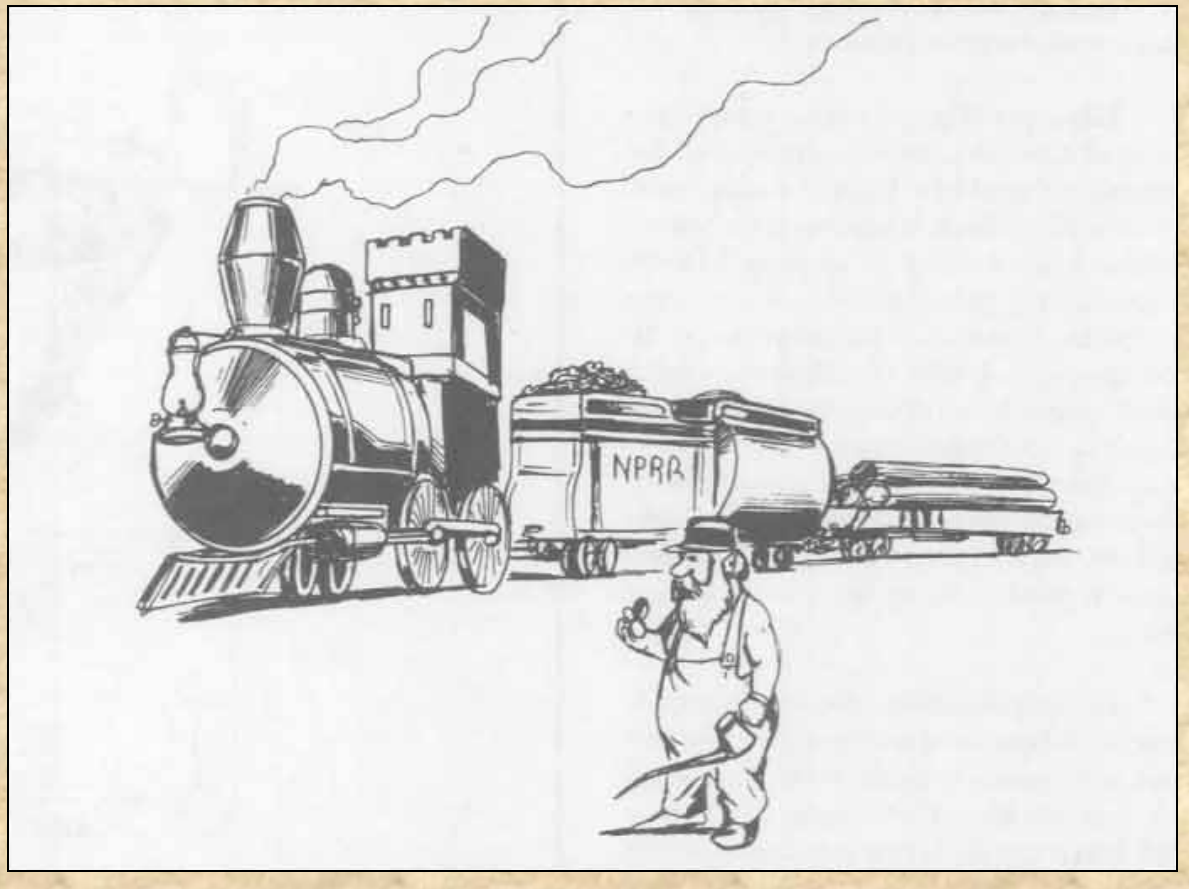
Dwarven Thane

DM information!! If you are a player stop reading here!!.



History:

Mystara, Centuries ago (approximately 2nd era of Mogreth), the former Dwarven kingdom of Stonepeak (West Rockhome) almost fell to the forces of evil. In time, a fellowship of heroes led by Dorian Helmcleaver, a renowned Dwarven champion, reclaimed their conquered mines and caverns.

In one of their final battles, the heroes struggled against an unknown demon. Only the group's magic-user was free from physical engagement with the demon, but his wizardry proved impotent against the foe's magic resistance. In desperation, the young mage brought forth an ancient (Carnivex) scroll of conjuration he had long held with the hope of someday learning the powerful incantation upon it. Despite the danger of trying to read a scroll of such intricacy, the mage intoned the fluid, tongue-twisting spell upon the vellum. As he did, he concentrated upon a certain gargantuan purple worm whose nearby lair had been discovered earlier. With luck, perhaps the worm could be conjured forth to do battle with the demon.

Engaged with the demon, the rest fought on until finally the tide of battle turned. The demon began to weaken; no longer dominating the melee, his offensive attacks ceased until he was merely trying to fend off the concerted blows of his opponents. At last, a blow from Dorian shattered the enemy, and in a flash of feral light, the demon vanished to its plane of utter darkness.

For a moment, the victors congratulated themselves. Then they realized something was amiss-for behind them, entranced in speaking the words of power bound in the scroll, their magic-user continued to read on…

Another World; Local date; Autumn, September 1879 (according to description by magical Divination).
Somewhere in the Cascade Range of a region known as American Northwest, a Northern Pacific steam locomotive hauling a large load of rails and ties to an isolated construction site neared a tunnel as bad weather closed in. Thundershowers were commonplace that time of year, but out of nowhere, an electrical storm of frightening intensity appeared. All about the Thane, blue streaks of lightning crackled and struck, and so it was with some relief that the engineer brought the Thane to a stop just inside the tunnel, intending to wait out the storm. Both he and the rest of the crew had gathered at the rear of the Thane to observe the strangely intense storm when an earthquake hit. At the first shake, the terrified crew ran for their lives. The Thane, meanwhile, jolted free by the tremor, started rolling in the opposite direction.
As one of the men looked back, he swore it was swallowed up by an eerie blue fog. The crew stumbled back into a nearby town, shaken but unhurt, and another locomotive ferried an alternate crew back to the site of the storm. But no trace of the Thane was ever found, and its strange disappearance became a legendary tale ...

The magic-user finished reading and groggily returned to reality as his friends attended him. Then a rumbling began, and the chamber started to shake. As they got to their feet, weapons set for whatever new enemy was coming upon them, a wall next to the heroes exploded in a shower of limestone as some sort of-thinz-hissed and slithered out into the chamber, finally coming to a stop against a stone outcropping.

Description:
The device resembled some sort of great worm. Yet it was not a living creature, but a strange serpentine construct of steel, iron and brass made in four sections. The first was a tubular water tank mounted, like the other sections, atop a wheeled carriage. An oil lamp was mounted at the fore of this section just ahead of a diamond-shaped chimney, still smoking. The section's rear held an open cabin with many valves and levers, and a fireplace filled with glowing coals. Beneath, steam hissed from a rod assembly attached to metal wheels.
The second section held extra water in a large U-shaped metal tank, while its open portion was filled with coal (a rarity in Rockhome Mystara of that era) for use as fuel. Upon the outer siding were strange runes, their meaning unknown (N.P.R.R.).
The next section was a platform of oak and steel upon which were stacked odd steel bars, quite long (40') and heavy (4500cn). It was noticed that these bars were cast in such a way that they made a good match-up to the construct's notched wheels. Behind the bars lay some squared logs, their purpose not immediately clear. Later they discovered that the Thane (as they have called the machine, cold only move well enough on the metal bars, and the logs were used to hold these bars in place, when placed on a basic stone road.

The last section was a cabin of sorts in which were found living quarters; bunks, a stove, and a desk holding many indecipherable documents. While the device was fascinating, there were yet other battles left to fight, and so the mysterious snake-construct was left where it lay.

Construction:

Years passed, and Stonepeak had been cleansed. With the return of his brother dwarves, Dorian was made Thane (commonly used to describe an aristocratic retainer of a king), and a golden era of rule began in his ancestral homeland. Finally, attention was once again directed to the abandoned Thane. Dwarven metal smiths, intrigued with the odd device, guessed its function after some careful thought and deliberation. As such a machine could prove useful, the dwarves chose to experiment with the materials at hand-and to their surprise, the thing actually worked! For a time, it was used to ferry workers back and forth as a simple transportation device.

