took to the seas in a large armada, Yeod soon fell and was annexed by King Deymus into the greater Karnish empire.

Resistance against Karnish was at first strong and the *Warriors of Yeod* emerged as a powerful organization which fought against their occupiers. However, following the death of King Deymus I and the relaxation of the stern laws put in place during his reign, the people of Yeod found their lot in life much improved, being both freer and safer and slowly Karnish culture was embraced and their language spoken in all corners. Northport was secured against the constant marauding humanoids and barbarians, whose activities dropped dramatically. The resistance continued - indeed, continues to this day - but the numbers supporting it dwindled and the *Warriors of Yeod* turned their attentions to waylaying Karnish gold and noblemen.

As Hith emerged, so his forces swept against the northern lands, which fell quickly, and then turned to Yeod, which also soon fell under his sway, with the Karnish armies defeated and the land occupied. However, Northport held fast and was sieged. Holding out against the evil tide that surrounded it, with precious supplies being sent from Tharg to help allow the struggle to continue and alleviate the suffering, the rest of Yeod was consumed in the misery of Hith's occupation. There was little rule during this time, with orcs and goblins murdering anyone they could find and bringing chaos to the lands of Yeod. The delay enforced by the



siege of Northport meant that this defeat was soon avenged by Karnish, whose forces pushed the disjointed Hith armies back into the Great Barrier Mountains. Yeod emerged once again as a Karnish province.

The Major Towns and Cities

Northport: (pop. 27,000) With stone towers and an extensive stone city wall, plus a moat and defensive pickets, Northport is well defended against the barbarian marauders who still launch attacks against the city. Throughout its history, Northport has been endlessly sieged and sacked and even under Karnish rule, this cycle has continued, albeit greatly reduced. Northport acts as a conduit through which troops and equipment are often transported north, where they will eventually head to Vidor and the frontline with Hith. The city is a dirty affair, with a mix of wooden and stone buildings and tight, muddy streets that form an intricate web of back streets and alleys, where the many criminal and political organizations can easily hide themselves.

Southport: (pop. 8,000) Having grown rapidly in recent years, Southport has become another of the vital stopping points along the Karnish trading routes of Arrasia. Abundant with agricultural produce, as well as gold and silver from the southern tip of The Silver Hills, the people of Southport have seen their wealth increase dramatically. The suburbs are leafy affairs, with small farms and other landholders. The center is much more urban, with rutted roads and, primarily, wooden buildings, with mostly the homes of the wealthy and administrative buildings being stone affairs.

Organizations

Warriors of Yeod: Established after the occupation of Karnish, the *Warriors of Yeod* can be found all over Yeod. Small cells can be found in many villages, though it is Northport where they have their greatest presence. Once capable of mustering armies to fight the Karnish occupiers, the support has dwindled so much that they now find themselves directing their efforts against the Karnish trading caravans and gold trains heading south and against the noble men and women.

Eternal Watchers: The *Eternal Watchers* emerged during the Hith occupation of Yeod, but even to this day little is known about their organization. There are many who believe these to be spies and cohorts of Hith, while others believe them to be working for Amman-Mon. Few of their members are ever identified and those that are seem to vanish without a trace.

Rufenias' Lightfeet: Rufenias' Lightfeet have their headquarters in Hochden in Eastdale. See the description given there for details of this organization.

FREECITY OF YERAD

Area Square Miles: 77,500

Population: 968,750 (12.5/sq. mile)

Racial Balance: Human (70%), Elf (15%), Gnome (8%), Halfling (3%), Other (4%)

Capital City: Yerad (pop 50,500)

Government: Monarchy

World View: defensive / agricultural, mercantile, seafaring

Alignment: LG

Religion: Concei Japur, Gorazyn, Nendagon, Uther, Wesdan; Ky, Ney Allond, Tannun Maruth; Firngald, Gungorn; Olgden, Thim

Languages: Noroven

Climate: Continental Cool Summer

Overview

The lands bordering The Gold River are rich with amongst the finest precious stones to be found anywhere in Arrasia. This has brought great wealth and prosperity to a city that is now one of the largest, but has also come at the price of war, greed and corruption.

The lands now protected by the Freecity of Yerad were once the southern peninsula of Elminn, but the third civil war of Elminn saw Yerad declare its secession, triggering a war that continues to this day. The lands of Yerad have grown substantially since then, with the entire southern peninsula now coming under the sway of the city. The war between the two nations continues relentlessly, both on land and at sea. Elminn, having lost the greater part of its national wealth, are determined to get it back.

The people of Yerad are on good terms with the elves and gnomes that also live in these lands and both have been involved in activities against Elminn. However, mostly they live in their ancient communities and have very little to do with the chaotic life of Man.

The precious exports of Yerad primarily end up in Norvsond, from where they are distributed around Arrasia. The journey to Norvsond is treacherous enough, but the ongoing war with Elminn has made this an even more difficult task. While it is common practice for naval vessels to be boarded and captured and their cargo impounded, nonetheless countless precious stones and gold have found their way to the bottom of the seas.

Significant Trade Exports

Gold: The lands bordering The Gold River are rich in alluvial gold deposits which are washed down stream from the Misty Downs. This source of gold provides a high income for the people of Yerad.

Precious Stones: Alluvial deposits of diamond, emerald, garnet, ruby, sapphire, spinel and zircon can be found along the route of The Gold River, though espe-

cially at the estuary where the river meets with the sea. These are primarily sold on to dealers in Norvsond, where they can be shipped safely to the corners of Arrasia.

Brief History

The death of King Beowyn II of Elminn sparked a vicious war of succession that saw his two sons, Rasmus of Ingwell and Ferapey of Yerad, drag Elminn into a long and devastating civil war. With the north siding with Rasmus and the south with Ferapey, both sides took an uncompromising stance and the bloody third civil war saw a great divide driven through Elminn.

With neither side able to make any conclusive gain or substantial victory, and with Rasmus controlling Fulton, the capital, and with it the administration network that ran the country, Rasmus declared himself king, provoking Yerad's secession and its declaration as a Freecity. Much of the southern peninsula followed suit, under the protection and guidance of Yerad and the newly appointed king, King Ferapey I.

Furious and insulted, King Rasmus marched his forces south and besieged Yerad for eight months. However, the city was supplied easily through its port, despite a naval blockade and a series of naval battles, and illness soon ravaged the besieging troops. Seizing his moment, King Ferapey I opened the city gates and his soldiers, aided with a deadly unit of elven archers firing from behind the city walls, marched against the forces of Elminn in the Battle of Yerad. The battle was a decisive victory for the forces of King Ferapey I and Yerad, forcing a general retreat by King Rasmus' forces, who had been entirely routed.

The Freecity of Yerad greatly extended its borders during this period, seizing control of much of the south of the country. Only a determined counter strike by the Elminn forces repelled several attempts to take Fulton itself.

The borders between the Freecity of Yerad and Elminn remain both fluid and volatile and war between the two nations has remained constant. However, with the greater wealth now belonging to Yerad, Elminn's resources have become depleted and the people poor. This has only added fuel to the fire, as Elminn attempt to reclaim the land they believe is theirs by right.

The Major Towns and Cities

Yerad: (pop. 50,500) A vast, sprawling city on the Gulf of Yerad, the Freecity of Yerad is the largest of the Norv cities and amongst its most significant. With war still ongoing with Elminn, the city has gone through three periods of evolution, with each clearly defined by the rebuilding of the city walls to accommodate the growth of the city. The Old City, hemmed in by the original city walls that are now as much a part of the city itself as are the roads and houses, is the most built up and also where the old port is located. It is a tight web of streets and alleys, with buildings built closely

together and, generally, where the poor people of Yerad live.

The next developmental phase of Yerad saw the building of a new wall as the city continued to expand, which itself has become like the first, consumed by the city. This section is home to the merchants and wealthy of Yerad, with well-constructed long houses set in plots of land, with well defined and well kept roads. More recently, the third expansion of the city has seen a third rebuilding of the wall, which now acts as its main defense against its enemies. It is here that the new port area has been established, from where the Yerad navy operates, and is also home to an overspill of the population from the Old City. Otherwise, many farms and landowners can be found here, where the land is still plentiful. This latest expansion has also seen it engulf several elven communities, which are now part of the city of Yerad.

ZARAMAL

Area Square Miles: 205,000

Population: 2,870,000 (14/sq. mile)

Racial Balance: Human (65%), Dwarf (8%), Halfling (7%), Gnome (5%), Elf (5%), Orc (3%), Gnoll (2%), Half-orc (1%), Bugbear (1%), Hobgoblins (1%), Other (2%)

Capital City: Azbar (pop. 5000)

Government: Oligarchy

World View: defensive / agricultural, nomadic

Alignment: CN

Religion: Concei Japur, Fandor, Illsyn, Mynax, Omuz, Ordal, Pith, Urgomond; Destor, Destor, Graxber, Kavak, Olgden, Thim; Ky, Gungorn; Fyfreyn, Ney Al-lond, Tannun Maruth, Vihahn; Ragmannon, Xagraxsus; Naberru; Babbarax, Gygafrak

Languages: Anasse, Rhuven, Yait

Climate: Warm Temperate

Overview

An almost permanent state of war exists between the tribal clans that dominate this land as they vie for mastery over the lands as a whole. With Azbar one of only two sizeable settlements and also acting as a conduit for trade with the other nations of Arrasia, control of the city is regarded as essential to control the nation as a whole.

Zaramal is made up of hundreds of tribes, some nomadic though many now living in small rural settlements. The tribal chiefs have influence over any number of these settlements and conflict between individual settlements is as common as conflicts between the tribal chiefs themselves. Very rarely, alliances occur between tribes, though this is usually a measure to defend themselves from a more powerful tribe with whom war has broken out. They rarely last for long with allies all too

often emerging as rivals.

After years of futile conflict with the dwarves of Irith and the elves of northern Palanar, the tribes of Zaramal made their peace with them after the first incursions of Urgolian troops into the north of their country. These were eventually repelled through a strained alliance of the most powerful of the tribes. The defense of Zaramal has continued ever since against the occasional raids of Urgolia, which are usually stopped before they make it through the Great Pass of Cirin. The responsibility for the defense of the pass falls on the chief whose tribe presently controls the political landscape. These transitions often leave the northern borders undefended and open to attack, but as yet the Urgolians have never been in a position to exploit this.

Zaramal is home to a sizable population of humanoids, who are a constant threat to the established settlements. Battles with the humanoid clans and tribes are a further part of the endless struggle to survive in Zaramal. On rare occasions, alliances occur and large pitched battles erupt, but these all too often collapse into internal strife and tribal warfare.

Significant Trade Exports

Gold: Gold was first discovered in The Golden Peaks during the Amman occupation and has continued to be mined to this day. The gold is shipped to Azbar, where it is traded with the Karnish merchants who make the long and dangerous trek around the Cape of Little Hope and all the way up the coast to fill their ships with this valuable cargo.

Precious Stones: Agate, bloodstone, carnelian, chalcedony, citrine, moonstone, quartz and zircon are all found in Zaramal and traded with the Karnish merchants. However, it is garnet and opal that make the long and dangerous trek to Zaramal an extremely worthwhile and profitable venture.

Brief History

Until the first Amman incursions into Zaramal through the Great Pass of Cirin, after their conquest of the savage lands east of the Golden Peaks, the land was largely populated with nomadic tribes, though a sprinkling of small permanent settlements were beginning to emerge. Establishing a permanent settlement, Azbar, Amman hoped to use Zaramal as a staging post toward the invasion of Palanar and Eppen, but this plan never materialized as the armies of this region were sucked into the war against the aggressive Urgolian hordes, who at one stage even managed to pass into Zaramal itself, though were later expelled.

The small Amman force that remained in Zaramal soon found themselves bogged down in a constant war with the tribes of the land and with the supplies to Azbar drying up as the need in Urgolia and the Falagrim

Peninsula was greater, they were eventually overrun and Azbar sacked, though not before they had put up an heroic struggle against overwhelming odds.

Despite the sacking of Azbar, it was not entirely destroyed and was soon inhabited. Growth was slight until the trading ships of Karnish turned up and the wealth of Zaramal began to filter through the city. War soon broke out between the powerful tribes for control of the city, which became a constant theme and one that continues. Azbar itself is rarely damaged during these wars, for it alone represents the wealth of the nation, though for the majority of the people of Zaramal, life is a struggle to survive against both the warring tribes and the activities of the large numbers of humanoids with whom they share these lands.

The Major Towns and Cities

Azbar: (pop. 5,000) The eastern most destination along the Karnish trade routes, Azbar is a wild and chaotic town, reflecting the nature of Zaramal itself. Well-built stone dwellings sit next to shabby wooden huts, with an array of tents and ramshackle buildings filling the space between. Only the wealthy, who generally live in the stone buildings, have doors and windows. The roads are little more than muddy tracks. A wooden palisade defends Azbar from regular humanoid activity. Several rickety wooden jetties act as the town port, where the streets are covered in filth and vermin.

Dereby: (pop. 3,500) This area was first settled by Amman to defend the Great Pass of Cirin from Urgolian raids into Zaramal. The discovery of gold saw Dereby emerge some miles from the pass, where it acted (and continues to act) as an excellent base from which military operations could be conducted. Located in a rocky, grassy valley, surrounded on all sides by the sheer slopes of The Golden Peaks, Dereby is well defended from attacks. The only access is gained through treacherous mountain passes. Well established, with many stone buildings built during the Amman occupation, wooden buildings, tents and ramshackle huts have since been added, giving it a chaotic appearance. It is a rough frontier town, where people work and play hard and where the lure of gold has tempted all manner of folk hoping to make their fortune.

Organizations

The Order of the Gray Druids: Co-existing with the nomadic tribes of Zaramal, the order found their existence under serious threat after the first incursions of Amman into Zaramal, which prompted a large exodus into Palanar, where they re-established themselves. However, they are still widely spread and their influence great, though not as it is in neighboring Palanar. They can be found in most settlements, where they play a central role, helping to end disputes and tend the sick.

CHAPTER 13

THE HISTORY OF THE ASLAH & OF ARRASIA

The history of the Aslah and of Arrasia is long and rich. The protagonists of these tales have helped lay the foundations of all that is known, for good or ill, and continue to do so. For many, their time has ended in untimely fashion and their names have become a part of folklore and superstition, while others continue to thrive and be a part of history as it, and they, evolve. Where the future lies is now down to you.

Herein is laid out the significant episodes that helped shape the world and the cosmos as a whole. These tales are placed here to improve your enjoyment of The Kyngdoms, as well as to further your understanding of the campaign setting and to help inspire you to greater things! Each tale is ordered chronologically, as best as it is able.

1. HOTH AND THE COMING OF THE ASLAH

In the beginning there was Hoth, the Great Void without time or age, and all was dark, for there was nothing to bring light to the dark and Hoth was saddened. And Hoth pondered and questioned the darkness and through his will were Veradu and Ergon born. Veradu was of Water and Earth and her star was perfect to behold as she traveled the Great Void and brought light where she passed. Ergon was of Fire and Air and his trail was fiery and he brought light to where he passed. And Hoth was pleased.

So it was that Veradu and Ergon made their journey through the Great Void, bringing light wherever they went and Hoth could watch them from afar and no longer was there only darkness. So it was that the bright stars of Veradu and Ergon traveled the Great Void, bringing light and happiness to Hoth, who watched the

children born of his will.

Yet it was, after time unknown, that Hoth felt a shadow pass over his joy and his happiness was no more. What it was that had passed over him, he could not say, for he had no knowledge of it, but could only watch Veradu and Ergon with a frown, where before there was joy unconfined. So it was that he pondered long and hard, but could find no answer. With this shadow upon him, his mind became fixed on the star of Veradu as she traveled the Great Void and he followed her path with a great frown upon him. So it was that he felt a sadness in Veradu that he had not before noticed and became aware of the tears of water that she left in a trail behind her as she made her journey through the Great Void.

And Hoth was moved by the sadness of her beautiful tears.

"Veradu", Hoth's voice boomed, "Why so the tears that bring a shadow over me? What is it that pains you so?"

But there was no reply, for Veradu had not the power of voice.

So it was that Hoth fixed his mind upon Ergon, whose brilliant fire lit the darkness in which he passed, and Hoth felt a sadness in Ergon that he had not before noticed and became aware of the tears of fire that he left in a trail behind him as he made his journey through the Great Void.

And Hoth was moved by the sadness of his beautiful tears.

"Ergon", Hoth's voice boomed, "Why so the tears that bring a shadow over me? What is it that pains you so?"

But there was no reply, for Ergon had not the power of voice.

And the shadow that pained Hoth grew and no

longer was there a great joy at watching Veradu and Ergon, for he could see the trail of their tears and feel the great sadness that had embraced them. So Hoth pondered long as he watched them bring light to the darkness and many thoughts came to him, but none which lifted the shadow.

So it was that Hoth gave to Veradu the great gift of speech, for no longer could he endure the trail of her tears in the Great Void.

"Veradu, to you I give the power of Speech, for your sadness brings a shadow over me and I cannot say why. Veradu, why so the tears that bring a shadow over me? What is it that pains you so?"

And long was there a silence and Veradu did not make her response and Hoth could feel the great sadness within her.

And then Veradu spoke, her pure voice like a music that had not before been heard within the Great Void and Hoth was greatly moved by the beauty of her voice. "My lord," Veradu's soft and sad voice sang through the void and Hoth was greatly moved, "who have given me life and have watched me from afar, I am undeserving of this gift, for there is great pain within me."

"Veradu, your voice is like a music upon my ears and truly not even I could have known that such beauty could be. But tell me, Veradu, what can this pain be, for I have made you perfect and your light is so bright and your music now so grand and the love I have enthused you with is the love that I have for you? I have pondered long, yet the answer will not come to me."

And again Veradu's voice sang into the Great Void. "For sure, my lord, I am not worthy of your love", she sang, "for it is the love that thee have gifted me with that pains me so and for such I am ashamed. For long did I travel the Great Void in bliss and in my heart there was song and my light did fill the void. Yet, from afar, on an occasion, did I espy another light, dimmed by distance, yet still bright and beautiful to behold. And my gaze became fixed upon this thing of beauty, so far in distance, yet with such power as to reach out and find me."

"And ever since have I been enthralled and the music in my heart saddened and yearn only to be with that which brings such a light to the void. For, my lord, I cannot say what it is I feel and I cannot say what it is that I see, yet I yearn to be with it and I cannot feel joy again until it be so."

And Hoth smiled, for he understood the pain of Veradu, such indeed was the power and beauty of Ergon, whose light was such that even Veradu could see it.

"Veradu, now it is that I understand your pain and the shadow that has passed over me. This light you speak of is Ergon, who brings light to the void and has brought much happiness to me. Yet your paths are distant and set at odds, for he is Fire to your Water, Air to your Earth. What he is, you are set apart from, so do not be saddened, for these things cannot be. Such is the will

of Hoth."

Veradu's song did echo through the Great Void for the last time. "And so it will be, my lord. But in my heart, I will sing no more, for Ergon alone can awaken in me the music that is lost."

So did the song of Veradu end.

Now did Hoth turn to Ergon and to him also gave the great gift of speech.

"Ergon, to you I give the power of Speech, for your sadness brings a shadow over me and I cannot say why. Ergon, why so the tears that bring a shadow over me? What is it that pains you so?"

"My lord," Ergon's deep voice boomed like thunder through the void, "forgive my shame, for I fear I have betrayed thee and a darkness has set itself about my heart."

"How for so, Ergon, has this darkness wound itself around your heart? For your fire is of such beauty and your light brings such joy into the Great Void. What is it that pains you so?"

"For shame, my lord, you honor me with your gift of life, yet life alone is sad and the journey long. My fire roars no more and the trail of my tears long. For time unknown did I feel great joy and sped through the Great Void and my light was a joy, even to me. But then did I espy, far in the distance, a bright light that shone out of the darkness and seemed to call to me with such a music as I had not heard before and my heart became disturbed and my thoughts fixed."

"For long have I now watched this light that shines so bright from so far. What can it be that captivates me so and calls to me with such beauty, my lord? I can think of naught else and the fire in my soul is dampened and can roar no more until I am one with this light."

And Hoth laughed into the Great Void, for suddenly was he made aware of his own blindness.

"Ergon, now it is that I understand your pain and the shadow that has passed over me. This light you speak of is Veradu, who brings light to the void and has brought much happiness to me. Yet your paths are distant and set at odds, for she is Water to your Fire, Earth to your Air. What she is, you are set apart from, so do not be saddened, for these things cannot be. Such is the will of Hoth."

Ergon's voice did boom through the Great Void for the last time. "And so it will be, my lord. But in my heart, I will roar no more, for Veradu alone can awaken in me that which is lost."

So did the voice of Ergon end.

And the light that shone within the Great Void was dampened and Hoth felt not the lifting of the shadow that had settled upon him and no longer was he filled with joy at watching Veradu and Ergon, for he knew their hearts to be saddened and he knew their desire could not be fulfilled. So it was that Hoth turned away from their light and preferred instead to look upon that where their light did not reach and for long did he remain so, though the shadow remained and could not be

forgotten.

So it was that Veradu and Ergon did travel alone in the Great Void, their will bent upon the other, whose light seemed so bright and wondrous, yet was so distant and unattainable. For time unknown did Veradu and Ergon circle thus, without hope, and the trail of their tears stretched behind them in a path that grew as time did pass irrevocably, until Ergon could taste the wake of Veradu's long trail of tears and Veradu could taste the wake of Ergon's long trail of tears and their hearts were blackened still more, for the taste was bitter to them.

And so did Hoth once again turn his gaze upon Veradu and Ergon and could see the trail of the tears which sparkled as a great unbroken circle in the Great Void and he knew that no longer could he suffer their sorrow. So did he call out to Veradu, for the last time.

"Veradu, you are beautiful to behold, yet your light is dimmed and soon I fear you will fade into a trail of tears and your light be diminished. And so it is that I set thee free of the pain that has embraced you and choose for you a new path. So go forth with gusto, for thy path shall be brief, yet be full of such light that my heart will be full of thy joy."

And now did Hoth call out to Ergon, for the last time.

"Ergon, you have brought beauty to the darkness, where once there was none, but your light is dimmed and I fear that soon you will fade into the great trail of your own tears and your light be diminished. And so it is that I set thee free of the darkness that has wrapped itself around your heart and choose for you a new path. So go forth with gusto, for thy path shall be brief, yet be full of such light that my heart will be full of thy joy."

And now did Hoth speak, for the last.

"Yet to you both I say this. In your journey lay the seed of my destruction, for I am Hoth, the Great Void, and in me have I brought the lights of Veradu and Ergon, and the Great Void was already lessened. But the path that I have now set thee both upon is one wherein lay my doom, for at your journey's end, Hoth will be no more, for the Great Void will become new and your light will wash away the darkness. But such is the will of Hoth and so shall it be."

But Veradu and Ergon heeded not the words of Hoth, for now their path was as one and they sped toward the other and the heaviness of their hearts was lifted and their light burnt so bright that all the void was filled with it and Hoth was blinded. And so he heard, for the last time, the song of Veradu and the roar of Ergon as they embraced in a great fusion and their light exploded unmatched within the void and Hoth was no more, for the darkness was filled with Fire and Water and Earth and Air and Ergon and Veradu became one and all, Eradu.

And as the void retreated, so the nine children of Eradu, the Aslah, were born and they were the first to walk upon the fair land of Damarkan and they were as seeds, whose fruit was yet to ripen, for they were filled

with the power of Hoth, who was no more. And in them lay all that was to come and all that would be. But as yet they were like children and they wondered at the world around them and to them it was beautiful, though it were a plain and barren place, for it was yet to be filled, and they had no cares.

Thus was the beginning set and the future born.

2. EARLY DAYS

The Aslah were the nine children of Eradu and were the first to walk upon the lands of Damarkan. Through their skill and labor, the Aslah turned Damarkan into a land of beauty, landscaped with grass, trees and flora of their own making and filled with all manner of animals, fashioned through their own skill. For each of the nine Aslah a great palace was built.

For the beautiful Desdemar, Gort and Onnus built Goloria, a magnificent palace and the most beautiful of all the palaces for the Aslah. Kavak found his home within the rugged mountains that pierced through the floor of Damarkan, building his citadel, Canath, deep within the greatest peak, the great halls and chambers carved out of the very rock with his own hand. Themex preferred the seas and built his citadel, Ryzor, deep below the calm waters, while Shylar's citadel was Henipur, built in the greatest of all the trees in Damarkan, which she herself had designed and populated Damarkan with. Onnus built himself the great stone citadel of Thoran, which overlooked Goloria. For Voln was constructed the palace of Talokas and for Olmus was built Mulhata, while to Pittok was built the citadel of Wynord, the highest of all, having been built on the tallest of the peaks of Damarkan. And Gort, who choose to build his citadel far away from the others, built Hero-phet.

The Aslah then built Paradorn, the greatest of the palaces where they could all meet and which was a palace that was there for the pleasure of all of them. The nine then set about sculpting Damarkan and covering it in everything that was beautiful to them and added their own creations. Shylar crafted the most splendid gardens filled with flowers of extraordinary color and trees that rose so high into the sky that the tops could not be seen. And within these gardens, she created the workers of the garden, the Veshwe, who would later be called elves, and the Waynwarings, who would later be called gnomes.

3. KIWANI AND THE DWARVES

Kavak continued with the building of his vast citadel and dug so deep that he fell out of the bottom of Damarkan and into a strange gray world, where clouds swirled all around and vast rocks seemed to float of their own accord. Without telling the other Aslah of his

discovery, Kavak took to exploring this strange world and would disappear from Damarkan for long periods. He soon found that this strange world connected a multitude of worlds and it he who first discovered Kiwani, that would later be called Arrasia.

Kiwani stood at the heart of all creation, touching all its aspects and being formed by all its aspects. Here, fire, earth, water and air flowed in equal measure and the energies of the cosmos were at their most harmonious. Kavak discovered many worlds on his travels, but none like that of Kiwani and it was to Kiwani that he found himself drawn back time after time. Here he began to build himself a new citadel, Lima, in the vast peaks that covered the land. Unbeknown to him, on the sole of his feet did he bring seeds from Damarkan and in time Kiwani began to be covered with grasses, flowers, trees and all manner of flora.

Kavak, however, had no interest in the new life that he had brought from Damarkan and continued with the building of Lima and upon its completion he could see that it was greater even than Canath. Feeling the emptiness of the great halls, Kavak created the Dowatu, who would later be called dwarves, to fill his chambers and continue his designs.

*Desdemar
and Onnus*



4. THE FIRST SUNDERING OF DAMARKAN

As Kavak explored the cosmos, Onnus and Desdemar fell in love and were forever in each other's company. No feast in Paradorn could pass without them declaring their love for the other and the whole of Damarkan seemed to be filled with the radiance and beauty of the glowing Desdemar. Gort, however, also secretly loved her and he felt his heart bursting with pain at the sight of the two lovers and their happiness and withdrew to Herophet, where he hid himself away from the Aslah and felt a great rage build in his heart. It was during one of the great feasts at Paradorn that Gort could no longer contain himself and poured his heart out to Desdemar and declared his love for her. But she could not return it, for her love was for Onnus. In a blind rage, Gort's heart turned black and he struck Desdemar and thus was the harmony of Damarkan over.

Gort retreated to Herophet, where he stayed alone for a long time, until Voln managed to persuade him to see her. Being deceitful in nature, she used her silk tongue to entrap Gort, filling his mind with half-truths and blackening his heart further. Gort and Voln were soon lovers, though in truth there was little love between them. Gort's blackened thoughts were always

upon Onnus and Desdemar and he began to hate them both.

With Voln's assistance, he set his will against them both and brought pain wherever there might be pleasure. He would sully their feasts with his poisonous tongue, spoil their solitude with his festering presence and destroy their harmony with his lies and deceit. And as Gort's thoughts blackened, so did Herophet, which became a fortress in his own image, dark and brooding, a solitary menace that few of the Aslah could bear to enter. In the deep dungeons of Herophet, Gort forged his own miracles, dark and foul creations that knew only of their master's hate and bile. Not even Voln was aware of what lurked deep beneath her, of the horrors that dwelt there.

The Aslah were soon filled with the joy of the news that Desdemar was to have the child of Onnus and a great feast was arranged. The news struck at the heart of Gort and a fury took him and he made his way to Onnus and Desdemar to murder them both. But Voln stayed him before any were aware of his intentions and used her guile to persuade him to wait until the child was born, when he would be able to murder it and the power of Onnus and Desdemar would be lessened. As the time for the great feast arrived, there was trepidation in Damarkan, for none knew the mood of Gort and all expected his poison tongue to blacken the day. However, Gort was at his most charming and told all of his pleasure for the two lovers.

To the Aslah, his mood was as of old and the darkness that had settled over Damarkan seemed lifted, as Gort charmed them until the birth of the child, a boy, Dayn. To further improve the mood, Onnus and Desdemar asked Gort to bless the child - a great honor - in the Birth Ceremony. Such was the fruition of Voln's plan, for during the ceremony, Gort grazed the child with a poisoned needle, unnoticed by the other Aslah, and after the ceremony and the feast that followed, the child fell ill. Shylar discovered the poison in the child's system, but could do nothing to save him and he died and all knew in their hearts that Gort was to blame for this horror.

All of the Aslah, except for Kavak, who was not to be found, and Desdemar, who was too frail with sorrow, and Voln, who was at Gort's side, marched to Herophet to confront Gort with their accusations of murder and stood before his gate. Onnus, the mightiest of the Aslah, called upon Gort to open his gates or have them, and the whole of Herophet, torn asunder. But none could have known the terror that lay deep within Herophet and

when Gort opened his gates, his dark, deformed creations poured out and assaulted the unprepared Aslah, driving them back and burning everything that their fiery flesh touched. However, the Aslah drew upon their strength and power and the tide of the battle turned and Gort's minions were driven back. But Gort had planned for this and caused the very ground of Damarkan to burst open in geysers of boiling lava from far below the surface, the land collapsing in on itself, until the lands between Damarkan and Herophet were filled with a sea of rock and molten lava, which not even the Aslah dared cross.

Unable to control the power that he had unleashed, the rock was ripped asunder and Herophet and Damarkan split into two. As the two worlds disappeared from one another, Themex called upon the waters of Damarkan to rise and bridge the void with Herophet, but the violence of the sundering of Damarkan and Herophet was too great and both disappeared from the other and were never again to be joined. All that remained was a silver thread of water, a river, which bridged the divide and allowed the only means of direct travel between the two and was later to be called the River Mothex.

5. THE LORDS OF HEROPHET

Gort and Voln were now the masters of Herophet and their hellish minions now populated the vast wastes, which was ravaged by the harshest of the elements, with fire and ice covering the land in equal measure. For a brief period the new lords of Herophet laughed at their isolation and found comfort in each other. They set themselves the task of filling their lands with foul beasts of their own design, to protect themselves from their Aslah brethren. Voln was given the frozen, ice packed lands that she called Pakara, which she populated with the demons of her own nightmares, while Gort filled the fiery lands of Herophet with more of his demonic creations.

When both were pleased with their labor, they once again cast their thoughts upon Damarkan and wondered what might be occurring there. Gort, still wracked with the rage that had afflicted him since Desdemar's rejection, thought of her beauty and felt his rage once again burn within him. So they made themselves busy and made new monstrous inventions, which they sent as spies down the River Mothex and Gort and Voln were now aware of what was happening in Damarkan.

To Gort and Voln, during this period, were born Hakkan and Xagraxsus, their sons, and a daughter, Setsop.

As time passed, however, so Gort began to think more and more of the beauty of Desdemar and felt the burning desire to possess her take a hold once again. As his rage and darkness grew, so Voln found herself increasingly on the end of his spite. Fearful of what he

might do, Voln retreated to Pakara where she had built herself the great ice citadel of Juota and took with her Hakkan and Xagraxsus, but not Setsop, for she would not come, such was her love of the deep halls of Herophet. Gort no longer gave any thought to Voln and took no interest in her affairs or those of his children, for his thoughts were fixed on the memory of Desdemar and Onnus and their love for one another. He had long since received news of the rebuilding of Damarkan and of the new child of Desdemar and Onnus, Aras, a daughter for which all of Damarkan rejoiced. It had also come to his ears that Olmus and Pittok had two sons, Thim and Olgden, and a daughter, Qayoba.

Disguised as one of Shylar's Veshwe, Gort secretly began to spend time once again in Damarkan, with the Aslah unaware of his comings and goings. He watched as Aras grew into an even greater beauty than her mother and saw, with bitterness, the unwavering love of Onnus and Desdemar. Damarkan was now a place of such exquisite magnificence that it pained Gort to look upon it. From atop Pittok's aerie, the great Light of Vaalea cast away the shadow and made Damarkan shimmer under its golden glow. Henipur had grown magnificent, with all manner of creatures now dwelling under the canopy of trees that reached up towards the Light of Vaalea. As well as the Veshwe, who tended to all the gardens of Damarkan, Henipur was alive with trees that walked and talked, with sprites and all manner of fey beasts.

Talokas, Voln's citadel of old, had been sundered from Damarkan after the murder of Dayn, with the River Mothex alone maintaining its ties with Damarkan, as it also tied Herophet. While Gort spent his time in Damarkan, returning only occasionally to Herophet, Voln dug deep below the frozen wastes of Pakara and there built a new citadel, unknown to Gort, which was called Sota, a place of raging fires and exploding volcanoes, where the ground trembled. Voln filled Sota with more of her evil creations and gave Pakara over to the command of her greatest servant, the demon Naberru.

6. THE MADNESS OF OLMUS AND THE KIDNAP OF ARAS

Olmus' magnificent citadel of Mulhata shimmered with a light of Pittok's making, which mingled and played with the Light of Vaalea and brought much joy to the hearts of the Aslah, for within its wall were the sounds of Thim and Olgden and Qayoba, the children of Olmus and Pittok. Gort spent much time watching the comings and goings of Pittok to and from Mulhata and became aware of the feelings of Shylar towards him, feelings that she kept hidden within her. Gort, in his disguise, after much time found the ear of Shylar, helping her in the building of Henipur and the design of many new creations. And always he whispered to her of Pittok and her heart bled from the pain of its solitude.

As time passed, Gort was always finding ways of bringing Shylar and Pittok together and slowly the fruit of their labor was as great as anything that had been seen in Damarkan. Shylar created upon Wynord a magnificent garden and gave to Pittok the Ikkuin, who were designed in his image and would later be called halflings, and who filled the halls of Wynold and tended his gardens and brought joy to Pittok and to all of Damarkan. And to Shylar, Pittok gave light to the Quru trees and their bark glowed a white silver and were a wonder to behold.

But as the joys of Shylar and Pittok grew, as they shared their company, and Damarkan was enhanced by their renewed efforts, so the light of Mulhata dimmed and was no longer the wonder it once had been and Olmus could only see the hard gaze of Pittok upon her, where once it had been soft and told a tale of passion. So her mind wandered and it was towards Pittok that her wrath grew, who now only visited so that he could see Thim and Olgden and Qayoba.

In time, the seeds of Gort's wicked plans bore fruit and Shylar and Pittok became lovers and Pittok fathered a third son, Tannun Maruth. Olmus' heart sank into despair and her thoughts blackened, for she could no longer look upon any of Damarkan without seeing the gardens of Shylar or the Light of Vaalea. And where once Mulhata had glowed under the Light of Vaalea, now it seemed that all light had gone and that Mulhata had fallen into disrepair. So was it that Gort put an evil curse upon Mulhata that broke whatever was left of Olmus' spirit and, consumed with madness, she poisoned both Thim and Olgden and also Pittok.

Mulhata was now closed to the Aslah, who begged her for entrance so that they could save Pittok and her sons from the poison that wracked their systems and would soon destroy them, but Olmus laughed at them. Onnus tore down the doors of Mulhata and was shocked by the dreariness that had consumed the once beautiful halls. After a great struggle, Pittok, Thim and Olgden were rescued and saved by the skills of Shylar and her servants, including Gort, who remained unlooked for and undetected.

The fate of Olmus, however, was fixed and none could change it. Try as they might, the Aslah could not succeed in repairing the damage to her mind, which sought only to bring the downfall of those that had betrayed her. With the joy of Damarkan once again ended, Gort looked towards the end of his plan. In the guise of an ambassador of reconciliation between Shylar and Olmus, Gort became a regular visitor to Mulhata, where he revealed himself to her and let her know his intent.

Slowly, with the worst of Olmus' madness seeming over, Damarkan looked to the Feast of Aras, where her flower would blossom and she would no longer be the child of Onnus and Desdemar. All of Damarkan was readying the feast and an excitement filled the air and during this time, as the preparations continued, Shylar gave birth to Rama and Adria, her twin daughters. And

when the day came and the Aslah and their children met under the silver arches of Paradorn, with the gardens and halls filled with the servants of the Aslah and the air filled with their music, so the beautiful Aras was presented to all. And in this moment, Olmus, who had looked to this day, pushed a poisoned blade into Pittok and slew him and laughed at the horror of her brethren. As the Aslah rushed to Pittok and Olmus retreated to Mulhata, so Gort played out the glorious finale of his long ago hatched plan and, in the commotion, did take Aras under force and make for Herophet.

