

**Mystara Campaign Book**  
**The Mystara Newbie Guide**  
**&**  
**A Mystara AD&D 2e Conversion**

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March 5, 2006

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## **Part I.**

# **Atlas of the Known World**





# 1. Overview of the Known World

The world of Mystara is home to many cultures and nations. Many of its regions have long histories, dating back to the Great Rain of Fire that destroyed the Blackmoor civilization and reshaped the world, 4000 years ago.

Among these regions and nations, the center of human and demi-human civilization is the Known World, the south-eastern corner of the continent of Brun. This area is now home to the Empire of Thyatis, to the Republic of Darokin, to the Principalities of Glantri as well as to four demi-human nations, making it the most advanced center of technological, magical, and military science.

This first book is a concise guide to the Known World, and describes all the nations that are found in this area. Moreover, it provides a quick look at the surrounding regions.



## 2. The Core Nations

There are four nations that, for different reasons, shine among the countries of the Known World. The Republic of Darokin is the major economic power, while the Empire of Thyatis is the strongest military force of south-eastern Brun, and Glantri is the most important centre of magical research.

The fourth nation, the Grand Duchy of Karameikos, has gained independence only thirty years ago, yet it holds an important role in the Known World, for its native people, the Traladarans, have influenced the culture and history of several of their stronger neighbours, including the three other core nations.

### 2.1. The Grand Duchy of Karameikos

*“Karameikos? Why should you ever want to go to Karameikos? There’s nothing there – no comfort, no big cities, no luxury, no good food nor wine. Just humanoids, superstitious natives and stupid Thyatian soldiers.”*

Boris Gorevitch-Wozzlany, Glantrian nobleman.

#### The Land

Karameikos is a deep, dark land, still mostly wilderness although it has been occupied by man throughout recorded history. Karameikos sits on the south shore of the continent of Brun, west of Thyatis and east of the Five Shires; to the north, broad mountain ranges separate the nation from Darokin and Ylaruam.

Most of Karameikos is covered with thick forests, hardwoods and softwoods, and is largely unexplored. There are broad patches of rich soil, especially beside the broad Highreach River, so farming is good here.

The capital city of Specularum is a thriving and very active sea-port with around 50,000 inhabitants; other notable sites are the city of Kelvin and the town of Threshold, in the northern hill country, a haven for adventurers surrounded by wilderness inhabited by humanoids.

#### History

In ancient times the land of Traldar was home to a heroic civilization of barbarian-like people. Mysteriously, the Traldars evolved into a Bronze Age civilization almost overnight for unknown reasons. About two thousand years ago, the Traldar people were attacked by a massive army of “beast-men”. The war raged for years and spawned countless legends (chief among them the stories of Halav, Petra, and Zirchev, the later patron Immortals of Traladara); but eventually, the

gnolls were driven out, leaving the glory of the Traldar heroes in ruins. The people, now calling themselves the Traladarans, then founded a nation of loosely-allied, small communities in the deep woods.

About a century ago, the Thyatians, on one of their periodic conquest sweeps, moved an army into Traladara, conquering the coastal regions and some inland communities and declaring the nation to be a protectorate of Thyatis.

Some thirty years ago, a Thyatian Duke named Stefan Karameikos traded his vast family fortune and homeland, the Duchy of Machetos, to Emperor Thincol I for clear, autonomous title to Traladara. He moved in with his own army and followers, taking over where Thyatian governors had ruled, and began an aggressive program of road-building, citadel construction, and other fortification. Since then, Karameikos' throne has been somewhat unsteady, but Duke Stefan has held it.

### **The People**

There are several distinct cultures present in Karameikos. The Traladarans, a pale, dark-haired people, have lived here for thousands of years. Energetic, romantic, artistic, and superstitious, they are descendants of the Traldar.

They are ruled by a conquering class of Thyatians brought here about thirty years ago by Duke Stefan Karameikos, who traded his own prosperous Thyatian duchy (Machetos) for the Traladaran lands conquered by his fellow Thyatians some seventy years earlier. Karameikos then named the old land of Traladara after himself and brought Thyatian settlers to the land.

There are also two elven clans here: the vigorous Callarii in the central parts and the Vyalia in the northern parts of the eastern forests. In the north is a dwarf and gnome community called Highforge.

There are many frictions between the Thyatians and Traladarans, but increasingly they are coming to think of themselves as a single nation. Despite the exploitative nature of many Thyatian nobles, who see the Traladarans as a work resource to be used for maximum profit, Stefan has enforced many laws to ensure Traladaran equality.

### **Government & Religion**

Karameikos is formally a Grand Duchy for political reasons, but is effectively a kingdom. Stefan Karameikos, the ruler (and effectively king), chose to be only (Grand) Duke instead of King as a political signal to other nations that his nation had retained its ties to the Thyatian Empire, and that to invade Karameikos would therefore be to invade Thyatis. The nation also has several semi-autonomous baronies.

In the western part of Karameikos, on the Gulf of Halag facing the Five Shires, is one of several semi-autonomous baronies, the Black Eagle Barony. It is ruled by Duke Stefan's black sheep cousin, Baron Ludwig von Hendriks. Von Hendriks' minions have raided into Karameikos, Darokin, Ierendi, Minrothad, and, especially, the Five Shires, wherever they could slaughter and rob for the greatest profit. Nominally protected by Duke Stefan's inability to believe such horrid stories of one of his own relatives, Baron Ludwig acts with impunity in this part of the world.

The patron Immortals of the Traladarans are Zirchev, Petra and Halav, the heroic leaders of the Traldar war against the “beast-men”. They are worshipped by the so-called Church of Traladara.

Thyatians for the most follow the Church of Karameikos, founded by Thyatian priests about thirty years ago.

## 2.2. The Empire of Thyatis

*“We’re not conquering the world, we’re civilising it!”*

Common saying among the Thyatian Legionnaires stationed in the Colonies

### The Land

The Empire of Thyatis is composed of several nations, separated by the Sea of Dread and of Dawn, roughly forming a triangle filled with sea and with land on its edges. The core of the nation is the Thyatian Mainland, where the capital, Thyatis (pop. 500’000), the biggest city of the Known World, lies. The region is known for its warm and hospitable climate, and it is good farming land, where corn and wine are produced in abundance, and horses and cattle are raised. Right to the south of the Mainland lies the Isle of Hattias, where the Hattians, relatives to the Thyatians, live.

To the southeast of Hattias are Ochalea and the Pearl Islands, while to the east is the Isle of Dawn, traditional fighting ground between the Thyatians, who hold its western part, and their eternal enemies, the Alphatians, who occupy the eastern one. Recently, the Thyatians have occupied the Hinterlands, a heavily forested area on the northern tip of Davania, the southern continent. Some Hinterlanders still hold up a guerrilla against the invaders.

### History

The Empire of Thyatis is probably the most important and influential nation of the Known World, and one of the most ancient, too. Thyatis’ history dates back to BC 2, when Lucinius Trenzantebium threw down the Alphatian invaders that had occupied the lands of Thyatis, the island of Ochalea and the Pearl archipelago. The three nations declared independence, and after a victorious war were reunited by General Zendrolion in the form of an Empire, which soon annexed the western half of the Isle of Dawn.

In its centuries of existence, the borders of the Empire have changed much; at various times, the Empire has occupied several nations of the Known World, like Ierendi, southern Ylaruam, Traladara (now Karameikos). Thyatians have influenced directly Glantri’s history, as lord Glantri, founder of the nation, was himself a Thyatian. Recently, a group of Hattians known as the Heldannic Knights have left the Empire to conquer for their own the lands of Heldann. Last but not least, Thyatians have fought about one millennia of war with Alphatia for the possession of the Isle of Dawn, and have imposed their traditions and language on the Known World’s nations, that still resort to Thyatis for their Common Tongue and calendar.

## The People

Thyatis is mostly home to humans of the Thyatian stock, tending to have a light olive skin tone, with hair ranging from light to dark brown, and of middle height. The Thyatians see fighting ability and efficiency as the founding values of the Empire, and believe in the superiority of their civilisation, although they also think that they enrich their culture by absorbing the traits of the conquered cultures. The Hattians belong to the same racial stock, but believe exactly the opposite: they are the greatest race ever to be, and other races are of little worth – to avoid decadence, the Thyatian Empire should follow the Hattian traditionalist ways.