Later, to increase its operating range, logs were purchased and new bars were cast at a cost of 1,000 gp per mile of track, and 10 days of construction time.

As the local coal supply dwindled (The former ice sheets was slowly receding, but a lot of the world was still undiscovered, or too violent for the Dwarves to venture upon), the dwarves found themselves faced with the problem of fueling the boiler. Wood, while found in abundance in nearby forests, did not burn hot enough, and the dwarves seemed stymied. But, proud of their machine, they determined to solve the problem. Finally, they had an answer. While on an adventure, they fought and subdued a small red dragon. Returning with the beast to Stonepeak, the dragon was placed in the second section where the coal had been. By breathing into the boiler, the water was turned into steam and the Thane ran. Now the dwarves had a semi-dependable fire source, and things returned to normal. One beneficial side effect was realized that hadn't been foreseen: since the dragon's breath gave off little or no smoke, the Thane would no longer pose problems even in poorly ventilated areas. Tracks were soon laid throughout Stonepeak.

The Thane's Original Statistics:

- Size: 90 feet total; each section, save for the locomotive, is 20 feet long.
- Width: 10'.
- Weight: 180,000 lbs.
- Water capacity: 1,000 gallons in boiler; 2,000 gallons in tender.
- Fuel use: 50 gallons / mile. Fuel was also required to feed the dragon, whose capacity to heat water is directly proportional to how much it is fed:
  - 1 cow 1,000 gallons
  - 10 sheep 750 gallons
  - 1 horse 900 gallons
  - 1 hobo 100 gallons
- Speed: 20 miles per hour maximum 10 miles per hour cruising.

Former Functioning:
As noted, the dragon's breath originally heated the boiler water. An engineer was required to operate the Thane, however, and he occupied the cabin along with the dragon's head and neck. Removable sidings were available for the flat car, which could be used for making a pen containing snacks for the dragon. Otherwise, it was used to haul cargo. Four bunks are still located at the front of the caboose; while to its rear is a desk and a pot-bellied stove. Up to 10 humans or 20 dwarves can fit in the available space, per wagon. The Dwarves constructed three other coach-wagons, but the Dragon needed double fuel, and the water was double fast used, with each wagon more than the total of five.
A door opens to the rear, leading to a railing and stair, where passengers may board or offload.

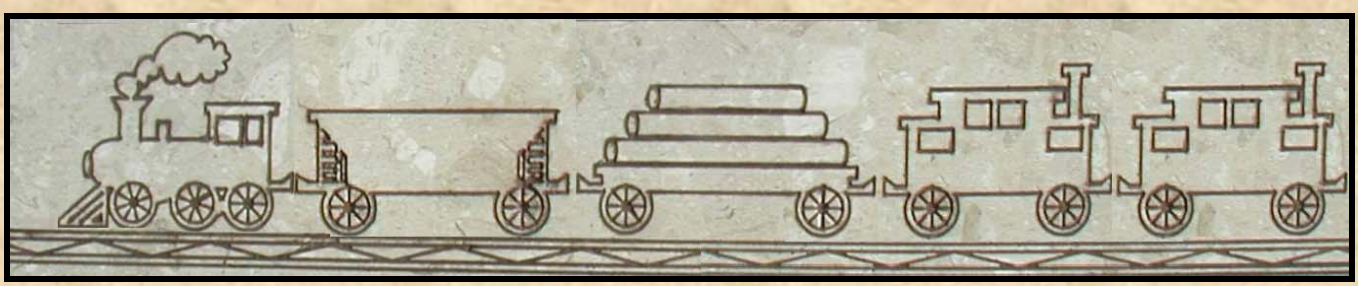
Former Hazards:
The most common hazard was the dragon catching a cold. The damp, drafty caverns of the dwarves are not to the dragon's liking, and there was 10% cumulative chance per week of use that the poor creature would get a cold. If this happened, there was a 20% chance each hour of operation that the dragon would sneeze, duplicating the effects of an 8d6 fireball, affecting all within the general area (including the unfortunate engineer...). The greatest danger lied with the dwarves' lack of practical understanding of steam locomotives and boilers. Should the water level in the locomotive get too low less than 5% volume, the top of the boiler would crack, resulting in a tremendous explosion delivering 20d6 damage (sv DB for half) to all aboard-and certainly killing the dragon in the process. The dwarves were simply lucky in avoiding these pitfalls up to the time when the Thane ceased to be used.

For years, the Thane ran dependably and was the dwarves' pride and joy. But then, as all good things must, this boon to transportation came to an end. The dragon got too big to ride in the tender, and ended its days heating a furnace in the King's palace. Another suitable dragon could not be found either in Dorian's generation or those following, and so the Thane was left in its storage house, carefully tended to and polished by the dutiful dwarves, who dream of getting another dragon and making the Thane run again.. .

Recent History
The Thane was almost forgotten, hidden to most Dwarves behind the vast iron doors for centuries, but the tracks of rails had found a use for push carts, in those centuries passed. Newer dead end side-tracks had even been created all over the underground parts of Rockhome, but the actual use was forgotten.
Until 1014 AC the new Rockhome King Everast XVI decided to make the best use of the weird contraption.
Bofin Everast had in his upbringing as possible King by his father and clan-members, learned of the Thane, and rumors of its use. He had traveled earlier to the flying city of Serraine. Even while he disliked the flying effect, he was very interested in the Gnomes technology. Here he learned that Serraine aircraft uses magical energy as fuel. Magic users of 5th level or higher were ordered to cast "nine spell levels of fuel spells" into the engines of the separate aircrafts each day. These tanks were magically re-crafted from old Blackmoor technology. They were so changed that they could absorb magical spells and transform them into magical fuel.
When he saw the Thane, he remembered the practical use of this concept and started to make agreements with the Gnomes of Serraine. The great engine of the old stored Thane had to be prepared as the gnomes had done with the plane's engines. This took several months of magical and technological expertise, combined Dwarven, Gnome and even befriended magic user work.

After a series of political bickering with friendly countries like Darokin, Vestland, Five Shires, Karameikos, Ylaruam, Thyatis, and Soderfjord, there was made an agreement of laying down a long track of rails along these countries. They started to do this in the winter of 1014 AC, finished in 1017 AC.
Maybe in the near future even Glantri (they are interested in the idea, but the Dwarves /Mages conflict is still in effect), This would take a further 3 to 4 months to build.
The benefit was equally shared between the DTA (Dwarven Thane Association), DDC (Darokin Diplomatic Corps, and TMG (Thyatian Merchant Guild). The remaining countries agreed to gain their part of the profits from extra taxes upon the travelers, and secondary services, like taverns, stations and such.

The New Thane Statistics



The Serraine Gnomes, more used to tricky crafts, found out how near to a disaster the Dwarves had been, during their adaptations of the engine part, and improved the safety by their alterations.

- Size: 130 feet total; each of the five sections, save for the locomotive, is 20 feet long. The Locomotive is 30' long., 10' wide and 17' high (top/chimney) 13' high (boiler), 3.5' high (floor)
- Hull points; Locomotive 150, 2nd wagon 85, 3rd wagon 30, compartment wagons 50.
- AC 6, AV 6, Invulnerable to missiles and fire, heat or weather.
- Wagons as wide or high as locomotive or somewhat smaller'.
- Rails; 10' wide track, Rails 8'apart (as wheels Thane). Wooden logs 1'x 1 'x 10' 2' roughly placed apart from each other.
- Weight: 180,000 Lbs. (locomotive only… Secondary wagon 35.000 Lbs, Cargo wagon 60.000 Lbs, mostly 2 compartment wagons; each 35.000 Lbs.) 3 reserve wagons in Dengar
- Water capacity: 1,000 gallons in boiler; 2,000 gallons in tender.
- Fuel use: 50 gallons / mile. Magic users spells are cast within the tank, and are converted into fuel in the form of Hit Dice, where each HD gives enough energy to fuel the engine, which capacity to heat water is directly proportional to how much the engine was charged:

Spells	Gallons Heated per HD
1st level fire spells like Magic Missile	1200 gallons
2nd level fire spells like Agannazar's Scorcher	1600 gallons
3rd level fire spells like Fireball	2000 gallons
4th level fire spells like Wall of Fire	2400 gallons
5th level fire spells like Flame Shroud	2800 gallons
6th level fire spells like Chain Lightning	3200 gallons
7th level fire spells like Delayed Blast Fireball	3600 gallons
8th level fire spells like Explosive Cloud	4000 gallons
9th level fire spells like Meteor Swarm	4400 gallons.