Desdemar alone was suddenly aware of Gort's deceit and she made chase to rescue her daughter and on the bank of the River Mothex did Gort and Desdemar fight over the limp form of Aras. But Desdemar was no match for the powerful Gort and he plunged his blade deep into her and made off. Now aware of Gort's deceit, the Aslah made haste, but arrived upon the shores of the River Mothex too late, for Gort sailed away towards Herophet and took Aras with him. And there Onnus found Desdemar, slain.

7. THE SECOND SUNDERING OF DAMARKAN

As the spirit of the Aslah left Desdemar, so Damarkan was rent and a deafening crack roared across the lands as the silver palace Gorgoria, now haunted with the memories of her beauty, splintered from Damarkan. And as the Aslah wept for their brother and sister, so Mulhata was sundered from Damarkan by them, as Herophet and Talokas had been before and there Olmus was condemned to the sentence of expulsion.

Thim and Olgden, in their grief, called upon the Aslah to break Wynord free of Damarkan, where they alone would be masters, and it was done and the Light of Vaalea went with them, leaving only the shimmering trees of Shylar's gardens as a reminder to its brilliance.

All the lands were bridged by the silver waters of the River Mothex, which irrevocably tied the lands together forever and Themex, the master of all the waters of Damarkan, placed watchtowers along its banks which he filled with his own servants to watch over those who journeyed the great river and called upon Oida, his most powerful servant, to service the river with his boat, ferrying those who wished to travel along it.

8. THE TALE OF ONNUS

Consumed in grief and anger, Onnus vowed revenge and called upon Oida to ferry him to the shores of Herophet. As Onnus neared the edges of Herophet, the River Mothex boiled and a great mist consumed them. And the watchtowers set along the shores of the River

Mothex by Themex, which he had filled with his servants, were now consumed by Gort's evil minions instead, for Themex held no power here. So it was, as they journeyed through the silent mists, that Onnus heard the fair voice of Desdemar calling to him, her golden voice carrying to his ears from the tallest window of a watchtower they passed. And for a moment he thought that indeed Desdemar lived and that all that had gone before was yet more of Gort's trickery. But his ears were deceived and he realized his folly, for the pain in his heart spoke to him of the truth of Desdemar's murder.

So he knew the deception before him and leapt from the ferry and tore down the doors of the watchtower and there met with Sarax, whose deformed features set a chill even upon his stoic heart. Yet from her foul mouth was such a beautiful song sung and even yet Onnus could hear the fair tones of Desdemar and his hand was stayed. But Sarax had no mercy and her great wings carried her to where he stood and she raked at him with her claws and so ensued the great fight between Onnus and Sarax.

The struggle was unlike anything that had gone before as Onnus and the powerful minion of Gort were locked in mortal combat. Several times did Sarax grab Onnus in her powerful claws and drop him from a great height, smashing his body upon the shores of the River Mothex until she thought him defeated and gloated over his body. But Onnus was not yet defeated and as Sarax gloated, so he reached up and grabbed her throat and began to pound her body into the ground, until the very rock did split. But still he pounded her foul form and with his great spear, Ered, thrust it into her, until the life within her was all but gone. But with one last great struggle, Sarax broke free of his murderous grasp and crawled into the hole that opened below her, where she hid from his great rage.

Such was the violence of their combat, that the very foundations of Herophet shook and Gort thought that all the Aslah were upon him in a great rage and were set upon his destruction, that he did force himself upon Aras as a final gesture of defiance, before fleeing for fear of his very existence and made his way to Mulhata, where Olmus ruled, and there hid from those that he imagined were hot upon his heels. But Voln was not so easily deceived, for news had come to her of Gort's deeds and even she was at first shocked by his depravity. Yet a smile came to her, for she also new his weaknesses and when he had left Herophet for Mulhata, so Voln sent Hakkan to fetch Aras and bring her to Sota, where she was thrown deep within the dungeons, to be at the mercy of Voln.

With Sarax defeated, having crawled into a hole carved out of the rock by her very body, Oida transported Onnus to the shores of Herophet. And he was shocked at the hellish vision that was before him, for the fires of Herophet cast upon the land an orange glow and the land was cracked and rugged and filled with

lakes and rivers of lava, which spewed from the ground in the violence of volcanoes or as geysers which gave no warning. And the lands were filled with the horrors of Gort's making, cruel and spiteful, with hate in their fiery eyes.

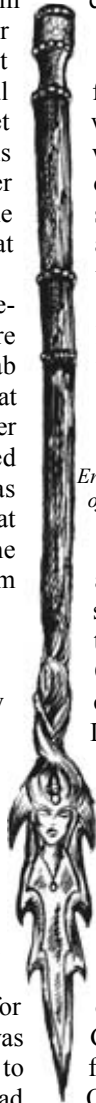
Even though the fires burnt his very flesh, Onnus pushed forward, determined to save Aras from the clutches of Gort and fought countless fights with the minions that stalked every fiery rock and swam in the molten rivers, until he stood before the blackest of the citadels that ever there was, Herophet itself, the vile home of Gort, and there he stood and called Gort to account. But there was no answer, as Gort was long since gone, hidden in the arms of Olmus.

Onnus tore down the doors of Herophet and there fought the beast Synti, the first guardian of Herophet, who was a fearsome foe who had fire for hair and whose very breath did scorch the burning air. And he did punish Synti with the might of Ered, his mighty spear, which he threw at him and which cast him aside, though Ered was lost. Though he suffered from the pain of the fire of Herophet, still he continued his search for Aras. Through Hul, Thyro and Karsia did he pass, hellish lands carved out below Herophet by the hands of Gort and his servants, lands of fire and ice, barren wastelands populated only by evil and malice.

So it was that deep within the frozen wastes of Karsia that Onnus met with the lord of that land, Wamranoch, as spiteful and twisted and full of malice as existed anywhere and he set upon Onnus with such spite that Onnus was shaken. The fight that ensued was greater than anything that had gone before, even greater than that of Onnus and Sarax and even the River Mothex shook, causing the waters to rise and flood the gardens of Damarkan, bringing much ruin and destruction, and as the two foes clashed, so the very air clapped with thunder and snapped with electricity and the land beneath them cracked under the weight of their assault. And it was here that Wamranoch, with the aid of all those that he ruled, cast Onnus down upon the ice and defeated him and, victorious, threw his remains into the fires of Tuska.

As Onnus fell, so did Aras scream from the labor of childbirth, as Angoras was born, the daughter of Gort, who had forced himself upon her. And as Onnus fell, so was Fellias conceived, daughter of Gort and Olmus. And as Onnus fell, so did Voln plunge a dagger into Aras and kill her.

And as the body of Onnus crashed down upon the floor of Tuska, so a spring of water emerged under him and mingled with his blood and not even the fires of Tuska were hot enough to drive this spring back. And as the life of Onnus flowed into the spring and the waters of the spring flowed into Onnus, so he awoke and looked down upon the beauty of the spring and felt some of his strength return. Long after, the spring was



*Ered, Spear
of Onnus*

called the Fountain of the Immortals and the essence of Onnus himself flowed through it and those who were pure of heart, who drank from it, would step immortal into the realms of the gods.

So Onnus, lost deep within the hells of Gort's making, wandered alone, fending off the beasts that tried to thwart him and he traveled through Valvara and finally Gorodin and he walked there long, lost in the frozen wastelands of the deepest hell of Heropphet. And during this time Fellias was born, as was Condos, also the daughter of Gort and Olmus and Gort returned to Heropphet and gave to Wamranoch all the lands of Karsia in reward for his great victory. And from Voln did he receive the lie that she had spied Aras making her escape from Heropphet and that she had sent forth Hakkan, who had brought about her end, but said nothing of Angoras, who was hidden deep within the halls of her dungeons below.

So Onnus wandered for long, alone and lost, his heart still rent from the pain of his history. How long there in Gorodin Onnus wandered, none can say, nor when it was that Voln was first made aware of him. For while the other Aslah no longer had news of Onnus and thought him perished, Voln watched him in the deepest hell of Heropphet and at a time of her choosing sent him aid in the form of a walking dream, a spirit in the form of his beloved Desdemar, who did guide him to Sota and to Voln, where she took the guise of Desdemar and brought comfort and relief to the ailing Onnus, who was but a shadow of he who first called to Oida to ferry him from the shores of Damarkan to those of Heropphet.

Voln brought much comfort to Onnus and in the guise of Desdemar did conceive his child, who would be Yerraz. And when this was done, still she did not reveal herself, but instead led him to Angoras, who was now fully grown and when Onnus cast his eyes upon her, he thought he was in the presence of his love, Desdemar, for his mind was clouded with delusion and malady and there he lay with Angoras and impregnated her with his seed, only then for Voln to reveal the truth to him and for the cloud that shrouded him to be lifted as he lay with the child of his own daughter and knew what was done.

And the rage that did consume him brought him great power and he threw aside Voln and Hakkan and Xagraxsus and went straight to Heropphet, where Gort had long since put him from his mind. So was the surprise all the greater when Onnus did break through the doors of Heropphet and in his madness expose the lies of Voln to Gort. And the two of them fought with all their sinew in the great hall of Ferrank in the heart of Heropphet. But the rage which consumed Onnus and gave him great strength was not enough and though Gort suffered greatly at his hands, so Onnus was at last defeated and an end brought to his torment and the whole of Damarkan shook and Thoran, the palace of Onnus, was sundered from Damarkan, as Golgoria had been, with only the silver waters of the River Mothex bridging the

two.

Gort, suffering from the pain of his struggle with Onnus, remained long in Heropphet while his wounds were healed and during his long absence Voln did have the child of Onnus, Yerraz, who she sent with her son Xagraxsus to hide in Talokas, her home of old, for fear of Gort's revenge. Also, Angoras did have twins, the children of her mother's father, Onnus, who were conceived in deceit. And their forms were as hideous as their mother's were pure and they were filled with spite and hate and deceit and the boy was called Gygafrak and the girl Babbarax and upon casting her eyes upon her children, Angoras did cry and wish for an end to her own misery.

When Gort's wound had been repaired and his strength returned, he took the most powerful of his minions and went to Sota and challenged Voln. So did she send out the foulest of those that served her and a great battle took place there. And for a while none were greater than the other and Gort could not break through the doors of Voln's citadel, but nor could she dislodge him from her gate. So it was that Xagraxsus turned on his family, in hope of favor and greater power, and emptied Talokas, where he had been hid, and sided with Gort, and Wamranoch also came to him and Voln was defeated.

So it was that Voln took a disguise and fled Sota to Damarkan, in the hope of some respite. And to Xagraxsus was given the dominion of Sota, in reward for his treachery, and Wamranoch, the greatest of all the servants of Gort, was released from his servitude and, being immortal, he became Aslah himself and the true master of Karsia. And Hakkan, brother of Xagraxsus and child of Voln and Gort, was cast out of Heropphet and he fled to Talokas, where Xagraxsus had been before him and where the despicable children, Babbarax and Gygafrak, were still, as was his half-brother, Yerraz. And to Heropphet was taken Angoras, where Gort did murder her and place her head alongside that of Onnus, upon the gates of his palace.

9. GRISM, SARAX AND THE FIRST BATTLE OF LIMA

Much of Kavak's time was spent in the halls of Lima on Kiwani. Lima was now a splendid citadel, hewn out of the rock and populated with his beloved Dowatu, the dwarves. Gold and silver in abundance were found in the depths of Lima, which were fashioned by the greatest of the dwarven smithies into magnificent objects that filled the halls and chambers. And Kavak loved Lima as he loved his dwarves, yet told none of the Aslah of Lima or Kiwani and returned often to Damarkan, leaving Grism, the greatest and most renown of all the dwarven smithies, to mind the affairs of Lima.

So it was that during a time of Kavak's absence, that Sarax did emerge from the mountains of Kiwani. For

long had she suffered the pain of her defeat by Onnus and had traveled through space and time in her torment, her deep wounds healing slowly and her strength forever depleted. And for long did she hide in the depths of Kiwani, watching the dwarves and their comings and goings and there made for herself an army in her own image, into which she imparted the beauty of her own voice to haunt those that should hear it and when Kavak had returned to Damarkan, so she let loose her army of harpies and they fell upon Lima and the unsuspecting Dowatu.

But the dwarves were tough, for long had they mined in the depths and darkness of Lima and with their picks and hammers and shovels they fought back against the foul beasts that had surprised them. Yet even the strength of the dwarf was undone by the beauty of the song of the harpy and many threw themselves down the great chasms to smash against the rocks below, so drawn were they to the golden voices that filled their ears and consumed their will.

Thus the harpies of Sarax pushed the dwarves deep into Lima, until it seemed that their plight was done and that the Dowatu would be no more and Sarax crawled out of the hole where she had for so long hid and took residence in the splendor of Lima, now its Queen, as the battle raged below her. But Grism was not yet defeated and it was in the depths of Lima that he mixed tin with copper and bronze was born, which was hard but could be easily fashioned. So the smithies went to work, and made for themselves shields and armor and swords and tipped the ends of their spears with hard points. And when they were readied, they faced the harpies, who were shocked by their glittering array, and a great battle took place that saw the harpies driven back and some of Lima was returned to the Dowatu.

Upon Kavak's return to Kiwani, he was made aware of Sarax and her harpies, for they filled the halls and caverns of Lima and his rage was great and he unleashed it upon Sarax and her minions. A great battle took place in the great hall of Lima and Sarax, still weakened from her struggles with Onnus, was soon hard put to match the rage and anger of Kavak and she called her harpies to her side, which were set upon him. And now was Kavak hard put to resist both Sarax and her foul army and he began to waver under their numbers. But Grism emerged with his bronze clad brethren and the Dowatu drove against their enemy. The battle was fierce and many on all sides were thrown down and their lives ended, until the harpies were defeated and fled and those that remained scattered and hid. And as Kavak and Sarax did tear at one another, so Grism drove his spear into the black heart of Sarax and she was no more, but Kavak had suffered badly and was also near his end.

10. KAVAK AND VOLN

After her defeat to Gort, Voln fled from Sota and took refuge in Damarkan in the guise of a Veshwe, as Gort had done before her. So there she hid, dwelling in the gardens of Damarkan and doing the bidding of Shylar and her servants, yet watching and listening to all that went on around her. So it was that she noticed that Kavak was often long gone from Canath and that he would be called by the Aslah but would only sometimes come to them and her suspicions were roused and she began to visit the halls of Canath, at Shylar's bidding, and took note that the halls were barren and plain and that little had been done to Canath since her memories of it when she had dwelt upon fair Damarkan.

So long she searched the halls of Canath and so deep that she also found the door which Kavak had long since fallen through and she discovered that the worlds of the Aslah were not all and that there were worlds beyond their own. So she traveled long and far, as Kavak had done before her, and discovered all manner of strange and harsh worlds. So it was that she too came to Kiwani, though she knew it not as such, and was amazed when she saw the flowers and grasses of Damarkan grown all over the lands and then also became aware of a great commotion high in the mountains and made her way there, where she discovered Kavak and Sarax and their minions in mortal combat and she saw Sarax defeated but Kavak cast down also and near his end and the seed of a plan was hatched and she revealed herself to the Dowatu.

Although there was at first much suspicion, she went to Kavak and began to tend him and slowly she did heal his wounds and the dwarves thought her good and a friend of Kavak and his wits did soon return and he was amazed at she who had tended him, for Voln had cast aside her disguise and Kavak could see her. And upon his standing, she threw herself to her knees and called for his mercy and repented her evil, for Gort had cast her out of Herophet and she was utterly defeated. And Kavak was moved, for she had tended him and declared her meekness, when she could have let him pass away.

But Kavak was not so easily fooled, for his memory was long and he remembered the treachery of Gort and the sundering of Damarkan. So he took her into Lima, where she might remain and help rebuild it and for long did Kavak stay in Kiwani, watching over Voln and all that she did, for fear of treachery. So Lima was rebuilt even greater and Voln wondered at the power of the dwarves, dressed in bronze, and their smithies whose gold and silver seemed to sparkle with the Light of Vaalea.

For so long did Voln follow the will of Kavak and with such vigor did she rebuild the splendor of Lima that Kavak forgot of his misgivings and returned to Damarkan, giving all of Lima over to Grism. And when he returned, Kavak found that Voln had followed each

order of Grism and had doubled her work and at last he distrusted her no more, believing her transformed and repentant, even though Grism warned his master not to be hasty, for her heart was still bad. But Kavak was now blind and grew close to Voln and spent much of his time with her. And when all of Lima was rebuilt and a great festival was had, so she followed him to his bed.

And such was their apparent happiness, that there was a great joy in Lima and the Dowatu did find room in their hearts for her and to Voln and Kavak were given two sons, Dyonicos and Graxber. In time, Voln did look to Kavak and ask for a palace of her own and Kavak assented and he gave to Voln a great number of his Dowatu who would forge a palace of great beauty for her, which was called Vă. And in time Vă was built and filled with the wonders of the Dowatu and Kavak gave to her an army of bronze clad dwarves for her protection and the dominion of all Lima and Vă whenever he returned to Canath. And to Lima did Graxber make his home and in Vă was Dyonicos reared under the tutelage of his mother.

So it was that Voln was rebuilt and her power once more grown and her thoughts turned to Gort. For her lies and hate and deceit were not gone, but hidden from Kavak, and within her burnt even greater the fire of her own evil and her long laid plans were now soon to ripen and she hoped not only to be queen of Sota once again and there rule with Hakkan and Yerraz, but also claim dominion of all Kiwani and see the destruction of Lima and the downfall of Kavak and his dwarves.

11. THE REPRIEVE OF MAN AND THE COMING OF THE ELVES

For a period, after the fall of Voln, Gort was weakened from his battles and peace came to Damarkan and that period saw Rama and Themex bring into Damarkan a daughter, Emmenauth Uthern, and two sons, Vihahn and Huthain. And these children did grow and Huthain and Adria did beget two sons, Aserdin and Nendagon, and a daughter, Rougon. And to Gort and Fellias, who had come together on Gort's many visits to Olmus, were given two sons, Arak Kal and Gorazyn.

Shylar found much happiness in the joys of her children and the children of her children and her sorrow for Pittok was lessened, though not forgot. Yet there was discontent in her heart, for Kavak was too long gone from Damarkan and his purpose seemed to be elsewhere. So it was that she did send her servants to look for him, but they found him not. Yet sometimes he would emerge from Canath without a word, only to vanish once again into the darkness of his deep halls. So Shylar went to Kavak, when he was in Damarkan, and did ask him of his doings and though he told her not, she read in his mind the secret of Lima and Kiwani, though she knew not where it was.

And when she revealed to him what she knew, he

did tell her of Kiwani and Lima and the Dowatu and he did even reveal to her that Voln was there with him and that she was now rid of her evil and that she had born his children. But Shylar dared not believe this, for she knew the deceit of Voln was dark indeed and told Kavak this and that she would deceive him, but he would not have it.

So it was that Shylar asked to be taken to Kiwani and Lima and there brought face to face with Voln and, despite his reluctance, he did consent and showed her the way through Canath to Kiwani and there revealed to her all that he had created and told her of the harpies, who were scattered throughout the darkened depths of Kiwani, and did take her to Vă where Voln now ruled alone.

Upon seeing Shylar, she thought that her plan had been outed, but saw that Kavak knew nothing of her intent and continued to play her role. But Shylar was not so convinced and could see in her heart evil and told Kavak so. But Voln pleaded the change of her ways and Kavak would not have it any other way, having seen the truth of it with his own eyes, and Shylar knew he would be deceived and that he would not heed her wisdom. And at this time, Voln did reveal to both Kavak and Shylar her own creations, who she called Mernen, who would later be known as Man, who were bigger and stronger than the dwarves of Kavak. They were as yet still to be finished and as Kavak had given over to Voln his own Dowatu to fill her the halls of Vă, so would she give over to Kavak her Mernen, when they were done.

But Shylar was still not fooled and she could see the dark hearts of Voln's creations and that they would serve only she who created them. And she told Kavak this, but still he would not listen and Voln knew now that he was lost to her and that Shylar had no power over him. So there was a great feast and merriment in the golden halls of Vă, which were filled with the songs of the dwarves who ate and drank and were filled with joy. And while there was much distraction, Shylar did alight from the merriment and make her way down through the chambers of Vă to the Mernen and there did all she could to give Kavak hope, when his blindness might be lifted, and into the hearts of the Mernen did she place her own goodness to challenge the evil of Voln upon their wakening and that forever contained within the hearts of men would be the struggle of good and evil.

So Shylar returned to Henipur, but still her work was not done, for a dread now was fixed upon her and she looked to find new paths to Kiwani, that might not be known and which would be a way for her to come and go as she might please. Over time, she found many such secret paths, as well as paths to all manner of new and strange worlds, and she also had her smithies discover the secret of bronze, which had made the dwarves glisten so, and fashion for the Veshwe armor and weapons with which to defend themselves. So they were given bows, fashioned from the trees of Henipur, and

arrows tipped with bronze and swords the like of which not even the smithies of Lima and Vā could imagine.

And when the time was right, Shylar called Orphus to her, whom for long had tended her gardens and overseen her wishes, and told him of Kiwani and all that was to be found there. And she also told him of the Mernen and the torment of their hearts that would see treachery and double treachery in some, but in others would be good and honor. Finally, she gave to him an army of her Veshwe and told Orphus to take them to Kiwani, where they would hide amongst the gardens that had grown from the seeds fallen from Kavak's feet as he walked there and wait for Voln's treachery and come to the aid of Kavak, should he so need it.

12. THE FALL OF GORT

Voln now turned to Kavak and called him to arms against her old foe, Gort, who, so she said, had commanded Sarax to attack the dwarves with her armies of harpies and that with her defeat, so he would send another, greater foe to defeat Kavak, for Gort wanted to be master of all. And slowly did the thoughts of Kavak turn black and in the shadows of Lima did he see a foe in every corner, until such was his conviction of war against him that he gathered the Mernen who had been a gift to him and armed them and called to Voln to muster her own and in their tens of thousands the men of Kiwani were readied for war against the greatest enemy, Gort.

So the greatest army yet gathered marched from Kiwani, with Voln and Kavak at their head, and passed into the strange mists of other worlds as Kavak led them through the paths that he knew and brought them unawares and unlooked for into Herophet, where Gort was now made aware of his old foe and called forth the generals of the hells of Herophet to gather and come to his aid and at the gates of his palace did unleash the full fury of the evil that were contained within and the two armies clashed in the Battle of Herophet, the greatest battle of its age.

And here it was that Gort unleashed Udenkkoran and Tuskoran, great wyrms that had lain hid under Herophet, and now came and scorched his enemies

from above while the devil hordes of Herophet smashed against the ranks of men. But men showed the strength and courage of their hearts and stood firm against this onslaught, despite the massacre of their ranks, for their numbers greatly outnumbered that of their enemy and when the first waves against them had done their worst and floundered, so Kavak and Voln marched against Gort in his palace, but could not break through the great gates and were again attacked by Gort's minions.

News of the battle came to the ears of the Aslah in Damarkan and they knew now that their time had come and an army of Veshwe, the elves, was gathered and great ships were built that bore them down the River Mothex and into Herophet, with Ky, amongst the most

powerful of Shylar's servants, at their helm and with him had Shylar sent Kultakuggen, a great golden wyrm. And this great force set foot onto Herophet and joined forces with Voln and Kavak and the Mernen and the forces of Gort were shocked and much blood was spilt and the gates of Herophet were smashed and Kavak and Voln and Ky marched through into the halls of Gort's palace for the final reckoning.

Even as the battle still raged all around and men and elves felt their life blood flow out of them and the skies of Herophet crackled with the sound of battle between Kultakuggen and Udenkkoran and Tuskoran, so Gort came face to face with Voln and Kavak and Ky and the four did engage in a ferocious battle that saw the very

foundations of the palace of Herophet shake and the walls crack and even though he were outnumbered, his power was so great that he could not be defeated by them.

And on the battlefield the tide turned against Kavak and Voln and their allies, as Wamranoch came to the aid of Gort and unleashed into the battle tens of thousands of his creations, who were in his image and would later be called kobolds, and they smashed against the wavering ranks of men and elves and the battle was renewed. And Xagraxsus also came to the aid of Gort and with his armies would surely have seen the end of the forces allied against Gort, but was met halfway by Hakkan, his brother, who had emptied all of Talokas



and Pakara and with him were Yerraz, Babbarax, Gygafrak, Naberru and Ragmannon and their forces waylaid Xagraxsus and defeated him and he was forced to run and hide.

So Hakkan came onto the battlefield and his forces engaged the enemies of his mother and Hakkan made for the palace and came to where Gort remained undefeated and there stood against his father, who had long ago banished him, and Gort felt the power of his son, matching even his own, and knew that his time was done. So there was a great fight between them, which shook all of the universe, and their power filled the air until Hakkan cast his father down and destroyed him and was victorious. Thus was Gort's time brought to an end, his reign was over, for he was no more and Hakkan was now the new lord of Herophet.

13. THE DECEIT OF MAN REVEALED AND MAN'S CHALLENGE

And in their moment of victory, with Gort no more and his armies in retreat, so Voln laid bare her long set plans and called to the men on the battlefield to cast aside Kavak and all that would follow him and destroy the elves of Shylar and their allies and a new battle was engaged upon. And here it was that the conflict of the hearts of men was revealed and some turned to evil and came to the call of Voln, but others betrayed her and stood fast with their allies and Voln knew now of Shylar's trickery and cursed her.

And in the hells of Herophet was Kavak made aware of Voln's deceit and he was set upon by her and Hakkan and was defeated and placed in the dungeons of Herophet, alongside Ky. So Herophet was now the dominion of Hakkan and Voln could now reclaim Sota and make her home there once again. And the battle now turned in the tide of Voln and Hakkan and those that stood with them and the men and elves were soon in retreat as their ranks were smashed and their leadership shorn. But not all was yet lost, for Shylar had looked to Voln's betrayal and into the battlefield came Firngald, Gungorn and Jarginnaris who did lead a great army of elves and gnomes into Herophet and came to the aid of their brethren, who neared defeat.

So the battle was renewed and many on both sides were lost forever and the battle raged over many days, in the reckoning of men, until at last did Hakkan himself emerge, with Yerraz at his side, and drive against their enemies. And with the sight of their master so engaged, so his own armies redoubled their efforts and at last the battle was won and all of Hakkan's enemies scattered throughout Herophet, where they would suffer and most would die. And to Naberru and Ragmannon, the allies of Hakkan, were given the great gift of immortality and Naberru given dominion over Pakara and Ragmannon given dominion over Tyr. And to Yerraz was given dominion over Talokas.

14. DYONICOS, GRAXBER AND THE FALL OF LIMA

As Voln and Kavak marched with their vast army out of Kiwani and towards Herophet, Dyonicos turned his thoughts to Lima and he fashioned a great army of half-men and half-dwarves, who were dark and foul beasts and served only him, and he called them to arms against Graxber, who was now the lord of Lima. Many of the dwarves there in Vă would not answer his call, for their hearts were still loyal to Kavak, who was their creator. But so also did many betray Kavak, for they now served Dyonicos, and they rallied under his banner and prepared for war alongside the foul beasts of his own creation. And Dyonicos called to the men of Vă and Lima to answer the call of their creator, Voln, and attack Graxber and those that followed him. But as the hearts of men were so challenged, so the strength of Shylar was awoken within them and they struggled within themselves.

So it was that the hearts of men were divided and many heeded not the call to arms against Graxber and the dwarven realm of Lima and instead choose to fight for him, for their hearts were strong and good, while others came to the call of Dyonicos, their hearts black and their minds now bent to the will of their creator. So civil strife erupted in Vă and Dyonicos was at first taken back by the betrayal of men and saw in them the weakness of Shylar. Yet many that had served Graxber in Lima now also turned on him and civil strife erupted there also. Soon, Dyonicos and Graxber took control of their own estates and led their troops into war with the other and there was a great battle at the foot of the mountains, which was their home, and there dwarf fought dwarf and man fought man and from the bowels of the earth came many harpies, who had served Sarax but now came to the call of Dyonicos.

And into this great swirling melee came Orphus and the elves who had long been hidden in the forests of Kiwani, waiting to fulfill the orders of their mistress, Shylar, who had sent them there. But now they stood on the edge of the battlefield, as yet unrevealed, and the air was filled with harpies and the battleground with dwarves and men and there seemed no way of knowing who was good and who was not and Orphus was bemused by the madness of the scene that was before him and ordered the elves to fire their bows against those he supposed to be the enemy of Kavak and a great volley flew into the melee and many fell to the ground, their time ended.

Graxber looked over the confusion of the battlefield, for which he struggled for mastery, and knew not who stood with who or whether things were going for or against him. Harpies swooped down from the skies, raking at their foes and the clash of bronze rang in the air alongside the screams of men and dwarves. And as he watched the tragedy that was before him, so his heart bled for he saw his brethren die at their own hands.

Thus was a rage awoken in his heart and he mustered those that were around him and they threw themselves into the battle and drove against their foe, who retreated before him. So was it that Dyonicos, who stood and watched the scenes of massacre with pleasure, was shook and thought that things might turn against him, but then, from the woods that surrounded the carnage, came a rush of arrows which filled the air and fell upon Graxber and his charging cohorts and many were felled and the charge halted. Dyonicos thought this some trickery of his mothers, but would later laugh when he would discover the truth and that it was through Shylar's own hand that he had been so served.

Orphus continued to have the elves rain down their arrows onto those he thought the enemy, not aware that the points of their weapons did strike against those that Shylar had sent him there to help. So it was that Graxber was driven back and forced to send a large part of his force against the foe who rained death upon them from within the trees. So the elves of Shylar, under the command of Orphus, and the dwarves of Graxber met under the canopy of the green of the forests and there was much bloodshed on both sides, until Orphus, with his foe now up close, was made aware of his error and knew that its reversal was beyond him and then called the elves to retreat, even though they were not defeated, and he took them away from the battle, in shame.

With Graxber's army split, the forces of Dyonicos now drove against him and all was lost. His ranks were smashed and the bodies of dwarves and of men were piled high and the field, once green, had turned red with the blood of the dead. With those that remained, Graxber was driven back into Lima and its great gates were closed and they prepared for siege. And for Dyonicos there was much rejoicing, for the battle was his and that night there was a great feast in the halls of Vā and the following day, he marched his army to Lima and there prepared a siege of the city.

And for many days and nights did the armies of Dyonicos sit at the gates of Lima, until there was starvation and disease within and many died. But still the greats gates held firm against the enemy and there was still much resistance, but inside Graxber was now in despair, for his realm was filled with death and his enemies hemmed him in. So it was that he called to him all the dwarves of Lima and in the Great Hall of Kavak did state his intention to leave Lima and Kiwani and return to the halls of his father, Canath in Damarkan, and that he would not return. But there were many who refused to follow him, for Lima was their home, not Canath, and that Kavak would surely return and lift the darkness of their days.

So those that would follow him left Lima with Graxber and made to Canath and were the first dwarves to tread the lands of Damarkan and there Graxber did see the Veshwe in the gardens of Henipur, whose likeness was as of those who had caused his defeat in Kiwani and he told Shylar of this and she knew of Orphus' mis-

take and called for him to return, but could find him not, for he wished not to be found.

And in Kiwani, Grism was now the lord of Lima and all the dwarves who lived there and he took those that would follow him deep into the bowels of Lima and beyond, where they awaited the fall of their great city and the evil rule of Dyonicos. And left in the great halls of Lima were men who were stout of heart and had resisted the call of Voln and those dwarves that had remained to defend their city. Thus did they make ready for war, despite the fear that was in their hearts, and they gathered themselves in readiness and when the gates of Lima were smashed open, Dyonicos found not the army of Graxber, as he had expected, and instead was faced with a leaderless army of men and dwarves. And in the halls of Lima did the two armies embrace in a bloody battle and Dyonicos was shocked by the strength in the hearts of his enemy, for he had thought to brush them aside but now found they put up great resistance.

So was the army of Dyonicos forced into retreat under the ferocity of the assault and once outside the army of men and dwarves broke and made for their freedom, scattering in all directions and as fast as they could and Dyonicos sent the men of his army against them, to chase down the humans and destroy them, for they had betrayed the call of Voln and that a price was to be paid. And with the army that remained to him, he entered once more through the gates of Lima and into its great halls and all of Lima was destroyed in a frenzy of rage as Dyonicos sought out his brother and foe and tore down the city until it was a shattered ruin and all that was beautiful was gone and all that remained was destruction and Dyonicos gave up Vā and led his army into the bowels of Kiwani, where he had found the dwarves of Graxber scattered and had learnt of his return to Damarkan and that Grism was now master of those that remained and was hid.

15. RISE OF MEN, THE WAR OF CHAOS AND DRAGONS

In their bid for freedom, so men were scattered across the plains of Kiwani, which they called Arrasia, and they fled north, east and west, even over water and all to lands new and uncharted, and there roamed as nomads for many generations and soon numbered more than could be counted or even imagined. And many great leaders of men emerged, fearless and strong, who led their tribes through the dangers of the world, which was filled with all manner of wild beasts. Some were tamed and put to good use, for work or food, and some were hunted.

But men's hearts were their own, for each now faced the trial of Voln and Shylar everyday of their lives and many choose a path of good, but many also choose a path of evil. And where men met on the plains of Arra-

sia, they fought and their blood was spilt into the soft earth and entire tribes destroyed or consumed or enslaved and some tribes grew powerful and large and some gave up their nomadic ways and formed settlements, which they called their own. And soon there were wars between the settlements and many were destroyed or consumed or enslaved and some settlements grew powerful and large and the wars of man continued ever thus.

So it was, with Gort defeated and Kavak the prisoner of Hakkan, who was master of all Herophet, that for a while the eyes of the Aslah did turn to Arrasia and the men that dwelt there, for no longer was this world a secret to them, for Voln had told Hakkan and through him all now knew of it and all looked to the dominion of it. So Wamranoch sent a great army of kobolds and Gygafrak and Babbarax each sent their own armies of goblins and there they fought for the dominion of Arrasia with men, who were now hard put to survive. And to their aid did Shylar send gnomes and elves, who were also ordered to search for Orphus, of whom nothing more had been heard, and did call upon Thim and Olgden to send halflings to Arrasia, and they did so.

Thus was Arrasia filled with the minions of the Aslah and their offspring and the War of Chaos came to the world, which was consumed in madness and filled with hate and malice, and men found their homes destroyed and their flesh torn by enemies new. But no longer did they run and instead stood firm against their foes and strengthened their fortifications and sharpened the points of their spears and went to war. And across the plains of Arrasia were the battles of good men and their enemies fought and many were lost, but also many were won and men proved their strength and worth and valor and were not easily defeated.

And into the chaos came dragons of great power, who served none but their own, for their greed was unmatched and their malice great and they came against the people of Arrasia and destroyed them where they found them and coveted those things that were precious and hoarded them. And some were felled by great warriors and great tales told of them, but wherever they set their foot did terror follow and soon all of Arrasia knew of the might of the dragons and only the bravest, or most foolhardy, dared stand against them. Yet it was that some dragons were not all bad and would fight their evil brethren, and some would come to the aid of the people of Arrasia and the bloodline of dragons was set opposed to one another and there would be war between them, when they met.

And the servants of Shylar, sent to the aid of men, came to Arrasia, but many were waylaid by the evil men of the world and the armies of Wamranoch and Gygafrak and Babbarax and their blood was shed upon the battle fields and their numbers scattered and hid, but others came and fought and died alongside men and the tales of their deeds are long and full of glory and through this alliance did the world of men survive and

the alliance of evil withstood and even reduced. And Layagat emerged in the south as a great nation of elves and there was peace there. And within the chaos of the world the goblin armies of Gygafrak and Babbarax soon turned upon one another and there was war between those who were once allies and all of the world bled and Gygafrak and Babbarax were themselves drawn into war.

16. DYONICOS, GRISM, XAGRAXSUS AND ORGS

Far in the depths below Lima, which was now but a ruin, did Dyonicos chase Grism and the dwarves that followed him and many he found that were lost or hid and those were murdered or put to slavery, but Grism he could not find and his anger was great. For in the dark, Grism was hid and he had put his time to good use, for all the advantage seemed to be with Dyonicos, whom he spied at every turn. But there in the darkness did he discover steel and even mithral and his smithies forged weapons and armor unlike anything that had been seen before and into them was fused great power.

And so the two armies of Grism and Dyonicos met in the dark depths and there was a great battle and much blood on both sides was shed. Yet the discipline of Grism's forces held firm, and the power of his weapons brought much suffering upon their enemy. But Dyonicos urged his own army forward again and again and they smashed into the ranks and into the spears of their once dwarven brothers and countless lives were lost that day, until Dyonicos was defeated and forced to retreat and to hide with what remained of his army in the darkness, as Grism had before him.

And in victory Grism turned to those that had followed him and declared them free to return to Lima, but that he would not, for his task was to find Dyonicos and destroy him. So again the dwarves were split and many did return to the surface and the wreckage of Lima and in revenge did destroy Vă and chase out those that were still there, while others remained with Grism in the depths and there continued their war with Dyonicos.

Unbeknown to all, Xagraxsus did sit also in the depths of Arrasia, hid there from Hakkan and Voln and all those that would destroy him and with him were the harpies, who had retreated into the darkness, and in him they saw a new master and in the dark of the underworld he did build a great citadel and populated it with all manner of foul beast.