Thyatians are a treacherous race. They give a tremendous importance to politics and power, and to reach an end they resort to any means, so it's a common knowledge that Thyatians easily break promises if this can help them to achieve a goal. As it is often the case with generalisations, this is an exaggeration, but it's a matter of fact that the Empire builds itself, and finds the roots of its decadence, in the mixture of efficiency and corruption that is generated by the obsessive pragmatism of its people.

There are also other human races in the Empire: the Pearl Islands are settled by Nuari, a black-skinned people that believe in the values of self-developing of the self; Ochaleans are descendants of pacifistic Alphatians, are of coppery skin tone, believe in non-violence, disrespect magic users and are rather sexist; Hinterlanders are of fair skin tone and of light brown, blonde or red hair, and very warlike. Moreover, on the Thyatian half of the Isle of Dawn there are several people of Alphatian origin, and in the cities of Tel-Akbir and Biazan, on Mainland Thyatis, more than half of the population is of Alasiyan origin, although it does not share the worship of Al-Kalim.

In addition to the humans, dwarves and elves have their own personal dominions in the Mainland: respectively in the Barony of Buhrohur, a rich mining land, and in the County of Vyalia, where an elite fighting organisation of humans known as the Foresters was formed under the patronage of the elves and their Immortal protector Ilsundal.

## Government & Religion

Religion plays an important role in the Thyatian way of life; however, like many aspects of their lives it is a mixture of formal acts and of a *do ut des* attitude: Thyatians see religion as a contract of mutual benefit between the worshipper and the divinity. Among the most important Immortals are Vanya, Patroness of Conquerors, and Tarastia, Patroness of Justice; Korotiku, patron of the Nuari, and Koryis, worshipped in Ochalea but mostly sneered at by Thyatians because of its pacifism; Protius, whose importance is directly linked to that of the sea in Thyatian life; Diulanna, patroness of the Hinterlanders; and many others.

### 2.3. The Republic of Darokin

*“Darokinians claim to be peaceful merchants, and to be against war, but the difference between them and us is that they pay others to fight their battles, and they use their speech to convince them they are right in their abuses.”*

Sempronius Gallo, Thyatian diplomat in Darokin.

## **The Land**

Darokin is one of the wealthiest nations of the Known World – but its wealth is not so apparent as that of other nations like, say, Thyatis. In Darokin, wealth is spread a bit more evenly throughout the population; Darokin's wealthiest people are not as rich as those of Thyatis, but Darokin's peasants are far better off than peasants all over the Known World.

The land is rich: the centre of the nation is dominated by the Streel Plain, the heartland of Darokin, where half the nation's residents live. The farmers of the Streel Plain are able to grow enough grain to feed the whole nation twice over. Near the plain is the mighty Lake Amsorak, a freshwater lake that provides bounty of fish.

The abundance of agriculture is just one of the two sources of Darokin's wealth; the other source is the nation's formidable merchant class, which hauls the excess food to most of the nations of the Known World and returns with trade goods from those distant places. Darokin has just one major city, Athenos, so merchants are usually involved in land travelling caravan ventures, and turn to adventurers and mercenaries for their protection.

There are several major cities in Darokin: most notable are the capital, Darokin, that acts as the nexus of the spider-web of Darokinian trade, Selenica, in the southeast, centre of the caravan activities toward Karameikos, Ylaruam, Rockhome and Thyatis, and Corunglain, a very warlike city on the border with the dangerous humanoids of the Broken Lands.

Dangerous areas include the Malpheggi Swamp in the south, where monsters thrive, and the Orclands, officially part of Darokin but actually in the hands of humanoid raiding bands.

A notable feature of Darokin is that the whole Kingdom of Alfheim is surrounded by Darokinian territory, like a ring around a hole. The elves and humans remain on good terms.

## **History**

Darokin was a land of conflict between humans and humanoids for a long time, until elves migrating from the west reached the region and settled down in what would become the Kingdom of Alfheim. With the help of the elves, the balance in the region was tipped, and the Eastwind clan got the upper hand, and founded a Kingdom that would later take the name of one prominent member of the clan, Ansel Darokin.

Later, Attleson clan took over, but decreased contact with the elves resulted in misunderstandings and eventually into the Elfwar (501 – 504 AC). Orcs took advantage from the situation, and Corunglain was sieged and sacked before elves and humans put an end to a fruitless war.

After the death of the last King of Darokin, Santhral II, in 723 AC, political unrest spread through the land, until, around 927 AC, the richest merchant houses and families agreed on a central government for the entire country.

## **The People**

The Daro are a heterogeneous population, made up of people from several ethnic groups (Thy-  
atians, Alasyians, Traladarians), and this has resulted in a population of light olive complexion,

with hair and eyes that can be of almost any colour, with brown hair and eyes being the most common. They are a notoriously hard working lot, and most are driven by the desire of success. Each generation wants to live in better surroundings and clothe and educate their children better than the last generation did.

Darokinians as a people are notoriously opposed to war and other violent solutions, and prefer to settle things down by diplomacy. There is a national diplomatic service known as the Darokinian Diplomatic Corps, whose function is to try to peacefully solve problems in both domestic and foreign affairs.

### **Government & Religion**

Although nominally a Republic, Darokin is a Plutocracy – ruled by the rich – but a very long sighted one. The plutocrats believe that keeping the standard of living high and keeping the laws fair throughout the social levels makes workers enthusiastic – so far, they have been successful.

The merchant houses are the true political powers within the nation: the Merchant's Guild has the monopoly over trade, and non-members are not allowed to trade with members, so not being a member means no trade, no business, no money. The ruler of the nation is the Chancellor, that acts as the President of the Merchant's Inner Council, and thus controls the Merchant's Guild, supported by the leaders of the most important Trading Houses.

## **2.4. The Principalities of Glantri**

*“Glantri? A land of darkness, where all the enemies defeated by the Prophet brood. Yet, these heathens possess a disturbing degree of knowledge in the science of nature and magic. No doubt, a knowledge derived from the gifts of demons”*

Hakim ibn Yezeed al Nisr, Dream of the Desert Garden University, Ylaruam

### **The Land**

The Principalities of Glantri are enclosed between two major mountain chains, the Khurish Massif and the Wendarian Range. Several major rivers have carved wide valleys, which are densely inhabited.

The majority of the mountain lands are covered by forests, while the hills are an herbalist's treasure trove, rich in plants that range from the uncommon to the legendary. The valleys, on the other hand, have been cleared out for farming.

The capitol, Glantri City, is a town of 50,000 built partially on a set of islands at the confluence of the Isoile and Vesubia rivers. The city is known for its fantastic buildings, the widespread use of magic in construction and public lighting, and its maze of channels, as well as for the foremost school of magic in the Known World.

### **History**

The Highlands, for such was the original name of the region, have been settled since before the Great Rain of Fire. The first settlers were elves, but their were forced to flee, or destroyed, in the



wake of the great cataclysm. Then, from another plane, came the Flaems, a people that shows a notable affinity with the energies of Fire. The Flaems founded seven duchies in the region, and clashed with their neighbours from the plains of Ethengar.

In time, other colonists arrived, first elves, then humans from Thyatis and Traladara and even Alphatia, then dwarves from Rockhome. Other, more mysterious, colonists came in through magical ways, the Klantyrans and the Averoignans.

That was a time of wars, as the Flaems resented the intrusion. The colonists fought back, until the distant Empire of Alphatia tried to take control of the Highlands, with the help of dwarven colonists. The humans and elves, not willing to let their freedom be taken away, allied with the Flaems, chased the Alphatian troops and their dwarven allies and founded a Republic, which later took its name from the most prominent war hero, Alexander Glantri.

Nowadays, Glantri is no more a true Republic, since it is ruled by a council of hereditary Princes and a parliament of minor nobles.

## **The People**

There are several distinct human cultures present in Glantri. The most relevant are those found in the individual principalities, such as the Caurenzans, the Alphatians of Blackhill, the Albanese, the Flaems, the Ethengarians of Krondahar, the Averoignans, the Klantyrans, and the Boldavians.