For these spells the level of the caster is used instead of the HD of damage the spell would usually cause. The solid matter, like the "meteors" caused by Meteor Swarm spell, is at once converted to energy within the tank.

A conjured Fire Elemental imparts magical energy worth 300 gallons of heated water per HD it has. A 16 HD Fire Elemental would provide 4800 gallons of heated energy, after which it returns to its own Plane.
The engine's gauges clearly reveal how much fuel they have left.

If the fuel is empty, the Thane will come to a slow stop. The water will cool down. Each Turn cooling will need 3 turns of heating in normal temperatures before the Thane will be able to ride again (in cold winter 4 turns, in warm summer 2). The tank will be completely cooled in 6 Turns (1 hour), thus will need 3 hours to recharge.

A frozen boiler (if ever) will need slow heating of minimum 24 hours (this costs 4 HD of magical energy per Hour.)
The maximum charge capacity of the engine is 40.000 gallons of magical energy, —if overfilled, the fuel spills out and causes a Fireball like explosion with excess gallons of heated Energy into 1 HD of Fireball for each 400 gallons. (Round down…remaining bits are just some small flames for 1d6 damage at most, dying out in 1d3 rounds). The fires can't damage the engine, as it is fully immune to fire.

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- Speed: 40 miles per hour maximum (amount of magical energy need doubled).
  Brake distance 150'
  20 miles per hour cruising. Brake Distance 40'

The speed is reduced by 10% per 10% brake distance. This means a fast moving Thane would brake at 36 mph after 15'and 8 mph after 120' braking distance covered. This makes a lot of noise, easily frightening or attracting local wildlife or monsters, humanoids up to a distance of 1 mile this can be heard in a clear sky. (fog x ½).

If someone/thing is hit by the Thane while riding they suffer the same damages as falling (including broken bones, death, etc) as if falling 20 feet for each 5 miles/hour speed the Thane had on impact. The Thane suffers NO damage, and what was on the track has been pushed aside.

If the Thane is hit by a set rod of Inertia, or hits something on the tracks weighing more than 2000 LBS solid matter per 5 miles/hour speed, the Thane suffers 1d6 point of structural damage for each 5 miles of speed. Passengers then must Save vs Paralysis or fall in the direction the Thane was riding, suffer falling damage as if falling from heights. Those that succeeded to save, held themselves onto something and suffer only 1d6 damage.
dying out in 1d3 rounds). The fires can't damage the engine, as it is fully immune to fire.

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Sound: The whistle is powered by the steam boiler and can clearly be heard up to 4 miles away. The whistle is used as a signal for entering bridges to warn locals on it. And is also used when approaching population centers (villages, towns, cities, etc.) or as a signal prior to leaving. The whistle will automatically start screaming when the water level is below 10%.
The Thane itself while riding can be heard up to 2 miles away.
These distances are increased by 50% if the area is open and the sky is clear or the sound comes with the wind. Against the wind, in forests or Fog this is reduced to half normal distance. During heavy rain, or a storm the Thane can only be heard at no more than 100'away.

Current Functioning:
As noted, the magical energy originally heats the boiler water. An engineer is required to operate the Thane, however, and he occupies the cabin. The secondary car (originally where the coals were stored) is used to house a large tank of water (2000 extra gallons), and has a long oiled leather tubes to refill the water tank.
The third wagon, the flat car, has removable sidings which are used to haul cargo. There is room for 1 large wagon and horses on it.
The last two wagons; Four bunks are still located at the front of the caboose; while to its rear is a desk and a pot-bellied stove. Up to 10 humans or 20 dwarves can fit in the available space, per wagon. A door opens to the rear, leading to a railing and stair, where passengers may board or offload to either side.
The Dwarves constructed three other coach-wagons, but they soon found out that each wagon over 5 (fully loaded) increases the fuel use by 15 gallons per mile, and a speed decrease of 5 miles an hour. These are rarely used, and rarer still outside Rockhome. They are stored in Dengar City.

Current Hazards:

The most common hazard is the overflowing of energy and the resulting Fireball. The greatest danger still lies with the amount of water in the boiler. If this water level in the locomotive get too low less than 5% volume, the top of the boiler would crack, resulting in a tremendous explosion delivering 20d6 damage (sv. DB for half) to all aboard the locomotive. If this happens while moving forward, each occupant in the other wagons also sustains damage as if falling 1' for each 1 mile an hour the Thane moved, and is thrust forward by the blast while the wagons fall sideways from the rails next to it. Use the falling damage chart to determine further damages (Broken bones, or instant death, or normal damages, or time it takes). For using the Broken bones table use this Link;
http://breathofmystara.blogspot.nl/2013_09_01_archive.html

Falling					Falling Speed		
Distance fallen	Time fallen	Damage	Breaks	Special	Time Fallen	Distance	total Distance
10'	<1 second	1d6	1d2-1	Con.check+8 or die	1st second	32'	32'
20'	< 1 second	2d6	1d3-1	Con.check+5 or die	2nd second	64'	96'
30'	1 second	3d6	1d4-1	Con.check+4 or die	3rd second	96'	192'
40'	< 2 seconds	4d6	1d6-1	Con.check+3 or die	4th second	128'	320'
50'	< 2 seconds	4d6	1d8-1	Con.check+2 or die	5th second	160'	480'
60'	< 2 seconds	5d6	1d10-1	Con.check+1 or die	6th second	192'	672'
70'	< 2 seconds	5d6	1d12-1	Con.check or die	7th second	192'	864'
80'	< 2 seconds	6d6	2d10	Con.check-1 or die	8th second	192'	1058'
90'	2 seconds	6d6	2d12	Con.check-2 or die	9th second	192'	1248'
100'-190'	3 seconds	9d6	3d6	Con.check-3 or die	1st round	192'	1440'
200'-320'	4 seconds	13d6	3d6	Con.check-4 or die	Terminal velocity: 192'/second		
330'-480'	5 seconds	16d6	4d6	Con.check-5 or die	or 1920'/ round		
490'-670'	6 seconds	19d6	5d6	Con.check-6 or die	192'/s=28.04m/s		
680'+	>6 seconds	20d6	6d6	Con.check-8 or die	1920'/r=1920'/10sec=585.12m/10sec		

Luckily the Gnomes have made excellent improvements to the gauges and any active available engineer, will know when to stop the Thane, and refuel the water tank.

Another hazard lays more in political and bureaucratic rumbling, and of course banditry. They enter the wagon by driving by or attacking at bends or bridges.

Whenever the Thane leaves the tracks it will finally topple and cause damage to all within it as given above per current speed.

Recently (1016 AC) they even acquired a Decanter of Endless water (which is in effect a tiny hole to the Plane of Water) and set it on a medium flow equal to the usage of water by travel. They could increase or decrease this flow as needed. The secondary wagon is now used for cargo too.

The difficulty for the engineer lies now in to see exactly how much water is in the tank. If it overflows, it could shut down the energy tank, causing boiling water damage to those next to the Thane (engineers and passerby's), if dried out it could still explode.

Source list

Border by; http://childrenstoy.biz/Train-track-border-clipart/

Basic story and Illustration; TSR 9220 AC 11 The Book of Wondrous inventions, page 34-35 by Vince Garcia

Serraine engine information; TSR 9255 Creature Crucible 2 Top Ballista.