To the dwarves that returned to the surface, the world was much changed and was now filled with all manner of foul creatures and they were set upon by evil men and goblins and kobolds and they also espied the elves, whom they thought their enemies, and did make war with them, until it seemed that all of the world were now at war.

Great citadels in the mountains and hills did the

dwarves build, all but pale reflections of the memory of Lima, and there defended themselves against the evil of the world and called to Kavak for his help, but there was no answer, for he was captive, so some turned to Graxber and though he heeded them, he came not.

And to their despair, and the despair of all Arrasia, did Ragmannon unleash his own army, who were in his own likeness and were foul and despicable like him and were called orcs. And they came in great number and with hate and rage in their black hearts and the war that had consumed Arrasia now raged greater and the elves especially did feel the power of the orc's arm and many were killed and many forced to flee. And against the kingdoms of man they made war and many fledgling nations did fall to them and were destroyed. And they made war against the goblins of Gygafrak and Babbarax and the kobolds of Wamranoch and they knew no fear nor required any ally, for they were the orcs of Ragmannon.

17. THE ORC-GOBLIN WAR

So was all of Arrasia consumed in chaos as the Aslah sought dominion over it and their armies were set against one another. And men did fall and their homes destroyed, for they were set against each other as well as the evil that now dwelt there and their lot was a harsh one, for the servants of Shylar could help them not. And amongst those that stood against them were the goblins of Gygafrak and Babbarax, who feasted upon the misery of men. Yet none made them suffer more than the orcs of Ragmannon, who destroyed all that they saw and were the friends of no one, not even themselves.

Thus were the men of Arrasia hard put to survive and, indeed, many did not and their flesh was burnt upon the scorched plains that were once their homes. And as men retreated, so did the goblins and orcs consume their lands and soon they met upon the fields of Arrasia and turned upon each other. So it was that Gygafrak and Babbarax stood united against Ragmannon and their armies clashed in bloody violence wherever they met, for though the orcs were powerful and the goblins not their match, they had not the numbers of their enemy, who poured against them in waves.

So it was that Gygafrak created new goblins, more powerful than those that were the art of Babbarax, and he instilled into them great courage and some skill with the sword and they stood against the orcs of Ragmannon and took them unawares and defeated them. And Ragmannon was enraged and sent to Arrasia great beasts who shook the ground as they walked upon it and they fell upon the armies of Gygafrak and Babbarax and swept them aside and Ragmannon, it seemed, were the lord of Arrasia.

Ragmannon now turned once more against the men and elves of Arrasia and unleashed his armies upon them. But they had not been idle and when the orcs

came, many stood together and their ranks would not be broken and the orcs fell upon their spears and they could not defeat their enemy. Thus was the relentless march of the orcs slowed and many killed in battle and soon they did turn upon each other in their rage and their armies fell into disarray. And the men of Arrasia retook their lands and rebuilt their homes and Ragmannon, it seemed, was no longer the lord of Arrasia.

18. THE TALE OF ADRIA, HUTHAIN AND UTHUR

Long had Kavak sat in the dungeons of Herophet, since the fall of Gort, and his heart was filled with despair. So did Huthain and Adria remember him and they called to Oida to take them to the shores of Herophet and there they found men who lived there as slaves and were filled with torment. And they rallied them and gave them courage and all saw the beauty of Adria and were captivated. So they followed her and Huthain and yet more came to them, for here was their salvation, and they came unawares to the palace of Herophet, for Hakkan was the new master there now and with him was Voln and they thought that none would come and challenge them now.

So it was that Huthain and Adria crept up to the great palace and there bided their time, until the gates were opened and in the guise of devils and using all their wiles, as if with human slaves in tow, they gained entrance to the palace and to the dungeons below, where Kavak was discovered, incarcerated in great chains and guarded by Pheobub, a great two headed hound. And Huthain called to the men that now followed them and bid them make Pheobub chase them so that Kavak would be alone. So it was done and many men did die in the jaws of the beast, but Huthain made it to Kavak and there roused him, while Adria remained hid. But try as he might, he could not break the chains that bound Kavak and soon Pheobub had returned and made for Huthain and grabbed him in his powerful jaws and savaged him.

But before Adria could come to Huthain's aid, Hakkan and Voln were made aware of the disturbance and they bid Pheobub release Huthain and they laughed, for Huthain was now their captive also. And the men that had followed them and survived the jaws of Pheobub now returned, only to find Huthain captive and they were set upon by Pheobub once again and it seemed their lot to die in Herophet.

And in her despair, Adria looked down and there saw Ered, the great Spear of Onnus that had been lost as he sought revenge for the murder of Desdemar, and she picked it up, even though its weight was nearly too great for her, and she leapt from where she was hid and thrust Ered into Hakkan, who screamed and felt a great pain within him, and he wrenched Ered from his body

and cast it away and he fell to the ground. And a great pain went also through Adria as the spear was so thrust through Hakkan and her mind felt both his torment and his suffering and she was greatly weakened and fell also.

And in her rage, Voln's breath was like fire, which erupted over those who had dared to challenge the might of her son, Hakkan, who had conquered Gort, and the men that were descended from those that had come to Herophet with Kavak and had followed Huthain and Adria were mostly cast aside and destroyed in the great fire that scorched them. And Pheobub tore into those that ran and flung their bodies aside, which had been made limp in his great jaws, and more yet were made captive. Yet it was not the lot of these men to die in Herophet, for some managed to escape the wrath of Voln and the jaws of Pheobub. And the greatest amongst them was Uther, a mighty warrior and leader, and he rallied them once again and those that remained followed him and they did escape the dungeons of Herophet.

Adria and Huthain were also now captives. Adria was chained there alongside Kavak, while Huthain was cast into the dungeons of Sota, for Voln swore that they should never set eyes upon the other again. And then she took Hakkan, who neared his end, and tended his wounds and used her greatest powers to maintain him. And so he recovered, slowly, though the pain of the wound would remain and he looked to his mother and swore his revenge on all of Damarkan.

As Uther fled, so he discovered Ered and grabbed it from where it was cast aside by Hakkan and made off. And Uther led those that followed him through the hells of Herophet and many did perish from flame or ice and many from the foul beasts that dwelt there, but always onwards they marched, facing each struggle and challenge with stout hearts, until their numbers dwindled and the lot of their lives was a harsh one and their hearts were filled with despair and sorrow. And in their darkest hour, when their feet would take them no further and their hearts could sink no more, they came to Tuska and there lay down to die, for they had naught left in them but desperation and despair. And then it was that to Uther came a vision of Onnus and strength flowed through him renewed and he knew his lot was to die not in the hells of Herophet.

So Uther rallied his men and he brought hope to them, for he told them of his vision of Onnus and they felt themselves as men again and stood straight where before their backs were bent and Uther felt the strength of Ered flow through him and he was renewed. So he led his men from the hells of Herophet and came to other worlds, where they overcame great strife, until they came to Arrasia, on an island, which they called Norvsond, and they felt the wind on their faces and knew that they had survived. And there they made their homes and for a time prospered.

But Uther's heart was not content, for the weight of

Onnus now sat heavily upon him and he knew there was yet a role for him to play out, though he knew not what, and he knew that he could not dwell in the land of Norvsond anymore, for his destiny lay elsewhere and its path were set out before him, even if he were blind to it. So he bid his people farewell and began a new journey, to return to Damarkan and took with him the greatest of his men and they built a great ship and set sail upon the seas to find Lima and then to Damarkan.

But the world was filled with the chaos of war and all seemed set against one another. So Uther and his men landed their ship upon shores unfamiliar and there came to Lima, which had been destroyed and war raged all around. So it was for a time they made no progress and Uther and his men instead fought against the evil of Arrasia and allied themselves with good men. And the world shook to the might of Uther and those that followed him and he ploughed through the fields of evil. And many gathered around him until he commanded an army of tens of thousands and the lands around Lima were cleared of the evil that had for so long lain there and the people made for themselves homes and were happy to follow Uther.

19. THE FIRST WAR OF DAMARKAN AND THE FALL OF THEMEX

As Hakkan repaired his wounds in Herophet and all seemed consumed with the desire to control Arrasia, so Olmus ended her exile from Damarkan and with a horde of demons at her side marched into Damarkan and made war on the Aslah, who were taken unawares. The defenses of the Aslah were soon swept aside and the servants of the Aslah crushed with ease and Olmus rode upon Ganyger, a great wyrm who would suffer none but Olmus herself to be seated upon her, and she poured her hate over the beauty of Damarkan, which was poisoned and withered. And at her side was Ragmannon and he commanded an army of his savage orcs. So Olmus and her army came to Paradorn, the greatest of the palaces of Damarkan and there set upon it, looking to bring it fully down upon the withered lands of Damarkan and would had done had not Themex, Rama and Tannun Maruth come to its defense and with them a large contingent of the Veshwe that yet populated these lands. And they made a defense of the great palace and came to meet Olmus and her allies in war, even on the very lands of Damarkan.

And the two armies clashed in battle and the blood of many was spilt that day and Themex stood against Olmus and Ganyger and called upon the very waters to rise and flush aside his enemies. But Ganyger took to the air and scorched Themex with her poison. Yet Themex took the blow and when next Ganyger came toward him, he grabbed out at her and his fingers entwined themselves around her neck and would have done for her, had not Olmus come to her rescue and



Layagat

sheathed Themex in flame. His grip released and Ganyger now set upon her injured prey and raked him with her vicious claws and fangs and his system was filled with her poison. But again he grabbed at her throat and began to squeeze out the life of her.

Rama, seeing the plight of her love, now came to his rescue, but was thwarted by Olmus and the two of them cast the full might of their power at the other and both were bloodied and bruised. But as Rama gained the ascendancy, so it was that Ganyger finished off Themex, his fingers around her neck falling limp as he was slain, and she made for Rama and knocked her to ground and there Olmus plummeted a poison dagger into her and she went cold and was done for and her body went limp and Rama was no more.

Yet while the battle of Olmus and Ganyger and Rama and Themex caused the very ground to move and shudder, Tannun Maruth had led his army of Veshwe against the orcs of Ragmannon and routed them and they were in retreat and Olmus and Ganyger were forced to flee with them, for Shylar had now come into the field. But as she fled from Damarkan, so Olmus laughed at her enemies, for Themex and Rama were forever defeated and this victory, she thought, far greater than the defeat of her armies.

20. LAYAGAT AND THE ELF-DWARF WAR

As the great War of Chaos raged on Arrasia, so the elves were divided and made their own way in the world and so it was that some made great ships and went south and many were lost. And the journey was a long and dark one, for on all sides the seas touched with great deserts that offered no respite, until the ships came to a great river which flowed through the sands, around which grew an oasis of grasses and lush vegetation and

they followed this river, which they called Agat Amood, and there created the greatest elven city of any age, Mathenna.

The Agat Amood was a great river that split the great desert and brought life to the banks that surrounded it. And all along the Agat Amood sprang up elven homes - Arindo, Yethet, Yannu and Urth being the most well known beside Mathenna - and these elven lands were called Layagat. And for a while none in Arrasia knew of Layagat and the elves there found peace and so it was that a great culture grew, which saw all manner of discoveries and speculations and which saw the written word and calculus and even the estimation of time itself came into the world, for the elves of Layagat left no stone unturned in the search for the discoveries of Arrasia and they thought it as of Damarkan on Arrasia and there was a great happiness.

So it was that Uther and those that followed him had cleared large swathes of the evil that had consumed the southern lands and peace had come to some places and homes and settlements were made and news came to them of Layagat and Uther went in search of this mythical land. And so it came to be that Layagat was discovered, after many great adventures, and the men of the southern lands and the elves of Layagat came to know one another and there passed between them knowledge and trade and the elves lent to Uther their assistance and they fought against the evil of their lands side by side. And they called to the dwarves who dwelt in the mountains to fight with them, but they would not, for they called the elves traitors, who had betrayed Graxber and made him leave Kiwani, and that revenge was still to be had. Uther, knowing for himself the beauty of Layagat, did return there and choose to dwell there for a time and there was a great friendship between the men of the south and the elves of Layagat.

And from the shores of Agat Amood came great treasures of gold and precious stones, which were crafted into things of beauty and which adorned the halls of the elven lords and they were mighty powerful indeed and of all the lands of Arrasia it was there in the southern lands and Layagat that there was peace and that the evil were pushed aside and made to run or hide itself in the darkness of the great mountains, where war yet raged between Grism and Dyonicos. And in this peace came the keradinn, who were servants of Olmus and were corrupted with spite and foul evil and whose appeal was bleak. Forged in Mulhata, Olmus was now bent on her revenge and the destruction of the elves, who were the children of Shylar. So she sent them to Arrasia where they were hid for long as they mustered their numbers and news of this threat came to the dwarves of the mountains, but they said naught, for their hate of the elves was great.

When the great keradinn army was ready, they

marched against their enemy and appeared unexpected out of the desert storms that whipped up around them and hid them from prying eyes and towns were laid waste and the fertile land made barren. But elves made their stand and slowed the onslaught and Uther returned to his men to call them to arms in aid of their ally and they prepared a great army and set sail in an armada of great ships.

So it was in this time, as the elves fought to slow the march of the keradinn against Mathenna and the army of men yet sailed to their aid, that the dwarves now reaped their revenge for old wounds and led a great assault against Urth and sieged the beautiful city that was under the mountains and called it retribution. So war was declared between the elves and dwarves of Arrasia and the defenses of Mathenna were greatly weakened as a great number were sent north to oppose the dwarven attack. And it was now, thus weakened, that the might of the keradinn struck against their enemy and Mathenna was sacked and razed to the ground and the fires could be seen from afar, but the dwarves were not moved and fought with the elves when they came and beat them and continued their siege and many inside Urth perished of starvation and disease and Layagat was wide open to its enemies.

And the great army of the keradinn laid waste to Layagat and Yannu, Yethet and Arindo all burned and those that dwelt there were murdered and when Uther and his men came down the shores of Agat Amood, all was smoldering and broken and there was a great rage in his heart. So it was that he landed his army and they met with the keradinn and the great Battle of Gorgorth was fought and the keradinn armies routed and forced to flee. But so great was the rage of Uther that he chased them into the desert and slaughtered those he found and then chased others, until he had come to the mountains and the keradinn were scattered and now few in number, so he made for Urth, which had fallen to the dwarves and been sacked, but who fled upon hearing of the approach of Uther.

So all of Layagat was made barren and its beauty cast into the sand and the river made to run red with the blood of those that had once lived there. And the elves thanked Uther for his aid, but there was a great rage within them and they mustered what they could and turned to the dwarves and made war with them and Uther and his men were with them and there was a war between the elves and the dwarves. So a new chaos returned to the south and many were killed in this war, for it was full of hatred for the other, until both sides were exhausted and could fight no more and a peace came between the two sides, though not friendship, and the elves now turned away from Layagat and marched towards the lands where Uther was lord.

The dwarves looked to Uther now for peace, for he had agreed not to assuage his rage, and he said no and fought them still, until it came to the dwarves a tale of what Uther sought, a way to return to Damarkan, and

they knew of such a place and called to him to end his war against them and in return they would show him the way to Damarkan. So the war was ended and Uther led to the gateway that would lead him to where he wished to go and his men all avowed their loyalty and said they would die for him, whether it be on Arrasia or Damarkan or Herophet. And so it was that Uther returned to Damarkan, long after his great escape from the hells of Herophet.

21. TETTUNGBA, THE GREAT ELVEN STRIFE AND ORPHUS

It was that during the time of Hakkan's sickness, when Voln did tend him, that she also bore the daughter of Hakkan, and Tettungba was born and even Voln looked upon her and thought she were hideous, for her form was like a great spider, swollen and full of evil and hatred and malice and Voln hid her away in the deepest of the dungeons of Sota. And there she yet grew and her malice was great and she could no longer be contained, not even by Voln herself or her most powerful servants and Tettungba left Sota and brought her vile self to Mulhata and Olmus, who laughed at the foulness of this child of Voln and took her in and fed her gluttony and gave to her the dark world of Murster.

And in Murster Tettungba yet grew and filled the world with her dark spawn and there was a stench there that even Olmus could not breathe, for the malice and hate of Tettungba could not be matched in all of the worlds of Damarkan and beyond and her appetite could not be satiated. And so Olmus told her of Arrasia and of men and dwarves and of the elves. And Tettungba hid her true form under the guise of an elf and went to Arrasia and to Layagat and hid herself there, secretly feeding upon them, and in the great halls of Mathenna, in Layagat before its fall, she made for herself a dark palace and corrupted those that she touched, or consumed them if their will be could not be broken.

The minds of the elves that served her turned dark and they worked against their own and gave help to the keradinn, who sought to destroy their brothers and sisters, and when the destruction of Layagat was complete and the elves sought revenge upon the dwarves, so the servants of Tettungba came out of their hidden places and made war upon their own kind and Tettungba fed upon those who did not serve her and sometimes even on those who did.

So began the First Elven Strife that saw elf murder elf. Soon the armies of Tettungba had spread beyond the ruins of Layagat and came to war with men and the elves of other lands and the peace that had served the south now ended and was instead consumed with chaos. And many elves were murdered by their brethren and their homes tore down and destroyed.

So the great exodus began and the elves began to leave the southern lands and made across the seas to the

north, where they had heard of a great forest that would hide them. And on that great journey there was great suffering and many trials and many of their number were lost and the race of the elves declined in those days. Yet the armies of Tettungba followed them and made war on them until they came to the forest they had heard of and hid deep under its canopy and there made for themselves new homes and their enemies were slowly defeated and forced to hide themselves and to run to the mountains where they hid deep under the surface.

And in the Southlands they had fled from, Tettungba's strength grew and she ruled an army of thousands who marauded across the great plains. But against her was thrown a great alliance, of men and dwarves and of the elves that had remained, and with them also were halflings and gnomes, and this army was great. So it was these two armies met in the Swamp of Souls and a great battle was fought there and for those that fought on the side of good it were like a last stand and this great alliance stood opposed to the evil army of Tettungba and her dark elves and her foul legions of poisonous spiders. And none can say the number that fell that day, only that the swamp were littered with islands of dead and that the waters of the swamp were blackened with the poison that was released into them.

But the might of Tettungba and her evil army was still too great and the army of the allies almost broken, when Orphus came unto the battlefield, with those elves that were still loyal to him. For long had he been hid, in shame of his error and his part in the destruction of Lima, but now came once again in a glorious last charge and they came fearless against Tettungba and her army and there was a great panic in the ranks and the allies saw their chance and redoubled their efforts and the battle was joined again and yet more were strewn onto the battlefield, where bodies now fell on a land of bodies.

And Orphus struck at Tettungba and wounded her and she cast aside her disguise and her swollen form was there for all to see and there was a great fear and she grabbed Orphus and filled him with her venom and he was no more. But her pain was great and her army in disarray, so she retreated from the battlefield and fled deep into the mountains where she hid and made her recovery and swore her revenge upon them.

22. THE RISE OF THE EARLY KINGDOMS AND SÁRAT

Out of the War of Chaos came great leaders of men, both good and evil, and they helped defend the settlements of men, which were fortified against their enemies and offered some protection for those that dwelt there. Settlements grew and consumed the land around them and made war on their neighbors for slaves and land and glory and spite and the nations of men were

born out of the fires of war.

To the north, Norvsond grew and prospered and they were renown for their skill upon the sea and for their aggression and adventurous spirit and the race of the Norvs had soon dispersed across the coastal regions of the north and many new settlements emerged, which in their turn also became nations and did compete with Norvsond, being of the same stock. Elminn, Nýgamär and Hjothdal were amongst the most powerful of the rivals to Norvsond.

The south remained largely nomadic, with great tribes wandering the fertile plains as their forefathers had done before them. Great settlements emerged on the coasts - Korom, Hendby, Iriyath, Urtmon and Ferrak - and trade was as common as war between them.

But it was the lands between the north and the south that the greatest of the nations of men emerged. Great cities consumed the lands around them and soon controlled neighboring settlements and lands and emerged as powerful nations in their own right. Thus did Sárát emerge and consume vast tracks of land until they were the greatest of the early nations, with an army unrivalled anywhere in Arrasia, which was used to consume and control. Mandapor, Syrámä, Keralasia, Hendbæ and Merranin all fell under Sárátion control and Sárát stood at the heart of Arrasia as its most powerful kingdom.

To the west of Sárát emerged at this time the Yad-Yamman, a tough race of humans who lived as small clans, hunting and farming to survive. The Yad-Yamman were comprised of hundreds of clans, but eight powerful tribes did stand out and dominate: Yad-Yarad, Yad-Mon, Yad-Atharat, Yad-Jamôn, Yad-Kozluc, Yad-dur, Yad-Uthet, Yad-maná. These vied for dominance over the lesser clans and over each other and conflict was common and bloody.

As settlements grew and agricultural techniques improved, the tribes of the Yad-Yamman became self-contained regions with loose political alliances, with the dominant tribes having regional influence over those weaker regions around them. Some weaker tribes were immediately consumed, but the vast majority remained semi-autonomous. Sárát would soon turn their attention to this emerging race of people and the conflict between them would help shape the course of events in world history.

23. UTHER AND THE RESGUE OF KAVAK AND ADRIA

Being recovered from his wounds and with rage within him, Hakkan mustered the full might of his monstrous armies and, with Voln at his side, marched against Damarkan, which fell before them. So it was that Shylar stood against Hakkan with the full might of her Veshwe and Waynwarings, with her son, Tannun-Maruth, at her side. And with them stood Gungorn and Firngald and Jarginnaris, who were her most powerful

servants. And there was a great battle at the gates of Paradorn and the lands of Damarkan were stained with the blood that flowed there. And as the two great armies clashed, so Shylar and Hakkan fought and the battle between them shook the ground and caused the air to clap with thunder and ripple with energy, for both Hakkan and Shylar were mighty powerful.

So it was that Voln came to the aid of her son, as she had done before, and unlooked for by Shylar did drive a blade into her and Shylar was done for and fell and there was a great loss in the Veshwe and their hearts gave out and they were defeated and Tannun-Maruth forced to retreat with the Veshwe into the great forests of Henipur, where they regrouped and prepared for their end. And the Waynwarings went with Gungorn, or Firngald, or with Jarginnaris and hid. So Hakkan came to Henipur and looked to destroy it, but was hampered by the trees and the undergrowth, which grasped and clawed at their feet, which Tannun Maruth called against them, for he alone now maintained the struggle, with the Veshwe that had followed him and who now alone defended it.

And so Uther came to Damarkan, from Arrasia, with his great army of men at his side, and Hakkan was surprised, for he had not foreseen this, and Uther came to the aid of Tannun-Maruth and the men of Arrasia drove into the hordes of Hakkan and a second great battle was fought upon the fields of Damarkan and the Veshwe now came out to fight and stood side by side with men and they shed their blood together and died together.

From Wynord came Thim and from Tharad came Olgden and with them was a host of Ikkuin, for they sought revenge upon Hakkan for the demise of Shylar, who had bore them, and they also made war with Hakkan. And the war was doubled and much blood was shed and the lives of many were lost, but still the ranks of Hakkan's army could not be broken, for they were fearsome and filled with evil.

Uther's men drove tirelessly against the massed ranks of Hakkan's hordes, retreating, regrouping and charging, retreating, regrouping and charging, five times, until the armies of Hakkan were in disarray and Hakkan himself felt a disquiet within him, for he could see the rage of Uther and the Spear of Onnus, Ered, that had caused him such pain and knew that he had seen him before in Herophet and he felt a curse were upon him and that this human might kill him if they fought. So a panic took him and he felt the pain of his old wound, which fed his fear, and saw his armies being destroyed by the strength of men and turned and fled from the field, with Voln and what remained of them.

So there was victory, but Shylar was lost to them and Damarkan strewn in the bodies of its children. And Uther's heart yet raged and he called upon those that stood in the field to rally themselves again and regroup and make chase, for Kavak and Adria and Huthain were still captive and their release was due. So Uther led them down the River Mothex, as a great armada, and

they came to Herophet and destroyed what they found there and stood before the gates of Herophet and called forth Hakkan to pay for his crimes and release the captives long held. But no response came, for Hakkan had to Sota retreated, with Voln, and there took refuge while his mind was filled with panic and despair.

So it was that Uther tore asunder the great gates of Herophet and marched in, his great army sweeping all aside, and they made their way into the dungeons, where Uther had been once before, and there came to Kavak and Adria, who were glad to be rescued, for ill had been their time in the dungeons of Herophet. Three times had Adria produced new offspring in the darkest of places, two sons of Hakkan, Hayn and Yerat, and to Kavak, Destor. But Huthain was with them not, for Condos had come to Herophet under orders from Olmus, her mother, to bring to her the offspring of Hakkan and Adria, which she had done. But there she had found Huthain and was moved by him and took him also to Mulhata.

Kavak, Adria and Destor were thus rescued, as was Ky, now also released from his servitude to Shylar and Aslah in his own right, and taken from Herophet to Damarkan, where they would recover. But Uther was still not done and he rallied his men for a further journey to Sota where they called forth Hakkan once again. And Voln sent out her minions against Uther, but they were brushed aside, until Hakkan knew his fate was before him and he shrugged off his fear and called forth the greatest of his servants and they came before Uther and his army of men and Hakkan accepted whatever it was that fate would deliver. So they made war and many on both sides were slain and fell upon the frozen wastes of Sota.

And there Uther and Hakkan fought and even though Uther was but a man, against the might of the immortal Hakkan, he could not be easily brushed aside and the struggle between them was vicious and both were struck many times and Hakkan suffered the point of Ered, which opened up old wounds. But the power of Hakkan was great and as Uther tired, Hakkan was renewed and doubled his efforts and Uther found himself greatly weakened. So it was that Uther was defeated and there slain upon the wastes of Sota and his army of men captured or killed, with only one, Wesdan, returning safely to Damarkan, taking with her Ered, so that she might lay it with Uther. And Hakkan cast the body of Uther into the River Mothex, where Oida carried him back to Damarkan.

Adria, who had been returned to Damarkan, heard news of the murder of her mother, Shylar, and despaired and no longer found joy within her, for it seemed to her that she had lost all. So she came to Uther upon the banks of the River Mothex, where his body lay, and his death mask moved her greatly, for there was both greatness and tenderness there, and she gave to him life immortal and he awoke and was taken by her sadness and her beauty.

So it was that Tannun-Maruth, in his pain, sundered Henipur from Damarkan, with only the River Mothex as a thread between them, and there took Emmenauth-Uthern and Vihahn, and also the Veshwe. Ky also followed Tannun-Maruth for he was now mighty powerful, being Shylar's servant no more and being free to choose his own course. And to Gungorn, Firngald and Jarginnaris, also free of their servitude, were given some of the lands of Henipur, where they made their homes, with the Waynwaring that went with them. And to Uther and Adria was also given some of Damarkan, which was called Cerador, and Nendagon, who was the son of Adria, and Wesdan, who had traveled with Uther since the beginning and to whom Uther had given the great gift of immortality, and who had returned to him Ered, the great Spear of Onnus, went to Cerador also, to sit by Uther's side.

And in Cerador did Adria bare Feyzeu to Uther and for a time it seemed that she might be happy, but the pain in her heart would not leave her and the sadness grew and she would roam alone and fill the lakes with her tears. And so it was that Adria enjoyed the lands of Damarkan no more and her heart was cold and full of sorrow and she laid down in Uther's arms and slept and awoke never again and Uther laid her in the heart of Cerador, in a perpetual sleep of despair, so that all those whose eyes did fall on her would be entranced and love her and he swore his chastity and his enmity to Hakkan.

24. SÁRAT, YAD-YAMMAN AND THE RISE OF AMMAN

So it came to be that the great horse nation of Sárat looked west and King Heral IV moved a great army against the Yad-Yamman. Their conquest was swift, for none could stand before the power of their great army, and many regions of the Yad-Yamman fell and were subjugated and their lot was hard, for the Sárations were harsh and treated them badly. But two great armies of the Yad-Yamman, from Yad-Mon and Yad-Uthet, came together in alliance and fought with Sárat in three great battles, which were called Garat Irid (War of the Three Battles) and which saw Sárat defeated and their armies forced to retreat, for fear of being cut off and their supplies severed.

And there was great rejoicing within the Yad-Yamman territories and Yad-Mon and Yad-Uthet gained great renown for their victory. But also did Yad-Mon see the strength of the horsed warriors of Sárat and looked to their own army for something alike. And to Yad-Mon was a great army built and alongside the men were placed horsed archers, who were called Fa-jeyp, and horsed infantry who were called Dal-jeyp, and they were a sight to behold and were fearsome foes upon the battlefield. It was also during this time that the power and renown of Yad-dur grew and their navy became mighty and they traded with all nations across Arrasia;

north to Norvsond and south to Korom and Held and all around the Dyíthas Sea, to Magasoa and as far east as Istenpur and Eppen.

Also did Yad-dur trade with Sárat, which caused a great resentment in the Yad-Yamman, for Sárat was the enemy of their people and Yad-Mon called upon them to end this trade or face war. So war it was and the regions of the Yad-Yamman set their allegiances to Yad-Mon or Yad-dur and there was strife between the two sides, which was called the First Strife. But those with Yad-dur could not stand against the might of Yad-Mon, whose army was greater than that of all the others, and they defeated and subjugated those that were not allied with them and came to Aym-J'zeer, the great walled city of Yad-dur and called forth for them to fight. But they would not come out, for they were afraid, but the great army of Yad-Mon could not enter, for the walls kept them at bay. So a siege was set, but could not be maintained, for the power of the Yad-dur navy kept the city fed.

So it was that Yad-Mon sent forth their own navy, to blockade the city, but they met with the Yad-dur navy and were defeated and their ambitions thwarted and peace ensued. But the people of Yad-dur were humbled and humiliated for not fighting and for hiding in Aym-J'zeer, when their enemy called them out, and said they would not so again and thus built their army, so it might stand against those that would challenge them and the wealth of Yad-dur saw them build a great force.

Yad-Yarad and Yad-Mon did later go to war, over land, and the First Battle of Phat was fought. But the power of Yad-Mon was great and their army well drilled and their horsed warriors unmatched and the Yad-Yarad were destroyed and their lands subjugated and they were ruled with a terrible hand and were enslaved. So a new alliance was set against them, of Yad-dur, Yad-Uthet and Yad-Jamôn, and the Second Strife of the Yad-Yamman began. Many vicious battles were fought and many perished and the alliance was strong, but the power of Yad-Mon could not be defeated and the Second Battle of Phat saw the allied forces defeated by the Fa-jeyp and Dal-jeyp of Yad-Mon. But such was the battle that the forces of Yad-Mon were greatly depleted and the Second Strife was over.

Peace thus covered the lands of the Yad-Yamman and all sides built their forces and defenses and knew there would be war yet between themselves. But these thoughts were put aside when King Ungord I, son of King Heral IV, invaded from the east, with an army greater than anything before seen in Arrasia. For Ungord I sought revenge for Sárat's defeat and looked to humiliate and conquer all those that had stood against his father. So this army of one hundred thousand marched through the regions of the Yad-Yamman, which fell to the might of this great foe, and all of Yad-Yamman looked done for.

But the Yad-Mon would not succumb and they sent a small army to face the might of Sárat and in Rashas

Irid (the Battle of Many Battles) upon the Phat Downs, was a rearguard fought, where the few so slowed the progress of the many, that the forces of the Yad-Mon were mustered and they marched against their old foe alone, for no other would come to their aid. And those that died in Rashes Irid were given great esteem and the Yad-Mon took great pride in them, for the might of their soldiers was now known and their valor not to be denied, for all were killed upon that field of war.

So it was that the full army of Yad-Mon met with the massed forces of Sárát, who greatly outnumbered them and Harak Kal Irid (the Battle of Woe) ensued, in which there was great bloodshed and much horror. And for two days did the battle rage and never did it seem that one might beat the other. And here it was that the Fa-jeyp and Dal-jeyp now proved their might, for they made themselves the difference as the vast, immobile ranks of the Sárations proved mighty easy prey to the speed and swiftness of the horsed warriors. So it was that the great Sárátion army was defeated and they were forced to halt their advance.

But King Ungord I was not deterred and put forth a second army to defeat his enemies in the west and in an armada of ships they set sail, where they might reinforce the great army that yet remained, despite their defeat. So it was that Yad-dur came to the aid of the Yad-Yamman and they sent out their navy to engage them and there was a great sea battle and the Sárations were defeated and their ships sunk and sent to the bottom of the waters and a great host of men went down with them and the hopes of King Ungord I ended. So began the great retreat of the Sárátion army from the lands of Yad-Yamman, for they could not be supported so far from home. But the Yad-Mon made chase and fought a second great battle with their enemy, again defeating them. And a third battle was fought, but now the Yad-Mon stood alongside all of the Yad-Yamman in a great alliance, and the once mighty Sárátion army was laid to waste and few were to make the return journey to Sárát.

So the regions lost to Sárát were retaken and the power of the dominant regions was all the greater and the Sárations were killed wherever they were found and their armies were rebuilt and a great alliance of all the Yad-Yamman was mustered and they took the war to Sárát and so began the Third Sárát War. And under the leadership of Xaraq II, the Yad-Mon forces proved the most decisive and the Sárations fell before them, for little remained of their army, and soon Sárát had fallen to the alliance and was forever smashed. But to Yad-Mon went the greater share of the land, for they had been swiftest and made most gains and now they were the greatest of the Yad-Yamman and they extended their cruel regime over a vast area.

But Xaraq II was not finished and he moved his forces against the other Yad-Yamman and captured all of Sárát by force and so began the Third Strife. All allied themselves against Xaraq II, but his power was great and they could not defeat him, for his army was

now swelled with the ranks of the defeated. But still Yad-Mon could not match the navy of Yad-dur and their cities were blockaded and the seas closed to them and peace was forced upon them.

Yet it was that Xaraq II of Yad-Mon later declared all the lands of the Yad-Yamman to be under the single banner of the Yad-Mon and the Fourth Strife began. The armies of the Yad-Mon invaded those that would not bow before them and all of the Yad-Yamman fell and was enslaved, except Yad-dur, who now alone stood against the might of Yad-Mon. So it was that the army of Xaraq II made for the gates of Aym-J'zeer. But the armies of Yad-dur met them to their own advantage, outside of their city in a great bog where the Fa-jeyp and Dal-jeyp lost their advantage and were sunk into the mud and slowed and made cumbersome. And the army of Yad-Mon were exhausted from their wars and their number now filled with soldiers from lands enslaved, who were not loyal, and the arrows that fell upon them from the Yad-dur archers were murderous and their ranks were split. So it was in Aym-J'zeer Irid (the Battle of Aym-J'zeer) that the army of Yad-dur, heavily outnumbered, annihilated the grand Yad-Mon army of Xaraq II, who were like stones in the boggy fields, and the Yad-Mon suffered their greatest defeat.

So it was that Yad-dur now reversed their fortune and made good gains in territory, recapturing many lost lands, though soon Yad-Mon had re-mustered and defeated the Yad-dur in several battles and peace ensued between them. So were gone the regions of the Yad-Yamman and there remained only two, Yad-Mon and Yad-dur, who were enemies and the peace between them was short. Yad-Mon looked north and made war with the elves there, but things did not go as planned and the advance was slowed and the armies of Yad-Mon were assaulted by the elven archers who made their attacks and melted away into the forest. And soon the dwarves of Ilken also came against Yad-Mon, who had claimed their land as their own, and were now at war on two fronts, and neither went well for them.

Thus Yad-dur now made war upon Yad-Mon and the Fifth Strife began. And the Yad-Mon were taken unawares and their lands easily consumed for their armies were split on three fronts and all looked lost for them, for they were over-extended and their lines were weak. So it was that they called to Hakkan to aid them and that they would serve him and lay themselves down for him. For long had Hakkan looked to Arrasia, for he had watched the woes of men and his eye had been fixed upon Yad-Yamman and especially Yad-Mon. And in Herophet had he gathered a great army of men, who had long dwelt in his dungeons and were black of heart and mind and filled with hate. And he sent them under the banner of Yad-Mon, which he claimed as his own, to Arrasia through channels of his own making and they came against the forces of Yad-dur and destroyed them and all of Yad-dur was defeated and the city of Aym-J'zeer occupied and enslaved. And to the north, the

elves were pushed deep into Hir'vassäl Eduth and the dwarven armies of Ilken defeated and driven back into their city, where the doors were closed to the outside world.

And so all of the lands of the Yad-Yamman were united under a single banner and Yad-Mon were victorious and the lands of Sárat consumed and enslaved and they called their new nation Amman and they gave their loyalty to Hakkan and were an evil and cruel nation who would know nothing but war and bloodshed and were the greatest nation on Arrasia. And Hakkan now had his place there and looked for mastery of all Arrasia and that all men would look to him as their master.

25. THE FIRST INFERNAL STRIFE

And to Mulhata did Condos bring Hayn and Yerat, the offspring of Adria and Hakkan, to Olmus, but also Huthain, though she told Olmus not of this. And so she hid Huthain deep in Mulhata and went to him and tended him, for her heart was greatly moved. Yet this fact could not long be hidden from Olmus and she fell into a rage and went to Huthain and there killed him, so that Condos would visit him no more. So Condos fell into despair and in her anger she did strike Olmus and there was a bitter feud between them and Olmus desired to kill her daughter.