Moreover, two different clans of elves, the Erewan and the Belcadiz, live in the southernmost Principalities, and a number of weird creatures can be found within the borders of Glantri. A good number of lupins of various breeds and a few rakasta and goblinoids complete the population. No dwarf or halfling resides in the Principalities, since these demihuman people are hunted down by the local law.

Most of these ethnic groups are fiercely nationalistic when domestic matters are concerned, but cooperate when facing an external enemy—be it Alphatia, Ethengar, or the goblinoids.

## **Government & Religion**

The Principalities of Glantri are ruled by a Council of Princes. Only when a decision cannot be taken, due to the lack of a clear majority, the issue is brought to the Parliament, an assembly where each noble has voting power proportioned to his title.

Formally, the head of state is the Chancellor of the Princes, currently Prince Volospin Aendyr of Blackhill, but in the Glantrian mindset the Headmaster of the Great School of Magic, the foremost center of magical training and research, has more authority—which is mirrored by his higher power in votes.

Behind the scenes, a large bureaucracy works to enact the rulings of the Council and Parliament, while nobles maintain nearly complete authority in their fiefs.

Perhaps the most peculiar characteristic of Glantrians is their lack of faith. No Immortals are openly worshipped in this land, and, more, clerics are outlawed. Only some bland forms of mysticism, like the worship of Magic itself preached by the Shepherds of Rad, or the reclusive mystics of Lhamsa, are allowed.



## 3. The Demihuman Nations

While humans may be more common than any other race in the Known World, this does not mean that the demihumans do not have powerful nations. Actually, the demihuman countries play an important role in the politics of the Known World.

### 3.1. The Five Shires

*When you reach the Shires, remember that despite their appearance, the halflings are not children. Many of the traders you will deal with are at least twice your age, with all the experience that gives. Deal well and sharp, but don't try any dirty tricks. The last merchant of ours who tried that was found out before he finished his first trade. The halflings are mighty sharp themselves, for all those who don't know better call them, foolish and naive; deal fairly with them, and they will deal fairly with you.*

A senior merchant of House Mauntea to a junior, before his first trade at Hinmeet

#### The Land

This land is the homeland of the hin (or, as they are known to others, the halflings). It is roughly triangular, situated on the continent's southern shore, bounded by Karameikos to the east and Darokin to the north and west. It is a rich land, covered with fields, hills, and forests. Three major rivers cross the Shires from the north to the sea. The northwestern border traces along the Cruth Mountains.

As the name implies, the country is divided into five Shires. The northernmost of the Shires, Highshire is also the wildest and least populated. It includes the highest region of the Cruth Mountains in its northern tip. Its southern part tends to be mostly open, with hills and forests. Mining is a major industry here. Eastshire, on the eastern border, is more settled, mostly covered by rich farmlands. To the southwest of Highshire is Heartshire. This rural Shire was once the center of mining activity in the Shires, and is mainly hills and mountains, with forests and farmlands to the south and east. To the south of Heartshire and Highshire is Seashire. This is the largest and most populated of the Shires. The land here mostly open, with few hills or forests. This Shire contains three ports, including Shireton, the capital of the Shires. The southwestern tip of the Shires contains Southshire. Legend says that this was the first settled area in the shires. The majority of the land here is farmland.

#### History

The original home of the halflings is unknown. What is known, is that hin arrived at this region over two millennia ago; this event is recorded as The Coming of the Hin, and is the beginning

of their history. They lived peacefully for a few centuries; in contrast, the following millenium is a chronicle of strife, conquest and suffering.

The hin were successively conquered by orcs, dwarves, and orcs again; each time they overthrew their conqueror and established an independent realm which then fell to the next conqueror. Roughly 1,500 years ago, the various invaders were repelled, and eventually the current structure of the Shires emerged. Since then, the Shires have mostly been at peace, barring sporadic orc attacks and border trouble with the Black Eagle Barony.

## **The People**

Most non-hin tend to view hin as being childlike, merry, naive, and non too bright. However, those who truly know the hin know the truth is a different matter. The common view has a kernel of truth, in that hin tend to be quite cheerful in disposition compared to other races. Few, however, can be described as naive. For the most part, they tend to be inquisitive, curious, and straightforward.

Hin also have an unsavory reputation for mischief and larceny. This reputation mostly stems from the yallaren, young hin who have left their homes to wander the world. Almost every hin has been yallaren at one time in his life. These young hin enjoy both thieving and pranks, but such behavior is most atypical of Shires-dwelling hin.

Major pastimes of hin are storytelling and music (especially singing). Many of these are tall tales; others may preserve bits of local skill and lore. Hin society is clan-based. By tradition, there are no more than 100 clans. Almost all hin in the Shires belong to one of the Hundred Clans, except for a few who were born outside the Shires. To a hin, the clan is the focus of his life. No hin will harm his own clan under any circumstances whatsoever (except magical compulsion or the like). Each clan has its own territory in the Shires.

In addition, there are a few non-hin in the Shires. Most are human, but there are also elves and a very few dwarves. Most of the non-hin are traders, dwelling in the larger towns.

## **Government and Religion**

Each Shire is headed by a Sheriff. Candidates may be proposed by any hin when a seat is open; the candidates are investigated by the other Sheriffs, who also choose among them if there is more than one, and if found suitable are privately invited to the post. The current incumbents are Jaervosz Dustyboots of Seashire, Multhim Greybeard of Highshire, Maeragh Littlelaughs of Eastshire, Delune Darkeyes of Heartshire and Sildil Seaeyes of Southshire. The Sheriffs oversee the general condition of their territories, and are in charge of justice there. Each Sheriff has deputies known as Krondar, who serve him as police, messengers, and bodyguards. Sheriffs may judge and sentence any offender. Offenders may also be judged by their Clanmaster (usually depending on whether their crime was against their clan), who is responsible for any judgements and punishments that need to be made.

Hin follow the High Heroes, the Immortals Nob Nar, Coberham Shadowglint, and Brindothin. These Immortals are virtually unknown to non-hin, and whatever religious practice the hin have, if any, is likewise unknown.

## 3.2. Alfheim, Kingdom of Elves

*Alfheim is a land of elves, made for elves and by elves, that's what history and legend say. They rose their home forest out of a wasteland using the most powerful sorcery. And it is a land of secrets, too. Although Alfheimers happily engage in trade and let foreigners come and live in Alfheim Town, the rest of their nation is closed in mystery. Friendly they are, but their magic and power they keep to themselves, and will not take any intermission lightly.*

Leonard de Fausseflammas, Glantrian Wizard in a class at the Great School of Magic

### The Land

The lush Canolbarth Forest spans a roughly triangular area in the eastern part of the Republic of Darokin, and is completely contained by Darokin's borders, in the basin formed by the Dwarfgate, Altan Tepe and Cruth ranges. The thick woods intermix with gently rolling hills and a rich network of small waterways and small lakes. The only major clear land section of the land is the site of Alfheim Town, also the arrival point of the only human-standards road in Alfheim, which links the city to the Darokinian town of Favaro to the west. All of the remaining Alfheim population centers are scattered through the thick of the forest and built up in the elven fashion of tree houses, well above ground. The huge and unique Sentinel and Home trees of Alfheim are grown (with the aid of magic) for the sole purpose of creating dwellings within the continuous forest mantle. Other than the seven main clan enclaves, the nation does not follow a standard division into regions and dominions.

### History

The race of elves goes back to the dawn of civilization in Mystara, and its history has been marked by migration. Most of the facts about elvish and Alfheim origins are shrouded in mystery and myth, but it can be established that millennia ago elves came from a land far to the south escaping from some cataclysm. They founded a new kingdom in the remote northwestern part of our continent at the behest of their greatest hero Ilsundal. Unfortunately, that land was also denied to them, and, some 2000 years ago, they migrated to the south, led by Ilsundal's successors. They roamed across southeastern Brun until they found a barren land, devoid of any population and using magic of colossal (and maybe Immortal) proportions they raised Canolbarth Forest out of bleakness. The surrounding lands ultimately reacted to the presence of elves: the still young Darokin initially allied with elves and both parties profited from collaboration and trade, though, some 500 years before present, Darokin-Alfheim border hostilities escalated to a war whose fast resolution in favor of the elves made Darokin reconsider its attitude and, since then, see Alfheim as a traditional ally. Others coveted the virtue and magic secrets of Canolbarth forest, and a powerful wizard even attempted an invasion of Alfheim with the aid of extraplanar Beastmen. Those ordeals Alfheim has survived, and the last five centuries have been relatively peaceful, though Alfheimers had to cope with their Shadowelf cousins, a mysterious underground race that seems to plot restlessly to conquer Canolbarth. Dwarf-elf antipathy is also well-known, though it normally takes the form of "mischief incursions" from and into Rockhome, more a matter of hurting prides than of open hostilities.