Small grey Maps; Adjusted from TSR 9372 Poor Wizards Almanacs 1, TSR 9441 Poor Wizards Almanacs 2 and TSR2506 Poor Wizards Almanacs 3

Large map; by Thorfinn Tait after trailmaps

Sideview art; made from two pieces of Train border; http://www.davincis.org/Borders%20Etched.htm

The Following part is the Players source of this information.
This is a handout to the players
Their PC's receive the following pamphlet when they bought their ticket to use the Thane.

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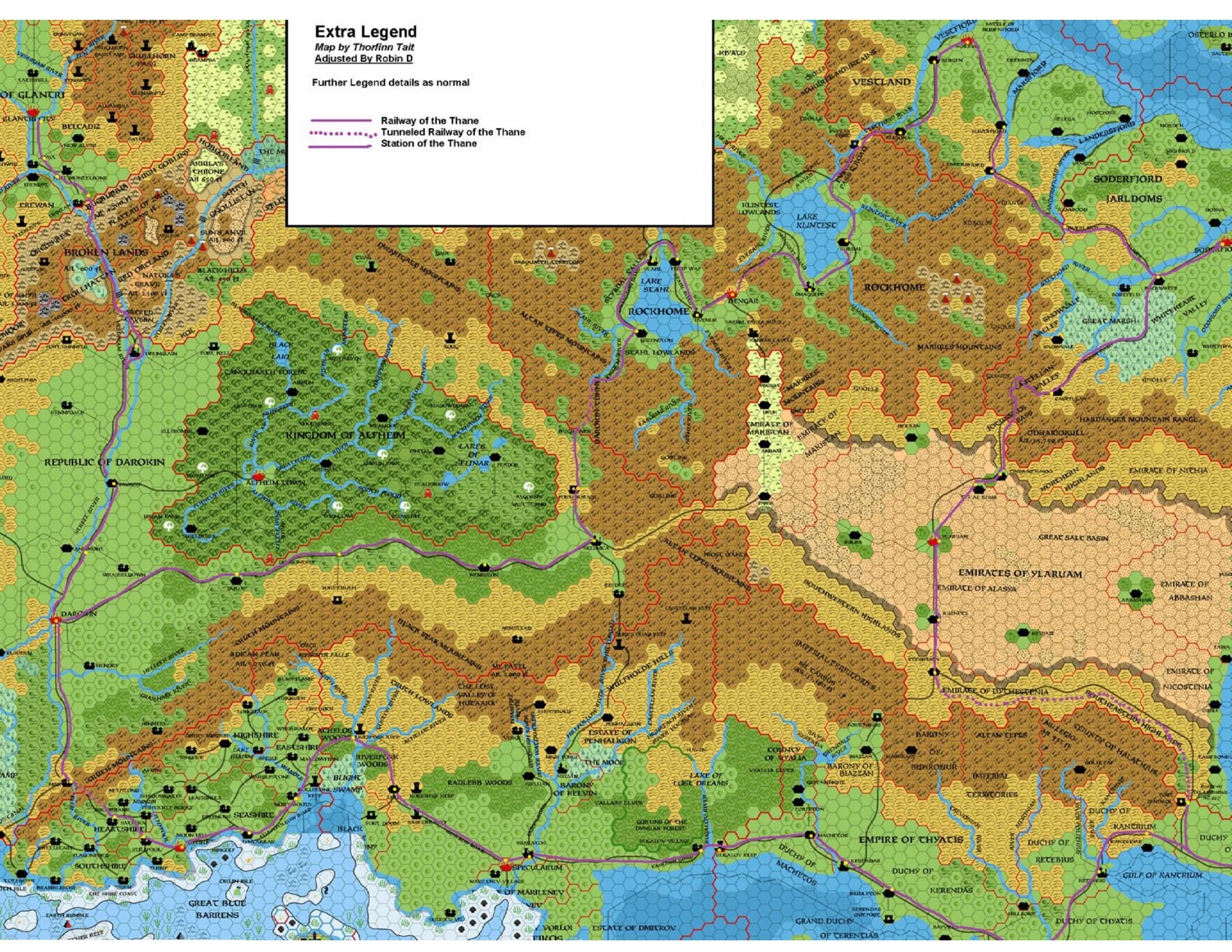
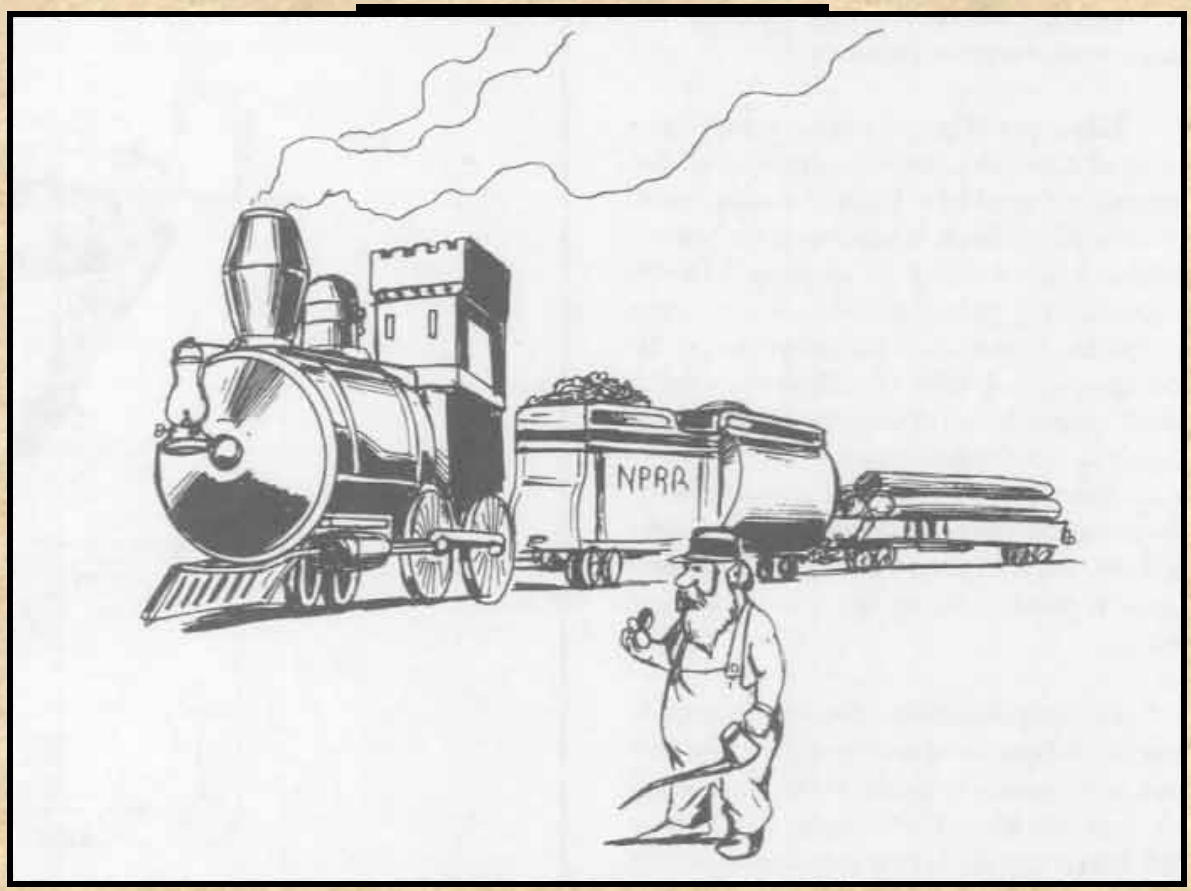

Extra Legend
Map by Thorfinn Tait
Adjusted By Robin D
Further Legend details as normal
Railway of the Thane
Tunneled Railway of the Thane
Station of the Thane
VESTLAND
SODERFJORD
JARLDOMS
ROCKHOME
BROKEN LANDS
KINGDOM OF ALTHEIM
REPUBLIC OF DAROKIN
EMIRACES OF YLARUAM
EMPIRE OF THYATIS
GREAT BLUE BARRENS
GULF OF RANCRIUM

Dwarven Thane



So, you have bought yourselves a ticket for the Dwarven Thane…, then prepare yourself for the experience of a lifetime.