So Condos left Mulhata and came to Herophet, where she told Hakkan of Hayn and Yerat, for he knew of them not, and he took her into Herophet, where she stayed and there were her daughters born, Concei-Japur and Concei-Pharos, whose father was the slain Huthain. And it came to the ears of Olmus that Condos was with Hakkan and she was enraged and went to him and demanded that he return her, but he denied her and her rage was greater still and she returned to Mulhata and gathered her forces around her and led them to Herophet and demanded that Condos be given her, but Hakkan denied her still and she made war against him.

Thus did the demons of Mulhata and the devils of Herophet come together in the First Infernal Strife and the armies clashed outside the gates of Herophet and the evil there was great indeed and the wickedness beyond anything that had before passed and many were slain, though no good person would shed a tear at their passing. But the powers on both sides were great and none could win, so the armies retreated and became mortal enemies and would fight on meeting and many small battles would occur and sometimes great battles, but neither side would yield and so the infernal bloodshed was continued.

And it was thus within this feud that Hayn and Yerat grew in Mulhata and became powerful and there was enmity between them, for they were rivals. So Yerat did sneak to Herophet and to Condos and there laid a plan full of deceit, where Hakkan would bring his armies to Mulhata and destroy Olmus and Hayn and that he and

Condos would rule in their stead and it was agreed upon and Yerat returned to Mulhata. And when the time came, and the armies of Hakkan came to Mulhata, Yerat betrayed Olmus and the gate was opened and devils poured in and there was a great battle.

And in the great Battle of Mulhata did Olmus and Hakkan fight with each other and both were mighty powerful. And there also did Fellias spy her sister, Condos, and Yerat, who had betrayed them, and she went to them and fought them both, such was the rage that burnt within her. But Condos and Yerat were too strong and Condos cast Fellias aside and slew her. And Hakkan and Olmus were of equal measure, but the demons of Mulhata did crawl from every crack and every crevice and their numbers were great indeed and Hakkan and Condos withdrew to Herophet and Yerat went with them, for he knew Olmus would discover his betrayal, and Hayn went with them also, for he had no loyalty to Olmus, though he also had none for Hakkan.

26. THE WARS OF THE UNDERWORLD

So it was that deep below the surface of Arrasia that Grism and Dyonicos continued their war from since the destruction of Lima. And the half-dwarves of Dyonicos were foul and evil beasts and they served Dyonicos alone and they built many great citadels in his honor. And long had Grism and those that were with him forgotten the colors of the surface world and knew nothing but the darkness of the underworld. And there they too made homes for themselves and made things of mithral and their halls were splendid to behold and filled with all manner of magnificent things.

And also was there Xagraxsus, who had lay hid in the darkness of his great citadel and surrounded himself with all manner of foul beasts and even brought orcs into his black world, who now served him, and beasts that caused the ground to shake beneath their feet, such was their great size and power. And he watched the wars of Grism and Dyonicos and he laughed and at last he went to Dyonicos and told him where he may find Grism and how he might defeat him and he also went to Grism and he told him where he might meet find Dyonicos and how he might defeat him. And they gathered their forces against the other, but were betrayed, for Xagraxsus had entrapped them in his web and unleashed his own armies against them to his advantage and caused the very earth to open and spout fire upon them and he looked to defeat them both and be the master of the darkness of the underworld.

And Dyonicos fled the onslaught, with those that could follow, and retreated and was defeated and Grism was taken prisoner and his dwarves scattered and Xagraxsus was master of the darkness. And Xagraxsus took Grism and cast him into the hells of Herophet and thought he was done for. But Grism long had survived against reason and did so again and struggled to his feet

and knew not that he was in the frozen hell of Gorodin and so began his long journey, for he vowed he would face Xagraxsus and avenge himself of this betrayal.

Yet in the darkness of the underworld, Dyonicos came upon one that had hid even from Xagraxsus, and there had built a realm filled with her dark elves who served only her, Tettungba, and who had built a great temple in honor of her and it was a foul place that was filled with great evil and the stench of her offspring was strong. But Dyonicos was not afraid and he went to Tettungba and called her to fight with him, for Xagraxsus was now master and would destroy her too, if he knew of her. So it was that Dyonicos called to him those that had escaped the great battle and the purge thereafter and to him came those that had been hid and he returned to Tettungba with an army, ready to fight.

So was a great army of dark elves and spiders and all manner of foul beast gathered by Tettungba and she allied herself with Dyonicos and they armed themselves and sharpened their blades and marched to war and Xagraxsus was taken unawares and many citadels that had been lost were retaken and the armies of Xagraxsus forced back. But soon he had mustered his forces, and also a great army of harpies, and he met with Dyonicos and Tettungba and there was a great battle between them and many were slain, yet none could gain advantage and the both sides redoubled their effort and more were killed and still none could defeat the other. So it was that a great war of attrition began and they would fight when they met and citadels were destroyed or captured and recaptured and the darkness stank with the blood of those slain and the bodies were strewn all over.

And Grism stood alone in the frozen wasteland of Gorodin and fought great beasts there. But his mithral armor gave him great protection and he slew those that dare fight him and he traveled through the hells of Herophet and came to Tuska and there came across a small fountain, through which the essence of Onnus flowed, and his lips were parched and he drank from the water and felt himself made great and he knew that Onnus had given him a great gift, for he had drunk from the Fountain of the Immortals and was pure of mind and to him had been given immortality and great power. But still was the journey through the hells of Herophet a great ordeal, until at last he came to Herophet itself.

But those in Herophet were distracted, for they now looked to Arrasia and were filled with the greatness of Amman and they saw not the small form of Grism pass through and he came to the River Mothex and called to Oida to ferry him to Damarkan and to Canath, where he sought out Kavak and told him of his journeys. And there was a great joy in Kavak, for long had it been since he had seen Grism, and he saw now a new greatness in him and gave to him Karrabo, which had been as part of Canath but were given over freely. But Grism was not content and he sought to return to Arrasia and return to those that had for so long followed him and now thought him dead and he called to Kavak and

Graxber to join him, but they would not, for Lima was destroyed and to Arrasia they would set foot never again and Grism thought them weak.

So for Grism was forged a great waraxe and it was infused with the power of Kavak and they also took his armor and made it mightier still and he was returned to the underworld of Arrasia and came not cowed or hid, but proudly and for all to see and he called for the dwarves of the deep to come to him and fight with him once more and they came and saw in him great power and were made stronger by it and their smithies forged mighty weapons and they prepared for war.

And Xagraxsus became aware of Grism, but cared not, for he thought to defeat him again. But his armies were split, for Dyonicos and Tettungba had yet to be defeated, so sent what he could spare. And there Grism was revealed afresh and Xagraxsus was made aware of his strength and power and felt doubt and this was felt by his armies and they were defeated by Grism and their citadels of old recaptured, though they were now foul places and the dwarves no longer wished to dwell there. And to Dyonicos did Grism next turn and his armies marched against him and Tettungba and into the fray did Xagraxsus also throw the might of his armies and he fought not only Grism, but also Dyonicos and Tettungba and the underworld was filled with the Great Chaos of the Dark.

And there did Dyonicos retreat and those that followed him fled back to their homes, for they were thoroughly defeated and Grism himself made chase and would have brought the end of Dyonicos, if he could, but he left the darkness and was given refuge by Voln in Ellari. And Xagraxsus and Tettungba did fight and many of the cities of the dark were razed as the ground trembled and the battle between them was mighty fierce and they were both hurt. Yet it was that Tettungba was defeated by Xagraxsus, though he was wounded and suffered greatly, and she too fled the battle and left Arrasia for Murster, her home of old, though Olmus was pleased to see her not, for she brought her stench with her.

And finally were the armies of Grism and Xagraxsus alone left in the great battle and neither would yield. And when Grism returned to the fight, having seen off Dyonicos, he also did fight with Xagraxsus, who had been injured, and again the world did shudder from their blows and Grism cleaved Xagraxsus with his axe and he was hurt. But as they so fought, so were the armies of Grism defeated and would have been destroyed, but for Grism, who called upon Xagraxsus to let them live and if he allowed it so then Grism would not bring about his end here and that all would retreat and fight another day. And so it was agreed to and the battle concluded and Xagraxsus returned to recover his wounds and the great gates to the citadels of the dwarves closed and to neither side victory nor defeat.

27. FIRST SYRÁMĀ WAR AND THE FALL OF MANDAPOR

So it was that the armies of Amman, under the banner of Hakkan, marched against their neighbors and made war on them, for they were yet ruled by those who would once have called themselves Sáraton and it was brought to the attention of the Emperor of Amman that they did plot against him and sought only to see Sárát stand proud again.

So the Amman armies crossed into Mandapor and there challenged those who claimed lineage to the Kings of Sárát of old and upon the Hills of Mandapor was a great battle fought between two vast armies and the battle swung first this way and then that and neither side seemed able to make a decisive strike. And the bodies of men were strewn across the battlefield, which was turned red, and neither side had yet purchased victory from this payment of flesh, until from Amman did the horsed warriors again make themselves known upon the battlefield and caught their prey in a deadly flank and ripped through their defenseless sides and the forces of Mandapor were routed and defeated and Amman were again the victors.

And to Hathait did they go, the great capital of all Mandapor, and there found the gates shut and they could not gain entry and there was a great rage upon them and they made a siege on the city while the land around fell under their bloody control until Hathait alone remained unconquered. For six years did the people of Hathait suffer and starvation and disease was rife and the streets were filled with the dead, until plague came to them and there was great misery. But also to the soldiers of Amman did this plague come and to them also was there great suffering and the pyres of the dead set an orange glow upon the walls of Hathait. Thus were the gates of Hathait opened to the enemy and the people defeated and to them was brought a great pain as the victors swept through the streets and brought with them murderous intent and the city was burned until it fell into the ground and was no more and all of Mandapor was vanquished and its people enslaved.

To Syrámā did the greater armies of Amman go as the siege was laid at Hathait, for there the tribes had mustered and in great numbers had declared themselves against all of Amman. And the First War of Syrámā was fought and the Syrámesse defeated and forced to retreat. And into the great expanse of the open grasslands did the Syrámesse disperse and were lost, and the great Amman army had nothing to conquer, since there were only small villages and tribes of people, who they killed if they could. So they built for themselves a city, Belas, and called it the capital of Syrámā, which they declared their own, though they ruled it not.

28. THE FIRST AMMAN-GOBLIN WAR

And so it was that Gygafrak did see the power of Amman and the glory that it brought to Hakkan and he too desired to make such an army and such a nation and so he went to Babbarax and they put aside their quarrels and roused the goblins of Arrasia, who were scattered, having been defeated by the orcs of Ragmannon, and swelled their ranks with goblins more powerful than before and they poured out of their dark holes in which they were hid and came together in two great armies, each of tens of thousands, and they made war upon Amman.

And the armies of Gygafrak did march against Belas and it was sacked and razed to the ground and the Amman were hounded out of Syrámā and forced to retreat. And to the north, the hordes of Babbarax struck against the Amman in Mandapor and there fought a furious battle and both sides suffered greatly, but soon the Amman were again defeated, for their forces were weak and ill-prepared for this sudden onslaught, and so began a war of attrition and only begrudgingly did the Amman give up their land and the land was strewn in the bodies of both sides and land gained was at a high cost and the war for Mandapor would not be won quickly.

So the armies of Gygafrak marched into the lands once called Sárát and all fell away before them. And in Amman was a great army of men and orcs gathered and they put out to meet the goblin armies and defeat them and they came to Maqat Hill and put themselves upon the hill and drew the goblin armies to them and there fought them and the Battle of Maqat Hill did last for 3 days and two nights and the ground was turned dark with the blood of those that fell there and in the fiercest heat of the battle did Gygafrak call to Babbarax to support him, for Mandapor would not be won quickly and here lay the heart of their war with Amman.

But Babbarax came not, for she sought her own glory, and in Talakos did Gygafrak turn upon his sister and the two of them fought and Gygafrak would have won, but for the intervention of Hakkan, who had come to Talakos in a rage at their war upon him and was pleased to see their strife. So he did come to an agreement with Babbarax that he would help her defeat her brother, so that she alone would be master of Talakos and that she would turn her army against her brother in Arrasia and it was agreed.

So Gygafrak was defeated by the power of Hakkan and he fled Talakos and came to Xanaxa, where he might continue his war on Hakkan. And so it was that the goblin armies of Babbarax did indeed come to Maqat Hill and joined the battle, but against the goblins of Gygafrak and not the armies of Amman and the great army of Gygafrak was defeated and scattered and they were once again hid. And from Mandapor and Sárát were driven the remnants of the armies of Gygafrak and they were once again called Amman.

29. THE SECOND INFERNAL WAR AND THE DEFEAT OF OLMUS

In Xanaxa did Hakkan now lead those that would follow him and he took the war to Gygafrak and looked to finish off his foe. But Gygafrak stood not alone and to his aid came Olmus, with a great army of servants, and Naberru and Ragmannon also came and there was a great alliance between them and a great battle was fought on the wastes of Xanaxa between the forces of evil. And their dark blood was shed and Hakkan was hard put, for he was outnumbered, and finally he was defeated and he fled to Sota, where Voln embraced him and took him in.

So it was that the forces of chaos came to Sota and there made a great camp before the wall of Voln's citadel and killed those they found there and Olmus laughed at those within and called them out to fight. But Hakkan and Voln did not come, for they were surrounded and knew their end would follow. But to them came Yerraz and Yerat and Condos who brought with them a great army and it seemed that all of Herophet was now stood in Sota and there was a great battle between them and Hakkan and Voln now also came out and with them their own armies and all of Herophet shook from the mighty struggle of the armies of hell.

And it was during this time that Concei-Japur, who was the daughter of Condos and Huthain, left the confines of Herophet and took with her Concei-Pharos, her sister. Concei-Japur was imbued with the goodness of Huthain and the stench of Herophet sat badly with her and she could bear it no longer. But Concei-Pharos was not so certain and the lifeblood of Huthain not so thick in her and she looked back at Herophet and already there was a longing in her.

And Concei-Japur called to Oida to ferry them to Damarkan and on to Canath, where Kavak was glad in his heart that they had come to him, for Huthain had suffered for him and these were his off spring. So it was they were welcomed in Canath and there found the pleasures of Damarkan like nothing before experienced by them. But Concei-Pharos found no content in her heart and she yearned yet to return to Herophet, and knew she would, but kept this in her heart and awaited her chance.

In Sota did the ground shake from the great battle there and Hakkan, Voln, Condos, Yerraz and Yerat now stood against Olmus, Gygafrak, Naberru and Ragmannon and their power was great and it looked that Sota itself might be rendered as the ground shook and lava flowed and the mountains cracked and spewed forth their venom and the fires of Sota flowed freely and the forces of Olmus and her allies gave up their fight and left Sota and returned to their own lands.

So it was that to Kavak and Concei-Pharos was born Hengar, who was foul and ugly and full of spite and Kavak flew into a rage and would have killed them both had it not been for Concei-Japur, who pleaded with him

and who was not like her sister. So Kavak gave to them Tharaq Am and they dwelt there for a time, but even Concei-Japur could not bear Hengar and soon the sisters fell into a feud and Concei-Pharos left Tharaq Am and took refuge in Wynord, where Hal Tallfellow was born to her and Tim. But the spite of Hengar grew stronger and the evil in him was a stench on the fair land of Wynord and Tim said he must go, though Concei-Pharos may stay.

So Hengar and Concei-Pharos left Damarkan, for she would not part with him, and came to Mulhata, where Olmus gave them refuge. But Condos was not pleased that her daughter should be at Mulhata and she called to Hakkan to aid her, as she had him, and so it was that there was war again between them and Condos and Hakkan came to Mulhata and made war there and Olmus came out to meet them and again the air was full of their strength and power. But Condos and Hakkan were too strong for her and she was defeated and fled Mulhata and Hengar and Concei-Pharos were now masters of that place.

30. THE SECOND GREAT ELVEN STRIFE

From the darkness of the underworld came the dark elves of Tettungba and they made war on the surface elves and Hir'vassäl Eduth once again wrung to the sound of elven strife, for Tettungba had grown strong again and in the darkness of the underworld had rebuilt her empire and great cities had emerged that made war on the servants of Xagraxsus. But in the poisoned blackness of the heart of Tettungba could she still feel her defeat to Orphus.

So she had those that would follow her muster in great numbers and they poured from dark holes in the ground and came against the elves of Hir'vassäl Eduth and caught them unawares and those that fought were easily defeated and the elves ran deep into the forest to escape the dark army and panic and confusion took hold of them and their blood was spilt.

And despair fell upon the elves and they were divided and easily defeated and their fair forest was filled with foul spiders and the dark elves who were their mortal enemies and darkness consumed the light and the forest grew foul. So it was that a great queen emerged, Glornias, who spoke to those that would listen and she gave them hope, where before they had none, and a small army who followed her struck against their enemy, who for the first time were defeated. And Glornias retreated and hid amongst the trees of Hir'vassäl Eduth and struck again and again and always with surprise, for her armies would melt away into the forest and hide themselves, so that the greater forces of Tettungba could not find her or defeat her.

Soon did the armies of Glornias swell into thousands and no longer could they hide and the armies of

Tettungba came against them and Glornias was defeated. But she feared not and again she reformed her armies and yet more came to her and again the dark army defeated her and again she retreated and regrouped. And on the third occasion did she now strike against her foe and a great battle was fought, but for a third time Glornias was defeated and again did she retreat.

And thus was Hir'vassäl Eduth consumed by the dark will of Tettungba and the elves looked defeated. But Glornias again faced her foe and for a fourth time was defeated. And deep in the forest, where she mustered her armies again, she called to Tannun Maruth, who was the offspring of Shylar, their creator, to help them, for it seemed to them that he had forsaken the elves of Arrasia. And indeed so it was, for Tannun Maruth had long since withdrawn into Henipur and was filled with the sorrow of Shylar's murder and there he had remained and cared not for Arrasia or the affairs of the Aslah.

Yet it was that a vision came to him of an elf of great beauty, whose hair did flow like a river in the wind and who was proud and strong. And yet there was a sorrow in her and in his vision was she stood in a sea of writhing bodies, who were the Veshwe of Arrasia, and they grabbed at her feet and ankles and slowly she did sink into them and was consumed by them, and the sorrow in her eyes did stare out from the depths of the suffering that immersed her. And so his heart was awoken and he saw again the beauty of Henipur, which had been tended by the Veshwe, who had been guided by Fyfreyn, the most powerful amongst them and who they greatly loved.

And Tannun Maruth did have the finest suit of chain mail forged by the smithies of Henipur and Fyfreyn put great power upon it. And Tannun Maruth did forge also a magnificent sword that he filled with his power and he did go to Arrasia and to Glornias and he gave to her his great gifts and through him was sent a message into the hearts of the elves of Hir'vassäl Eduth and they felt a great hope, for the son of Shylar had awoken from his sorrow and walked amongst them. And the elves mustered in great numbers and were hidden from the eyes of Tettungba and her spies through the power of Tannun Maruth and a great army came together.

And so it was that under the canopy of the greatest forest of Arrasia that Tannun Maruth and Glornias did come together and theirs was the first coupling of an Aslah with the mortal races and Glornias felt his strength flow within her and loved him. Yet it could not be that he could stay with her and there was a sadness in her heart when he left, for his affairs were with Tettungba in Murster. Thus he returned to Henipur and sent Fyfreyn to Arrasia, so she might use her great knowledge to guide Glornias.

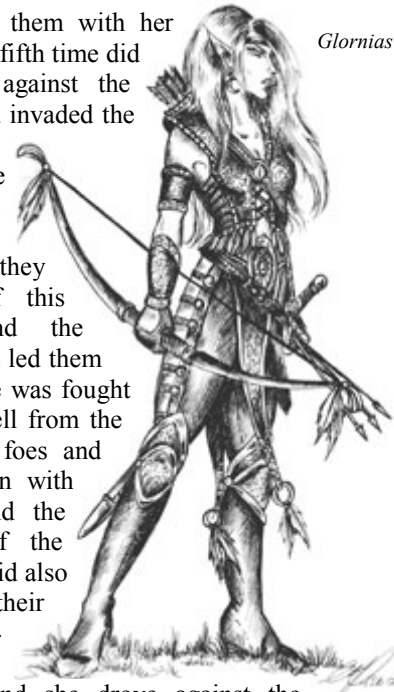
On Arrasia was a great army of elves mustered and in their hearts was hope and at their helm was Glornias, clad in the Armor of Henipur, and she stood before

them and roused them with her strength and for a fifth time did Glornias march against the dark foes that had invaded the realms of her people and the armies of Tettungba felt a fear touch them when they caught sight of this great army and the mighty queen that led them and a fierce battle was fought and the spiders fell from the trees upon their foes and struck them down with their poison. And the poisoned tips of the dark elves' bolts did also strike against their enemy. But Glornias would not be defeated again and she drove against the dense ranks of the massed armies that opposed her and her army followed her and they fell upon their enemy and much blood was shed and many there died on both sides.

Also did Fyfreyn stand against the might of Tettungba and sting her with her powerful magic, until she was forced to retreat from the battlefield, back into the darkness of the underworld and from there to Murster. And the hearts of her army sank as they watched her retreat and the archers of Glornias filled the sky with their arrows and brought death upon them. So they ran and scattered and followed Tettungba back into the darkness and returned to their homes.

So Glornias defeated the dark minions of Tettungba and light did return to Hir'vassäl Eduth, though some evil remained in the darkest places and could not be defeated and those that dwelt in the forest went to those places no more. And Glornias chased her enemy and smote them with her sword and many fell as they fled. But into the darkness of the world below Glornias would not go and when the enemy were fled the elves began to repair and rebuild their homes and to Glornias was born Ney Allond, fair daughter of Tannun Maruth, and the blood that flowed in her was that of the Aslah and she for a time did stay on Arrasia, until her mother did die. And to her was also born a daughter, who was the offspring of a mortal elf, as she herself had been, and she was called Cirion and was also of the blood of the Aslah and when Ney Allond retreated from Arrasia and came to Henipur, so Cirion did follow her.

And in Murster did Tannun Maruth make his stand with Tettungba. And the whole of Murster was filled with her stench and foul offspring and the evil that was in that place was like nothing before seen by Tannun Maruth. Yet he knew his path and he came to Tettungba



and they fought and she bit him and filled him with her poison, but he would not succumb to it and he used his great bow and filled her foul form with his arrows, which caused her great pain, until her body seemed filled with his arrows and she screamed and hissed and did run and hide from him, for she could bear him no longer, and Tannun Maruth was victorious and he returned to Henipur, though he knew that Tettungba would rise again. And he did release Fyfreyn from his service, for she was now mighty powerful indeed and her courage had been great and her deeds deserving and she joined him amongst the ranks of the Aslah.

31. FANE AND THE DESTRUCTION OF THE SOUTH

The First Chaos of the South had long since passed into history, and the wars of Amman had gone unnoticed there. Great cities had appeared along the coast - Ferrak, Held, Hendby, Iriyath, Kerras, Korom, Sarond and Urtmon being the greatest amongst them - and there was trade and the people were more content than elsewhere. Arguments were few and settled without war and the cities worked together to improve their lot and to defend themselves from the menace of those that dwelt deep within Aeronauth Ineth Edowyn, who came to disturb the peace of that region.

And it was in the great port of Kerras that Fane was born, who would grow into a wizard of rare ability. And Kerras became strong through him and was immersed in his magic and to each of the southern cities was there placed a portal, for Fane had learnt of the secrets of the fabric of the world, and travel between the cities was now safe for those that would use it, for it were a costly venture, and the south seemed impregnable to the enemies of the world and the power of Fane was great indeed.

So it was that with great fame came also great enemies and they plotted against Fane in the dark corners of the cities that he had helped to build and defend and he was accused of a great conspiracy to control all of the south and that his doings were only in that direction and if left unchecked he would come to dominate them all. So came the fall of Fane, who was driven from Kerras and given no refuge in any of the dwellings of men and he was driven from their lands. And in Aeronauth Ineth Edowyn did he come and there lay down to die, for his will was broken.

So it was that a dream came to him on his deathbed and he saw Wamranoch and spoke with him and Wamranoch spoke of betrayal and of revenge and Fane felt his heart lifted. And to Wamranoch did Fane give over his loyalty and he survived and disappeared from the minds of men for a time. And he built for himself a dark tower high in the mountains and to him came a great army of kobolds, tens of thousands strong, who had summoned the call of Wamranoch, whom they would

make great in Arrasia.

Fane thus created a great portal which connected with all the portals that he had made and would take his armies into the hearts of the cities themselves and destroy them, for Fane alone knew the secrets of the portals. And so it was that his great army was unleashed and they poured through the portal of Kerras and there surprised everyone and the city was sacked and burnt to the ground and the people murdered and forced to flee. And his armies moved forward, using the portals to enter the cities. And so Ferrak and Hendby also fell in this manner, and they were laid to waste and did burn. So the portals that yet remained were destroyed and the southern cities isolated and to them marched the kobolds of Wamranoch, led by Fane, and yet more cities were laid to waste, including amongst them Held and Iriyath - and the south was ravaged and the green turned to black.

Finally did the lords of the south muster their forces and under the great King of Sarond, Fenamir II, did they march against Fane's army and finally meet him in war. And so the armies of men and kobolds met in the Battle of Rakk Gorge and the fighting was fierce, for Fane used all his skills against them, but the men of the south would not be swayed and they stood firm against him and their armies smashed through the ranks of kobolds, who were no match for them, until Fane knew it was lost and fled and returned to his tower. So Fenamir II took a contingent of his men and made chase and they followed Fane there and were afraid, for it was a dark place indeed.

But Fane had closed the doors and they could not be opened, until the most powerful minds were brought to bear against it and their power smashed the doors of the tower. Yet behind these were yet another set of doors and these would not be breached. So a curse was put upon that tower and a great magic circle placed between the doors, that none who enter the tower shall ever again leave it, and thus was Fane locked in his tower and not even his great power could break the curse.

And so the armies of Fane, which had scattered, hid in the mountains and hills and those that were found were killed and a keep was built near to the tower, should any further armies come from him that way. But Fane was never seen again, for he escaped the tower through the dark art of his profession, and came to Wamranoch, whom he now serves, though his body long since passed away.

And the cities of the south once again gathered themselves and some of what had been destroyed was rebuilt, though the damage done was great and recovery was slow and no more would they allow the use of portals, for their danger was clear and none could be sure of them. But the peace of the south was ended and the Second Chaos of the South begun. And the cities now did argue often and there were great wars between them and those that ruled sought power and dominion over the others and the days of peace were soon but a faded

memory.

32. HAYN AND DESTOR AND THE SECOND SYRÁMĀ WAR

In Herophet did Hayn haunt the dark of its dungeons and those that dwelt there thought him peculiar, for he was not like them. And in truth, he was not like them, for the spirit of Adria was dominant within him and he cared not for the evil ways of his father, Hakkan, though knew only the evil worlds in which he had lived. So he lived alone in Herophet and involved himself not in the affairs of those that dwelt there and cared only for his own company.

But the spirit of Adria grew within him and he heard her sweet voice calling to him when his eyes closed and his dreams tormented him. So he took refuge yet deeper in Herophet and closed his eyes no more and looked to the darkness for the peace of his spirit. Yet still it was that Adria came to him in his thoughts and he knew that there was purpose in this and that he must leave Herophet if he were to find his peace. And so it was that he left Herophet and called to Oida to ferry him to Damar-kan, though he knew not what he would find there.

And on the shores of Damar-kan did Hayn set his foot and those there that saw him ran from him, for his visage was that of a dark ghost, foul and without form, and Kavak and Tannun Maruth and Destor heard of him and came to destroy him for they feared he was a servant of Hakkan. So they met on the shores of the River Mothex and prepared to kill him, but Destor stepped forward and declared they must not kill this spirit, for he had dreamed this moment and that his future were wrapped in it and though Kavak and Tannun Maruth liked it not, they conceded to the will of Destor and gave Hayn over to his protection.

Long did they sit in silence in Raman, where Destor had made his home, for he was disturbed and knew not what it was he was supposed to do. For his dreams had long been disturbed with the picture of this spirit and Adria had spoken to him and shown him of the meeting on the shores of the River Mothex. So he sat and thought and looked to Adria that she might impart him a vision, but nothing came to him. Thus did Hayn declare himself to be Hayn, son of Adria and Hakkan, who had left Herophet for his mind were disturbed with visions of his mother, though he knew not what they meant. And Destor was amazed and told Hayn he was son of Kavak and Adria and that they were half-brothers and he too had heard the voice of Adria call to him.

So they did talk to each other of their dreams and came to believe that her spirit was with them and that she was not at rest, for her time had been a troubled one and her body did rest in Cerador, unawakened, for sorrow had consumed her. So they went to Cerador and sought Uther, who had laid her to rest there and he took them to see her and their hearts were moved, for such

was her beauty yet preserved that they thought she might yet wake. And to Hayn and Destor came an image into their minds of Arrasia and of Hakkan and Amman and a compulsion did enter into them and they knew they must to Arrasia go.

So it was that they spoke to Uther, for he was once a man and had spent his time in Arrasia and he was the lover of Adria, who had dwindled in his arms, and he told them of that place and how they might get there. So they went to Kavak and he gave them leave to go to Arrasia, though he trusted not this spirit of Herophet, but had given his word to Destor. So they left for Arrasia and came to the southern lands, which were filled with the war of Fane, and so they took a disguise. Hayn hid his dark spirit as that of a man, for his visage would otherwise bring terror, and they traveled the lands as nomads, for they knew not for what they searched or why they had come to Arrasia.

And there Hayn and Destor did fight alongside King Fenamir II and were there as Fane was sealed in his tower, though none knew who they were, and for a while they spent their time hid amongst the world of men and fought with them and learnt of them and saw for themselves all that was beautiful and terrible in this world and all it could be, both good and bad. But they were not content and they heard of the wars to the north and made their way across the seas in search of the destiny that called them.

In Amman had there been a peace since the goblin wars with Gygafrak and the destruction of Belas, from which they had ruled Syrámā. But time had passed and they had recovered their losses and were stronger than before and their armies were again mustered and for a second time did they march into Syrámā and make war on those that lived there, for since their last occupation had many settlements sprung up on the coast and along the banks of the Syramassa River and they were easy pickings and were defeated and enslaved.

But in Syrámā at this time were also Destor and Hayn and to both came a dream that saw them stand against Amman with an army and they knew that here lay their destiny and about them they raised an army of men that would stand against Amman and the people of Syrámā heard their call in their dreams and came to them. And so in the heart of Syrámā was the ground covered in men and women and the ringing of steel as weapons and armor were fashioned and an army readied for war.

To the west, the lands of Syrámā fell before the advancing Amman army and they knew not of a great enemy that was yet before them and they saw only their own victory and the expansion of Amman and its power and greatness within Arrasia. And so they came to the heart of Syrámā and there came against a small force who would fight them and they laughed, for this was a pitiful number of men. So they attacked and thought to wipe out this resistance and were tricked, for below the ridge had Destor placed his army and they were out of

sight and when the forces of Amman came at them, they were surprised and their great army was squeezed and exposed and were defeated and forced to retreat and regroup.

And there did Hayn call upon the dead to rise and he sent this terrible army against his enemy and there was a great horror on the faces of those that fought there, for they knew the faces of the dead, for had they once stood alongside them, and many ran from the field in fear and madness. But this dead army was defeated by Amman and they again mustered their forces and attacked the dense ranks of Destor's army, but their horses fell upon the long spears and as the soldiers of Amman fell, so their ghastly forms would rise and fight those that were once their friends, for Hayn turned them against his enemies and the army of Amman was defeated and they turned and fled and Syrámä was yet free of the tyranny of Amman and the people rejoiced.

Yet Hayn and Destor did not rejoice, for their hearts were still heavy and the sorrow of Adria lay with them yet and they left Syrámä and continued their journey on Arrasia and they came to Owthenus, a great city of dwarves, and stayed there for a while and Destor was revered and given great status and for a while did they find peace and their time there was good and Destor revealed himself to the dwarves of Owthenus and they knelt before him and did love him. But the yearning in his heart returned and he and Hayn left and returned to Raman in Damarkan and wished only that their hearts would be filled with peace.

33. NORTHERN EXPANSIONS AND THE AMMAN WARS

While yet Amman's ambitions to the east were thwarted, so they turned their attention north and also to the dwarves that dwelt in the Phat Downs, for their lands split Amman in two. So the army marched north over the Sol Hills and into Hjothdal and came almost unopposed to their major cities, for Hjothdal was a weak nation and the warlords there had for too long fought against one another. But conflict came and two great battles saw Hjothdal conquered and its people enslaved and the Amman forces continued north and into Nýgamär. And there also did it seem that few would turn out to oppose the mighty Amman and the south of that country fell easily. But then did the warlords come together to defend their lands and they were ferocious in their defense and each inch gained by the Amman forces was at a heavy cost and the glorious march slowed to a crawl and the war there a bloody one.

To the north also lay the island nation of Norvsond, where Uther and those that followed him had arrived after their great escape from Herophet and the worlds in between and who were a mighty nation of seafarers and whose peoples had populated the north. And Amman saw their strength and knew they must be conquered,

for it would show their greatness. So an army was prepared and they boarded their ships and set sail and made for Norvsond. So it was that Wesdan came to Arrasia and she caused the seas to stir and many ships did sink to the bottom of the sea and many men were made sick and many perished. And there was great rejoicing in Norvsond and the people hailed Wesdan, for they were grateful and prayed to her also.

So Norvsond thanked Uther and Wesdan and sent out their fleet that met with what remained of the Amman armada, who were easily defeated. And many were sunk and sent to the bottom of the sea and an army of men were drowned and the Emperor of Amman was greatly angered and ordered a new fleet of ships to be built, that would carry their men and defeat Norvsond. And while this was being done, the dwarves of the Phat Downs found themselves now at war and their peoples massacred by the Amman.

And an army was raised in Ilken that marched against the Amman and made good account of themselves and were not easily defeated, for they were hardy folk, and only slowly were they pushed back and each battle saw great loss on either side. But slowly they were defeated and the hills around their great citadel of Ilken were conquered and were no longer safe for the dwarves who had once lived there and they retreated into it and the gates were closed. So a great siege of the underground city were set and a vigil of years begun, for the gates would not be broken and the occupants would fight no more.

And in the north was Nýgamär divided into two and were great walls built to halt the conflict there. And to the north were the warlords allowed to roam freely, for they had proved tough to defeat, and when they came south they came to the great wall, where the Amman easily defeated them, so they turned on each other and their union was over and the war there ended.

So was the great fleet built and a great army sent north to conquer Norvsond. But the people there had not been idle and they too had built themselves a fleet of ships and when news came to them of the invasion, the fleet came out to face them and there was a great battle on the seas, which would be remembered as the Battle of Addenbar, and both seemed equally matched. And for a time it looked that Amman would defeat their enemy and conquer the northern island, but this was not to be and slowly the ships on either side were sunk, until many men were lost to the sea and the army of Amman were but a shadow of its former self. So Amman was defeated on the seas, though Norvsond suffered greatly also, and returned home and Norvsond had secured their future, though they knew it not at that time.

34. THE RISE AND FALL OF ABU-TAQ

So the glory of Amman was dampened, for they had

suffered defeat to Norvsond and Syrámā was yet to fall. So the Emperor turned his eyes to Abu-Taq, a great general who had earned his reputation in Nýgamār and who was yet to suffer defeat, and to him was given over the task of the conquest of Syrámā and to him was given a great army of men and orcs and other monstrous creatures who would serve them and they crossed the Syramassa River and came to war for a third time with the people of Syrámā.

Abu-Taq was a great general and his men loved him and though the people of Syrámā stood against him, they were defeated and the settlements were conquered and some were burnt and others settled. The people of Syrámā retreated deep into the interior for safety, but Abu-Taq followed them and crushed them and a last battle saw the fall of Syrámā and the conquest of their nation. So the people were enslaved and their lot was hard for their new masters were wicked and had their revenge upon them and there was great rejoicing in Amman, for their pride was restored.

Yet Abu-Taq was not satisfied and he looked east. And he took his great army and led them into Keralasia and there brought war and bloodshed and the people suffered at his hands, for he was merciless, and they were defeated. And so Abu-Taq marched his men across the great plains of Arrasia and to him fell Hendbæ and Merranin and he marched into Magasoa a great hero, for he was greatly admired there and conquest not needed and his army was swelled with the ranks of the Magasoans and to Amman he brought great glory. Yet also was there concern, for he was now grown mighty powerful indeed and it seemed that the people loved him more than the Emperor, Duam II, who thought that Abu-Taq might look to return to Amman and declare himself as Emperor.

So Abu-Taq continued his war and it seemed that all Arrasia fell before him, with Caramdor, Orith, Rydok and Qamara being crushed by his armies and their people enslaved. And so Amman was now great indeed, for its empire stretched east to west near three thousand miles and it was thought that none now could stand against the might of Abu-Taq and his great army. Yet it was that in Yam did he come against the joint forces of Yam and Urial and though they did not match his own in size, they were brave and fought well and the greatness of Abu-Taq was questioned, for his army was defeated for the first time and he was forced to retreat.