## The People

Elves are marked by two facts: fidelity to their clan and long lifespans. An 800-year life expectancy causes elves to waver between gentle complacency and a lack of urgency and, in contrast, a feeling of angst and a wish to live life to its fullest to avoid the pains of boredom. Nevertheless, shorter-lived races can have a hard time in understanding the irregular and slowly-maturing processes of economic and political decision making among elves. The idea of clan expands the human concept of family to the whole group and links the present-day Elves to a whole line of history that leads to the mythical hero founders of the clans. Seven major clans are known in Alfheim: Chossum and Erendyl, traders and artisans respectively, and the most likely to engage in business with outsiders; Red Arrows, warriors and wardens; Grunalf, with a reputation as rangers and monster slayers; and the mysterious Feadiel, Mealidil and Long Runners, keepers of magic and lore about which foreigners can just wonder (and probably envy). Most of the population of non-elves in Alfheim are limited to Alfheim Town itself, where humans are a majority. This unique settlement is built in two levels: a standard town on the ground and a tree-town for the elves who dwell and trade in the community. For such a secretive realm as Alfheim, this town is a true melting pot: there are quarters representative of major and neighboring nations (Glantri, Darokin, the Shires, Minrothad, Karameikos and the Empires of Alphatia and Thyatis), and even dwarven and orc communities.

## Government & Religion

Alfheim has a king, Doriath of Clan Erendyl, though his role and power of decision is subject to the Clan Council, made up by the Clanmasters of each clan. The king gets one regular vote in the council, and his main responsibilities are leading the army and making decisions that affect the nation as a whole. A Clanmaster is the oldest active member of his clan; he works hand in hand with the mysterious Treekeepers, the spiritual leaders of Alfheim. The rumored “Way of the Tree” cares for the spiritual and magical needs of the elves, who don’t have a standard clergy and temple structure to speak of, through the nurturing of some kind of relic that is said to be a living testimony of the elven Immortals, amongst which are two of the ancient migration leaders, Ilsundal and Mealiden. Elven “tree magic”, as it is called, maybe isn’t as flashy as the displays of Glantrian or Alphatian wizards, but is nevertheless powerful and the subject of many rumors, like the creation of magical elven blades, cloaks, and boots, which light the fantasies and greed of many adventurers.

### 3.3. The Shadow Elves<sup>1</sup>

*I’m delighted that you’ve taken an interest in our local folklore. The Shadow Elves are indeed an interesting tale- cursed elves, banished underground during the Rain of Fire, who will return to destroy us all. It’s the sort of thing that elven mothers tell their children when they want them to behave, and nothing to worry yourself over. I’m sure the attack on your men was mere bandits, probably of Clan Feadiel. They dislike outsiders, you know. More wine?*

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<sup>1</sup>For the entire Shadow Elf Gazetteer, visit <http://www.dnd.starflung.com/knwnwrld.html#shadow>

Counselor Carlisan of Clan Chossum, Alfheim, speaking with a Darokin merchant friend

## **The Land**

Far beneath the Broken Lands, in the tunnels where even the humanoids fear to venture, are the lands of the mythic Shadow Elves. Pale and xenophobic, their lands actually cover networks of tunnels directly underneath Alfheim itself, and running as far away as Glantri and Darokin. These tunnels are miles beneath the surface, and few outsiders ever set eye on them. None have returned to tell the tale.

The shadow elves make their homes in large caverns, where they have constructed entire towns and cities all under-ground. There are four major cities, each one belonging to a different clan. The largest of these is the City of the Stars, home to the shamans and the King. Although shadow elf holdings are spacious, they are by no means safe. The elves are hedged in by humanoids above and strange monsters below. Sinkholes, cave-ins, magma flows, underground rivers, fungus forests, and even weather patterns (in the larger of the caves, which are often the size of feudal dominions) can all prove hazardous. Life in this land is hard, and its inhabitants have become hard as a result.

## **History**

Things weren't always like this. Long ago, the shadow elves dwelt on the surface, and enjoyed bright sunlight and prosperous living. Then came the Rain of Fire, a great cataclysm that forced the four clans underground. They wandered for a long time, eventually coming to a huge cavern. There they found, carved in stone, the 14 verses of the Way of Rafiel. They settled in the cavern, proclaimed a new king, and took Rafiel as their new Immortal.

Occasionally, the shadow elves sent expeditions up to the surface. These parties always arrived in the Broken Lands and, seeing their desolation, concluded that the surface was still uninhabitable. Millennia passed this way. Then, almost 800 years ago, they stumbled on a group of humans from above and learned that the surface had been safe for several centuries. Worse, they learned that there was an entire nation of elves above, who had apparently forgotten their unfortunate cousins.

The shadow elves, now quite numerous, sent a diplomatic party to the elves of Alfheim. Unfortunately, the wood elves cared nothing for the hardships of their kin, and the shadow elves were banished back into the caverns. Saddened and angered, the shadow elves swore to drive out these treacherous elves and reclaim their rightful homeland. Two subsequent invasions failed, so the shadow elves have adopted a new tactic- that of infiltration. They are slowly placing the pieces for their next invasion, and soon hope to regain their ancestral lands.

## **The People**

It should be stressed that the shadow elves are not evil per se. True, they hate the surface elves, as well as dwarves and humanoids and almost any outsiders. And they have traditions that may seem savage when viewed from the outside. Within their own society, however, the shadow elves

are honorable and supportive of each other. Crime is practically unknown, and for one shadow elf to betray another would be a sin worthy of the worst surface dweller.

Due to their time spent underground, the shadow elves are white-haired and pale of complexion. Their eyesight is keener than that of normal elves, and they can see quite well in complete darkness. However, they are unable to stand bright light, especially sunlight. There are four clans of shadow elves- the Celebryl, the largest clan; the Porador, who are the main farmers of fungus, slugs, and giant bat mounts; the Felestyr, who mine the magical soul crystals; and the Gelbalf, who are craftsmen especially suited in harvesting spider silk cloth. A vigorous trade exists between these cities, but there is little to no exchange with the surface world. Overall, shadow elves are hard working, devout, and peaceful. If they are threatened or crossed, though, then their anger is quick and merciless.

## **Government and Religion**

The shadow elves are currently ruled by King Telemon of clan Celebryl. His daughter Tanadaleyo is an accomplished warrior, and both are well loved by the people. However, the Radiant Shaman Porphyriel, high priestess of Rafiel, holds a great deal of political power. Shadow elf life revolves around the worship of Rafiel, who is considered to be their savior when they were lost underground, and the only god they will have. The Way of Rafiel dictates the proper food and clothing, the times to plant, hunt, and harvest, and even the destiny of children at birth. Rafiel marks his chosen children in the womb, and those that he wishes as shamans bear special facial markings. When one of these children is born it is considered a great honor, and the child is taken to the temple to be raised. The balance of these gifts, though, is that some children are born crippled and deformed, and Rafiel demands that these be abandoned in caverns far from home, and he promises to take them up to himself.

## **3.4. Rockhome, Kingdom of the Dwarves**

*Dwarves? We don't serve that scum here! They're a bunch of troublemakers. Sure, they are good warriors, and they make strong axes and sharp swords—not that they would part with them for a fair price, though. But too many of them would just go around drinking and bashing heads and destroying fine establishments...*

Ingjald the Stubborn, landlord in Norrvik, Vestland

## **The Land**

Mountains and lakes are the major features of the land of the Rockborn Dwarves. The three chains of Altan Tepes, to the west, Makkres, to the east, and Denwarf's Spur, at the centre of the nation, are interleaved by two large lakes, Stahl and Klintest, second in size in the Known World only to the great Lake Amsorak of Darokin.