You have bought this ticket in one of the grandeur halls erected by the grand cooperation of the DTA, DDC and TMG. In a few steps you will be guided by our friendly employees to the ramp of our station.

Even at day you will see here lanterns burning a welcome light, and a great roof will be above your head. The weather will not have much averse affects upon you, while you wait. There are even some wood/steel benches.

You will see the ramp made of stone (or wood) easy to traverse. Next to it, 2 feet lower is the ground. Here you see that it is covered by a foot thick layer of fist-sized stones, upon which are placed rectangular wooden logs. And upon these you see two beams of steel, hammered to the beams with large nails. This whole set of items we call; The Track, or more simple Rails. They are laid down all over the Known World and enable the greatest invention of the dwarves from bringing you anywhere upon these tracks within a minimum of time and a maximum of luxury.

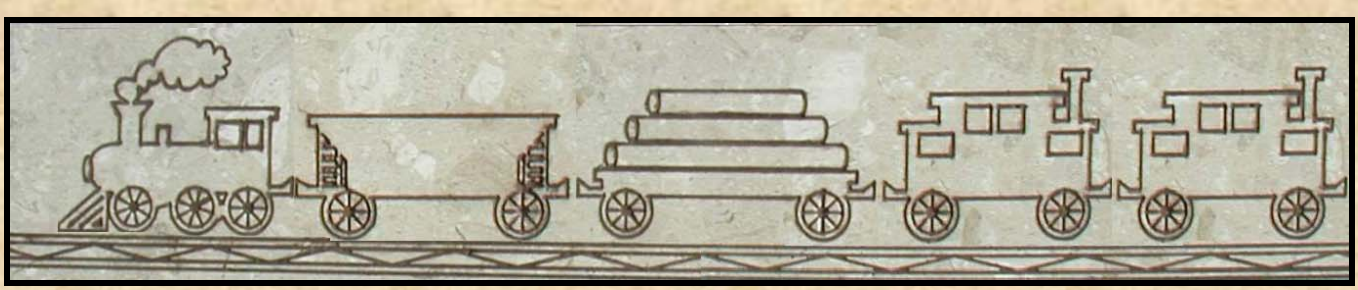
Beware yourselves when the wonder itself will enter the station. In the far distance you will hear a loud whistle, when entering the city. Then a low thundering noise will grow louder, and vibrations will possible be felt. Until the great dark steel machine rolls in, steam clouds blowing from its chimney, and brake steam from the sides. With a loud hiss, it will stop.

You will see five (or more) sections. The usher will help you loading your cargo and give you a slip with the same number attached to it as the cargo itself.

Then you will be led to the last sections. These small housings resemble a coach, but much larger, and with greater comfort. Dark oaken wood, soft leather padded benches, a stove, curtained windows allowing you to view the outside. Everything decorated with brass and copper fixtures.

When seated, the whistle blows again, and already 5 minutes later you will feel the vibrations of the locomotive and then the voyage of a lifetime starts…..

The Thane Statistics



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The engine's gauges clearly reveal how much fuel they have left.

Due to this, each magic user casting these spells within the engine will get a free voucher to be redeemed later for a voyage equal to the voyage enabled by his or her spells.

Thaneguide

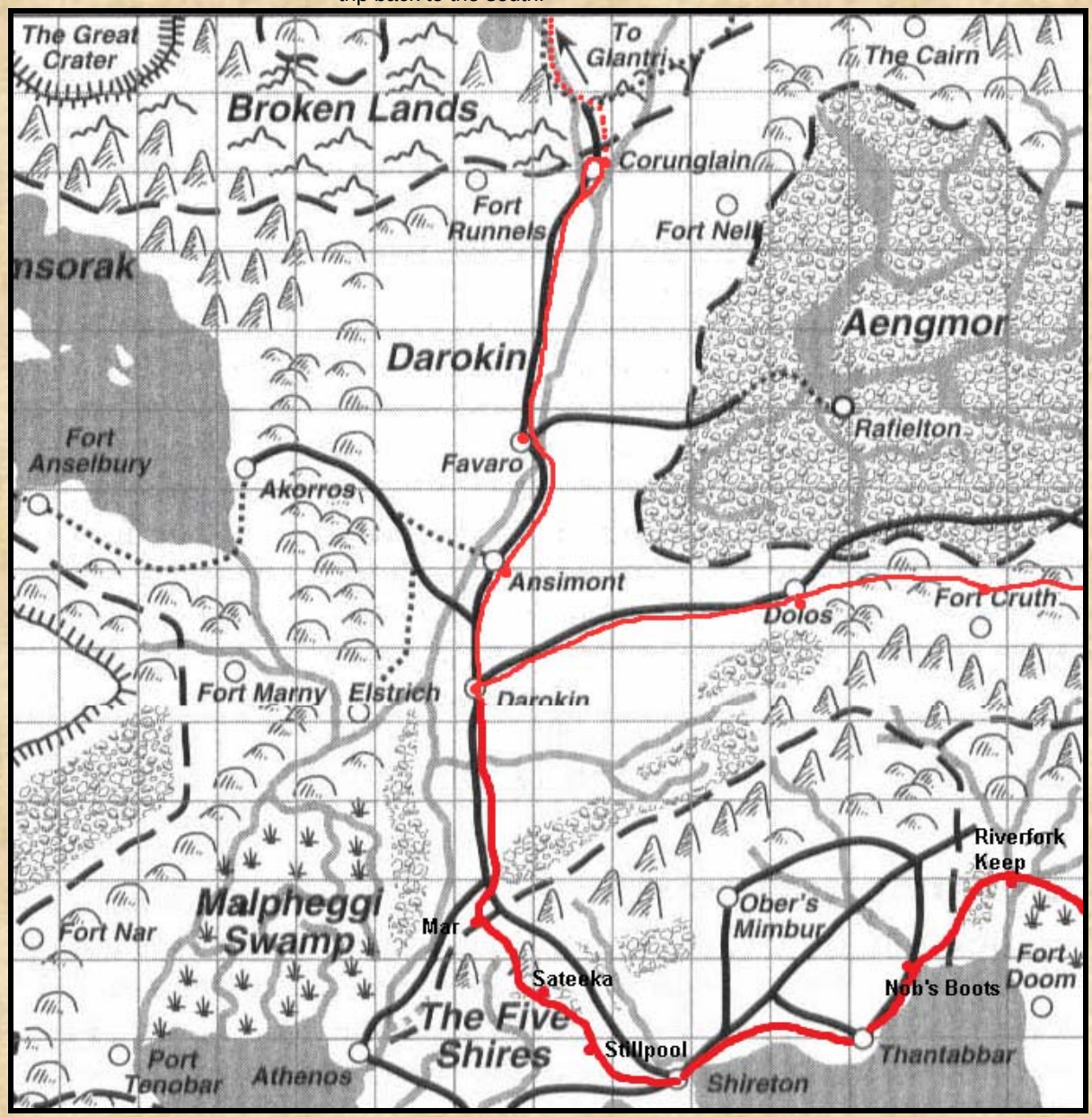
Here you will see when your voyage starts and when you will arrive. Yes… don't be shocked, these times are real… your travel will be fast, and in a jiffy you'll be at your destination.
The complete Thaneguide will also be posted at large board within each station, and each ticket booth.