In Orith did Abu-Taq regroup and again came against his foes in Yam and again he was repelled, for his enemy held the high ground and he could not move them and so retreated again and was frustrated. And news of this came to the Emperor and he asked why he was defeated, for the army of Amman was great and this should not be so and Amman were thus humiliated by his failure. And Abu-Taq was enraged and turned his army toward Amman and made great haste to stand before Duam II and have his revenge.

But Duam II was no fool and he goaded Abu-Taq in

public and belittled his name and it came to Abu-Taq's ears and he urged his men to great deeds and they redoubled their efforts and marched longer and harder and came through Syrámā and into Amman itself and were exhausted. So it was that Emperor Duam II now showed himself and led his own army to face that of Abu-Taq, for he was seen now as an enemy intent on murder. And though the Emperor's army was but small beside that of Abu-Taq's, they were fresh and spirits with them were good and they were well fed, while their enemy was exhausted and hungry and many were sick from their great journey.

So did the Battle of the Two Armies of Amman take place and Abu-Taq was defeated and captured by the Emperor, who had ensnared him and knew now that none would dare challenge him. And the great army of Abu-Taq was gathered up and many were murdered or enslaved, but many also were given forgiveness and were rejoined with the army of Amman and they returned east, for Yam yet remained unbowed. So it was that Abu-Taq was long held in the dungeons of Duam II and then murdered and his body buried in a grave unknown.

And Emperor Duam II did look to set the seal on his authority and the nations that had been conquered by Abu-Taq were purged and given new leaders, who were loyal to the Emperor, and the old ones murdered and the Emperor was now strong indeed. And in the east did he lead his army against Yam and Urial himself and though it were not easily gained, he was victorious and their nations were conquered and cruelly treated by him and the east was now defeated and he ruled all the nations there.

35. THE TALE OF HAKKAN AND DESTOR

And in Herophet did Hakkan hear the tales of Destor and Hayn on Arrasia and there was a great anger within him and he sent Fandrig to Raman, a devil of great power. And Fandrig came into the Great Hall of Raman unlooked for and brought with him his foul minions and they came to Destor and a great fight ensued and Destor was swamped by them. But Destor was not alone and Hayn came to him and they fought with Fandrig and though his evil was great, he was defeated and killed.

Thus was it that Hakkan sent a second of his servants to Raman, Waqranaq, a great wyrm whose breath was as acid and who was filled with the evil of Herophet. And so it came to Destor and there was violence between them and Waqranaq spewed its acidic bile all over him and he suffered greatly, but would be defeated not. And so it was that he grabbed the vile wyrm by its throat and squeezed until it breathed no more.

Destor now knew there would be no peace for him, so he went to Uther and again looked upon the face of Adria and his heart was once more greatly moved and

he took a small lock of her hair and returned to Raman and there forged a mighty war hammer and into it did he place the lock of Adria and it was enthused with her and bore her mark and into it he did also pour his own power and he called it Aruk, the Hammer of Adria, and it was mighty indeed.

And for a time it seemed that Hakkan looked elsewhere and had forgot his feud with Destor, but this was not so, for he built a mighty beast of iron that he called Getgring and when he was done, Destor was attacked for a third time. And Getgring smashed his way through Raman and there was much destruction and the servants of Destor ran before it or were slaughtered. Thus did it come to the Great Hall of Raman and smote asunder the great doors and fought with Destor and Hayn, who stood by him. And Raman was shaken from the violence of their struggle and Getgring was mighty powerful and would not be defeated, until Destor laid his hand upon Aruk and his mighty blow shattered Getgring, who was destroyed.

So it was that Destor called to Oida to ferry him to Herophet and there came to the gates of the dark citadel and he unleashed Aruk and a great light was cast in Herophet and the darkness was lifted and Hakkan himself felt the pain of it on him and there was a dread within him and the wound of Ered did open and bleed. And Destor smote the gates of Herophet and tore them asunder and came to Hakkan and saw his old wound and knew this was the mark of Adria. And Hakkan also saw the mark of Adria, in the shape of Aruk, and he trembled as a great fear took him.

And though he called his servants to him, they came not, for the light of Aruk was great and they could not endure it and Hakkan was alone. And he was filled with a great rage and cast aside his fear and they fought and all of Herophet shook from their blows, but Aruk struck him and he fell with the pain of the blow and his old wound bled yet deeper. And again he attacked Destor and again he was struck down and his strength seemed drained. A third time did he rise and a third time did Aruk strike him and knock him down. And it seemed that Hakkan was done for, for he was weak and the wound of Ered was deep and the pain of Aruk great.

Yet it was that Yerraz came also to Herophet and, though the pain were great, he suffered the light of Aruk and there saw Hakkan and Destor and he made for Destor and attacked him and there was a great struggle between them. And also came Voln, for she too had felt the violence of Aruk and in Herophet she also saw the mark of Adria. But she laughed, for Adria was defeated by her before, and would be again and Destor heard this laugh and was distracted and he saw Voln and as he did so was he struck down by Yerraz and did drop Aruk which caused the very ground to burst open and the air was filled with a great light that blinded all.

And Aruk did fall and fall and came to Arrasia, where it fell from the skies and smashed into the ground, which was shaken and rent. And tremors did

cause the ground to shake in a great violence and a great crack appeared and swallowed up all that it touched and from it was thrust great rocks and there were mountains where before there were none and they were called the Urdmoon Mountains - the mountains from the sky - and there would the dwarves later come to escape from Amman and build Kri-Aruk, a magnificent citadel, and they looked to Destor for guidance and gave to him their reverence.

But in the blinding light Destor saw the face of Adria and he followed her, for she summoned him, and though he knew not where he traveled, for he could see naught but her face, he did arrive on the shores of the River Mothex in Damarkan and did fall to the ground and though he knew it not, it was where Uther had lain and where Adria had come to him. But now was it that Rougon came to him and returned him to Raman and there healed him and returned him from his deathbed.

And in Raman did Aserdin come to them, for he too had felt the call of Adria and her face often came to him unlooked for and there was a sorrow in his heart. And there they all became close and built their homes near each other and spent their time together, though in melancholy, and their lands seemed filled with sorrow and the sadness of Adria was heavy with them. Yet it was that Sassa was born to Rougon and Destor and in her it seemed that Adria was reborn, for her like was so similar. And she suffered not the pain of the others and around her was merriment and mirth and she was a joy to behold.

In Herophet the wounds of Hakkan were deep and not so easily repaired and Voln returned him to Sota and there he lay a long while in a deep sleep and none could wake him. But the wounds did heal, though the old wound caused him great pain, and he awoke and returned to Herophet and for a time did hide there in the darkness.

36. THE GREAT REVOLT AND THE UPRISING OF SYRÁMĀ

So while Hakkan did fall into his wounded slumber and Aruk crashed upon Arrasia, so the lands were shook and the people felt the great power of Aruk and in them was awoken the spirit of their ancestors and across the Amman empire did they rise up against their oppressors and fight with them and look to defeat them and the bellies of men were once more filled with fire and would be slaves no more and they came from their homes and where they were hidden and killed those that would torment and enslave them.

But Amman would not give up that which it had fought long for and their response was full of violence and battles were fought across their empire and for 40 days and 40 nights was the blood of thousands spilt in the Great Revolt of Amman and fields that swelled under the heat of the sun were burnt and mines were bro-

ken and workmen of all kind threw down their tools and would not pay their tribute and many were killed for their resistance and their families imprisoned and bodies of men were hung from posts which lined all the roads of Amman.

And in Syráma was the revolt greatest of all, for they had not forgotten who they were and remembered well their victories over Amman. And all across Syráma did farmer and peasant and slave stop their work and arm themselves with simple tools as weapons and strike at their oppressors, who were murdered and their bodies mutilated. And so a great army of slaves and peasants grew and was led by Ricaro, who was but a farmer, and he led them against the armies of Amman and was victorious and still more came to him. And when the Great Revolt was ended and the people defeated and enslaved once again, Ricaro would not give up and he took his army west.

So they marched through Syráma and defeated the armies of Amman and when they came to Athlem, it was sacked, as was Ebben and Naissi, and they marched into Amman itself and burnt Hagorra. And those that saw them ran from them and those that fought them were defeated by them. And when they came to the Syramassa River they crossed it and stood before Aym-J'zeer, the greatest city of all Amman and the seat of its greatest authority, the emperor himself.

But there had the emperor called to him his greatest generals whose men were proven and were veterans and they stood between Ricaro and the great prize of Aym-J'zeer and though he were greatly outnumbered, he did fight and die if he must. So the Great Battle of Aym-J'zeer was fought and the men of Ricaro fought well and it were as if they were twice their number. But they were defeated and Ricaro captured and he was hung for all to see and his body humiliated and displayed and those that followed him were murdered and their bodies hung along the streets of Aym-J'zeer or were enslaved and suffered greatly.

37. THE CONQUEST OF THE SOUTH

The nation of Amman was now great and none could challenge her might, but she yearned for yet greater power and looked south to lands unconquered. Yet there was a fear and for many a year were those lands left untouched, for the memory of the defeat to Norvsond remained a sore and the navy then had been defeated and greatly reduced and it was thought best to leave the south or risk lining the surface of the ocean with yet more of the glorious army of Amman.

So time passed and nations conquered were suppressed and their people suffered greatly, for the tyranny of Amman was great and their manner cruel. And their ancient cultures were largely forgot and were replaced with the ways of Amman and rebellions were

few and their end violent. But for the Emperors of Amman there was only glory in war and conquest and for too long had she sat dormant and for too long had the south been free. So a great fleet was built and onto it placed a great army which sailed south and was set upon the shores there.

And news came to the barons of the south that their land was occupied and a great fear passed through them, yet they came together not in alliance, for they no longer were united as they once had been and there was no trust or union between them. So the free cities of the south fell and were occupied under the relentless onslaught of Amman might, until but a few remained. So, at last, they came together and formed for themselves an army that would face the might of Amman. And with them came the dwarves out of the mountains and hills and the army set against Amman was a strong one, though outnumbered greatly, and when they met on the field, they were defeated and the south fell and was consumed and all its people enslaved into tyranny.

So the dwarves retreated and regrouped, for they would not suffer defeat so easily and their bonds were strong. So it was that Ignasias II gathered a great army of the dwarven citadels of the south and they marched to meet with Amman, who had come to take their homes, and defeated them and then made to turn the tide and fell upon a second Amman army and defeated them also. Yet the greater part of the Amman army lay untouched and now they were unleashed against Ignasias, whose army numbered but a few thousand and when they met he was defeated and he died on the battlefield, but those that survived wished they had not, for they were executed and their bodies hung from posts.

And now the tide had turned and the dwarven resistance faltered and their citadels were destroyed and their number slaughtered. And the Amman came to Dwerigon, which was the greatest of the citadels, and they fell upon it and it was destroyed and the dwarves retreated into the earth or into the mountains and their resistance was done and Amman their conquerors.

38. THE AMMAN-ELF WARS AND THE FIRST EPPEN WAR

It was said that in the Falagrim Peninsula were great riches, for there was to be found in those lands gold and precious stone and the emperor's eye fell there and he desired it. So it was that some small forces went that way, but were lost in Fayn Eduth to the elves there, who would allow them not to pass that way. And in the north, conflict with the elves of Hir'vassäl Eduth had long been sporadic and violent and never would the elves bow their heads to Amman and never would they allow them to be their masters or the masters of their lands and so it was that there was war between them.

But the elves would not be beat easily, for they fought not as men and dwarves, but from the amongst

trees and in small numbers and would attack and retreat and were then lost in the forests where they lived and could not be found. Yet the armies of Amman were large and they sometimes found where the elves were hid and killed them and also sometimes found where they lived and would destroy them. And in Fayn Eduth was it a bloody affair, for the forces of Amman sought passage to Eppen and to the Falagrim Peninsula beyond, for there were tales of great wealth there. But the elves killed them when they saw them and some great battles were fought, but always under the trees where the elven archers were well hid and would make their enemy pay a heavy price.

But a path to Eppen was cleared, though it was a dangerous one, and the armies of Amman came to conquer, but instead were halted by the Urdmoon Mountains, which they tried to cross, but were beaten back by the dwarves that lived there in Kri-Aruk and who knew the paths of the mountains well. And the Amman army at the base of the Urdmoon Mountains did swell in numbers, for Eppen lay beyond and it was the gateway to the wealth of the peninsula. And many times did this army make to cross the mountains, but were thwarted on each occasion and could make no ground.

So sickness and death came to them and the elves attacked from the trees and killed many and also came the armies of men, who had hid in the lands beyond Fayn Eduth for many years and so the Amman army was attacked from all sides and their number dwindled, so reinforcements came and they made a great war on all the peoples of the region and there was a great alliance of the men of Eppen and the dwarves of Kri-Aruk and there was fought the Battle of Urdmoon Mountains and Amman were defeated. So it was that a siege was set against Kri-Aruk, in the hope that they would fall and Eppen be taken, and so the lands were covered in the blood of those who died, yet not one soldier of Amman did pass the Urdmoon Mountains into Eppen and it remained a nation of free people, though the price was a high one.

But in Hir'vassäl Eduth were the elves slowly defeated and forced back into the forest and two great battles were fought which saw their beloved communes destroyed and many of their kin fell upon the soil and stained it with their blood. And they retreated yet further, deeper into the forest, and hid there and fought only in small bands, for they knew the forest well and would hunt their prey and pick them off, but would not come out to open war, for Amman was too powerful and already their number had dwindled. But ever did they fight on, for they were proud people and would not be enslaved.

39. THE THIRD INFERNAL STRIFE

So Olmus traveled through the shadowy worlds that filled the void and with her was Torpeyak, who had

long served her, and she learnt of the secrets of the cosmos and secreted her spite and evil there. But always her thoughts turned to Mulhata and to Condos, who had betrayed her, and she had much time to dwell on it and her hate consumed her. So she came to Arrasia and there took the form of an old hag and walked the shores and preached her hatred to those that would listen and sucked the life from those that would not and she was despised and shunned wherever she went, but she cared not, for none knew her and she was glad of it.

But Arrasia was not to her liking, for it was not Mulhata, where she had poured her spite, and she looked to return there and take it back and have her revenge and she was consumed by it and there was a fire in her and a great anger that would not be quenched. So she left Arrasia and came to Xanaxa and she showed herself to Gygafrak and was meek before him and offered him great praise and she gave to him women of great beauty that she had brought with her from Arrasia, and Gygafrak was greatly flattered and he let her stay in Xanaxa with him and she was like a servant to him.

So it was that Gygafrak fathered many children with the women of Arrasia and they were foul like him and were mighty powerful indeed, though not of the Aslah. And it was Olmus who raised these succubi and poured into them her hate and spite and it was her they followed and not Gygafrak and they were powerful servants. And Olmus was a constant voice in his ear and it was like a poison which consumed him and she rekindled in him the war of old with Hakkan and of his defeat and his anger was great and she soothed him and talked of his greatness and then would talk once again of Hakkan and his anger would rise again. And so the master was led by the servant, who was indeed the master.

So Gygafrak went to Arrasia and there raised a new army and looked for revenge and the goblins came out of their holes and came to him and their numbers were great indeed and once again there was war with Amman. And in Xanaxa did Olmus gather around her the succubi, who served only her, and took them to Mulhata, to reclaim it as her own. And in Xanaxa did many come to her call, for she was their true master and they would serve her again.

And in Mulhata her hordes fell upon Condos and Concei Pharos, who were the new masters there, for not even they could suffer the malice of Hengar, who now lived in Gorodin, and Olmus declared herself to them and they saw her wrath and feared her. So they and Olmus made war and though Condos and Concei Pharos were powerful indeed, they could not match Olmus and her servants and they were defeated and in her rage she killed them and ate their flesh and was Queen of Mulhata once again.

Thus did she betray Gygafrak, who expected her to aid him and defeat Hakkan in Arrasia, but she came not and instead rebuilt Mulhata and cleansed it of the stench of her defeated enemies and filled it with her servants

and Torpeyak was at her side yet, for he had served her well and long and had grown powerful. And to Hakkan came news of Olmus and her deeds and in Arrasia did a great army of goblins fall upon Amman and there was a great war there and their armies were called from all over the empire to defend the emperor and their lands were thus greatly weakened. And cities fell to Gygafrak, for he now led his army and faced his enemy and he consumed all that he touched with his malice and his appetite and greed were great indeed and he lusted for the women of Arrasia and he corrupted them and he laughed at his own malice.

And in Mulhata did Olmus gather around her the foulest and most vile of her servants and they went to Herophet and made war with Hakkan, and he came out to meet her and fought with her and there was a great battle in Herophet and it was the longest of all those that had gone before and Olmus and Hakkan poured out their hatred of each other. Hakkan called upon the skies of Herophet to open and a great fire fell from the skies and struck Olmus and did wound her and she fell and Hakkan leapt upon her and tore her flesh, until only shadow remained and she was no more and her minions fled.

And in Arrasia did Hakkan send his minions against Gygafrak and there was fought a great battle and the two colossal armies clashed in a violent struggle and Gygafrak may have won, had it not been for the servants of Hakkan, for they caused havoc to his ranks and massacred them and they fled before them and he was defeated for a second time and he did retreat and his armies were scattered and hid once again. And Gygafrak hid also, for he feared the wrath of Hakkan and had heard of the end of Olmus.

So Gygafrak crossed the seas and came into the south and hid there for a while and his servants brought to him many women and he spread his evil offspring across the lands there, who were called medusa. And to him were born a son, Fandor, and a daughter, Omuz, who were the children of Hirish, a woman of great beauty. And they were not like his other offspring, for they were fair and the others foul and they were filled with good and the others evil. And Hirish hid them and loved them and though she did not know it, they were made of the stuff of Onnus and Desdemar and they were Aslah, for out of the foul and corrupted flesh of Gygafrak, who was a descendent of the children of Onnus and Desdemar, had the their line been renewed.

40. THE URGOLIANS

In the east had the army of Amman sailed up the Syramassa River and passed the Thwain Ineth and there were lands full of savage tribes and orcs and goblins. And Amman soon occupied much of these lands, for their enemies too often fought amongst themselves and their leaders were weak and their armies ill prepared for

war.

But one did come and unite them, and in him flowed the blood of both orc and human and he went by the name Olbad and he called together the peoples of the east and rallied them to fight together, else be enslaved. And they came to him in numbers and one who did was called Nuhata, of the Urgolian tribe, who had been defeated by Amman and their number were now small and they dwindled and would soon be no more if they fought not. So they came to fight and Nuhata was but a boy who herded goats and had only seen war from afar, with the old men and women of his tribe, who would not fight.

So Olbad took those that had come to him and they marched to meet the armies of Amman, who were building for themselves great forts and who had claimed all this land as their own. And news came to them of a great army coming from the east and that many forts were now burned and their occupants dead. So the two armies met in the Battle of Gredoc and though the Amman army numbered but a thousand men and those of Olbad tens of thousands, they were victorious for their skill and discipline were great and Olbad died there on the field and his army butchered.

But Nuhata did not die on that field and he fought bravely, until they were beat and he ran. But he returned later to that field of war and found where the body of Olbad lay and took it and upon a mound buried it deep, so that the carrion of the land would not eat it, or the Amman find it and hang it from a tree. For though they would have been otherwise enemies, Nuhata had respect for Olbad, who had fought well and died as he should, in war, and had called to him a great army, even though they were beat. And though they were all enemies once again, for there were none who could now unite them, he had learnt the lesson well.

And Nuhata learnt also of the Amman and their great horsed warriors who, though few in number, had broken the army of Olbad and caused grievous harm to his cause. So he took the great sword of Olbad and went back to his tribe. But no more could he walk the plains of his ancestors and in him burnt a great fire and he called his tribe to stand and fight, but they would not. So he grew and as he did, some came to him and listened to him and they learnt the art of horses and they trained as fighting men and though they were but few, they left the tribe and made war on Amman.

So it was that the name of Nuhata became known in the east, for his number, though small, did strike quickly and terribly and retreat into the vastness of their land. And they grew skilled on their horses and soon more came to them and their number swelled and their attacks became yet more common and even the emperor of Amman heard of his name, such were his deeds, and demanded him dead.

And so it was that the Urgolian tribes came to Nuhata and looked to him and they fought with him and learnt from him and the Amman suffered greatly at their

hands. So the men of Amman searched for him and they found him, for his army was now too large to hide, and forced him into open war, which he had long avoided, for the memory of Olbad was still strong in him. So the armies clashed and it was full of violence and the horsed warriors of Nuhata were glorious and none could compete with them, for they were swift and deadly and their presence secured a famous victory and the army of Amman was slaughtered and those that survived it fled.

But on that day did Nuhata find his end, for he were mortally wounded and his body was laid next to that of Olbad. So Akha, son of Nuhata, became leader of the Urgolians and he was like his father. So it was that the Urgolians were now known to their enemy and they were feared and the battles in the east were long and bloody and many did die there. But great battles were rarely fought, for Akha had learnt the secret of his father and their raids were swift and their armies mobile and the men of Amman suffered greatly and those that were sent there thought it like a punishment.

And the east was divided by a line of forts that were built by Amman and to the east of those did the Urgolians control, along with the other tribes of that region, and Amman could expand east no more and those that were there were far from home and their life there a hard and bloody one.

41. THE SOUTHERN UPRISINGS AND THE RISE OF FANDOR

And in the south did the oppressed rise up against their tyranny and the streets of the cities were filled with violence and bloodshed and though they were but ordinary people and fought with tools of industry, rather than of war, they were not easily brushed aside and the cities did burn and the oppressors were hard put to defeat them, for the violence was widespread and would quickly disperse and reappear elsewhere.

And soon all of the south was in uproar and leaders emerged who led them and gave them weapons of war and to some armor and training and in some cities were the oppressors overthrown and the people made free. But retribution was swift and the legions of Amman mustered and put down those that would fight them and many died and their bodies displayed for all to see and their families murdered and enslaved.

So small armies of peasants and farmers and craftsman and slaves and ordinary folk formed armies of their own and followed those that would lead them and all over the south did armies spring up who made war with Amman, though they were ill equipped and ill trained. And where they met the soldiers of Amman they were defeated, but others would spring up to take their place and they would cause the people to struggle against their oppressors and the south fell into turmoil.

And the lot of the people became a bloody one and they were oppressed with great violence, yet the fight-

ing continued and was like a great fire that seemed beaten, yet would spring up again elsewhere, as if from the air, and so it was all over the south and thus did the chaos consume the years of the occupation there and armies grew and were defeated and families murdered and homes burnt and uprisings common and the people there would bow their heads no more.

Thus it was that two emerged from the flames of that time who would lead their people. One was Fandor, who was Aslah, and in him flowed the line of Onnus and Desdemar renewed, though he was not yet made aware of this, and the other was Mynax, who was a man of great charisma and ability and whose might and skill with the sword was legendary. And they stood against the might of Amman and people flocked to them and they fought their enemies and beat them and were branded outlaws.

So their armies made from place to place and would attack with surprise and the forces of Amman were weak and hard put, for they were needed to police the cities, which would break into turmoil and would overthrow those that oppressed them if they could. So Fandor met with Mynax and Mynax did fall on his knees, though he knew not why, and he pledged himself to Fandor and their armies became one and the cities of the south fell before them and those that fought them were swept aside and the name of Fandor and Mynax filled their enemies with dread and they would run before them.

42. THE SECOND EPPEN WAR AND THE GREAT DEFEAT

In Aym-J'zeer did Emperor Xavir IX see the borders of his empire stretched and news that came to him all seemed bad, where once it had all been good, and the name of Amman and of Xavir IX were threatened. So he gave up the east and abandoned the forts there to the Urgolians and he recalled from the corners of his empire a great army, the size of which had not before been seen in Arrasia, and he looked to Eppen, which had for more than one hundred years stood against them, and to the wealth that lay in the Falagrim Peninsula beyond and he looked also to the south and the chaos there.

So to be great among the Emperors of Amman and that his name would be remembered, he looked to defeat Eppen and control their lands and those that lay beyond them and reclaim the peace of the south and crush the enemies of Amman. And two great armies of men and orcs were mustered and a fleet of ships built that would carry them and they took to the seas and came to Istenpur and made war on those that lived there and defeated them and they marched east and the Falagrim Peninsula fell to them and the borders of Eppen were secure no more.

But in Raman had news come to Destor of the plight of Eppen, for the people there had long looked to him

since the Hammer of Adria had given them protection and throughout their time of war had Destor and Hayn and Aserdin and Rougon and Sassa looked after them and had brought them great harvests so they did not starve and filled the seas with fish for them to eat and warded them from the evil empire that would destroy them. And to Destor came a dream and he saw Adria and he was disturbed, for she spoke not, but seemed to drown in a great ocean and her hair was all about her and men and orcs caught amongst it and they were all dead and in her hands she did grasp ships and her mouth bled and the waters were turned red.

Though he knew not the meaning of this dream, Destor called to him his daughter, Sassa, who loved the waters of Phoras and there had made her home and was at one in the seas and had great mastery over them and he told her of his dream and she smiled, for she too had seen Adria in her dreams and she had led her to a great armada of ships and that the flag of Hakkan was upon them and they were filled with the armies of Amman and they went to Eppen, to destroy the people there. So Sassa went to Arrasia and she hid in the seas there, for she knew the will of Adria, who flowed in her, and knew that her revenge would be had.

So in Gal Eduth did the army of Amman meet with the alliance of the men of Eppen and the elves of Gal Eduth and the Battle of Harean's Point was fought and there the alliance was crushed and the Amman armies victorious and the land covered in the blood of their enemies and the belly of Eppen exposed to them. So they marched north to Jala, sweeping all before them, and a greater number still were boarded once more on the great fleet that had carried them from Amman, for they were to travel to the lands of the south, when victory in Eppen was had, as now seemed certain it would be.

And they marched to Jala and there were the armies of Eppen and with them were the dwarves of Kri-Aruk and the elves of Gal Eduth and though their numbers were not many, their hearts burnt with passion, for this was their last stand and there was naught but death for them in defeat, so the fire within them was great. So the Battle of Jala was fought and the hordes of Amman fell upon them in wave after wave of brutal onslaught, but they could not break the lines of their enemy and their men fell upon the spears of the men or the axes of the dwarves and the arrows of the elves fell amongst them and murdered them. And thus the battle raged for three days and the land was soaked in the blood of thousands and was turned to a bog and a river of blood fell into the sea and was turned red.

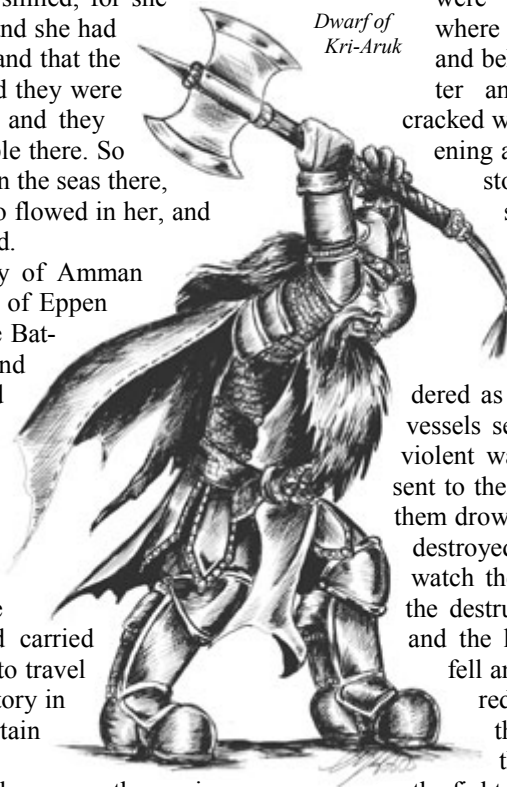
So were those yet in the ships now called for, to

crush the Eppen resistance and destroy those that stood with them, and from the sea came a great armada and their sails filled the horizon and the people of Jala were filled with dread and the armies of Eppen, who yet fought with skill and courage and stood undefeated, knew that it was up for them, for they would not withstand the thousands that sat upon those ships and who readied themselves for war. Yet even though there was great despair, their hearts were yet determined and they continued with their struggle against the soldiers of Amman and readied themselves for their end and they prayed to Destor that when Hayn came for them, he would take them swiftly.

And as the great fleet came into the bay, so Sassa tasted the blood in the waters that had been turned red with death and a great rage consumed her and her heart were blackened and she swept from where she was hid and came to surface and behind her came a great wake of water and the skies turned black and cracked with thunder and were lit with lightning and the bay was filled with a great storm and Sassa did cause the air to spin around her and it were as if the very sea were sucked into her and there was great violence and the sea did rise up and smash all that sat upon her.

So the fleet of Amman floundered as the seas fell upon them and their vessels seemed tiny on the vastness of the violent waters and they were smashed and sent to the bottom of the sea and those upon them drowned and the great army of Amman destroyed. And from the shore they did watch the violence of the waters and saw the destruction that was wrought by Sassa and the hearts of the warriors of Amman fell and were in despair and their enemy redoubled their effort and fell upon them and they were defeated, for their stomachs no longer cared for the fight and they fled and were killed.

And the storm did rage for 7 days and thus was the greatest army gathered defeated and the floor of the ocean littered with their corpses and the seas were stained red with the blood of the thousands that had perished in the Battle of Jala and Eppen was yet a free nation and they gave thanks to Sassa for saving them and to Destor for sending her and they knew that the long war were over and that they had not been conquered. And in Amman did but a few ships return and news of their defeat spread throughout the lands and their enemies rejoiced and the hearts of the real peoples of Amman knew this was indeed a dark day.



*Dwarf of
Kri-Aruk*

43. THE RISE OF KARNISH

The cities of the south fell to Fandor and his army and there was great rejoicing and the old rulers were put to death and Fandor put a new regime together that would follow his rule and would be good to the people he had freed. And the name of Fandor was feared and many would run at the news of his coming and the people would flock to the streets and rejoice in their freedom. But the forces of Amman were not yet defeated and many cities were still theirs and they waited for the emperor to send his army and destroy these rebels, but it never came.

So they gathered themselves at last and mustered their forces before it was too late and a number of great battles were fought, but it seemed that Fandor could not be beat and his armies marched on and conquered all and were swelled with the people he had freed and they came to Korom, which was the greatest of the cities in the south and fought for it and took it and Fandor declared that these new lands would be called Karnish and that this city would be at its heart and would be called the City of Karnish and that all the people of these lands were free and their bondage broken.

And there was great rejoicing and celebration, but also fear, for though Amman were in the south defeated, they were not gone and the fight with them continued. And they knew that while Amman stood yet undefeated that they were not free, for always the shadow over them would be long and dark. And it came to Fandor that he should build a great fleet and take his army across the water to Amman and there continue his fight and look to defeat his enemy, but he dared not, for he could not defend his ships and his navy would be weak and easy prey to the ships of Amman.

So it was that to Fandor came news of the defeat of Amman in Eppen and that the army were destroyed and his nation were free. But he also heard that a new army were being mustered in Aym-J'zeer and it would seek to redress the losses and avenge the dead. So Fandor took himself away and was alone and he called to the Aslah to guide him. And in a dream came to him the face of Desdemar and she was beautiful beyond all else, yet her face was drawn with sadness and Fandor felt his heart would break. So it was that she revealed to him his lineage and he now knew he was of the Aslah and his path became clear to him. So he returned to his men and there he declared himself and swore his vengeance on Amman and vowed it would be destroyed.

And in Herophet was Hakkan also made aware of Fandor and he knew his blood line and he was shook and was consumed with fear and knew now that this was the time of his reckoning and that Fandor must be destroyed, else his own time would be at an end.

Thus did Fandor construct a great fleet and as it was built, so he secured his lands and cleared away the remnants of the evil empire. And the people who had served Amman retreated and fought hard, though their

retreat was slow and violent. And all around them the lands of the south fell into chaos for a third time and were without rule of any kind, for their leaders of old were gone or murdered and the people fought for the lust of power and as the era of the evil empire fell away, so was it replaced by the Third Chaos of the South, which only Karnish seemed immune to, where Fandor ruled, and his gaze was fixed north, toward Amman.

44. THE GREAT WAR

So it was that time was given to Fandor and his position was secure, for the fleet of Amman was sunk and the south were isolated from reprisals. And to Fandor came many men that would fight for him, for his name now spread across the lands and they knew him. And so a fleet was built in the City of Karnish and it sailed to Amman and came to Am-mun and that city fell without battle and the news of Fandor's coming spread and there was great fear and a great exodus of people began for they feared the army of the south.

So Fandor made north, for there lay his true enemy, Xavir IX, Emperor of Amman, and in Am-Gazim did they meet with the army of Amman and there was fought the Battle of Am-Gazim, which was naught but a village, and it were like no other battle yet fought, for great forces were unleashed on either side and the power of the Aslah were with them. For Hakkan had sent to Arrasia his greatest servants and some now faced Fandor, though most yet were far north, where an even greater army was being prepared.

And both sides stood on the flat land and charged in simultaneous fashion and there was a great clash of steel and the earth were shook and there was carnage. And the archers on both sides did bring mayhem with their art and the great knights of Fandor smote their enemy and the horsed warriors of Amman showed no fear and were a writhing mass of hate that would kill their enemies. And also were there mighty wizards who scorched the land with their great power and devils who sent many running with fear and madness.

Thus was it that the battle raged for four nights and five days and that countless lives were lost. And the lands themselves were burnt and turned to sand and those that fought there were scorched and Am-Gazim was destroyed and not a single wooden post remained and all across the land were the bodies of the dead scattered high, friend and foe alike. And Fandor and his allies were victorious and the armies of Amman defeated and they did retreat in disarray. Yet though they were here beaten, Fandor knew this was but a foretaste of things to come and the great battle yet to be fought and that this were but a foretaste of the destruction that would be wrought in that final battle.

And as his men were rested from their exertions, so more men came from the south, and with them came the elves of Greenwood and Yander Hothinbelim and also a

great army of dwarves from Ilken. And from all around Amman, after so long hid in their dark holes, came men and dwarves and halflings and also a host of gnomes and thus was it that a great army now stood with Fandor and they were ready for war again.

And in Hir'vassäl Eduth did the elves hear of the coming of Fandor and they redoubled their efforts against their old enemy. But the forces of Amman were greatly weakened, for in Aym-J'zeer was an army being assembled, so the elves now found success where once they had met with failure and the men of Amman were set in retreat and the elves now mustered themselves and came out of the trees and would fight and were a glorious sight and those that stood against them were brushed aside and Emperor Xavir IX was forced to send men north against the elves, or else his lands there would fall to them.

And in the east did the people of Syrámä rise up against their oppressors and there was great bloodshed there once again and though the uprisings were easily quelled, they would spring up anew elsewhere, until it seemed that all of Syrámä were in uproar. So did news of it spread through the east and the people long oppressed did likewise and it seemed all the lands were now set against the evil empire and the world were in turmoil. And the masters of these lands were hard put to quell those that rose against them and many were murdered and some cities cleansed of their evil culture, while in others their evil way continued, as did the struggle against them.

So Fandor marched north and the ancient lands of Amman fell before him and were conquered and slaves were released from their bondage and many joined with Fandor and they were armed and trained as they marched. And so six months went by and much of Amman fell to Fandor and his men and news of their victories spread throughout the world and Amman was now but a ghost of its once former glories, for its empire was all but gone and that which remained were in constant turmoil. And during this time Syrámä emerged from its shackles and declared themselves free and further east many nations emerged, some as they were before their fall and others fledgling nations, born new into this world of change. And in the north did the men of Amman retreat and where once the elves had fallen to their might, so now they fell and it were like they were encircled.

And so, in Aym-J'zeer, did Xavir IX, under orders from Hakkan, send out all his might and the might of Hakkan against Fandor. And should they win, then Fandor would be destroyed and their empire rebuilt. And should they lose, then they would fall and it would be over for them. Thus did these great armies converge and meet and there were a half million on the battlefield and the air was filled with the stench of them and they stood now opposed and all knew that the fate of the world would here be decided and that history was in the making.

And as the two sides stood so opposed, so Fandor called to him Mynax, who was the greatest of his generals, and he did order him to leave Arrasia and to come to Cerador in Damarkan and there call Uther to their aid, for they would surely need it in the days ahead. And so Mynax went and he took with him some that would follow and they came to Gorodin, which were the lowest of the hells of Herophet, for this were the only way they knew to Damarkan. So Mynax underwent many great trials in his journey through the hells of Herophet and many of his number were lost there and as a great battle raged on Arrasia, he thought he would play no part in it and would arrive too late and Fandor be defeated.

So Mynax came to the fires of Tuska and was in despair, for all of Herophet seemed set against him and he knew not how many days or months or years had passed, only that a great torture were upon him and that he would lay down and let the fires consume him. But Erenus, who had been at his side through all his tribulations, chided him and drove him forward and she would walk ahead and show which path to follow, though she knew not the route.

And thus was it they came upon a fountain and they were greatly surprised, for it were a thing of great beauty in a place filled with such pain and hatred. And they made a camp there and some slept and a dream came to Erenus in which she saw a great warrior who held a spear which glowed with great power and energy and at first she thought it was Uther, for the face was not clear, but then he was revealed and Erenus knew this was Onnus and in her dream Onnus led her to the fountain and they did drink from it and she was filled with life renewed.