The mountains, while not exceedingly tall, are often rugged and impassable, and only a handful of well guarded passes give access to Rockhome. At the center of the nation, built both on the surface and in the caverns of Rockhome's tallest mountain, is the city of Dengar, the heart of



the dwarven kingdom, rivaling in size and surpassing in strength the cities of humankind. Three other major cities exist in Rockhome, Stahl, Evemur and Smaggeft, each crowded with busy dwarven craftsmen and engineers.

## History

Rockhome and the dwarves have been around for longer than historians can remember. When the first Emperor was crowned in Thyatis, the Dwarf Kings of Rockhome were already well known. In the following centuries the dwarven merchants and wandering tinkers started an age of exploration of the lands of humankind, creating colonies in mountainous regions and opening political and trade relations with the neighbouring humans.

In hindsight, this aggressive policy explains why the dwarves are either more welcome than other foreigners or hated enemies in many countries, depending on whether the dwarven colonization attempts resulted in peaceful cooperation with the local populations, as in Vestland, Ylaruam and Ethengar, or in armed clashes, persecutions and war, as was the case of Glantri and the Five Shires.

Nowadays, dwarves still enjoy friendly relations with the Ylari, Ethengarians, and Northmen, while they are feared and often hated by the Hin. Glantrians and dwarves hate each other, and dwarves often take part in Ethengarian raids in Glantri, while the wizards of Glantri try to kidnap dwarves to further their studies on the dwarven resistance to magic.

## The People

Rockhome is the nation of the dwarves, and most Mystaran dwarves can trace their heritage back to one of the seven clans of Rockhome. Each clan is composed by a large number of families, each numbering scores, if not hundreds, of individual members, and is centred around a stronghold, built in the depths of one of the four cities. Each clan is mostly known for one trade or career that is often pursued by its members and that defines the spirit and nature of the clan, but individual dwarves are free to choose their jobs.

Clan Everast, one of the oldest clans, includes most bureaucrats, diplomats, and the current royal family. Clan Buhrodar supports the Everast kings, but its theocratic philosophy sometimes clashes with the Everast's ideas of aristocratic rule. Torkrest, a large militaristic clan, completes the strongest power bloc of Rockhome. Opposed to Clan Torkrest is Clan Wyrwarf, of recent formation, whose make-up includes many lower class, nonconformist dwarves and farmers. Clan Hurwarf is another smaller clan, whose isolationist, xenophobic ideas clash hard with the two remaining clans, Skarrad and Syrklist. The latter is a large clan of traders, bent on expanding trade between Rockhome and the foreign nations, while the former strives to accelerate the development of technology, and supports trade as a way to promote the growth of technological knowledge.

Other than dwarves, few people live in Rockhome, mostly diplomats from the neighbouring lands, traders, and a handful of non-Glantrian wizards-for-hire. Almost all of them remain within the walls of Upper Dengar. Goblinoids roam the unsettled border regions, both above and below ground, while Frost Giants live in the eastern Makkres Mountains.

## **Government & Religion**

The Dwarf King, Everast XV, rules Rockhome. Theoretically, all powers belong to the king, and the title passes to the king's heir after his demise. In practice, each law passed by the king is then voted by the Senate, a body composed by the heads of large (1000+ individuals) families. When at least two thirds of the Senators vote against a law proposal, the king usually retires it, rather than risk being ousted and replaced. The Senate also devises and submits new laws to the king, who finds as well impossible to turn down proposals supported by two thirds of the Senators.

Within the Senate, the clan leaders control the votes of their faction, and a refusal to conform to the clan leader's vote is usually considered a challenge, which ends with one of the two (usually the lesser Senator, but sometimes the clan leader) replaced.

Dwarves don't like to speak about their myths or beliefs, therefore little is known of the dwarves' religious practices. Nevertheless, it can be safely assumed that most dwarves revere the Immortal Kagyar, patron of crafts and artisans, as the creator of their race. Whether they worship him as humans do their Immortal patrons or not cannot be said for certain.

## 4. The Nomadic Peoples

A number of human populations do not (always) live in large cities like those of Thyatis or Darokin, having retained some link to their nomadic origins.

### 4.1. The Atruaghin Clans

*Children of Atruaghin! Bah, they're just a bunch of savages! Not able to appreciate the difference between a cheap rug from a fine Dythesthenian tapestry. You'd rather push further, and reach the markets of Sind, where you're bound to find better customers.*

Ahmed ibn Farouk, caravan master from Sulba, Emirate of Alasiya

#### The Land

The lands of the Atruaghin Clans cover three different regions: the Atruaghin Plateau; the forested coast of the Sea of Dread; and the rough, swampy terrains along the western banks of the Streel. The Plateau is a vast region, rich of fertile grasslands and waterways in the west, where the Horse clan lives, more dry to the north-east, occupied by the Bear clan, and covered by a forest in its south-eastern reaches of the Elk people. The land is generally fertile, with the notable exception of the Bear clan lands, but it is not intensively cultivated, and retains much more wildlife than any of the eastern lands of the Known World.

Few ways exist to reach the Plateau, which explains why the Children of Atruaghin have been able to keep their isolation from the neighbouring nations. A single trade route reaches the villages of the Bear clan from the Darokinian city of Akesoli.

#### History

The Atruaghin Clans have always lived in their current territories. They have never been much interested in dealing with the foreign nations, and they have been ignored in turn by their neighbours for centuries, as these more powerful nations were locked in internal struggles, or worried by external threats.

Only the goblinoid hordes have scoured the clanslands, in the legendary Quest for the Blue Knife, and even this event is so remote in time that only the historians of the longer lived races remember it as anything but legend.

#### The People

The Children of Atruaghin are divided in five clans, each identified by its totem animal. There are the Bear, Horse, Elk, Turtle, and the renegade Tiger clan. The tribes of the first three clans

live on the Plateau itself, while the latter two clans have settled in the coastal areas.

The Horse clan is composed by horse-mounted buffalo hunters, whose most unusual trait is the absence of a spoken language, replaced by a silent form of body language. The members of the Bear clan tribes have more dealings with the merchants of Darokin than the rest of the Children of Atruaghin, and are prominent for their craftsmanship, especially pottery and weaving. The Elk clansmen are primarily farmers, favoured by the good climate of their lands, but rely also on hunting and craftsmanship to survive, though their products are mostly for their own use, and not for trade, like the Bear clan's. The Turtle clan, due to its tribes' location, supports a large number of fishermen, and is known for its courageous whale hunters. The last clan, bearing the Tiger totem, is composed of renegade tribes, followers of entropic powers, fond of violent games and practicing human sacrifices, bloody rites, and raids against the neighbouring clans.

The Children of Atruaghin have a limited technological knowledge, and are usually unable or unwilling to use or craft metallic tools or weapons. They don't use armor, though customs vary wildly from clan to clan. Their masonry is usually limited, and most clans use either wood or clay in the construction of their villages. It is noteworthy that the Tiger clan enjoys an higher technological development, which gives them a vital edge over their more numerous relatives.

### Government & Religion

There is no central government to bring together the Children of Atruaghin. The tribes are guided by chiefs, advised by the Shamans. However, each clan has its own traditions concerning the choice and powers of the tribal chiefs, and the role of Shamans.

While the warrior Horse tribes are lead by the strongest fighters, Bear clan villages elect their chiefs, and practice a form of democracy. Turtle clan have a complex political form based on family honour, while the Elk clan is united under a Great Chief, selected by combat. The Tiger clan tribes are ruled with an iron fist by the clergy.

The Atruaghin pantheon includes the eponym hero, Atruaghin, a stern , and several other deities, each patron of a specific clan. These Immortals are served by Shamans, who serve as healer, advisors and loremasters. The Tiger clan has fallen long ago under the sway of the Entropic forces, and its cults are totally different from those of their cousins.

The Children of Atruaghin also believe themselves to be kin of certain animal species, which are taboo for them to kill, but which can provide help, both magical and mundane, to their human relatives. They have multiple totems of various degrees of importance, related to themselves, their tribe and clan.