Day	Departure		Arrival		Travelled Hours	Travelled Miles	Gallons Heated	GP Price person	Ticket Sale	Additional Payments	costs in gp
1	Storage Lower Dengar		Lower Dengar		0:05	1	50	**0,13**	none	not for regular customers	
1	Lower Dengar	7:00			4:00	33	1650	**4,29**	DTA	none	
			Evemur	11:00	**0:30**	**Rest**					
1	Evemur	11:30			5:00	49	2450	**6,37**	DTA	none	
			Ferryway	16:30	**0:30**	**Rest**					
1	Ferryway	17:00			5:00	48	2400	**6,24**	DTA	Styrdal Bridge	0,5
			Stahl	22:00	**0:30**	**Rest**					
1	Stahl	22:30			7:00	71	3550	**9,23**	DTA	Stahl Bridge	0,5
			Greenston	5:30	**7:30**	**Sleep**					
2	Greenston	13:00			16:00	155	7750	**20,15**	DTA	Darokin Tunnel	5
			Fort Hobart	5:00	**2:00**	**Rest**				Darokin Customs	var.
3	Fort Hobart	7:00			5:00	48	2400	**6,24**	none	none	
			Selenica	13:00	**2:00**	**Rest**					
3	Selenica	15:00			9:00	88	4400	**11,44**	DDC	none	
			Nemiston	0:00	**0:30**	**Rest**					
4	Nemiston	0:30			12:00	112	5600	**14,56**	DDC	none	
			Stop to Fort Crutch	12:30	**0:15**	**Stop**					
4	Stop to Fort Crutch	12:45			10:00	96	4800	**12,48**	none	Dragon Attacks	
			Dolos	22:45	**0:45**	**Rest**					
4	Dolos	23:30			13:30	135	6750	**17,55**	DTA	none	
			Darokin	13:00	**2:00**	**Rest**					
5	Darokin	15:00			6:30	64	3200	**8,32**	DDC	none	
			Ansimont	21:30	**0:30**	**Stop**					
5	Ansimont	22:00			7:00	66	3300	**8,58**	none	none	
			Favaro	5:00	**0:30**	**Rest**					
6	Favaro	5:30			10:30	102	5100	**13,26**	DDC	Favaro Bridge	0,5
			Corunglain	15:30	**8:30**	**Sleep**					

At **Stops** it is allowed to leave the Train but only 1 signal of departure will be given I minute prior departure, only fuel and water will be stocked here.
At **Rest Stops** a small village, with market, or shops will be near. A departure signal will be given 5 and 1 minute prior departure.
At **Sleep Stops** Nearby Taverns affiliated with the DTA will be able to give the traveller a place to sleep and eat, Waking will be minimal 1 Hour prior departure, a departure signal will be given 5 and 1 Minute prior departure.
When there are no sleep stops while the Thane travels over several days, the advice is to sleep in the Thane. Blankets and pillows will be available.

Lower Dengar; Underground Station in the central of the city.
Evemur; Station in the center of the city
Stahl; Station in the outer part of the city,
Greenston; Station in the center of the town
Fort Hobart; Station 500 yards outside the fortified village
Selenica; Station in the center of the city
Nemiston; Station at the Outskirts of the town
Stop to Fort Crutch; Station on the great road. Ford Crutch is 27 miles south of the station. Regular coaches available. Beware local Dragons can be bothersome and demand a tribute (variable).
Dolos; Station 500 yards outside the town.
Darokin; Station in the center of the town. In Darokin the route will turn North, when coming from the east, or south-east when coming from the north.
Ansimont; Station on the great road. Ansimont is 2 miles west of the station. Regular coaches available.
Favaro; Station in the north of the town

Corunglain; Station 500 yards north of the town. Along the great route to Glantri. In Corunglain you will make a small circle around the city to enable a direct trip back to the south.

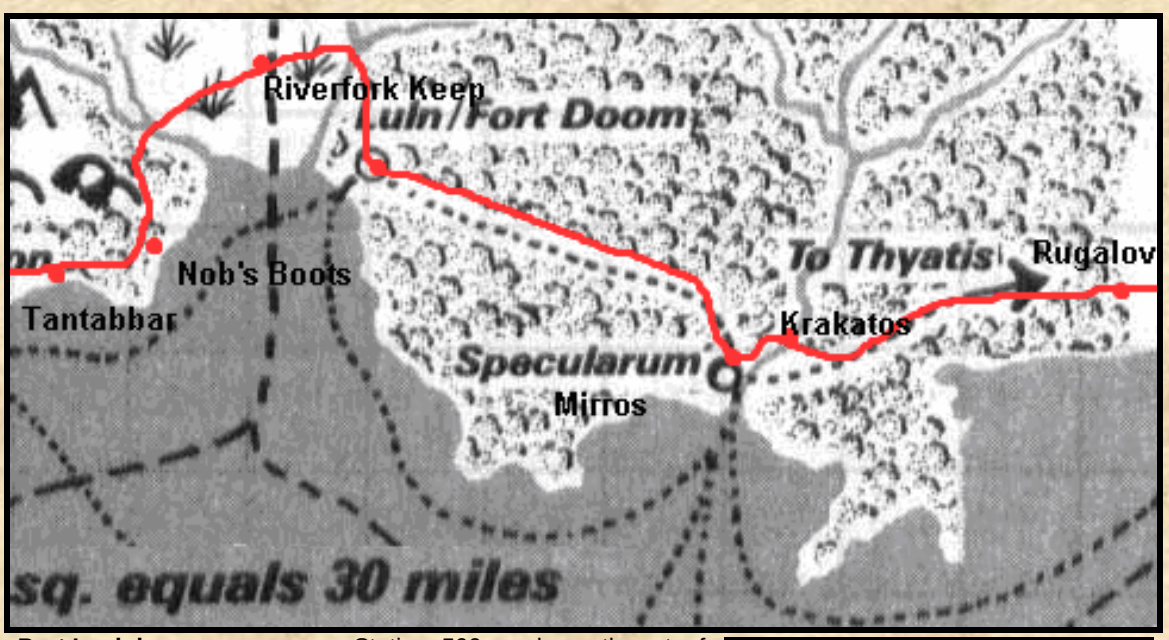


Mar; Station in the mountain village
Sateeka; Station 1 mile East from the village
Stillpool; Station 300 yards south of the village
Shireton; Station in the North part of the city.
Tantabbar; Station in the center of the city
Nob's Boots; Station in the north of the town
Riverfork Keep; Station 3 miles from the keep.
Luln; Station in the center of the town
Mirros; Station north just outside the outer wall (actually erected against it)
Krakatos; Station 1 mile south of the village and University
Rugalov; Station in the center of the town