Upon waking, Erenus did tell Mynax of her dream and that they should drink from this fountain, though she knew not why, so Mynax cupped his hands and drank the clear water and it were cool on his parched lips and fresh and he was consumed by it and he was shrouded in a great light that none could look upon. For that which he drank had been touched by Onnus and in it were a part of him and now Mynax were consumed by it and thus was he given life immortal and made Aslah. And Erenus also drank from the fountain and she too was granted this gift by Onnus and both were renewed and filled with great strength. Others drank also from the fountain, but their minds were consumed with pain and madness and they ran screaming into the fires of Tuska and others did fall to their knees and die. So no more drank from it and they turned to Mynax and Erenus and were filled with hope and their strength was rekindled and they marched onwards, hopeful once again that they might come to Damarkan.

In Arrasia, Fandor and the forces of Emperor Xavir IX stood opposed and while there was still quiet, their forces yet grew in number and there were but brief skirmishes between them. And to Arrasia had Hakkan sent Yerat and Yerraz to marshal the troops, for he consid-

ered Emperor Xavir IX not highly in this regard, and also his greatest minions were mustered, including devils and dragons and it seemed that Herophet were emptied and now stood together with the men of Amman and the orcs and other evil creatures that would serve them.

So it was that Fandor awoke upon the morning and saw the sun upon the cold land, for winter would soon give way to spring, and he knew that he could wait for Mynax no more and that he would fight with his enemy that day. And so he roused his troops and set a fire in their hearts and readied them for the battle ahead and he set his formation and before his lumbering enemy could respond, he struck and the elves poured their arrows into the sky and rained them down upon their enemy and he advanced and thus was the battle begun.

Thus began the Great Battle of Amman that was to rage for eighteen days and the land would be covered in the dead and turned red and the gods themselves would clash in a violent struggle and the land scarred and turned to waste and the outcome would not be known until its climax. The land was covered in a writhing mass of flesh which moved like the tides of the ocean, first one way and then another, as the two sides fought for dominion over the other. Fire filled the air and fell upon those in the field and the skies were filled with all manner of beast, fair and foul.

And as one side gained an advantage, so it would be snatched from them as another part of the field went against them. And the fields were filled with horsemen who drove into the flanks of their enemies and spear-men and archers and swordsmen and the ringing of steel rang out and was only drowned by the screams of those who fell from the sharp and wicked tools that hacked them down. And so great were the numbers that it seemed the battle would take a path of its own choosing and that none could control it and ranks would fall back and then surge forward and always at the rear did the masters urge them forward.

And in this maelstrom did Fandor and Omuz come to battle with Yerat and Yerraz and the power of their blows shook the ground and great mountains appeared where there were none before and the very land itself was destroyed and turned into ash and made useless. And all around did mages of both sides wreak havoc with their arcane skills and the air crackled with their power and their victims were struck down dead and their bodies burnt and it seemed the skies turned black and the days turned to night. And did many of the dead rise up and the battle was full of them and dead fought dead and dead fought living and living fought living and there was a chaos and madness that was terror unimaginable.

And so the battle raged, with thrusts and retreats and counter attacks, and all the while did the dead fall and the land were littered with them. And on the tenth day did the forces of Amman make a mighty surge forward and broke the flank of their enemy and poured against

the massed ranks of the center and slowly did the ranks begin to break and great pockets of men were thus isolated and many massacred and it looked ill to Fandor as he stood watching the scene before him. So he took the greatest of those that followed him and he made for the center and rallied them and made them stand firm and the great devils that struck at his men were cast aside, but still the hordes fell upon them and Fandor knew they would soon fold.

Thus was it that, as the knees of his troops did buckle from the weight of their enemy, a great army swept into the battlefield and came unawares against the frenzied warriors and allies of Amman. For a great army from Syráma had come, as news of Fandor had reached them, and they looked to make certain of their old enemy's defeat and now came unlooked for. And they swept into the field and smashed against their enemy, who were scattered, and Fandor's army held its ground and gained new resolve from this fresh assault and so it was that the tide was turned and that Fandor might now command the field and for two days was the field consumed with uncertainty and chaos and the soldiers filled with exhaustion, but neither side could find an advantage.

And so, as the battle raged endlessly and those that fought felt the bones of their friends and allies crushing beneath their feet, and it seemed that none would yield, did Mynax return from Damarkan and with him were Erenus and Uther. And they had brought with them a great army of warriors, who were the servants of Uther and who dwelt with him in Cerador, and they drove into the enemy, whose bodies ached and were wracked with pain, and they were driven back by this fresh assault. Yet still they would not be broken, though their ranks wavered, even though the fight had now turned and it seemed that Fandor might prevail and Amman would then be no more.

And in the great melee did Fandor hurl himself and came once more against Yerat and Yerraz and again the land did break under their blows. But also came Mynax and Uther to his side and a mighty battle raged between them and the battlefield was filled with great fear and fire fell from the skies and the land burnt once more. And so Yerat was cast aside by Mynax and was no more and Yerraz turned and fled, for fear that he too would be cast aside. And those that followed them saw this and felt a great terror take them and their ranks broke and a great panic took them and not even the most wicked of the servants of Hakkan could command them.

And so it was that the Great Battle of Amman found its end and the armies of Amman were scattered and destroyed and the host of Hakkan's servants cast aside or made to flee to Herophet. And a decisive victory had been fashioned by Fandor and his allies and Amman were beaten and their empire was no more. Yet the skies were filled with night and the land was now a desert, where before it had been green, and the earth was

wracked and scolded and though he was glad for this victory, there was a sadness in his heart, for the land were scattered with those that had fought with him and he knew that all Arrasia would be filled with mourning.

45. THE FALL OF HAKKAN

And so on Arrasia was Hakkan defeated and the Amman empire was no more, though the war with Amman did continue, as their lands slowly dwindled and were conquered. Yet Fandor was not yet satiated and in him burnt a fire still and he gathered around him those that would come and went to Damarkan. And there with him went Uther and Mynax and Omuz and Erenus and a host of their army and they came to Herok and there called to them the Aslah. So did come Destor and Hayn, and also Tannun Maruth and Thim, and Kavak also came. And it was Kavak that saw in Fandor the line of Onnus and Desdemar renewed and that he were the incarnate of them both.

So they made for Herophet and called upon Oida to ferry them there and they came upon the shores of Herophet and Hakkan felt them come and knew that Fandor was there with them and he shook with fear and all his old wounds did cause him pain. So they came to the great gates of Herophet and called forth Hakkan to meet them. And though he felt his end were near, Hakkan felt a fire of old burn deep in him and he roused himself and called out his servants who yet remained, for many were lost in the great battle on Arrasia, and the gates were opened and Hakkan came to meet with his enemy.

And now did Voln come again to Hakkan and she had emptied Sota, who came with her as an army of great evil, and she stood with Hakkan and would fight with him one more time. So there was a battle between them and their servants and they clashed in a great violence and all of Herophet shook. And Fandor and Hakkan stood in the center of the great battle and did use all their skills to defeat the other and they were wreathed in flame and around their heads the air did shake with thunder.

And in the fires of Herophet did Mynax lead the men of Arrasia against the devils that lashed them with their fire and Voln came at him with a great number of her servants and they consumed him. But did the human, Illsyn, come to the aid of Mynax, and stood along side him with this that would follow, though Voln smote them with her evil blows, and they fought with Voln and her allies and though they suffered greatly, Mynax was saved and he fought with Voln once more, for she now stood alone. Thus a great fight ensued between them and those that came close to them were swept away and the air around them crackled with a great energy and it seemed the very fabric of all that made the cosmos were ripping. And so it was that Voln was defeated by Mynax and she was cast aside and was

no more.

And as Voln fell, so Hakkan felt a great pain at her departure and fell to his knees and Fandor knew that this was his moment and he severed the head of Hakkan and his body fell to the floor and the mountains of Herophet burst into a great fire and flames fell from the skies and the allies of Hakkan and Voln fled or were killed, for they knew their masters to be defeated and that Hakkan was no more.

So was the power of Herophet diminished and its greatest lords no more. And Fandor now stood as the greatest of the Aslah, imbued with the power of those that had fallen to his hand and were no more. Thus did he return victorious to Damarkan and there took Thoran to be his own, which none had occupied since Onnus, and he gave to Mynax Taras, and declared there would be a new order in Damarkan and that those that served him would be rewarded and be mighty powerful indeed. Thus was it that those who had served him in the great wars with Amman and stood against the might of Hakkan in Herophet were given great power and responsibility, for Aruthane, Crayver, Jeyru and Vashar were all released from the service of their masters, and made Aslah by Fandor, for their services during the Great Battle of Amman, as was the witch queen, Pax. And the celestials Pith and Malanon, who was a servant of Uther's, and the human Illsyn, for her bravery and worthiness in coming to the aid of Mynax against Voln, and Merrymer likewise honored.

Thus was a new order found a place in Damarkan and they served those that had fought the Amman tyranny and looked to heal the woes of Arrasia and bring benefit to those that would follow their creed. And in Arrasia did Karnish embrace these new lords as their own and Argan I, who had fought in both Arrasia and Herophet, was anointed as their first King and did mould Karnish in the fashion of Fandor's desire.

And though there was still much war and chaos in Arrasia, for Amman, though defeated, yet fought for what remained of their lands and a great madness had consumed the peoples of Arrasia who now fought for land as fledgling nations appeared and old ones were rekindled. And at the heart of it all stood Karnish, whose army fought still against Amman and were far from home and who looked to their neighbors for trade, rather than war, and the people were no longer in bondage and were free and everywhere were the celebrations of victory and freedom held.

46. KARNISH

So Karnish rose from the ashes of the destruction of the Amman empire, which was now but a shadow of its former self, and was like a beacon of good where before there had been a veil of evil. And the people looked to Fandor and those that had served him and their homes and cities were rebuilt and man and wife reunited. But

for some there was great loss, for many had perished, and continued to perish, in the great war that had overthrown the evil oppressors and they were missed greatly.

For a period were the lands of Arrasia unstable and there was much chaos in the world as new powers came to be and fought to control new lands and be master of their own kingdom and so they fought until slowly new nations emerged and old ones once again bloomed. And of these Syráma emerged anew and much greater than before and there was also Orith and Yam, and there was Badathur and Yarath as the neighbors of Karnish, amongst others. And there was also Norvsond, who had remained undefeated.

And so it was that the men and women of Karnish did gather their goods and board ships and make trade with the other nations of Arrasia and ships from Karnish appeared in the ports of the towns and cities of nations far from home. And trade sprang up between the peoples of the world and some people made great wealth, while others were lost to the seas. Yet others undertook great travels to explore the world, though most were content to remain at home and ply their trade.

And so Karnish was known throughout Arrasia and they were feared, for they were a mighty nation, but they were also just and good and sought only to protect their freedom from those that would have it otherwise. And sometimes they fought amongst themselves and bad Kings came to rule who made war with their neighbors and took their lands, but always were the people free and the tyranny that had been lifted became a thing of the past and the fear of those days passed into memory.

And thus did Karnish become the new empire, for their borders consumed many of their neighbors, who would threaten their freedom or were too weak to protect themselves from the evil that still lurked in the world. And Amman now was split into many parts and Karnish ruled them all, save one, Amman-Mon, which was all that now remained of the evil empire.

And in Damarkan did Fandor rule supreme and to Mynax and Omuz was born a daughter, Sha Dorrain, and later did Omuz bring forth Azerond and Narag Narg, who were brothers, and the sons of Crayver. And Urgomond, who was a powerful servant of Crayver, was worshipped by the Urgolians, who thought of him as they might the Aslah themselves and to them he was great, for he was all things in their eyes. So it was that Crayver released him from his service, for he had grown mighty powerful indeed, and he too joined the Aslah and with him went Ordal, who was his servant, and the Urgolians looked to them for guidance and prayed to them.

47. FOUNTAIN OF THE IMMORTALS AND THE TALE OF HITH

And the tale of Mynax and Erenus and the Fountain of the Immortals was soon as lore amongst the people of Arrasia and great men and women made journeys in search of it and each endured great hardship and adventure and many were lost before they ever came to it and most never found it at all, for only rumor and superstition did give clues to its whereabouts. But some did indeed come to the Fountain and there they supped from it and let its cool waters flow into them, but this was the essence of Onnus and only the greatest and most true would receive great reward, so nearly all died or did become insane and the mystery of the Fountain of the Immortals thus grew.

Three more only, since Erenus drank from it, came to the Fountain and were given the greatest gift of all. The first was Laverrus, who was a great mage, who had served with Fandor in the Great War and who did drink from the Fountain of the Immortals after great trials and adventures, and was given immortality and he came to Damarkan and there he stayed, for Arrasia was no longer his home. And there was also Zidodd, who was a great warrior of the lizard people who was sent on a great mission of adventure by her King and who also drank from the Fountain of the Immortals and would bow no longer, for she was the greatest of her race and now they served her.

And the third was Hith, who was also a great mage, and he came to the Fountain after high adventure, and for long had he sought the greatest myth and he drank from it and his mind was turned black and a madness filled his mind and a great malady took him. But also was he given that which he sought, the gift of immortality and he was thus Aslah. But his thoughts

were black and could not be reasoned and long he walked the outer rims of the world and he was consumed by a great evil and wickedness and was long forgot, if ever anyone did once know him.

Thus did he come to Arrasia and there hid in the darkness of the underworld and for long he sat in the darkness and watched all that went on there. But he was now Aslah and to him came others, slowly, who served him and built for him a palace and a city and his great wickedness was felt by all and to him came creatures of great evil and Xagraxsus did learn of this new foe in his realm and knew that there would be trouble between them. For such were the ways of the underworld.

So it was that a great army of orcs was raised by Hith and his cohorts and they served him and bowed



Orc of Hith

down to him and there was indeed a great war between Hith and Xagraxsus and the underworld fell into a great chaos, for Hith's mind could not be fathomed and Xagraxsus knew not when next he might strike or how. And the war under the surface of Arrasia was fought for many generations and there was great evil done and much blood was spilt, but Xagraxsus had long reigned in the darkness and he gathered around him a great army and knew it was time to face his enemy.

And so Xagraxsus came to Hith and stormed his city and there was a great battle and Hith and Xagraxsus fought and it seemed that the world would fall on them, such were the violence of their blows. But Xagraxsus was mighty powerful and Hith knew he would be beat, so he fled from the darkness and at his heels did his army follow and they were driven out of the darkness of the underworld and Xagraxsus was victorious once again.

48. THE HITH-KARNISH WAR AND OF HITHANON

So did a great army of orcs and other foul beasts pour from the underworld and into the green plains of Arrasia and Hith did make war on the people there. So it was that his evil army did sweep through the young nations that were surprised by him and had not the strength to resist him and thus did Eastdale and Ghent fall and the cities did burn and those that were caught were murdered or enslaved.

And this great tide swept south into countries that had long been ruled by Karnish. Yeod fell and it seemed that Badathur might fall also and bring Hith's army to the borders of Karnish itself. And as Hith's army swept south and brought chaos and mayhem once again to Arrasia, so Karnish rallied its army and made north to meet the dark tide. And though much had fallen to Hith, still there were pockets that resisted him and cities that would not be beat and around these were great sieges set and life for those inside was harsh and death common.

And of these was the siege of Northport the greatest and for a year did they hold out, though there was much misery. And a great army, who watched the city fall into ruin and cast flames into it from their catapults, surrounded it and it did burn. But the people still would not be defeated, for they knew it were certain death. And so it was that the army of Karnish came north and finally there was war and the siege was lifted after a great battle.

So the tide was turned and the lands that had been consumed by evil were once again freed of them and slowly Hith was driven north and many battles were fought along the way. And so Ghent was freed of the evil of Hith and was occupied by Karnish, as was Eastdale, until Hith could retreat no more, for behind him

were the Great Barrier Mountains and in front of him the army of Karnish. So there was a great battle and many died there and Hith was defeated and those that were not killed were driven into the mountains and the lands were free once again.

So it was that Hith fled west across the mountains and came to the other side and with him were still many that had served him in the underworld and here they made their new home and called it Hithanon and they built dark towers and keeps and slowly were their numbers restored and the lands were filled with them. And so it was that Hith looked east once again and sent an army against those that would stand against him, but they were defeated again. And in Karnish they knew that Hith would fight them and that war with him would be long, so they called to them the armies in Amman and the war there was ended, though Amman-Mon stood yet defiant, and Karnish secured its borders against Hith and fought him when he crossed into their land and awaited the next great onslaught of his armies.

49. OF THE HERE AND NOW

So it now stands, in the two-hundred and seventy-fifth year of the Age of Karnish and thus has the world come to be and all the universe around it. With the darkness of Amman removed, so nations have emerged from their long slumber and now look for trade and wealth, where once there was only despair. Yet in this world still lay much evil, for the minions of Hakkan are not yet done and would have things as they were, if it were possible.

And the peace of Arrasia stands once more upon a precipice, as the armies of Hith grow and fill the mountains and hills of Hithanon and threaten to once again fall upon Karnish and consume the world in a new chaos. And the power of Hith grows and through the darkness of his mind can he see all of Arrasia within his grasp. But the power of Fandor remains and the flag of Karnish stands proud and what will be is yet unknown.

And to the east stand the horsemen of Urgolia, who look with a sneer upon their faces at the nations of the west and know the day is yet to come when they will cross The Golden Peaks. And Amman remains, though defeated, and fights on and, from the shadows, many yet stand with them who look always to disturb the peace of this golden age. And in the deepest bowels of Arrasia, far below the surface, sits Xagraxsus, son of Gort, whose thoughts turn to Herophet, which is without a Master. But long has it been since he left his dominion in the depths of Arrasia and Herophet will not yield itself easily.

Thus stands the world and all the universe around it. Until such things come to pass and themselves are set in the annals of time, none shall know them.

APPENDIX A

BESTIARY

KERADINN

Keradinn, 1st-Level Warrior
Medium Humanoid (Keradinn)

Hit Dice: 1d8+2 (6 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 15 (+3 studded leather, +2 natural), touch 10, flat-footed 15

Base Attack/Grapple: +1/+2

Attack: Falchion +2 melee (2d4+1/18-20) or spear +1 ranged (1d8+1/x3)

Full Attack: Falchion +2 melee (2d4+1/18-20) or spear +1 ranged (1d8+1/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Sandstorm, spell-like abilities

Special Qualities: Low-light vision, water sense

Saves: Fort +4, Ref +0, Will +1

Abilities: Str 12, Dex 10, Con 15, Int 8, Wis 13, Cha 9

Skills: Hide +1, Spot +5, Survival +6

Feats: Blind-fight, Endurance

Environment: Desert

Organization: Solitary, gang (2-4), war band (6-10 and 1 leader of 3rd-5th level), tribe (30-50 plus 100% non-combatants, plus 1 3rd level leader per 15 adults, 1 or 2 lieutenants of 4th or 5th level, 1 adept of 4th to 6th level, 1 chief of 6th to 8th level)

Challenge Rating: 1 (see text)

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

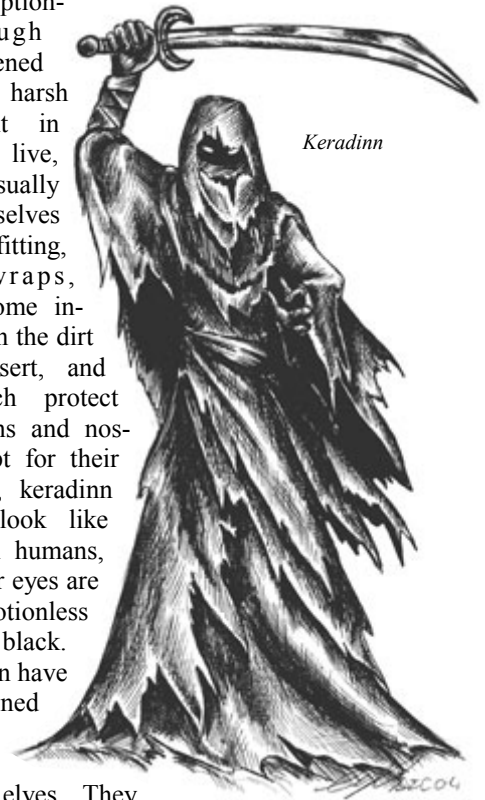
Level Adjustment: +2

This humanoid stands slightly taller than a human. Loose fitting, dirt stained rags cover its body from head to foot, with a veil covering all of its face except for the dark eyes which gaze out without emotion.

Keradinn are a tough and callous ancient breed who primarily live in the Kera Desert, though can be found

in any desert, which is their natural habitat. Keradinn have exceptionally tough skins, hardened from the harsh environment in which they live, and they usually cover themselves in loose fitting, plain wraps, which become ingrained with the dirt of the desert, and veils which protect their mouths and nostrils. Except for their tough skin, keradinn otherwise look like slightly tall humans, though their eyes are flat and emotionless and usually black.

Keradinn have an ingrained hate of elves, except dark elves. They have waged war throughout their history and will usually attack them on sight, unless it is unwise to do so. They have very little respect for anything, including other keradinn tribes, and are often found selling slaves and goods to the dark elves.



COMBAT

Keradinn will rarely fight alone, preferring to attack in numbers and to pick a spot and time that will give them an edge. Usually, approaching with the sun behind them in a large sandstorm of their own making, they are able to swiftly approach their enemy, carefully hidden within the swirling sand, before making a dramatic surprise attack on unsuspecting opponents who are readying themselves against the storm. They will also use

their spell-like abilities to distract their enemies, while making a surprise attack from the rear.

Sandstorm (Su): 1/day - This supernatural ability allows keradinn to cause the very desert below their feet to rise up in a swirling storm around them. A sandstorm fills every square directly around the keradinn, including diagonals and the square that the keradinn stands in, giving him and anyone else within it total concealment (50% miss chance). Casting spells requires a Concentration check (DC 10 plus the level of the spell) or the spell is lost. While within the sandstorm, keradinn receive a +8 racial bonus to Hide checks. This ability lasts for 1 minute and can only be used where there is a substantial amount of sand or dust to whip up into a storm. A keradinn can dismiss the sandstorm as a free action at any time.

Water Sense (Ex): This ability gives keradinn a +4 competence bonus on Survival Checks when trying to locate drinking water. Water represents life within the dry wastes of the deserts and keradinn are exceptionally skilled at finding it.

Skills: Keradinn have a +4 racial bonus on Survival and Spot checks, as their lives depend on their ability to survive within the harsh climate of the desert.

Keradinn Traits (Ex): Keradinn possess the following racial traits.

- +2 Constitution, +2 Wisdom, -2 Intelligence.
- Medium size.
- Low-Light Vision: A keradinn can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- A keradinn's base land speed is 30 feet.
- +1 racial bonus on attack rolls against elves: Elves are the natural enemies of keradinn and the history between them is long and bloody.
- Racial Feats: Endurance.
- +4 racial bonus on Survival checks.
- +4 racial bonus on Spot checks.
- Automatic Languages: Kerd. Bonus Languages: Any human language, Draconic, Dwarven, Elven, Giant, Gnome, Orc, Xamian
- Spell-Like Abilities: At will - *flare*; 1/day - *pass without trace* (duration 1 hour). Keradinn with a Charisma score of at least 10 also have the following spell-like abilities: 1/day - *dancing lights*, *long strider*. Caster level 1st; save DC 10 + keradinn's Cha modifier + spell level.
- Favored Class: Ranger

Challenge Rating: Keradinn with levels in NPC classes have a CR equal to their character level. Keradinn with levels in PC classes have a CR equal to their character level +1.

KERADINN SOCIETY

Keradinn are nomadic tribal creatures who traverse

the Kera Desert, moving from one water hole to another and following the nomadic trails of their forefathers. The chief of each tribe is the most charismatic and leads either through intimidation or devotion. Each tribe has a witch doctor adept who plays an essential role and whose influence extends to everyone within the tribe, including the chief. The witch doctor brings healing and is an essential source of food and water. A tribe usually has between 4-10 slaves which they are transporting to be sold, usually to the dark elves who they rendezvous with along the mountains which skirt the deserts.

The nomadic lifestyle of the keradinn sees them traveling in caravans of camels, which carry their tents, equipment and supplies. It is rare to see a keradinn actually ride a camel and usually would be a comical sight, though there are always a number of expert animal handlers amongst their number. At nights, the caravan will unpack and construct their lavish tents, which are normally packed away the following morning as the caravan continues its nomadic ways. Periodically, these camps will remain for several days, even weeks, before moving on, as the tribe replenishes supplies.

Keradinn are vicious and callous and will attack anything in the desert that might bring them some loot with which to trade. The weaker humanoids are likely to be captured and sold on as slaves, while those more capable of defending themselves are more likely to be hunted down and killed and their goods taken. There is little love between different tribes and conflict between them is common should they happen to meet. Rarely, a charismatic leader is capable of unifying tribes and leading raids into Karnish itself, though these are usually short lived affairs, with tribal tensions always at the fore.

Keradinn tribes have noncombatant young equal to half the number of the adults.

The keradinn primarily follow two deities, Arak Kal and Yerraz, both in equal measure, though a tribe will be dedicated to only one or the other.

KHOQQIX

The four, stone-cold white eyes of this squid-like creature, with its long tentacles dangling below its body, seem to stare into the darkness, blinking occasionally. Its rubbery body seems to ripple and twitch as the repulsive creature hovers in the air.

Khoqqix are a strange, alien race of evil creatures who live in the underdark of Arrasia, where they are greatly feared by those that live there. Little is known of them, as they are secretive creatures whose only connection with the other races is when they need a new host to attach themselves to. However, khoqqix are known to have a special link with others of their kind within a ten mile radius and are often encountered

Medium Aberration**Hit Dice:** 6d8 (27 hp)**Initiative:** +5 (+1 Dex, +4 Improved Initiative)**Speed:** 5 ft. (1 square), fly 10 ft. (clumsy)**Armor Class:** 13 (+1 Dex, +2 natural), touch 11, flat-footed 12**Base Attack/Grapple:** +3/+18**Attack:** 1 tentacle +4 melee (1d4-1)**Full Attack:** 4 tentacles +4 melee (1d4-1)**Space/Reach:** 5 ft./5 ft.**Special Attacks:** Attach/swallow, dominance, mental assault, spells**Special Qualities:** Blindsight, detect magic, detect thoughts, hive mind, immunity to sight-based attacks, sonic vulnerability, unnatural aura**Saves:** Fort +2, Ref +3, Will +7**Abilities:** Str 8, Dex 12, Con 10, Int 26, Wis 15, Cha 16**Skills:** Concentration +9, Escape Artist +10, Hide +16, Gather Information +14, Intimidate +12, Knowledge (local) +17, Listen +11, Move Silently +16, Sleight of Hand +1, Survival +11**Feats:** Eschew Materials, Improved Initiative, Improved Grapple, Stealthy, Weapon Finesse**Environment:** Underground**Organization:** Solitary, team (2-4), or hive (12-24)**Challenge Rating:** unattached: 6; attached: see text**Alignment:** Lawful evil**Advancement:** 7-12 HD (medium), 13-15 HD (large)**Level Adjustment:** -

working together.

Khoqqix are nomads of the underdark, rarely spending much time in the same place and ever ready to find a new host when their present ones become too weak or dies. On occasions, khoqqix have been observed doing a bizarre dance with their tentacles and it is believed that this is some kind of ritualistic dance to honor Xagraxsus, who is said to have created them. Khoqqix do not produce off-spring and it is believed that a solitary queen exists, somewhere in the deepest reaches of Arrasia, which alone produces khoqqix. It is also believed by some that a great city of khoqqix exist, who serve the queen and Xagraxsus.

Including the longest of their tentacles, these creatures measure about six feet in length. They have eight tentacles, four of which are between two and three feet in length and four that are between one and two feet in length. The longer ones are quite strong and are used to grasp objects and for movement on land. The weaker tentacles are quite dexterous and are used to manipulate and hold small objects.

While khoqqix can use their larger tentacles to move on land they prefer to use their natural ability to fly. Khoqqix are not strong or fast flyers, with their aerial movement looking more like levitation than flight. A khoqqix has four milky white eyes, as they are completely blind. The lids of these eyes still open and close,

however, and it appears as if the creature is looking about when it moves, but this is not the case. Despite its blindness, a khoqqix is completely at home in either light or darkness, using echolocation to see its environment instead.

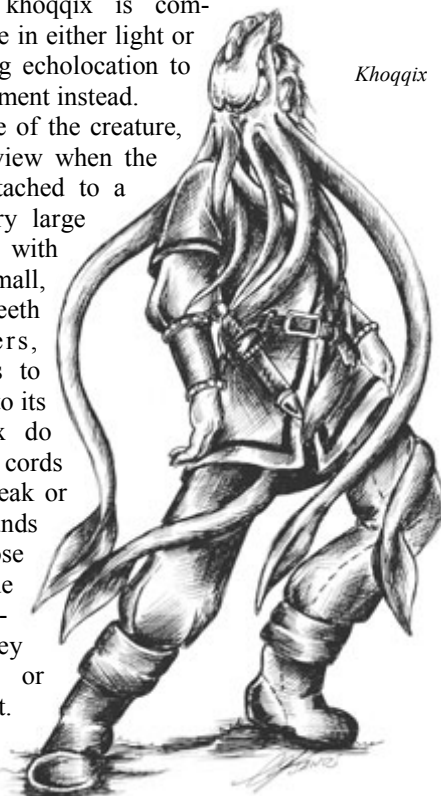
At the base of the creature, hidden from view when the khoqqix is attached to a host, is a very large mouth, lined with hundreds of small, razor-sharp teeth and suckers, which it uses to connect itself to its host. Khoqqix do not have vocal cords and cannot speak or make any sounds except for those that are made by their tentacles when they brush against or strike an object.

A khoqqix gains Eschew Materials and Improved Grapple as racial feats.

A khoqqix gains a +4 racial bonus to Hide and Move Silently checks.

Attach/Swallow (Ex): When not already joined to a host body, a khoqqix can attempt to 'swallow' the head of a Medium-size or smaller creature in its mouth as a standard action. The khoqqix receives a +10 racial bonus to grapple check attempts (already factored into the stat block) and it does not provoke an attack of opportunity as all khoqqix receive Improved Grapple as a free racial feat. If it gets a hold, it can immediately attempt to bite the victim's head with a +8 attack bonus to firmly attach itself, doing 1 hit point of damage. If successful, the khoqqix will securely attach itself to the head of the victim using powerful suckers that imbed themselves in the victim's flesh. An attached khoqqix can still use its innate magical abilities to strike at other targets. A victim may attempt to pull a khoqqix off on their turn. A successful grapple check indicates that the khoqqix has been successfully removed. However, since the khoqqix will be firmly attached at this point, the victim receives a -4 penalty on all grapple checks made against the khoqqix. Any attacks made against the khoqqix while it is attached to its victim, but whom has yet to submit, stand a 50% chance of hitting the victim instead.

Dominance (Ex): A khoqqix that has attached itself to a subject will begin the process of dominating its vic-

*Khoqqix*

tim, who must succeed in a Will Save (DC 20) or lose complete control over their thoughts and actions. Should they succeed in the save, they must continue to make an additional save for every round the khoqqix is attached. Each save is made with a cumulative -1 penalty after the first. After a total of 20 rounds (two minutes), however, the mind of the victim can no longer hold out against its attacker and the khoqqix completely dominates the victim, assuming control of its actions. The body is now a host and puppet for the khoqqix. They can, on their turn and while not yet dominated, attempt to pull off the khoqqix with a successful grapple check, but receive a -4 penalty on all grapple checks, as the khoqqix by this time has a firm hold. Any attacks made against the khoqqix while it is attached to its victim, but whom has yet to submit, stand a 50% chance of hitting the victim instead.

Once a khoqqix has taken control of its victim, they become, to all intent and purpose, a single entity. The khoqqix retains all of the host's abilities in addition to its own, including hit dice and hit points (which are added to its own), all class levels (and class abilities), skills, feats and special abilities. If the khoqqix and the base creature have the same Skill, it uses whichever is highest. It now moves at the same base speed of its host (and retains any forms of movement that the base creature is capable of) and may also attack using the host's Base Attack as its own, with any weapons that the host is capable of using, including natural weapons (however, see below for restrictions to things pertaining to the head and face), while still able to lash out with all four of its own tentacles. Its AC also becomes that of the host, including any armor and shield bonus that the host is wearing. The khoqqix own Natural Armor bonus is added to the AC of the host. Also, a khoqqix can use any item that the host can use and retains knowledge of all special requirements that any item may need in order to be used. However, as they have no verbal ability, a khoqqix cannot use items that require any verbal trigger.

A khoqqix also takes on the Strength, Dexterity and Constitution scores of its victim, but retains its own Intelligence, Wisdom and Charisma scores. All prerequisites for feats and other special abilities must be met in order for the khoqqix to use them, otherwise they are considered suppressed. Additionally, as the victim's head and face are completely covered by the khoqqix, any natural or special attacks or extraordinary abilities that require any part of the victim's head or face in order to function correctly (such as gaze attacks, scent, breath weapons, bite, etc) cannot be used by the khoqqix and are considered suppressed. If the host was a spell caster, the khoqqix cannot use any spells that the host may have memorized prior to their being dominated (but they can, of course, use their own) and nor can they use that host to memorize any further spells (but they can, of course, refresh their own).

If the subject escapes the grapple (as the standard

rules) it suffers permanent effects of the near-death experience of being engulfed by a khoqqix - especially physical scaring from the suckers which attached the creature to its host. These effects are:

- If the subject was engulfed for less than thirty seconds reduce Charisma by 2.
- If the subject was engulfed for more than thirty seconds but less than one minute reduce Intelligence and Charisma by 2.
- If the subject was engulfed for less than one and a half minutes but more than one minute reduce Intelligence by 2 and Charisma by 4.
- If the subject was engulfed for more than one and a half minutes but less than the two minutes the khoqqix requires to dominate the subject reduce Intelligence by 4 and Charisma by 6.

NOTE: Intelligence and Charisma losses are permanent. Intelligence and Charisma cannot be reduced below 3 by a khoqqix attack.

Once a victim has been dominated by a khoqqix and become its host, a secretion continues to feed the host to keep it alive. However, a host will permanently lose 1 point of Constitution and gain 1d2 negative levels for every 30 days that the khoqqix is attached. Once the host reaches 0 Constitution or has a number of negative levels equal to its current level (or is drained below 1st level), the body dies and withers and the khoqqix must find a new host for itself.

Surviving Dominance: A khoqqix can voluntarily release its host as a standard action and choose a new victim. If a khoqqix detaches itself from the host, and abandons it, a successful Fortitude save is required (DC 15+number of levels drained) or the body dies within 1d6 hours. If the check succeeds, the host survives the ordeal but suffers the following consequences:

- For each level lost to the khoqqix reduce Charisma by one.
- For every two levels lost to the khoqqix reduce Intelligence by one (round down).
- All normal rules for lost levels otherwise apply.

NOTE: Lost levels are absorbed by the khoqqix. The effects of lost levels are not applied to the host until the khoqqix abandons the body. At that time the khoqqix loses all of the abilities of the host body, including those that had been absorbed.

Mental Assault (Su): As a standard action, a khoqqix can fire a magical blast of energy, attacking the Intelligence of its target. The khoqqix mental assault is a 40 foot cone. Any intelligent creature or character caught within the blast must succeed a Will save (DC 18) or suffer a temporary Intelligence loss of 1d6 points. If the first save fails, a second Will save (DC 15) must be succeeded or the victim is stunned for 1d4 rounds.

Spells: A khoqqix can cast spells as a 6th level sorcerer. They may ignore any verbal requirements of spell casting (all khoqqix have a natural ability that mimics the Silent Spell feat, though all spells are cast at their

normal CL). Khoqqix can share any known spells with others linked to it by their 'hive mind' (see below). As a rule of thumb, a khoqqix has a 50% chance of knowing a spell that a sorcerer of 6th level can cast, in addition to those that it knows itself. If the host is wearing armor, the khoqqix does not suffer any spell failure chance.

Blindsight (Su): The eyes of a khoqqix are completely worthless. Instead the creature 'sees' using a mix of echolocation and magic to a range of 200 feet. A khoqqix can see in a 360° arc. Beyond this range, they are considered blind.

Detect Magic (Su): Khoqqix continuously detect magic as the spell as if cast by a 20th-level sorcerer. They can suppress or resume this ability as a free action.

Detect Thoughts (Su): A khoqqix can continuously detect thoughts as the spell cast by an 18th-level sorcerer (save DC 15). They can suppress or resume this ability as a free action.

Hive Mind (Ex): All khoqqix within a 10 mile range are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flatfooted, none of them are. No khoqqix in a group is considered flanked unless all of them are.

Immunity to Sight-Based Attacks: Khoqqix, being blind, are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Sonic Vulnerability (Ex): Khoqqix are affected by loud noises and sonic spells (such as *ghost sound* or *silence*) and are more susceptible to sound-based attacks, suffering a -2 racial penalty to all saves. A khoqqix takes half again as much (+50%) damage as normal from sonic damage, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a khoqqix at a distance of 20 feet. They do not willingly approach nearer than that and panic if forced to do so, unless they succeed a Will save DC 20; they remain panicked as long as they are within that range. If they leave the range, only to return, they continue to be panicked. A successful save means that animal can no longer be affected by that khoqqix for a period of 24 hours. It can, however, still be panicked by other khoqqix.