## 4.2. The Ethengar Khanate

*How could I stand those stinky horse riders? By the beard of Kagyar, how else, if not for the pleasure of bashing a few Glantrians' heads? That's the reason why we Brothers of the Bolt join the Golden Khan's army –well, and there's the Khan's gold, too.*

Bifur Magecrusher, former Brother of the Bolt, now a resident of Vestland

## The Land

The Sea of Grass is the name given by the Ethengarians to their land, a huge grassland crossed by the River Streel and its tributaries. The best grazing lands, like the Sea of Flowers or the Land of Purple Grass, attract competing tribes, and are the theatre of intertribal skirmishes. The Great Khan keeps two court sites, Chagon-Nah and Bargha, moving an entire town of pavilions and tents twice a year. Chagon-Nah serves as summer court, and Bargha is reserved for winter.

The most impressive landmark of Ethengar is the so-called Land of Black Sand, a blasted expanse of dark sand and rock, mostly avoided by the nomads, who believe the region to be cursed, or haunted by evil spirits, or both. Despite its reputation, this is also the place where the dead Great Khans are buried.

The Ethengar steppes are subject to an extreme climate, due to their high altitude. Summers are hot and windy, while the long winters are freezing and snowy. The steppes' autumn is marked by frequent rainstorms, and the only pleasant season here is spring, when the melting snow provides plenty of water, and the winds and temperatures are moderate.

## History

The origin of the Ethengar clans is lost in the mists of time. Their myths speak of the first Great Khan, Baka, who is considered to have thought the Ethengars their lifestyle. After his death, the clans fought for supremacy in what is known as the first War of Succession. The Ethengar clans do not appear into the history of the Known World until the first century AC, when a warlike Khan drove the Makistan clan south, through the Dwarven lands.

Five centuries later, two attempts were made to invade the western lands of the Flaems, which would later be known as the Principalities of Glantri, each resulting in a sound defeat as the Ethengar horse warriors found themselves unable to apply their hit and run tactics. The Flaemish armies retaliated, but, caught in the open terrain, were crushed. Since that time, the two nations are locked in a stalemate, each unable to overcome the enemy on his own turf. Espionage and subversion have become the weapon of choice, with Ethengar brataks matching their skills with Glantrians' magic.

The last Great Khan, Toktai, died in the battle of Hayavik in 926 AC, after an ill-fated attempt to invade the Heldann Freeholds. A new War of Succession began, lasting until Moglai Khan was recognized as the Khan of Khans in 996.

Moglai's career started as heir to the Murkit tribe's Khan, Huptai. At the death of his father, Moglai was only twelve, and his throne was easily usurped by his uncle Atikai. Moglai escaped, living alone for years in the Sea of Grass, and later adventuring south to Rockhome, and later to Ylaruam, Thyatis and other lands. Later, he returned to Ethengar, declared himself Khan of the Murkits. With a small force, he was able to escape Atikai's warriors, achieving more and more victories. In the end, the majority of the Murkit clans switched allegiance, and Atikai was captured and executed.

In two years, the united Murkit tribe under Moglai Khan wiped out the divided Maghurs and Hajiks clans. In reaction to the new threat, the other clans gathered into tribes, but Moglai was able to exploit intertribal feuds to get a few tribes join him for protection, then he used his newfound strength to force the remaining Khans into submission.

## **The People**

The Ethengarians are proud and savage horse warriors, living off their yak and horse herds. The clans are able to move fast, bringing along all of their possessions. These “possessions” actually belong to the Khan, who gives them to his subjects to use on a yearly basis. Men and women are both trained in archery and horsemanship, but women usually handle trade, while they seldom become shamans or hakomons. The Ethengar males often marry more than one woman, and are bound to marry the wives of their close relatives upon their death.

Besides tribal warriors, the Ethengar society knows only few social classes. The Keshak are elite soldiers in the direct service of the Golden Khan, and have therefore relinquished their clan standing. Hakomons, the traditional Ethengar magic users, also leave their tribes, but are often employed by the Khans, since they need wealth to support their magical research. Since there is no private property among the Ethengars, there is no thievery too. Instead, there is a tradition of spies and scouts, called Brataks.

## **Government & Religion**

Moglai Khan is the undisputed ruler of the Khanate. He directly controls his own tribe, the Murkits, and an elite military force, the Keshak. The lesser Khans keep absolute authority over their own tribe, but have no power over the Great Khan. They can influence the Great Khans decisions by giving him their advice, though, as can other influential advisors.

The Ethengars worship a large number of Immortals through the clergy, but they also revere animal spirits from the Spirit World through the shamans. Both types of priests serve also as advisors, loremasters, and storytellers.

## **4.3. The Emirates of Ylaruam**

*The Alasiyans are more honourable than the other humans. You can expect them to be reasonable to some extent, too. Now, if they could avoid wasting our time in endless bartering, I could even like doing business with them...*

Dvalur of Clan Syrklist, weapon dealer in Deeran, Emirate of Alasiya

## **The Land**

A desert nested between the peaks of the Altan Tepee, the lands of the Emirates suffer from the harshest climate of the Known World. The Ust-Urt river, starting somewhere in the mountains of Rockhome, blesses only the Emirate of Makistan with its humidity, disappearing under the sands beyond the town of Parsa. Here and there an oasis large enough to support a village becomes the basis for the little agriculture of the Emirates of Alasiya and Abbashan, while great works, partly of dwarven making, provide water from the deep reserves to the larger towns and cities, Ylaruam, Abbashan, Hedjazi and Sulba. To the north, the Emirate of Nithia sports higher, but only slightly less arid, terrain, rich in minerals and in natural and supernatural hazards as well. Bandits and pirates plague the coastal area near the Emirate’s capitol town, Surra-Man-Raa. To

the south, along the Thyatian border, the Emirates of Dythestenia and Nicostenia sport the best fields of the nation, and Tameronikas, the capitol of the latter Emirate, is not inferior to the Thyatian towns in production of wine and other luxury goods.

## **History**

The desert of Alasiya is the ancestral home to the fierce desert nomads. For a long time, they have been forced to retreat deeper and deeper within it, away from the more prized coastal territories, which fell in the hands of Thyatian and Alphatian colonists. A century ago a great leader appeared among the nomads, uniting them to fight the invaders. Taking advantage of the light cavalry and mounted archer tactics of the desert warriors, this man, Suleiman al-Kalim, was able to beat the Alphatian armies, and later the Thyatians as well, enlisting even the help of the Makistani tribes and of dwarven mercenaries.

al-Kalim established a new religion, the Eternal Truth, preaching his Dream of Justice and Honour, which spoke of a respect and honour to be showed to the fellow believer, and later the Dream of the Garden in the Desert, asking the Ylari to cooperate to transform their deserted land in a true garden. al-Kalim was named Caliph of the Emirates, and in turn he appointed Amirs to rule over the tribes, and recognised the ancestral rights of the Maliks, Sheiks, and Qadis. He named an adopted heir to rule after his retirement, and this line of adoptive descendants still rules the Emirates today.

## **The People**

The Alasiyans are a honourable, if harsh, people. They value loyalty, piety, respect for the traditions and wisdom above all. They are shrewd merchants, great caravaneers, masters of oratory, but above all courageous warriors and great horsemen. A substantial minority of the Emirates' people are of Alphatian or Thyatian descent, but are completely integrated in the Ylari society. A much smaller minority in the northern Emirate belongs to the dying Nithian people, a race of short, red-skinned, red-haired savages.

Every Ylari town has a dwarven quarter, and Dwarves are the most common foreigners in the Emirates. They are not considered friends by the Ylaris, but the people of the Emirate do respect many qualities of the Dwarves, which are probably more similar to them than many fellow humans. Other foreigners are uncommon, and Glantrians are attacked on sight, while elves are mistrusted and suspected of practicing dark magics.

## **Government & Religion**

The Emirates are ruled by a Caliph, advised by a Council of Preceptors. The local rulers, Amirs and lesser nobles, swear fealty to the Caliph, and receive their power from him. Each ruler keeps a large bureaucracy, supervised by viziers, who act as ministers. The central bureaucracy in a gigantic machine, whose efficiency is surprisingly high, considered the great deal of corruption among the bureaucrats.

Most Ylaris are followers of the Eternal Truth, the faith created by al-Kalim, based upon the traditions of the dervishes of the Alasiyan desert, and the teachings of the foreigner clerics. To

these, al-Kalim added his Dreams, which constantly push the followers to part from the worst habits of their ancestors, like banditism and raiding, and to work for the betterment of the nation.