Day	Departure		Arrival		Travelled Hours	Travelled Miles	Gallons Heated	GP Price person	Ticket Sale	Additional Payments	costs in gp
7(10)	Corunglain	8:00			10:30	102	5100	**13,26**	DDC	Darokin Customs,	var.
9			Favaro	18:30	**12:30**	**Sleep**				Favaro Bridge	0,5
8(11)	Favaro	7:00			7:00	66	3300	**8,58**	DDC	none	
			Ansimont	16:00	**0:15**	**Rest**					
8(11)	Ansimont	16:15			6:30	64	3200	**8,32**	DDC	none	
			Darokin	0:45	**8:15**	**Sleep**					
9(12)	Darokin	9:00			14:00	130	6500	**16,9**	DDC	Streel Bridge	0,5
			Akorros	23:00	**0:30**	**Rest**					
9(12)	Akorros	23:30			14:00	130	6500	**16,9**	DDC	Streel Bridge	0,5
			Darokin	13:30	**2:00**	**Rest**					
9(12)	Darokin	15:30			12:00	120	6000	**15,6**	DDC	Helleck Bridge	0,5
			Mar	3:30	**7:30**	**Sleep**					
10(13)	Mar	10:00			5:00	48	2400	**6,24**	DTA	none	
			Sateeka	15:00	**0:30**	**Rest**					
10(13)	Sateeka	15:30			3:30	32	1600	**4,16**	DTA	none	
			Stillpool	19:00	**0:30**	**Rest**					
10(13)	Stillpool	19:30			3:30	32	1600	**4,16**	DTA	Itchypool Bridge	1
			Shireton	23:00	**10:00**	**Sleep**					
11(14)	Shireton	9:00			6:00	56	2800	**7,28**	DTA	none	
			Tantabbar	15:00	**0:30**	**Rest**					
11(14)	Tantabbar	15:30			6:00	57	2850	**7,41**	DTA	none	
			Nob's Boots	21:30	**8:30**	**Sleep**					
12(15)	Nob's Boots	5:00			7:30	72	3600	**9,36**	DTA		
			Riverfork Keep	12:30	**0:30**	**Stop**				Karameikan Customs	var.
12(15)	RiverFork Keep	13:00			6:00	69	3450	**8,97**	none	4 river Bridge	5
			Luln	19:00	**0:30**	**Rest**					
12(15)	Luln	19:30			10:30	100	5000	**13**	DTA	none	
			Mirros	6:00	**13:00**	**Rest**					
13(16)	Mirros	12:00			2:30	24	1200	**3,12**	DTA	none	
			Krakatos	12:30	**1:00**	**Rest**					
13(16)	Krakatos	13:00			14:00	136	6800	**17,68**	DTA	none	
			Rugalov	3:00	**0:30**	**Rest**					
14(17)	Rugalov	3:30			2:00	20	1000	**2,6**	DTA	Rugalov River	1
			Rugalov Keep	5:30	**0:30**	**Stop**				Thyatian Customs	var.
14(17)	Rugalov Keep	6:00			7:00	72	3600	**9,36**	none		
			Machetos	13:00	**1:00**	**Rest**					
14(17)	Machetos	14:00			4:00	40	2000	**5,2**	TMG	Kerenda Bridge	5
			Kerendas	18:00	**1:00**	**Rest**					
14(17)	Kerendas	19:00			4:00	42	2100	**5,46**	TMG	none	
			Bridleton	23:00	**9:00**	**Sleep**					
15(18)	Bridleton	8:00			12:00	122	6100	**15,86**	TMG	none	
			Thyatis	20:00	**12:00**	**Sleep**					
16(19)	Thyatis	8:00			7:00	72	3600	**9,36**	TMG	Mesonian Bridge	3
			Port Lucinius	15:00	**1:00**	**Rest**					
16(19)	Port Lucinius	16:00			7:00	72	3600	**9,36**	TMG	Mesonian Bridge	3
			Thyatis	23:00	**8:00**	**Sleep**					
17(20)	Thyatis	7:00			8:00	81	4050	**10,53**	TMG	Mesonian Bridge	3
			Retebius	15:00	**1:00**	**Rest**					
17(20)	Retebius	16:00			5:00	53	2650	**6,89**	TMG	Polithius Bridge	3

Rugalov Keep; Station 150 yards from keep
Machetos; Station in the center of the city
Kerendas; Grandeur Station in the center of the city. Every luxury available (cost high).

Bridleton; Station 500 yards north of the town
Thyatis City; Station 1 mile north of the city. Coming from the west making a small loop till the station(near Axekeep) and then going south west (counter-clockwise)around the city to the south (1 mile from the city walls). Coming from the south using the same track.



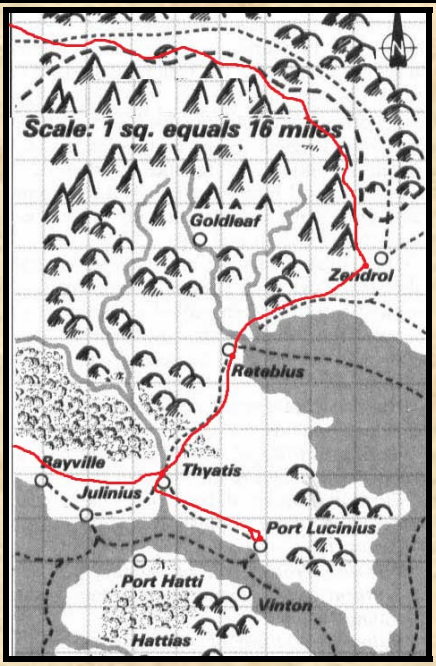
Port Lucinius; Station 500 yards northwest of the city, at the end of a small loop to turn north again.

Retebius; Station 1 mile southeast from the town. Coaches are available.

Stop to Kantridae; Station 17 miles from town. No coaches, but horse merchant available.

Tel Akbir; Station at the end of a small loop 1.5 mile north of the city. Coaches available.

Fort Zendrol; Very small underground station inside an old Purple wurm lair. a good old wurm-tunnel exists leading to the Fort itself of 2 miles long. The train travels through other almost straight wurm tunnels here, leading all the way to 15 miles south of Ctesiphon underneath the Emirate of Dysesthenia.



Ctesiphon; Station south of the town. No coaches available, but camels for trips to Dysesthenia. Rail traverses through the city.

Kuznetz; Station 500 yards west of the city, traversing around it..

Ylaruam City; Station 500 yards south of the city, traversing around it.

Tel Al Kebir; Station 500 yards south of the city, traversing around it.

Cinsa-Men-Noo; Station 500 yards North of the city, traversing around it.

Castellan; Small stone and wooden Station at the end of the bendy Jotunvalk pass, 8 miles west of Castellan. No coaches available. A road is nearby.

Backwater; Double wooden station (North and south part—arrivals from Castellan arrive at the south part, directing to the east, those from Soderfjord at the north part, directing to the west).

Soderfjord; Large decorative wooden Station at small loop 2 miles west of town. Coaches or horses available.

Stop to Ranwood; Small wooden station (former farm) nest to Overland Trade Route. Horses and even wagons available

Landersfjord; Artistic wooden station 500 yards southwest of the town.

Day	Departure		Arrival		Travelled		Gallons Heated	GP Price person	Ticket Sale	Additional Payments	costs in gp
					Hours	Miles					
			Stop to Kantridae	21:00	**1:00**	**Rest**				Kantridae Bridge	4
17(20)	Stop to Kantridae	22:00			10:00	105	5250	**13,65**	TMG	none	var.
			Tel Akbir	8:00	**1:00**	**Rest**					
18(21)	Tel Akbir	9:00			13:00	128	6400	**16,64**	TMG	none	
			Fort Zenddrol	22:00	**1:00**	**Rest**					
18(21)	Fort Zendrol	23:00			20:00	206	10300	**26,78**	TMG	Ylari Customs	
			Ctesiphon	19:00	**10:00**	**Sleep**					
19(22)	Ctesiphon	6:00			4:00	41	2050	**5,33**	DTA	none	
			Kuznetz	10:00	**1:00**	**Rest**					
19(22)	Kuznetz	11:00			6:30	64	3200	**8,32**	DTA	none	
			Ylaruam	17:30	**12:30**	**Sleep**					
20(23)	Ylaruam	6:00			6:30	66	3300	**8,58**	DTA	none	
			Tel Al Kebir	12:30	**1:00**	**Rest**					
20(23)	Tel Al Kebir	13:30			2:00	24	1200	**3,12**	DTA	none	
			Cinsamenroo	15:30	**1:30**	**Rest**					
20(23)	Cinsamenroo	17:00			11:00	103	5150	**13,39**	DTA	none	
			Castellan	4:00	**0:30**	**Rest**				Soderfjord Customs	var.
21(24)	Castellan	4:30			13:00	123	6150	**15,99**	DTA	Great Marsh	5 to 10
			Backwater	17:30	**0:30**	**Rest**					
21(24)	Backwater	18:00			6:00	56	2800	**7,28**	DTA	none	
			Soderfjord	0:00	**9:00**	**Sleep**					
22(25)	Soderfjord	9:00			6:00	56	2800	**7,28**	DTA	none	
			Backwater	15:00	**0:30**	**Rest**					
22(25)	Backwater	15:30			10:00	96	4800	**12,48**	DTA	Saltfjord Bridge	2
			Stop to Ranwood	1:30	**0:30**	**Stop**				Vestland customs	var.
23(26)	Stop to Ranwood	2:00			5:30	55	2750	**7,15**	DTA		
			Landersfjord	7:30	**0:30**	**Rest**				Landerfjord+ Klintes Bridge	2+2
23(26)	Landersfjord	8:00			4:00	40	2000	**5,2**	DTA		
			Haverfjord	12:00	**1:00**	**Rest**					
23(26)	Haverfjord	13:00			7:00	73	3650	**9,49**	DTA	none	
			Norrvik	20:00	**10:00**	**Sleep**					
24(27)	Norrvik	6:00			3:00	31	1550	**4,03**	DTA	none	
			Bergen	9:00	**0:30**	**Rest**					
24(27)	Bergen	9:30			6:30	64	3200	**8,32**	DTA	none	
			Rhoona	16:00	**0:30**	**Rest**					
24(27)	Rhoona	16:30			4:00	39	1950	**5,07**	DTA	Rockhome Customs	var.
			Evekar Fort	20:30	**0:30**	**Rest**					
24(27)	Evekar Fort	21:00			8:00	82	4100	**10,66**	none	Klintest Bridge	5
			Kurdal	5:00	**0:30**	**Rest**					
25(28)	Kurdal	5:30			5:30	56	2800	**7,28**	DTA	Makkress Bridge	5
			Smaggeft	11:00	**0:30**	**Rest**					
25(28)	Smaggeft	11:30			9:00	87	4350	**11,31**	DTA	none	
			Lower Dengar	20:30	**10:30**	**Sleep**					