Challenge Rating: An unattached khoqqix has a challenge rating of 6. However, an attached khoqqix can be a much more dangerous foe, depending on the nature of the host. Calculating CR should be based upon the nature of the host and whether its abilities are useful or not to the khoqqix. As a general rule of thumb, if the khoqqix can use most or all of the abilities of its host, then the CR should be 6 + the CR of the host. If the khoqqix can only use some of the abilities of its host, then the CR should be 6 + 1/2 the CR of the host. Should the khoqqix only be able to use few (if any) of the abilities of its host, then the CR should be 6 + 1/3 the CR of the host. Always round down fractions.

SOLASTI

Solasti were mortals who served their god in life and continue to do so in death, either through eternal damnation (for those that are The Damned), or through eternal salvation (for those that are The Sacred). Neither dead, nor alive, solasti are but a shadow of what they were in life, with fleeting memories and feelings. For The Sacred, these moments warm them and bring joy into their eternal condition, while for The Damned they are a reminder of a better past and only serve to heighten their misery and suffering.

Both The Sacred and The Damned feel pain when it is inflicted upon them, and their flesh can be destroyed. However, the soul of a solasti is now in the keeping of the Aslah whom they served in life and their existence is eternal, until their soul is released. As such, after the body of a solasti is destroyed, it reforms 24 hours later at the exact spot where it was destroyed, to continue its eternal wandering.

Charisma Damage When a solasti strikes a victim with one of its slam attacks, it also steals something of its victim in the form of Charisma damage. Each successful slam attack deals an additional 1d3 points of temporary Charisma damage. A victim reduced to 0 Charisma falls into a coma and is considered *helpless*. Charisma cannot be reduced below 0.

THE DAMNED

Bent double, the flesh of this foul creature is covered in warts and pustules and seems stretched and bloated. Hard bristles poke haphazardly through the skin, forming small clumps. Its long, monkey-like fingers drag along the floor and its knees are bent as if under a great burden. The deformed, snarling face is filled with hate and rage, though the dark eyes which stare at you seem filled with pain and anguish.

In life, these individuals made a pact with a powerful and evil demon or devil, or even actually with an evil Aslah, giving up the peace of their afterlife for a better mortal life. Upon their death, their souls were taken by their evil patron, their flesh corrupted beyond all recognition, and filled with pain and anguish. None of The Damned ever look totally alike, though each is foul and terrible to look upon and their eyes filled with longing and pain. They are eternally condemned to serve the possessor of their soul. For some, this involves a particular task or mission, while for others, it is merely to wander aimlessly in the hells of Herophet, Mulhata and Talakos, wracked with the painful memories of their mortal life.

Damnation: The souls of The Damned are trapped in small objects and guarded closely by those whom they now serve. Often, in the deepest dungeons of Herophet, Mulhata and Talakos, can be found vast

	The Damned Medium Outsider (Evil, Extraplanar)	The Sacred Medium Outsider (Good, Extraplanar)
Hit Dice:	6d8+30 (57 hp)	6d8+18 (45 hp)
Initiative:	+2	+2
Speed:	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	19 (+2 Dex, +7 natural), touch 12, flat-footed 17	19 (+2 Dex, +7 natural), touch 12, flat-footed 17
Base Attack/Grapple:	+8/+10	+8/+9
Attack:	Slam +11 melee (1d6+2 plus Charisma damage)	Slam +9 melee (1d6+1 plus Charisma damage)
Full Attack:	2 Slams +11 melee (1d6+2 plus Charisma damage)	2 Slams +9 melee (1d6+1 plus Charisma damage)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Scream, smite good	Harmonious song, smite evil
Special Qualities:	Damage Reduction 5/good, damnation, darkvision 60 ft, immunity to poison, regeneration 5, resistance to acid 10, cold 10, electricity 10, and fire 10.	Damage Reduction 5/evil, salvation, darkvision 60 ft, immunity to poison, regeneration 5, resistance to acid 10, cold 10, electricity 10, and fire 10.
Saves:	Fort +12, Ref +7, Will +5	Fort +8, Ref +7, Will +9
Abilities:	Str 14, Dex 15, Con 20, Int 5, Wis 10, Cha 15	Str 12, Dex 15, Con 16, Int 5, Wis 14, Cha 17
Skills:	Climb +8, Intimidate +15, Jump +8, Listen +11, Spot +11, Swim +8	Diplomacy +18, Heal +11, Listen +10, Perform +9, Sense Motive +11, Spot +10
Feats:	Alertness, Great Fortitude, Weapon Focus (slam)	Ability Focus (harmonious song), Alertness, Iron Will
Environment:	The outer planes of Herophet, Mulhata and Talakos	The outer planes of Damarkan, Henipur, Parador and Wynord
Organization:	Solitary, pair, team (3-5), or squad (6-10)	Solitary, pair, team (3-5), or squad (6-10)
Challenge Rating:	6	6
Treasure:	None	None
Alignment:	Always evil	Always good
Advancement:	7-9 HD (Medium), 10-18 HD (Large)	7-9 HD (Medium), 10-18 HD (Large)
Level Adjustment:	-	-

chambers filled with such objects, each of which contains the soul of a single individual who has joined the ranks of The Damned. Until the object is destroyed, the solasti cannot be permanently killed. When the flesh of the solasti is destroyed, it reforms 24 hours later at the exact spot where it was destroyed.

The object can be anything, but must be both hollow and enclosed, as this is where the soul will be entrapped, and have a value of at least 250 gp. This object is given over by the individual as part of the pact they make in life. Each has 60 hit points, hardness 25, and a break DC of 45. If destroyed, the soul is released and is free to return to the *Halls of the Dead* in Golgoria. The corrupted form of the solasti immediately withers and dies. The owner of the object can always choose to release the trapped soul at any time.

Regeneration (Ex): The Damned take normal damage from good-aligned weapons and from spells or effects with the good descriptor.

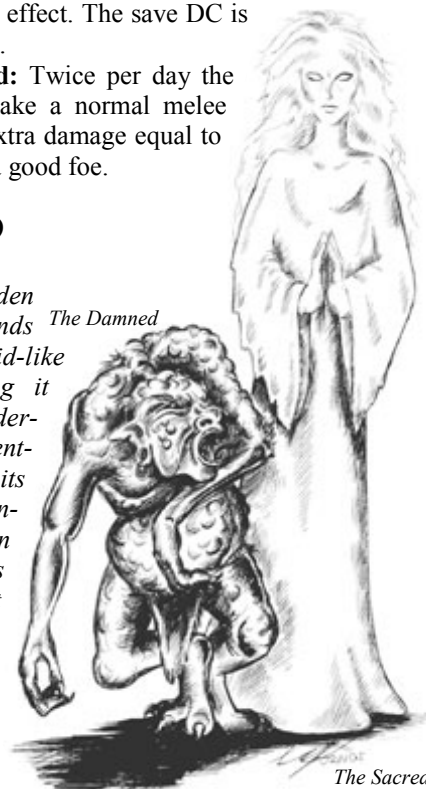
Scream (Su): Once per day, The Damned can emit a loud scream, in which can be heard the hate, misery and suffering of their eternal damnation. All those within a 100 ft. radius must succeed in a Will save (DC 15) or suffer 1d8 temporary Charisma damage and be *panicked* for 2d4+2 rounds. This is a sonic mind-

affecting charm effect. The save DC is Charisma based.

Smite Good: Twice per day the creature can make a normal melee attack to deal extra damage equal to its HD against a good foe.

THE SACRED

A gentle, golden glow surrounds this humanoid-like creature, giving it an aura of wonderment and contentment. Although its features are indistinct, lost in the haze of its own glow, it nonetheless seems to stand tall and proud, and its white eyes are



The Sacred

clearly visible.

The Sacred were once good individuals who served their chosen Aslah with both dedication and distinction in life and often sacrificed themselves in their name. Upon their death, they were given the option of continuing to serve their master, in the form of a solasti, or of passing into the *Halls of the Dead*. They are often given a particular task or mission, though some serve in many, varied ways. The Sacred are filled with a sense of contentment and peace, with memories and feelings from their previous life filling them with warmth and joy. The Sacred retain the form they had in life, but are shrouded in a golden glow which hides much of how they once looked.

Salvation: The souls of The Sacred are stored in beautiful, honeycombed rooms, which glisten and shimmer in a multitude of colors. Such places are found in the deepest chambers of Damarkan, Henipur, Paradorn and Wynord, with each honeycomb containing the soul of a single individual who has joined the ranks of The Sacred. Unless the honeycomb is destroyed, the solasti cannot be permanently killed. When the flesh of the so-

lasti is destroyed, it reforms 24 hours later at the exact spot where it was destroyed.

Each honeycomb, though hollow and fragile looking, is in fact very tough and difficult to break. Each has 60 hit points, hardness 25, and a break DC of 45. If destroyed, the soul is released and is free to return to the *Halls of the Dead* in Golgoria. The beautiful form of the solasti immediately withers and dies. The owner of the soul can always choose to release it at any time.

Regeneration (Ex): The Sacred take normal damage from evil-aligned weapons and from spells or effects with the evil descriptor.

Harmonious Song (Su): Once per day, The Sacred can sing a beautiful song, in which can be heard the peace and contentment of their eternal salvation. All those within a 100 ft. radius must succeed in a Will save (DC 18) or suffer 1d8 temporary Charisma damage and be *fascinated* by the solasti for 2d4+2 rounds. This is a sonic mind-affecting charm effect. The save DC is Charisma based.

Smite Evil: Twice per day the creature can make a normal melee attack to deal extra damage equal to its HD against an evil foe.

APPENDIX B

HISTORY TIMELINE

The recorded history of Arrasia began when the elves first came to Agat Amood and Layagat emerged as the greatest civilization of its age. Math, literature, philosophy and science all flourished and much of what is now considered to be civilized has its roots in that time and place. The recorded history of Layagat and the wider world also began during this time and the elven calendar continues to be used almost unchanged.

The history of the Aslah and of Arrasia is divided into four distinct ages: pre-history, the Age of Layagat (also sometimes known as the Age of Sárat), the Age of Amman and, the present age, the Age of Karnish.

The period of pre-history is long and it is during this time that Kiwani (which would later be known as Arrasia) was discovered by Kavak and Lima, his great citadel, built. Later still, the destruction of Lima would spark the War of Chaos, which consumed all of the pre-history age and by which it is generally defined. Although much debate still rages about the exact end of the War of Chaos, it is commonly agreed that the emergence of Layagat represents its most likely end, since around this time Uther had brought peace to the south and the nations of men were emerging in the Midlands.

The Age of Layagat lasts for around 500 years. This is also sometimes called the Age of Sárat, as Sárat was the greatest human nation of this age, which dominated the Midlands of Arrasia. This is probably a more appropriate name for this period, since Layagat itself declined around the year 500, whereas the decline of Sárat and the emergence of Amman occur some two-hundred and fifty years later and are contiguous. Nonetheless, the term *Age of Layagat* remains the more commonly used and this period saw the growth of the nations of men. It is also no coincidence that this time sees the orcs and goblins, amongst others, pushed aside and forced to make their homes in the wild and harsh regions, away from the fertile lands of the well-defended nations of men.

The Age of Amman covers the period from the

emergence of the evil nation, Amman, to its decline nearly one thousand years later. After defeating their old enemy Sárat, Amman would slowly consume the nations of the Midlands and the south and, at its peak, stand as the greatest empire yet to emerge in Arrasia. However, Amman was an evil race that looked to Hakkán for their spiritual guidance and the Age of Amman is considered to be a time of great evil, when oppression, war and suffering were the dominant features and when the world was filled with great evil. This age would last for almost one thousand years.

The Age of Karnish represents the contemporary age and is still young, being less than 300 years old. Karnish emerged after Fandor, who was the son of Gygafrak and a mortal woman, and Mynax had defeated Amman in the south, and from there invaded Amman, which would eventually see that evil empire defeated and Karnish emerge as the new power of Arrasia. Unlike the Age of Amman, however, this age is one of freedom and prosperity, with trade and opportunity replacing the misery and servitude of the previous one. Karnish is a great nation, but is not without its enemies. In particular, Hith and his orc hordes have emerged as major threats to the peace of the world and Karnish is now embroiled in a longstanding war against their evil neighbor, as well as against their old, for Amman continue to fight under the guise of Amman-Mon.

Table B.1: Historic Timeline gives the histories explored in chapters 12 and 13 a context in time. Many events are not in fact mentioned elsewhere, as their significance is limited. The timeline itself uses the elven calendar to date historical entries. For other calendars, these dates may vary. For instance, the Karnish calendar starts at year 1 for each age, which are labeled AoL (Age of Layagat), AoA (Age of Amman) and AoK (Age of Karnish). So for Karnish historians, the end of the War of Nýgamär occurred in 90 AoA and the Second Karnish War of Ascendancy occurred in 68 AoK (or 68, for short, as Karns assume the present calendar is being used, unless told otherwise).

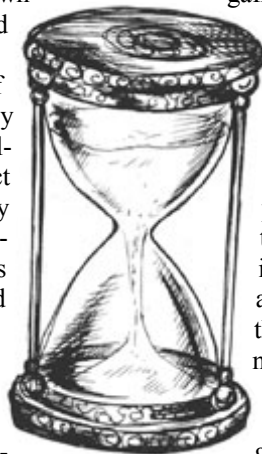


Table B.1: Historic Timeline

Date*	Historical Event
The Age of Layagat (also sometimes called the Age of Sárat) (AoL)	
1	The coming of the elves to Agat Amood.
37	The defeat of Dyonicos to Grism.
187	First Sárat-Syrámä war.
187	Battle of Phoccus Point and the defeat of Sárat by Syrámä.
191	Battle of Tears and the defeat of Syrámä by Sárat.
193	Sárat - Mandapor war.
194	(Six month) Siege of Hathait, capital of Mandapor and the great plague; the destruction of Hathait
195	Fall of Mandapor to Sárat.
199	End of the first Sárat-Syrámä war.
215	First Hendbæ - Sárat war.
221	End of the first Hendbæ - Sárat war.
242	Syrámä - Keralasia War.
248	Fall of Keralasia to Syrámä.
265	Second Sárat-Syrámä war.
276	Battle of Harap and the defeat of Syrámä by Sárat.
282	Battle of Thoras Bog and the defeat of Syrámä by Sárat.
282	The rebellion of Keralasia and the defeat of Syrámä by Keralasia.
283	Battle of Anorthia and the fall of Syrámä to Sárat.
296	Sárat - Keralasia war.
299	Second Hendbæ - Sárat war.
300	Fall of Hendbæ to Sárat.
327	The first great rebellion of Syrámä.
328	The fall of Keralasia to Sárat.
329	The end of the first great rebellion of Syrámä.
351	The first Sárat - Magasoa war.
357	End of the first Sárat - Magasoa war.
375	The first black death.
443	The second Sárat - Magasoa war.
444	Adria and Huthain captured and the escape of Uther.
445	The second black death.
450	Merranin - Sárat war.
450	Uther reaches Arrasia and lands on the island which will later be called Norvsond.
451	The fall of Themex and Rama and the defeat of Olmus.
454	End of the second Sárat - Magasoa war.
462	Uther arrives in the south lands.
463	Fall of Merranin to Sárat.
473	The Peace of the South.
476	The third Sárat - Magasoa war.
478	Uther arrives in Layagat.
487	Start of the Keradinn - Layagat war.
490	Siege of Urth and the First Elf-Dwarf war.
491	The sacking of Mathenna.
494	The fall of Layagat to the Keradinn.
495	The fall of Urth to the dwarves.
497	The emergence of Norvsond and Irthank the Mighty declared its first King.
497	Return of Uther to Layagat and the Battle of Gorgorth.
498	The flight of the dwarves from Urth.
499	End of the third Sárat - Magasoa war.
500	The start of the First Great Elven Strife.
501	The peace of the elves and dwarves.
502	The Great Elven Migration.
502	Start of the First Chaos of the South.
504	The Battle of Damarkan and the fall of Shylar.
504	The peace of Uther and the dwarves.
504	Uther comes to Damarkan and the defeat of Hakkan and rescue of Kavak and Adria.
505	The first Great Alliance, the Battle of the Swamp of Souls, the defeat of Tettungba and the fall of Orphus.

505	Hakkan defeats Uther.
508	Hir'vassäl Eduth populated; the end of the Great Elven Migration.
530	First Sárat - Yad-Yamman war.
535	Fall of north Yad-Yamman to Sárat.
552	The second great rebellion of Syrámä.
555	War of the Three Battles and the defeat of Sárat by Yad-Yamman. End of the first Sárat - Yad-Yamman war.
597	The First Strife of Yad-Yamman.
599	The siege of Aym-J'zeer.
609	The Battle of Maragash Bay and the destruction of the Yad-Mon navy.
609	The end of the First Strife of Yad-Yamman.
615	The First Battle of Phat and the Second Strife of Yad-Yamman.
618	The Great Plague of Norvsond
621	The end of the second great rebellion of Syrámä (100 years).
624	The Norvsond Civil War and the rise of King Ould the Unforgiving.
638	The Great Exodus of Norvsond under the reign of King Ould.
641	The murder of Huthain by Olmus.
645	Second Sárat - Yad-Yamman war.
659	End of the First Chaos of the South
659	The First Infernal War.
660	The Battle of Many Battles.
676	The Battle of Woe and the defeat of Sárat by Yad-Yamman.
682	Destruction of Sárat fleet by Yad-dur. Great Sárat retreat. End of the second Sárat - Yad-Yamman war
685	The first Plague of Adoria.
688	The battle of Hakkan and Olmus. Fellias killed by Condos in Mulhata. End of the First Infernal War.
691	Third Sárat - Yad-Yamman war.
694	The Battle of Red Fields and the first Hjothdal - Nýgamär war.
702	The fall of Sárat to Yad-Yamman and the end of the Third Sárat - Yad-Yamman war.
703	Declaration of Gent Hawthard as first King of Nýgamär and the start of the War of Nýgamär.
708	The great expansion of Yad-Mon and the Third Strife of Yad-Yamman.
710	End of the Third Strife of Yad-Yamman.
714	Reign of the Black King of the North and the emergence of Elminn.
715	The Fourth Strife Yad-Yamman.
716	The Battle of Aym-J'zeer and the defeat of Yad-Mon by Yad-dur.
717	The defeat of Dyonicos and Grism by Xagraxsus.
720	End of the Fourth Strife Yad-Yamman.
722	Start of the Yad-Mon - elven war.
726	Yad-Mon - Ilken war.
731	End of the first Hjothdal - Nýgamär war.
735	The Fifth Strife of Yad-Yamman.

The Age of Amman (AoA)

750	The fall of Yad-dur to Yad-Mon and the emergence of Amman.
762	The defeat of the dwarves of Ilken to Yad-Mon and end of the Yad-Mon - Ilken war.
840	End of the War of Nýgamär
844	The defeat of the elves in Hir'vassäl Eduth and the end of the Yad-Mon - elven war.
847	The start of the first Elminn - Norvsond War.
855	Start of the second Hjothdal - Nýgamär war.
861	The Battle of Mayat and the defeat of Elminn to Norvsond.
865	The war of Tettungba, Dyonicos and Xagraxsus and the start of the Great Chaos of the Underworld.
865	The first Amman - Mandapor war.
868	The First Battle of Horat's Point and the defeat of Elminn to Norvsond.
868	The start of the siege of Hathait.
870	The third black death.
871	Start of the first Amman - Syrámä war.
873	The end of the siege of Hathait and the fall of Mandapor to Amman.
875	The Battle of Gardonia and the defeat of Elminn to Norvsond and the end of the first Elminn - Norvsond war.
876	Grism arrives in Damarkan.
880	The fall of Syrámä to Amman and the end of the first Amman - Syrámä war .

- 889 The defeat of Dyonicos to Grism; the defeat of Tettungba to Xagraxsus; the great battle of Grism and Xagraxsus.
- 927 The first Amman - Goblin war.
- 929 The fall of Syrámä to the goblin hordes.
- 931 Defeat of Amman in Mandapor to the goblin hordes.
- 933 The Battle of Maqat Hill, the betrayal of Babbarax and the defeat of Gygafrak by Amman.
- 945 The second Elminn - Norvsond war.
- 948 The Second Battle of Horat's Point and the defeat of Norvsond to Elminn.
- 949 The end of the second Elminn - Norvsond war.
- 949 The second Amman - Mandapor war.
- 951 End of the second Hjothdal - Nýgamär war.
- 952 The fall of Mandapor to Amman and the end of the first Amman - Goblin war.
- 963 The Second Infernal War and the defeat of Hakkan to the Evil Alliance.
- 965 The Battle of Sota, the defeat of the Evil Alliance and the expulsion of Olmus and the end of the Second Infernal Strife
- 967 The Second Elven Strife.
- 971 The first defeat of Glornias to Tettungba and the retreat of the elves into Hir'vassäl Eduth.
- 972 The second defeat of Glornias to Tettungba.
- 972 The Battle of Putton and the defeat of Tettungba to Adoria and Rysor.
- 974 The third defeat of Glornias to Tettungba.
- 975 The first Elminn Civil War, the secession of Angor and the Elminn - Angor war.
- 975 The fourth defeat of Glornias to Tettungba.
- 977 The defeat of Tettungba by Glornias and the end of the Second Elven Strife.
- 978 Ney Allond is born to Tannun Maruth and Glornias.
- 978 The defeat of Tettungba in Murster to Tannun Maruth.
- 985 The start of the orc - Elminn war.
- 998 The Battle of Laketown and the end of the orc - Elminn war.
- 1062 The second Elminn Civil War.
- 1074 The emergence of Hardale and the start of the Hardale - Elminn war.
- 1078 The start of the third Elminn - Norvsond war.
- 1080 The building of the portals by Fane
- 1087 Olmus comes to Arrasia.
- 1091 The First Battle of Nuthend and the defeat of Norvsond to Elminn.
- 1091 The Battle of Isbury and the defeat of Elminn by Angor.
- 1092 The Treaty of the North; The end of the third Elminn - Norvsond war, the end of the Angor - Elminn war and the end of the Hardale - Elminn war.
- 1102 Fane's fall from grace.
- 1130 The building of Fane's Tower and the Great Portal of All Gates.
- 1133 The destruction of Kerras and the start of the war of Fane and the South.
- 1136 Start of the Second Amman - Syrámä war.
- 1140 The fall of the South to Fane.
- 1142 The Battle of Rakk Gorge and the defeat of Fane to Fenamir II of Sarond and the southern alliance.
- 1143 The curse of Fane's Tower.
- 1143 The start of the Second Chaos of the South.
- 1145 The defeat of Amman by Syrámä, Hayn and Destor and the end of the Second Amman - Syrámä war.
- 1148 The Amman - Hjothdal war.
- 1150 The fall of Hjothdal to Amman.
- 1150 The fight of Destor and Fandrig.
- 1151 Start of the Amman - Nýgamär war.
- 1157 Start of the Amman - Norvsond war.
- 1159 The start of the first Amman - Dwarf war.
- 1163 Start of the Siege of Ilken.
- 1163 Wesdan stirs the seas and sinks the Amman fleet. Norvsond defeat Amman.
- 1164 End of the Amman - Nýgamär war. Start of the building of the Wall of Nýgamär.
- 1181 Battle of Addenbar and the defeat of Amman to Norvsond. End of the Amman - Norvsond war.
- 1192 The Third Amman - Syrámä war and the rise of Abu-Taq and the beginning of the expansion of Amman.
- 1198 The fall of Syrámä to Abu-Taq and Amman.
- 1199 The fight of Destor and Waqranaq.
- 1200 The Amman - Keralasia war.

1203	The fall of Keralasia to Abu-Taq and Amman.
1203	The Amman - Hendbæ war.
1205	The fall of Hendbæ to Abu-Taq and Amman.
1207	The Amman - Merranin war.
1209	The Amman - Caramdor war.
1210	The second Plague of Adoria.
1211	The fall of Caramdor to Abu-Taq and Amman.
1211	The forging of Aruk, the Hammer of Adria.
1212	The Amman - Orith war.
1215	The start of the fourth Elminn - Norvsond war.
1216	The fall of Orith to Abu-Taq and Amman.
1216	The Amman - Rydok war.
1216	The start of the Angor Civil War.
1216	The First Battle of the South Norv Sea and the defeat of Norvsond to Elminn.
1217	The fall of Merranin to Abu-Taq and Amman.
1218	The fall of Rydok to Abu-Taq and Amman.
1219	The Amman - Qamara war.
1221	The fall of Qamara to Abu-Taq and Amman.
1223	The First Amman - Yam - Urial war.
1223	The third Plague of Adoria.
1224	The first defeat of Amman and Abu-Taq to Yam and Urial.
1225	The Battle of Gy and the defeat of Norvsond to Elminn.
1226	The second defeat of Amman and Abu-Taq to Yam and Urial.
1229	Battle of the Two Armies of Amman and the defeat of Abu-Taq by Emperor Duam II.
1231	The Battle of Gorgon's Point and the end of the Angor Civil War.
1234	The second Amman - Yam - Urial war.
1239	The fall of Yam to Amman.
1241	The Battle of Crispen and the defeat of Norvsond to Elminn.
1241	The fall of Urial to Amman.
1242	The end of the fourth Elminn - Norvsond war.
1246	Olmus comes to Gygafrak in Xanaxa
1246	The completion of the Wall of Nýgamär.
1248	The fight of Destor and Getgring.
1248	The Battle of Hayn and Hakkan and the wounding of Hakkan.
1248	The crashing of Aruk into Arrasia and the forming of the Urdmoon Mountains.
1248	The Great Revolt and the uprising of Syrámä.
1249	The end of the Syrámä uprising.
1249	The sacking of Athlem by Ricaro.
1249	The sacking of Ebben by Ricaro.
1250	The sacking of Naissi by Ricaro.
1251	The sacking of Hagorra by Ricaro.
1253	The Great Battle of Aym-J'zeer and the defeat of Ricaro to Amman.
1270	The start of the Amman - Southern war.
1284	The Battle of the Last Stand and the defeat of the southern alliance to Amman.
1288	Amman occupies the lands of the east.
1295	Start of the second Amman - Dwarf war.
1298	Battle of Naragon and the defeat of Amman to the dwarven armies of Ignasias II.
1320	Battle of Aramand Hill and the defeat of Amman to the dwarven armies of Ignasias II.
1323	Battle of Vakarian, the death of Ignasias II and the defeat of the dwarves to Amman.
1325	The sacking of the dwarven citadel of Dwergon and an end to the second Amman - Dwarf war.
1327	The end of the Amman - Southern war. Amman conquers the south. The end of the Chaos of the south.
1328	Start of the Amman - elven war.
1330	Battle of Gredoc and the defeat of Olbad in the east.
1350	The rise of Nuhata and the Urgolians.
1361	Start of the First Amman - Eppen war.
1363	The Battle of Urgolia, the defeat of Amman to the Urgolians, the death of Nuhata and end of the Amman expansion in the east.
1369	First Amman Palanar Campaign.
1374	The Battle of Orothak Ridge and the defeat of Amman to the alliance of Palanar.

- 1391 The Battle of Urdmoon Mountains and the defeat of Amman to allied forces of Eppen and Kri-Aruk.
- 1395 The Battle of Rynok and the defeat of Amman to allied forces of Eppen and Kri-Aruk.
- 1401 Second Amman Palanar Campaign.
- 1420 The Great Siege of Kri-Aruk and the end of the First Eppen War.
- 1445 Start of the second Amman - Goblin war.
- 1447 Start of the Third Infernal Strife.
- 1457 Olmus killed by Hakkan.
- 1458 The defeat of the goblins hordes by Amman and the end of the second Amman - Goblin war.
- 1459 Gygafrak flees south.
- 1479 Start of the fifth Norvsond-Elminn war.
- 1482 The Second Battle of Nuthend and the defeat of Elminn to Norvsond
- 1520 The start of the Southern uprisings against Amman.
- 1540 The birth of Fandor and Omuz.
- 1553 Amman withdraw from the east.
- 1558 The emergence of Urgolia.
- 1560 The beginning of the Great Strife of the East.
- 1561 The alliance of Fandor and Mynax and the start of their war with Amman.
- 1563 The Amman invasion of the Falagrim Peninsula.
- 1563 The Battle of Arin's Point and the defeat of Elminn to Norvsond.
- 1566 The fall of the Falagrim Peninsula to Amman.
- 1566 Start of the second Amman - Eppen war.
- 1567 The Battle of Harean's Point and the defeat of the Eppen - Elf alliance.
- 1568 The Battle of Jala, the destruction the Amman fleet by Sassa, the defeat of Amman to Eppen and the end of the second Amman - Eppen war.
- 1568 The war of the south and the defeat of Amman in the south to Fandor and Mynax.
- 1569 The first siege of Ghendenbur and the defeat of Amman to Ullathord and the rise of Ghent.
- 1569 The emergence of Karnish.
- 1570 The second Battle of the South Norv Sea and the defeat of Norvsond by Elminn.
- 1570 The start of the Third Chaos of the South
- 1571 The Battle of Branden and the defeat of Granthus Yeod to Orthia Pannin.
- 1574 The Battle of Owden's Gorge and the defeat of the barbarian hordes by Orthia Pannin.
- 1574 The start of The Great War between Karnish and Amman.
- 1574 The Battle of Ruror's Ridge and the defeat of Orthia Pannin to Granthus Yeod.
- 1574 The anointment of Granthus Yeod as the first King of Yeod.
- 1575 The fall of Am-mun to Karnish.
- 1575 End of the Siege of Ilken.
- 1576 The start of the first War of the Silver Hills between Ghent and Yeod
- 1576 The emergence of Yarath.
- 1577 The Battle of Am-Gazim and the defeat of Amman to Karnish.
- 1577 Start of the Huri Ghol (the great goblin chief) invasions of Yeod.
- 1579 End of the first War of the Silver Hills between Ghent and Yeod.
- 1580 The defeat of Amman in Hir'vassäl Eduth to the elves.
- 1581 The sacking of Merfield by the hordes of Huri Ghol in Yeod.
- 1581 The start of the second War of the Silver Hills between Ghent and Yeod.
- 1582 The end of the Huri Ghol (the great goblin chief) invasions of Yeod.
- 1583 The emergence of Badathur.
- 1584 The Second Syrámä uprising.
- 1585 End of the second War of the Silver Hills between Ghent and Yeod.
- 1585 The start of the Badathur - Yeod war.
- 1586 The uprising of the enslaved nations of Amman.
- 1587 The start of the third War of the Silver Hills between Ghent and Yeod.
- 1587 The start of the Badathur - Ghent war.
- 1588 The start of the first Badathur - Karnish war.
- 1588 The start of the first Yarath-Sorendale war.
- 1589 The Third Battle of the South Norv Sea and the defeat of Elminn to Norvsond and the end of the fifth Elminn - Norvsond war.
- 1590 Mynax and Erenus drink from the Fountain of the Immortals and are made Aslah.
- 1590 The Great Battle of Amman, the defeat of Amman to Karnish and the fall of Yerat. The Darkness Of Arrasia.

- 1592 The Second Battle of Heropphet, the fall of Voln and the fall of Hakkan.
- 1594 End of the first Yarath-Sorendale war and the start of the Yarath civil war.
- 1595 The end of the third War of the Silver Hills between Ghent and Yeod.
- 1596 Start of the third Hjothdal - Nýgamär war.
- 1596 The rise of Queen Isos The Merciless and the emergence of the Kingdom of Yam.
- 1597 Start of the Yam-Magasoa war.
- 1598 The Ghent - Yeod alliance against Badathur.
- 1598 End of the Great strife of the East and the emergence of Hagaard, Farashar and Teschenia .
- 1599 The fall of Amman to Karnish and the emergence of Amman-Mon.
- 1599 Start of the Yam-Orith war.

The Age of Karnish (AoK)

- 1600 The defeat of Badathur to Karnish, the end to the Badathur - Karnish war and the end to the Badathur - Ghent - Yeod war.
- 1600 Battle of the Broken Alliance (Yarath civil war).
- 1600 The Trail of Tears and the emergence of Borodor.
- 1600 The rise of the new order of Karnish and the proclamation of Argan I as the first King of Karnish.
- 1607 Start of the Urgolia-Farashar war.
- 1609 Start of the first Uradun invasions of Yarath.
- 1611 The end of the Yarath civil war.
- 1611 The end of the Third Chaos of the South.
- 1635 Start of the Third Elminn Civil War, the succession of Yerad and the start of the Elminn - Yerad war.
- 1637 Eight month siege of Yerad by Elminn and the defeat of Elminn to Yerad in the Battle of Yerad.
- 1649 Declaration of the independence of the Freecity of Hanai and an end to the Yam-Orith war.
- 1650 The first Karnish War of Ascendancy.
- 1657 First Yam civil war.
- 1658 Second Yam civil war.
- 1668 The second Karnish War of Ascendancy..
- 1670 The Battle of Portswey and defeat of Amman support in Yam.
- 1713 The second Uradun invasion of Yarath and the Battle of Bordel and the victory of Yarath over Uradun.
- 1714 Start of the second Sorendale-Yarath war.
- 1715 Start of the Yarath-Borodor war.
- 1717 Battle of Jend and the defeat of Borodor to Yarath
- 1718 Battle of Raging Gorge and the defeat of Borodor to Yarath. and the end of the Yarath-Borodor war.
- 1721 End of the second Sorendale-Yarath war.
- 1725 End of the Urgolia-Farashar war. Farashar annexed.
- 1727 Secession of southern Yeod from Yeod and the start of the Yeod Civil War.
- 1728 Signing of the Triple Alliance between Yam, Orith and the Freecity of Hanai.
- 1729 Start of the Urgolia-Hagaard war.
- 1733 The third Karnish War of Ascendancy.
- 1737 The Battle of Thanock Bog and the defeat of Tharg to Deymus.
- 1738 Start of the second Badathur - Karnish war.
- 1739 The Battle of Southport and defeat of Badathur to Karnish.
- 1739 The end of the second Badathur-Karnish war and the fall of Badathur to Karnish.
- 1740 Start of the Yeod - Karnish war.
- 1742 The Karnish Invasion of Yarath. Yarath annexed.
- 1743 The destruction of Eassen to the Black Mage.
- 1744 End of the Yeod - Karnish war. Yeod annexed.
- 1748 Start of the Karnish-Sorendale war.
- 1750 End of the Karnish-Sorendale war. Sorendale annexed.
- 1753 The destruction of the dwarven citadel of Xanaxa to the Black Mage.
- 1760 Rise of The Kingdom of Tharg.
- 1774 Start of the Syrámä-Triple Alliance war
- 1776 End of the Syrámä-Triple Alliance war and the defeat of Syrámä.
- 1776 The destruction of the dwarven citadel of Henna to the Black Mage.
- 1777 Ordwyn's settlement established.
- 1778 Start of the War of Hith and Xagraxsus.
- 1780 The death of King Thorin II, the division of Borodor, and the start of the Borodor - Fenn and Borodor - Ormex wars.

1781	The murder of King Gelbert of Ormex and the fall of Ormex to Borodor.
1783	The fall of Fenn to Borodor and the execution of King Borim.
1785	The start of the Borodor - Yander Hothinbelim war.
1785	Start of the Borodor - Karnish war.
1787	The Battle of the Three Peaks, the defeat of Borodor to Karnish and the death of king Tharin III of Borodor.
1787	Start of the Urgolia-Elven war.
1789	The fall of Borodor to Karnish. And an end to the Borodor - Karnish war and the Borodor - Yander Hothinbelim war.
1790	End of the Amman - Karnish war.
1791	Battle of Farama Hill and the victory of Ordwyn over the barbarians.
1792	The alliance of the confederation of states as the League of Ordwyn.
1795	Succession of Eastdale from Ghent and the start of the Ghent civil war.
1797	The defeat of Hith to Xagraxsus and his retreat from the underworld.
1798	The signing of the Northern Alliance between Tharg, Ciradel and the dwarves and gnomes of The Great Northern Hills.
1798	The Battle of Mayvern and the defeat of Eastdale to Ghent.
1799	The fall of Ghendenbur and Ghent to Hith and the end of the Ghent civil war.
1800	The destruction of the dwarven citadel of Samman to the Black Mage.
1801	End of the Urgolia-Hagaard war. Hagaard annexed.
1802	The sacking of Ayvillus by Amman-Mon and the defeat of the elves.
1803	Battle of Jappur and the defeat of the barbarians to the League of Ordwyn
1803	The fall of Eastdale to Hith.
1805	Start of the Urgolia-Teschenia war.
1806	The fall of Yeod to Hith and the start of the siege of Northport.
1807	The start of the Hith - Karnish war.
1809	The destruction of the dwarven citadel of Garrow to the Black Mage
1810	The Battle of Northport, the end of the siege of Northport and the defeat of Hith to Karnish.
1813	The second siege of Ghendenbur and the defeat of Hith to Karnish.
1814	The Second Battle of Mayvern and the defeat of Hith to Karnish
1816	The flight of Hith across the Great Barrier Mountains.
1835	The emergence of Hithanon.
1840	Battle of Iodor's Creek and the defeat of the League of Ordwyn to the barbarian hordes. The settlement of Iodor is wiped out.
1847	The destruction of the dwarven citadel of Karadan to the Black Mage
1850	The emergence of the Confederation of U'Thol.
1852	The Battle of Tochen and the death of Fang U'Thol.
1860	The start of the first Tharg-Nygamär war.
1863	The destruction of the Golden Citadel to the Black Mage.
1872	Start of the siege of Haphassus by Urgolia.
1875	End of the siege of Haphassus by Urgolia.