The followers of the Eternal Truth are often intolerant towards non-believers, and the Kin faction, based in the Emirate of Abbashan, openly asks for foreign trade to be interrupted, fighting the ruling Preceptors faction, and supporting the claim to the throne of the blood heirs of al-Kalim against the adopted heirs named by the Council.



## 5. The Northern Reaches

The north-eastern corner of the Known World is held by a fierce people, directly related to the Heldann freeholders and the barbarians of Norwold. These people are warriors, sailors, raiders and homesteaders, thorn between the lure of trade and civilisation and the old ways of raiding and warfare.

### 5.1. The Kingdom of Vestland

*Vestlanders are more civilised than other Northmen, and their jarls are good customers. I even heard they had enough sense to set a dwarf as the mayor of their cities.*

Oinn Stonehand, dwarven adventurer in Soderfjord, no clan affiliation declared

#### The Land

The western half of Vestland is occupied by the Trollheim hills. These granite highlands are mostly barren and battered by strong winds, except for the deep, densely wooded valleys that lead to boggy lowlands. The Northern hills are the traditional hunting grounds of the trolls, who, despite the efforts of the Vestlander army, are still able to prevent the colonisation of the region by humans, and make travelling a dangerous undertaking.

The eastern half, and the most densely populated, is a plateau rising from 100 to 300 feet above sea level. This region enjoys a mild climate, and offers suitable terrain for grazing. Woods and forests occupy a large portion of the land, and fjords provide a fast way to reach the interior from the sea. The largest rivers, the Vestfjord and the Landersfjord, are navigable by rafts and longships, up nearly to the Rockhome border.

Vestland's capitol, Norrvik, is the larger town in the Northlands, and the most modern. Landersfjord and Rhoona, at the end of the navigable part of the two major fjords, are both major trading centres, as is the Haverfjord, which controls the overland trading routes that run through the nation.

#### History

Vestland was first settled by the sons of King Cnute of Ostland. Vestland remained a colony for more than a century, but the continuous increase of the Kings' demands for tribute led the colonists to rebellion. It was a descendant of Cnute, Ottar the Just, who led the Vestlanders against his distant cousin King Finnbogi. The King of Ostland was defeated and captured at the Battle of Bridleford, and was forced to acknowledge Vestland's independence.

Ottar's descendants have since then strengthened and modernised their Kingdom, outlawing thralldom, inviting dwarven craftsmen to settle in Vestland, and signing defence or trade treaty with various nations, including Soderfjord, Ylaruam, Ethengar, and Rockhome.

Thirty years ago, King Harald Gudmundson started issuing the Trollheim Homesteading Acts, granting ducal status and land grants in return for expeditions to be organised by the prospective duke, in order to secure his new fief from troll raids. The Acts have been a failure, as most dukes have proved unable to keep their forts garrisoned against the trolls, and many settlers have fallen victim to raiders. Recently, in the wake of a series of especially successful troll raids, the King has revoked the benefits of the Homesteading Acts from the incompetent dukes, and units of the Home Guard, the standing army of Vestland, have been sent to retake the lost forts.

## **The People**

Vestlanders are a more varied lot than other Northmen. There is a fair share of frontier men, holding to the traditional Northman lifestyle and society, with jarls being the absolute leaders of the clans. On the other hand, the urban areas see a much different society, with wealthy merchants and craftsmen having a much greater influence, to the point that guilds have become the major power in the towns. In general, the freemen of Vestland are proud and independent, keeping a strong military tradition and ready to fight in defence their rights.

While wizards are still uncommon in Vestland, there is a tradition of openness to the southern magic style, and the Uppsala College provides formal education to students in the magical arts. Many more wizards learn their craft through traditional apprenticeship, providing the nation with a number of competent magic users.

## **Government & Religion**

Vestland is a feudal monarchy, with jarls, who often style themselves as “dukes”, owing loyalty to the King. Actually, the power of the aristocracy and of the King is limited, since the wealthier clan members are no more under the political control of the jarls. The King is advised by a Royal Council, which, while composed by figures selected by the King himself, represents the different power groups of the nation, including the merchant and craft guilds, the freeholders, and the clergy. This Council has no formal power, but the King is wise enough to follow its advice, since the interests groups it represents are quite able to overthrow him.

The jarls of the most powerful clans have reacted to the menace of the modernisation in different ways. The head of the Rhoona clan tend to distance himself from the central authority of the monarch, but has taken the southern title of Duke, and maintains an ever-growing castle and court. On the other hand, the Landersfjord jarl fully supports the merchant class, and rivals with the House of Ottar in his munificence towards wizards and scholars. Haverfjord is torn in a power struggle between the conservative jarl and the town council.

The most popular gods here are Frey and Freyja, while only the aristocrats and their retainers worship Odin and Thor. Worship of Loki is allowed, though rare, and many lesser cults, catering to the new social classes, are rising to prominence, like Forseti's or the White Whale's.

## 5.2. The Kingdom of Ostland

*Ostland is a staunch ally of the Empire, though it cannot be trusted as an asset in diplomatic endeavours. But when it comes to blows, these Northmen are greatly effective, despite their evident lack of discipline. They make a perfect complement to our legions, indeed.*

Manius Popilius Demades, officer of the XXVI Legion in Westrouke

### The Land

Ostland is composed by two large islands just off the shores of Vestland, Noslo and Kalslo, both quite fertile and populated. Two minor islands, Osterslo and Kunslo hold the remaining population, but they are little more than large rocks. The weather is mild in the good season, but harsh and stormy in winter. However, fish is abundant in the seas around Ostland, and there is enough pasture land for livestock.

The two major islands are politically divided into many clan holdings. Towns developed from the sieges of larger clans, like the Zealand and Ostman, and serve as quarters for the royal or clan armies and navies.

The land is almost entirely settled, and there are nearly no natural dangers except storms, and no monsters or other intelligent predators save for the local Northman raiders and pirates.

### History

Ostland has an history of piracy and raiding. It has been the first Northman kingdom, and from it Vestland and Soderfjord were colonised. The Kingdom was founded by Cnute of the Zealand clan, back in the V century AC. His sons settled the mainland near Norrvik, in modern Vestland, and, at its maximum expansion, the Kingdom of Ostland included a region larger than the lands currently held by the Kings of Ostland and Vestland.

However, it took only a century for the descendants of Cnute in Vestland to rebel and gain independence from their Ostlander relatives. Ostland Kings concentrated their action in the southern lands, raiding the coastal Soderfjorder jarldoms and the Alphatian colonies in Nithia.

When the Jarls of Soderfjord created the Nordhartar League, fifty years ago, and allied with Ylaruam and Vestland to discourage Ostlander raids, the Ostlanders allied in turn with the Thyatian Empire. This alliance still stands, and the Ostlanders have been recently associated in the Thyatian effort to conquer and settle the Isle of Dawn. Three Northman colonies have already been established on the northern coast of the great island.

### The People

Ostlanders epitomize the Northman warrior, practicing piracy as their way of life, and measuring everyone by his personal strenght and fighting prowess, and by the strenght of his clan. They hold sorcery, and to a lesser extent most forms of scholarship, is contempt, when they do not fear it outright. Skalds are their only scholars, and they are warrior-scholars, adventurers, and keepers of the traditonal lore contained in the songs of the heroes. Thievery is not practiced

nor welcomed, not because they have compunctions about taking someone else's property, but because it is considered dishonourable to do so through guile, as opposed to force.

There are three social classes in Ostland: jarls, karls and thralls. Jarls are clan leaders. Their power is absolute, within their territory. Even the King must impose his will upon them through a show of force, to the extent that he must collect his taxes personally. Karls are freemen, as long as they remain on good terms with their jarls. They aren't able to get much wealth, as there is nearly no trade in Ostland, and the jarls get the largest share of the plunder from the raids. Thralls are slaves, either prisoners of war, or descendents of thralls, or karls who have outlived their usefulness to the jarl.

Priests, or *godar*, are very respected, though only those of Odin and Thor wield any real power. Thor's godar are mostly berserker-like warrior, prone to violence and showing little interest in erudite pursuits, while the priests of Odin are the real minds behind the jarls' thrones. Powerful godar of Odin, also called Ravens of Odin, act as judges and advisors for the jarls, and the High Priest of their order, Asgrim the Bowed, is the main advisor to King Hord Dark-Eye.