Haversfjord; Artistic wooden station 800 yards west of the town.

Norrvik; Large Artistic wooden station in the southwest border of the town, track curving to northwest.

Bergen; Artistic wooden station 200 yards north of the town.

Rhoona; Artistic wooden station 800 yards north of the town.

Evekar Fort; Wall station partially erected in the canyon sides. 100 yards just from the Fortified village.

Kurdal; Artistic wooden station in the center of the town.

Smaggeft; Artistic Stone station in the center of the town.

Customs and Rules

These Customs do only include sales-tax and foreigner-tax when entering the region. When the cargo is sealed and the seal and container the cargo is locked within are still undamaged or interfered magically then the person who paid the tax can ask for a refund document at the local custom duties. Remember that the train leaves the countries unchecked normally, which means that the refund document must requested in the last stop the train has in the country passing through. There will always be a representative available of the local taxes in the offices of the DDC, DTA and TMG. The DTA and its agents are not responsible for any delays coming forth from tax problems, delays due to (tax-) officials, and they do not give a refund when the train is missed due to these reasons.

Soderfjord, Vestland, Five Shires, do have their local taxes, but they are not collected by officials on the Thane. As soon as you leave the Thane you are requested to pay for the local taxes, and are considered a thief of the state when not doing so. But when you do NOT leave the Thane you don't have to pay these taxes.

Local laws always apply. even onboard the Thane, but the DTA, or its personnel will never be held responsible for any criminal act placed by a traveller in any country, unless a Local court can prove they themselves took place in it also.

The DTA will also not be held responsible if local forces, Monsters, Bandits, Weather, Natural disasters, or else cause the Train and its passengers any delay or harm. .

DTA	Dwarven Thane Association
DDC	Darokin Diplomatic Corps
TMG	Thyatian Merchant Guild

Customs (taxes) in the Thane	
Darokin Customs	2% Cargo + 5
Thyatian Customs	15% Cargo + 10
Glantrian Customs	5% Cargo + Licenses
Karameikan Customs	5% Cargo + 2
Ylari Customs	10% Cargo + 25
Rockhome Customs	10% Cargo + 5

Important Glantrian Licenses	**Average Cost in gp**	**Important Notice !!!**
Bearing Weapons	**5**	**In Glantry Dwarves and Gnomes are**
Spell casting	**5/spell**	**Illegal and sentenced to death**
Clerical casting 1 type only	**250**	**Clerics may cast only spells of one**
Wearing Armor	**15**	**specific type in clear and unrestricted**
Merchant buying license	**1% cargo**	**view of Glantrian spellcasters, or**
Merchant Selling License	**2% cargo**	**else the cleric will be sentenced**
Carrying magical items	**5-100**	**to death.**
Using magical items	**15-2500**	**Remember in Glantri you need many**
Speaking in the open	**5**	**licenses for whatever.**

Traveling with the Dwarven Thane Association, its vehicles and or personnel is completely at the travelers own risk.

There will be no restitution other than a new ticket when the Thane is delayed more than 1 Hour, but less than 1 day. There will be a full restitution of traveled distance if the delay is more than a day to reach the next station, but only if the customer displays his original undamaged ticket to a DTA, DDC, TMG official at one of the main stations (Lower Dengar, Darokin, Shireton, Glantri, Mirros, Norvik, Soderfjord, Ylaruam, Thyatis City), within the period of 1 month after the delay, and the ticket is as such marked by the engineer (or his representative official) on duty at the Thane at the moment of delay..

Refunds will only be granted if grave mistakes of the DTA, DDC, or TMG or it personnel (or hired personnel) are proven in a criminal court of Rockhome, Darokin or any affiliated country.

From Yartmont 1020 AC Glantri accepted the advantages of the rail road. Yet no dwarves or Gnomes are still allowed. Their will be guards posted in every wagon (thus reducing the seating capacity by 1 or 2). Their will be controls at each station by magical divination. The stations are several miles away from population centers, and the Thane must leave the location as soon as possible, and even the sleep times are kept at a short leash. There are no Taverns aligned with the Thane, but passengers can take one themselves (under the watchful scrutiny of Guards. DDC employees, take the place of Dwarven Employees who wait in Corunglain.

Day	Departure		Arrival		Travelled Hours	Travelled Miles	Gallons Heated	GP Price person	Ticket Sale	Additional Payments	costs in gp
The Following Stations are only done when Glantrian Tracks are build by the DTA Further departures are then displaced 3 days (numbers in stats)											
7	Corunglain	8:00			12:00	120	6000	**15,6**	DDC	Glantrian Customs	var.
			Trintan	20:00	**0:30**	**Rest**					
7	Trintan	20:30			3:30	32	1600	**4,16**	DDC	Glantrian Customs	var.
			Fort Monteleone	0:00	**6:00**	**Sleep**					
8	Fort Monteleone	6:00			3:15	31	1550	**4,03**	DDC	Glantrian Customs	var.
			Nyra	9:15	**0:15**	**Rest**					
8	Nyra	9:30			3:45	35	1750	**4,55**	DDC	Glantrian Customs	var.
			Glantri City	14:15	**1:00**	**Rest**					
8	Glantri City	15:15			3:45	35	1750	**4,55**	DDC	Glantrian Customs	var.
			Nyra	19:00	**0:15**	**Rest**					
8	Nyra	20:15			3:15	31	1550	**4,03**	DDC	Glantrian Customs	var.
			Fort Monteleone	0:45	**4:45**	**Sleep**					
9	Fort Monteleone	5:30			3:30	32	1600	**4,16**	DDC	Glantrian Customs	var.
			Trintan	9:00	**0:30**	**Rest**					
9	Trintan	9:30			12:00	120	6000	**15,6**	DDC	Glantrian Customs	var.
			Corunglain	21:30	**10:30**	**Sleep**					

Trintan; Simple wooden Station 2 miles east if the city, part of Guard station. Coaches, Floating Discs, horses available.

Fort Monteleone; Simple wooden Station 3 miles west if the city, part of Guard station. Coaches, Floating Discs, horses available.

Nyra; Simple Station 5 miles east if the city, part of Guard station. Coaches, Floating Discs, horses available.

Glantri City; Large Station 2 miles west if the city, part of Guard station. Coaches, Floating Discs, horses available. This rotating station (skeletal driven on wheels) has a technological advantage that the Thane can leave as fast as it came, as the mages dislike dwarven works.