* These dates are based upon the elven calendar (see page 76). Events prior to this are considered to be pre-history.

APPENDIX C

MAP OF ARRASIA

What is a world without a map? As you begin on your new campaign, you will find having the map a real advantage as your player's characters travel from one city and country to another. It will also allow you to locate your adventures in Arrasia, as well as flesh out the setting as you add your own ideas. Also, you can reference the map as you read through this book, locating the places of the world and where many of the major incidents of history occurred, helping to better your understanding of The Kyngdoms..

The map supplied to you in this appendix has been broken down into nine sections, with one section per page. There is also a much larger scale map which shows how all the individual parts fit together.

The map is not the complete version, but rather a (significant) section of it, which shows those places outlined and discussed in this book. The full, color map would add a further 100 pages to the size of this already weighty tome. However, it is available both online and as a separate product, which you can purchase via The Kyngdoms website.

To experience the map online, visit :

<http://www.thekyngdoms.com/mapindex.shtml>

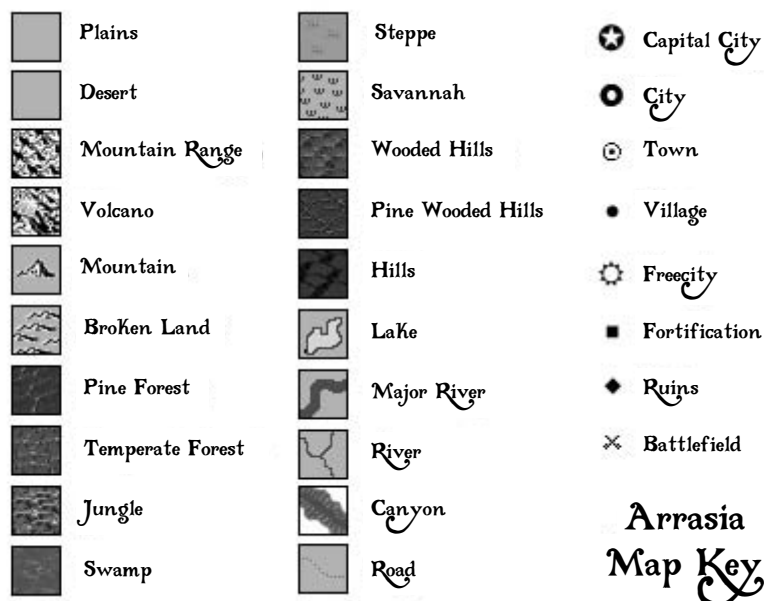
Should you wish to purchase a copy of the map, then please visit the product area of our website:

<http://www.thekyngdoms.com/products>

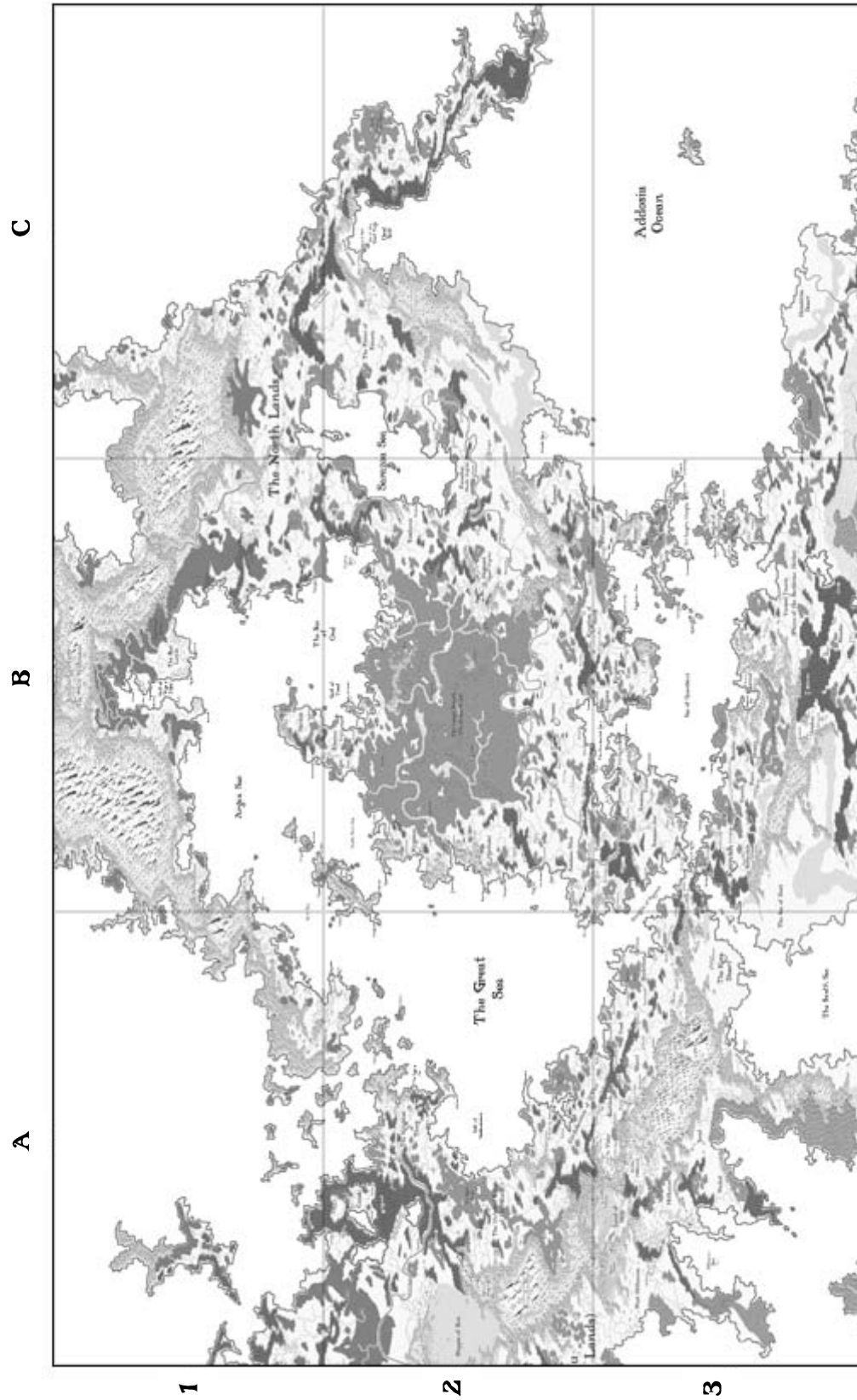
Two versions of the map are currently available: *The Kyngdoms Atlas* and *The Kyngdoms Map*.

The Kyngdoms Atlas supplies a full size, color map of Arrasia in an atlas format. Broken down into manageable sections, this product is over 100 pages long and is fully indexed, allowing you to quickly find any location on the map. As an additional bonus, a map of the ancient world of Arrasia is also provided.

The Kyngdoms Map is a full color, full size, single 8000x6000 jpeg of Arrasia, allowing you to see the map how it was always intended to be seen.



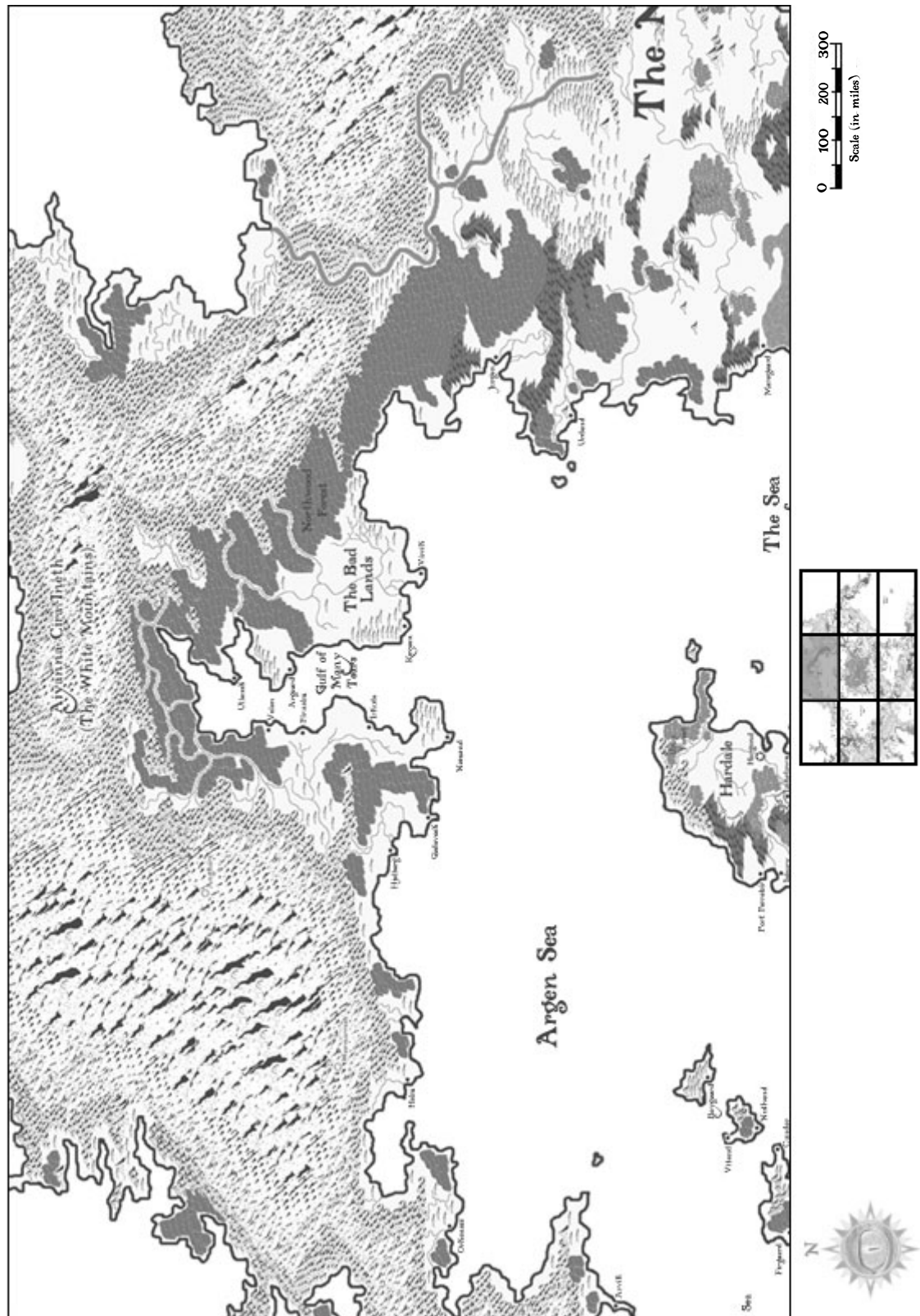
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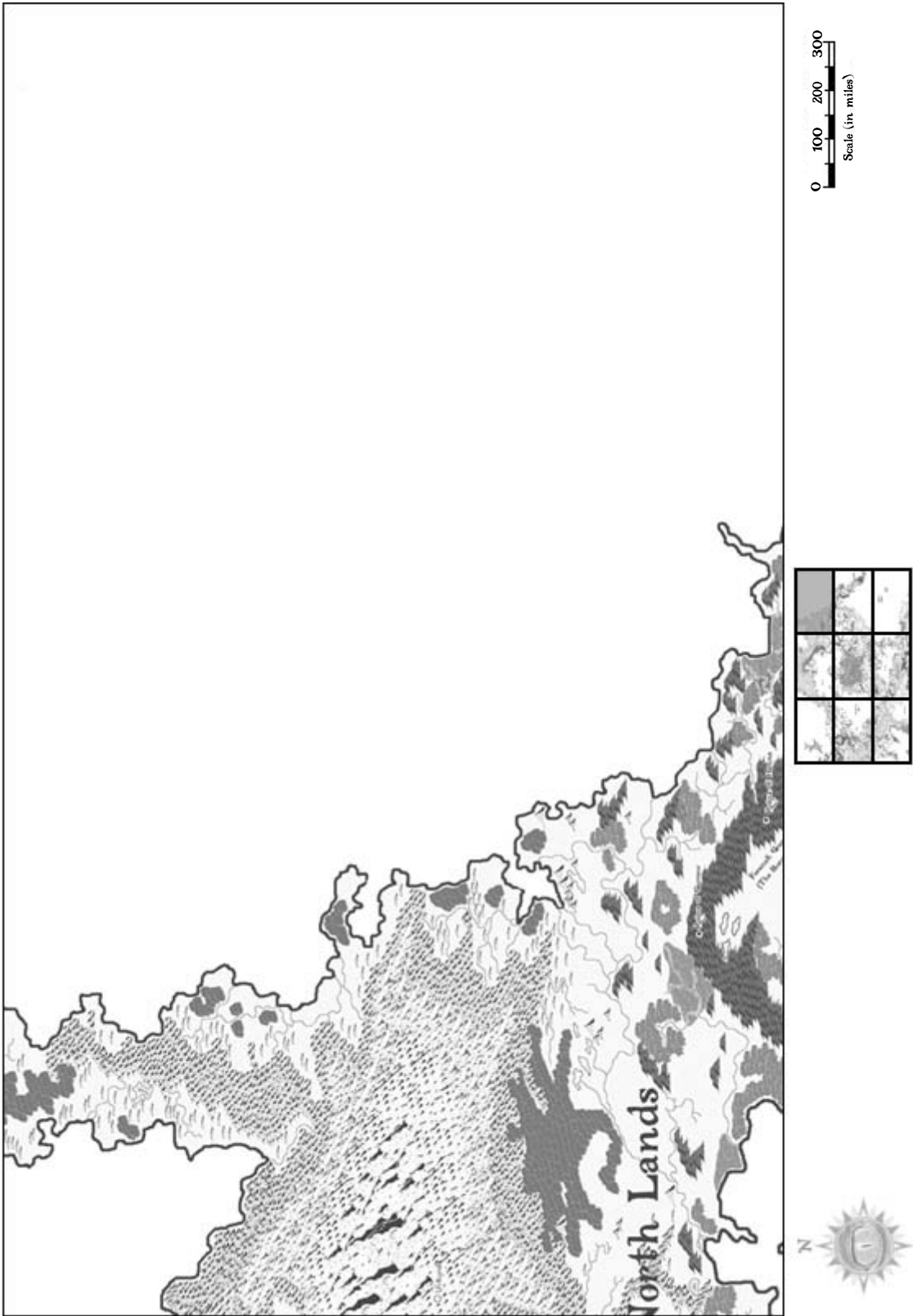
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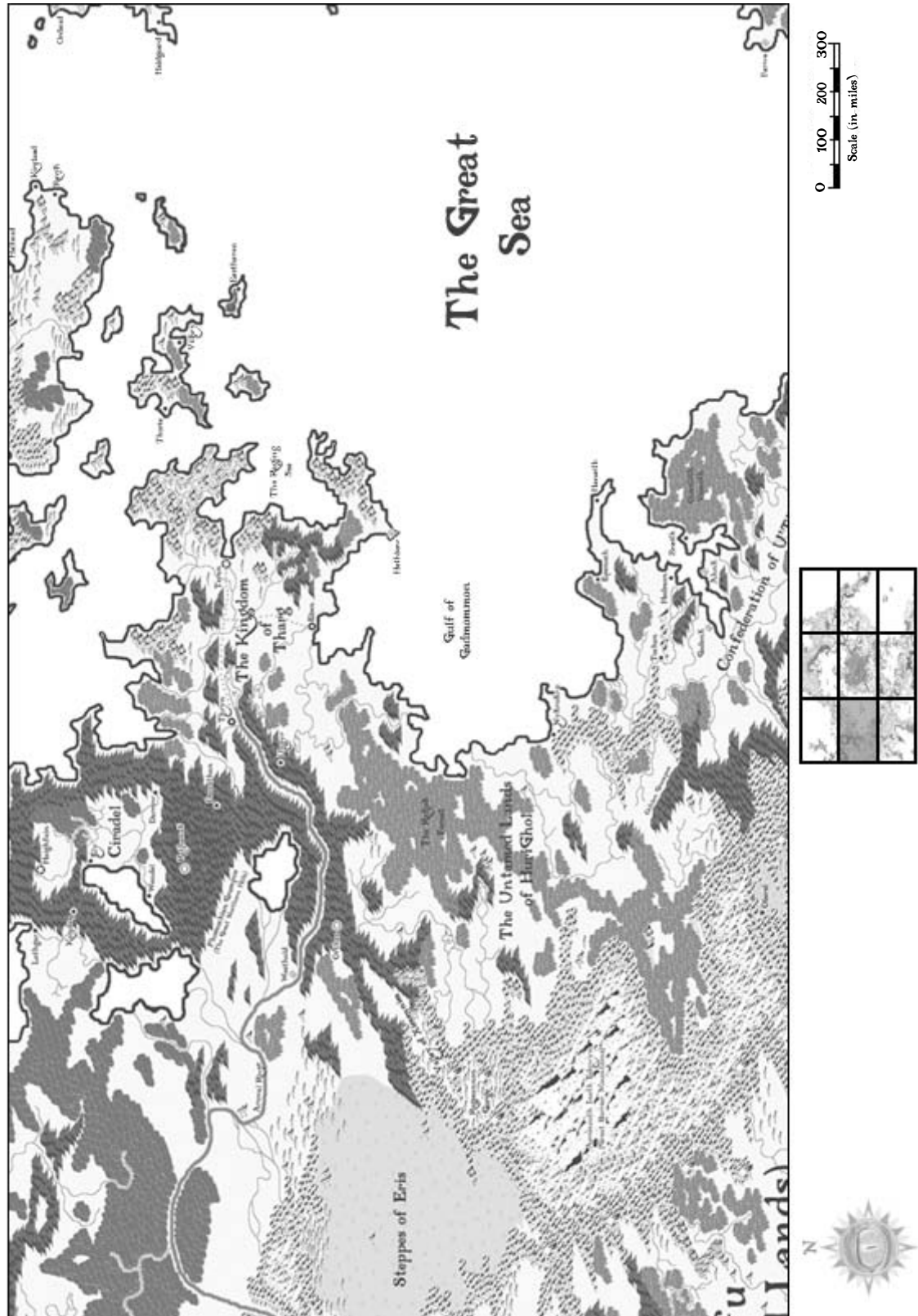
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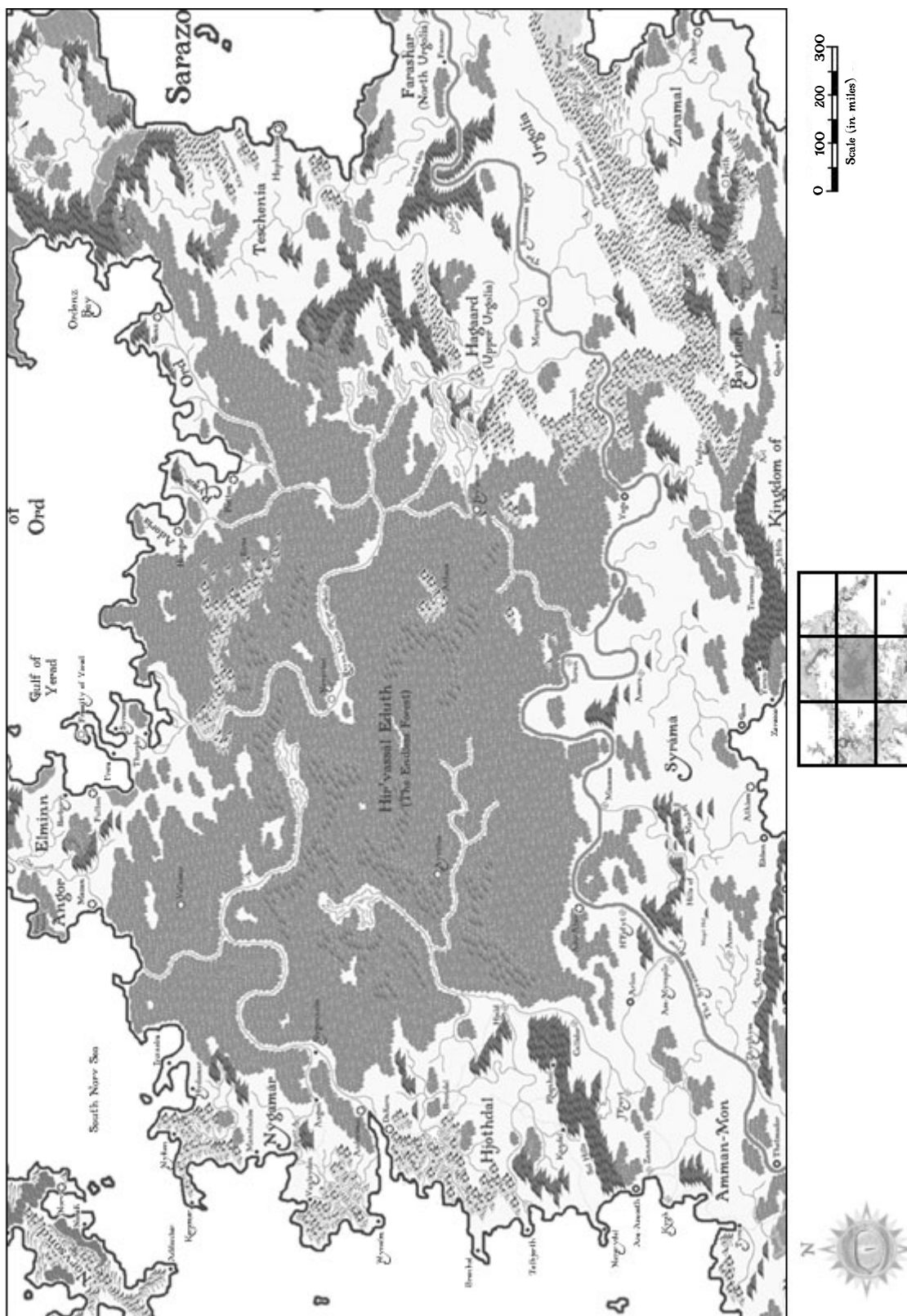
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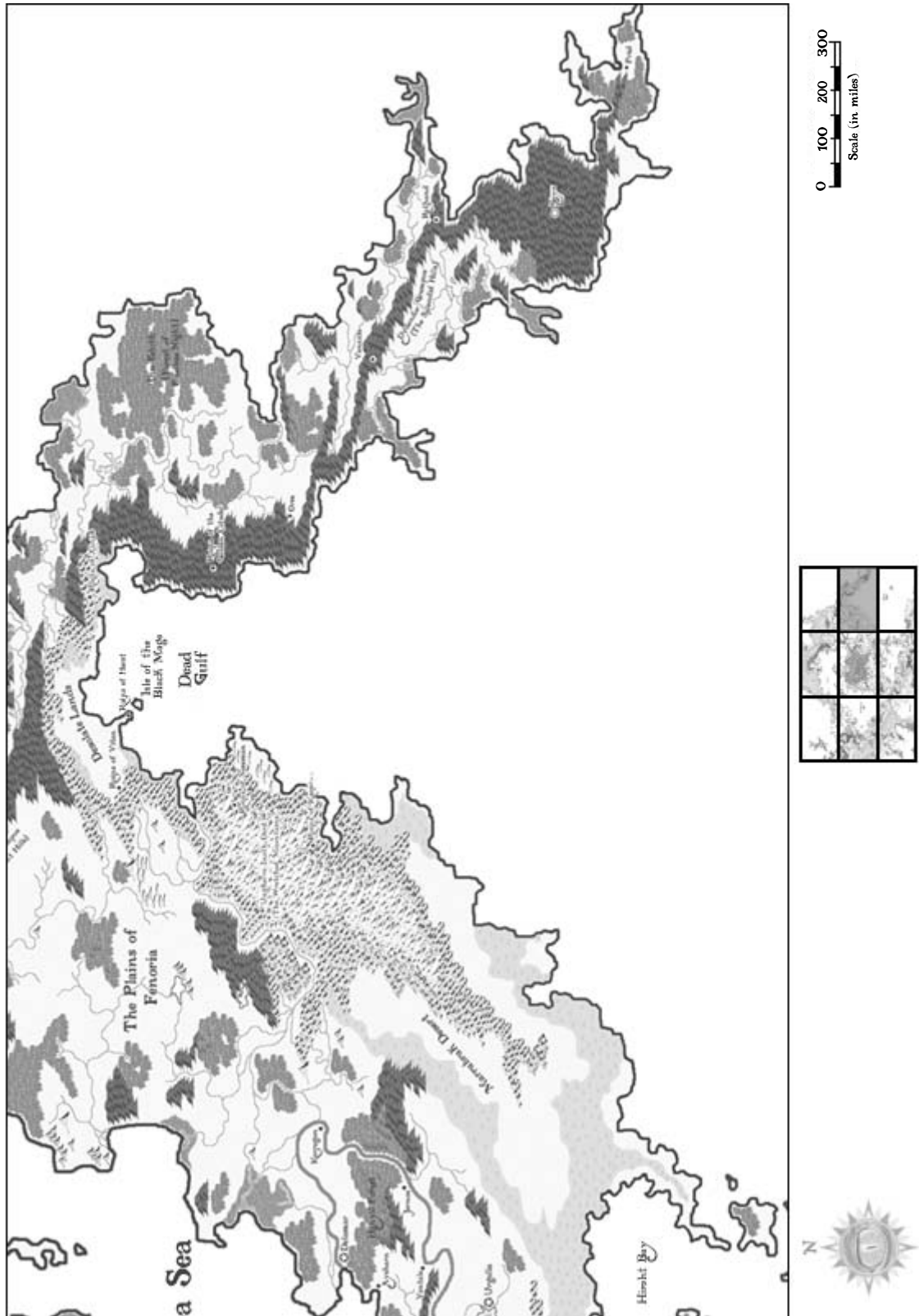
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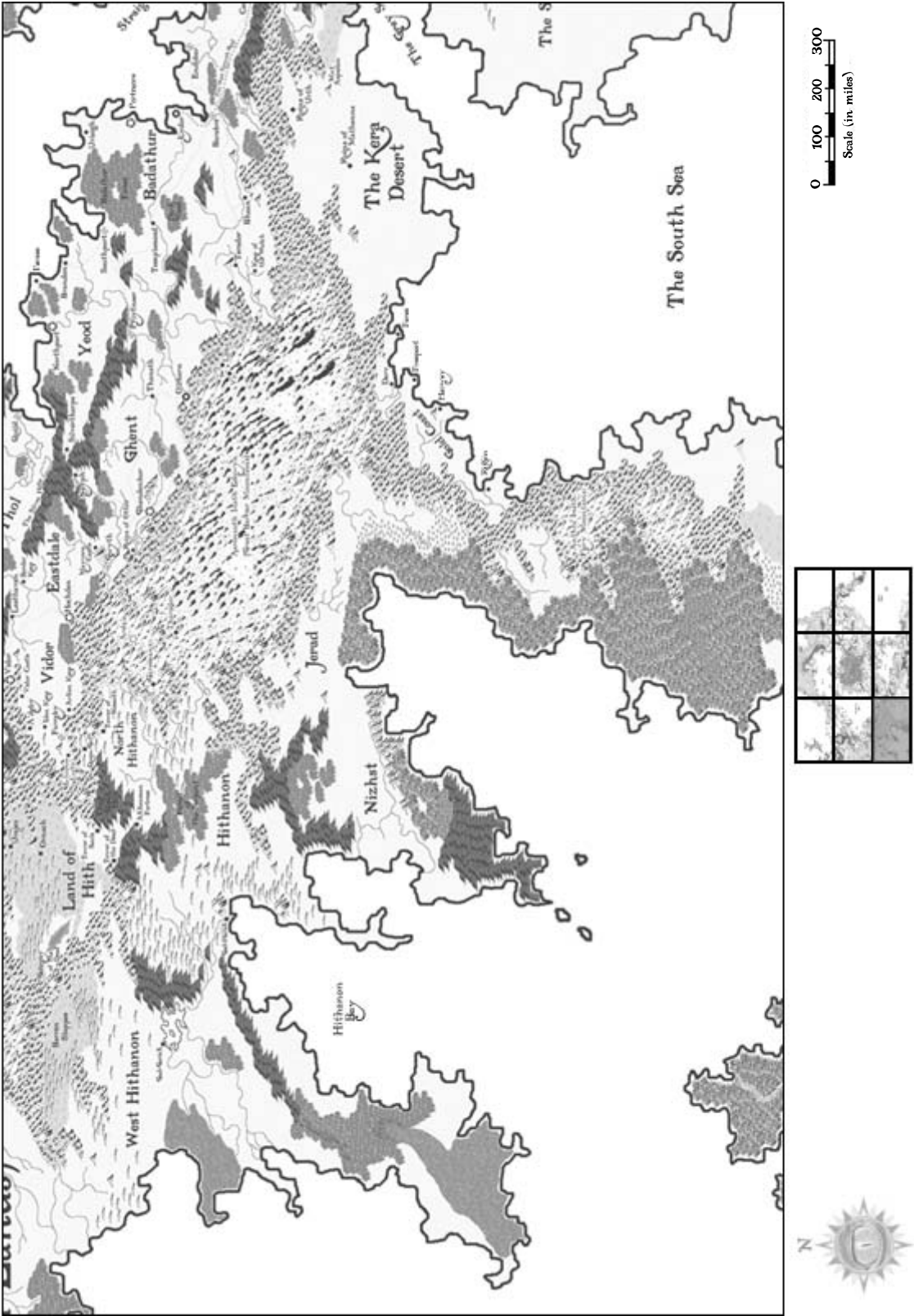
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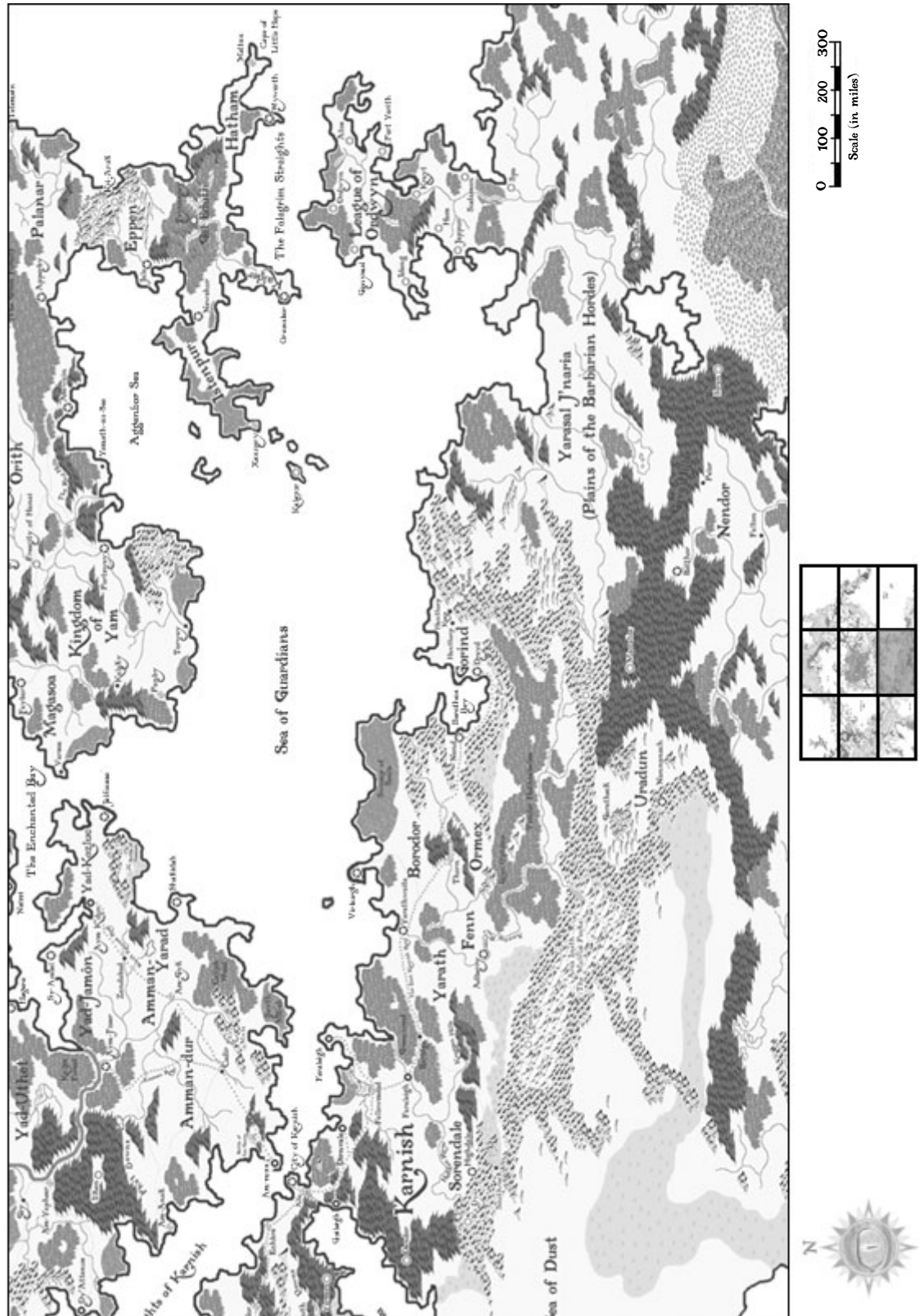
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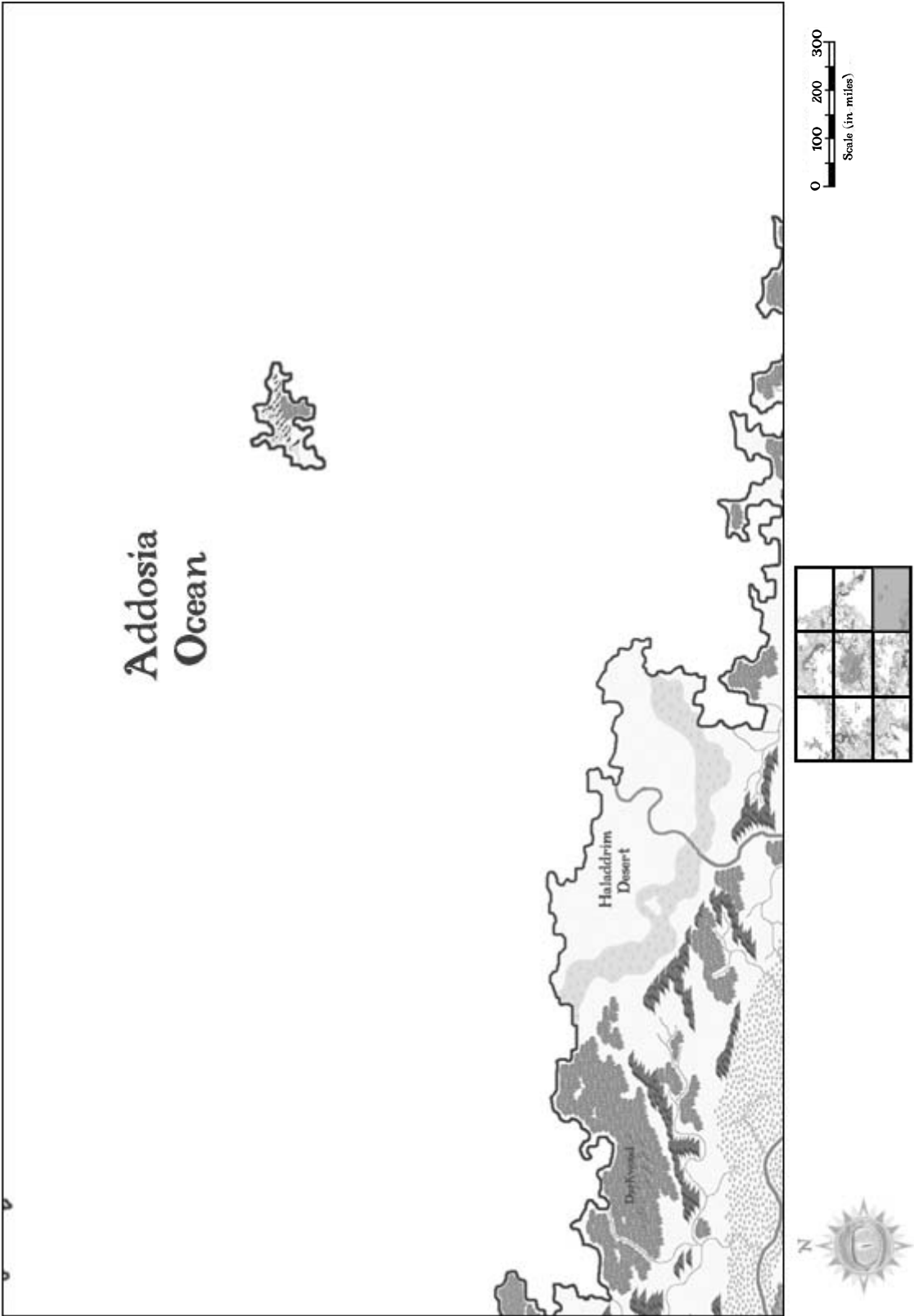
Arrasia (A3)



Arrasia (B3)



Arrasia (C3)



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Play Testers

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