### Government & Religion

The Cnute clan, under the leadership of King Hord Dark-Eye, strongly controls the clans of Ostland. The King selects the best young warriors from each clan for his Royal Houseguard, which helps keeping strong the Cnute clan, and weakens the minor clans. The staunchest opposition to the Cnute clan comes from the Ostman clan of Kalslo, which periodically rebels against the Kings.

There is also a religious rivalry between Kalslo and Noslo clans, as the latter support the official cults of Odin and Thor, while the former are followers of Frey and Freyja. Moreover, the Ostmans are known for their anticonformist behaviour, and their clanhold of Ostmanland is nearly the only place in Ostland where foreigners are welcome, and where one could find a wizard. On the other hand, their town, Ostmanhaven, has a larger share of cutthroats than most Northman ports. Currently, the rivalry is not open, but with the raise of stronger nations in and around the Northern Reaches, it is conceivable that the Ostmans could receive some help and support from these foreign powers.

### 5.3. The Soderfjord Jarldoms

*The Jarldoms are a useful buffer state between us and the Kingdom of Ostland. Moreover, should Soderfjord fall in the hands of King Hord of Ostland, our trade routes to the north would be crippled. Sure, we could still use Sardal Pass' Road, but the wise will rather have two strings for his bow, than risk to be left with no strings at all.*

Yasir al Najid, tutor of Selim, nephew of the Malik of Sulba

#### The Land

Soderfjord's territory is not terribly suited for settling. It is composed by a large coastal plateau, broken by the valleys of the Saltfjord and Otofjord rivers. The plateau is covered by patches

of wood and grasslands, and is the best farmland of the country. The river valleys are densely populated, and the towns of Soderfjord and Backwater are built there. Two other regions are settled the northern border with Vestland, and the southern mountain town of Castellan, which serves as a trade post on the route to Cinsa-Men-Noo in the Emirates of Ylaruam.

The western and southern borders of Soderfjord are composed by mountain and hill ranges unsettled by humans. Nomadic gnoll herders inhabit the Gnollheim Hills, and the Hardanger Mountain Range is home to kobold clans. These regions, while considered part of the Jarldoms, are not controlled by the Soderfjord clans.

At the centre of the nation lies a vast marsh, dotted by small areas of fertile land. Only few settlers live in the Great Marsh, mostly guardsmen in the fortified shelters that serve the Marsh Road to Castellan. The Marsh Road is part of a trade route that cuts through the nation from north to south, bringing caravans from Vestland to the Jotunvalk Pass, which signals the border with the Emirates of Ylaruam.

## History

Soderfjord existence as a nation dates back only to 950 AC, when the Nordhartar Defence League was formed through the Treaty of Allied Dominions signed by the most powerful jarls of the region. Before that time, the Soderfjord jarls constantly waged war on each other, but every time one of them looked powerful enough to establish himself as a King, his rivals would band together to overthrow to upstart monarch. Frequent Ostland raids only made things worse.

After the formation of the League, treaties were signed with both Vestland and the Emirates of Ylaruam, which were interested in securing the Overland Trade Route and in avoiding any attempt by Ostland to conquer Soderfjord. As the Kings of Ostland turned to Thyatis for help, a stalemate was reached, which has allowed the League to survive up to this day, despite the widespread infighting among the powerful jarls.

## The People

The people of Soderfjord uphold the values on independence and self-reliance, and the democratic tradition of the *thing*, the legislative assembly of all freemen.

The society has formally only two classes, the jarls and the freemen, since slavery is illegal, and the merchant class is not nearly as developed as in neighbouring Vestland. However, jarls are the only law in their own domains, so there are some regions where freemen are actually kept in servitude by the local jarl.

The towns of Castellan and Soderfjord stand out as exceptions to the common population mix of the Jarldoms. The latter is a port full of those shady characters common in the southern lands, but rare in the Northlands, and houses the only large, permanent military force of the Jarldoms, Ragnar's Brigade, quartered in Ragnar's Fort, the residence of the current war leader of the Nordhartar Defence League.

Castellan has a large share of foreigners among its residents, including a dwarven quarter, and a number of Ylari merchants. A fairly large native merchant class has grown here, and the influx of money due to the presence of the Overland Trade Route has speeded the transformation of the

town, which now sports a stone fort of dwarven making, and many more stone buildings than the rest of Soderfjord's towns.

Other than humans and dwarves, the only inhabitants of the region are hostile humanoid tribes. These include mostly gnolls and kobolds, but also frost giants and the mysterious moulder dwarves.

### **Government & Religion**

Soderfjord's rulership is divided among the Council of the Great Jarls and the war leader, currently Ragnar the Stout, the jarl of the Soderfjord clan. The Council meets twice a year, and has power to issue laws and policies, and to select the war leader, who is responsible for defence, but has no other powers. Even though the Council can make laws, it cannot enforce them, since within a dominion the local clan leader or jarl is the only authority, and it is actually illegal for anyone else to policy the domain, even if the jarl does not apply the Council's laws.

The people of Soderfjord worship mainly Frey and Freyja, though jarls and warriors honour Odin and Thor instead. The worship of Loki is widely tolerated, and even followers of Hel can allow themselves to relax their secrecy standards, if they are powerful enough, since the central government is too weak to enforce the ban on these cultists.

## 6. Nations of the Sea of Dread

The southern sea may hold many dangers, but it is a great trade route that merchants, sailors and pirate know well. Humans and demihumans have colonised its archipelagoes, while a number of non-human races claim the waters and the oceanic depths as their home.

### 6.1. The Minrothad Guilds

*Over the sea, east of Ierendi and west of Thyatis, lies the Sea of Dread... The people of the major islands banded together to form the Minrothad Guilds, the nation that control most of the sea trade in the world today. These guilds have built an unsurpassed merchant fleet to carry their exotic goods... They are secretive about their crafts... But the secret of their trading success lies in two other factors. Minrothad maintains strict neutrality with the nations of the world... The second factor is the Minrothad merchant-princes: captains and masters of magic that keep their vessels safe at sea.*

A Sage from Specularum

#### The Land

Minrothad's archipelago is formed by six major islands and numerous smaller ones, most of volcanic origin. Trader's Island is the largest island; on its north-east shore rises Minrothad, the capital, and the major trade city of the guilds. Alfeisle is the home of wood and water elves, here are located the trade city of Verdon and the fortified elvish port of Seahome. Blackrock Island is dominated by an active volcano: Halfpeack; in this island there are a few fishing villages, far away from the volcano. Northwest of Trader's Island there is Fortress Island: home of the dwarvish guilds of Minrothad and their city of Stronghold. Open Isle is a flat and treeless island where lies the halfling town of Malfton; the industrious halflings have turned the area around Malfton in a region of tended gardens, limited orchards and pasturage. More northwest lies Fire Island with his dangerous volcano Redtop; the island has been declared off limits to all shipping traffic. The last island is North Isle; here was builded the fortified town of Gapton as a colony of refuge for members of the guilds in case of calamity; there lives a great number of clerics and scholars.

#### History

The Minrothad Guilds were founded in 691 AC by Gregus Verdier, a wood elf. The responsibility for crafts, manufacturing, trading and sailing were assigned to specific clans and family

groups so that each race had equal power. Then, in the following years, a number of miscellaneous guilds came into being which provided services rather than manufactured crafts. These family will be known as the Political Guilds.

In earlier times the country was fervently isolationist: forbidding immigration and strictly controlling travel and trade practices. But this policy has altered with a change in government, and the Minrothag Guilds have opened their doors to trade, travel and interaction with the folk of other nations.

## The People

Minrothad is a polyglot society, it constantly incorporates new elements encountered and borrowed by Minrothad traders abroad; the main culture is a blend of native human, elvish, halfling and dwarvish practices. The language is the Minrothad Patois, that is a mix between the original speech and many other tongues, old and new. The same things could be said for dress: a pastiche of elements from all over the Known World.

Minrothaddans do not discuss about guild politics or problems with outsiders. Ships come and go in Minrothad ports and the most important arrivals and departures, or the launching of new ships, are observed with a “docking party”, sponsored by a guild or a ship master; foreigners invited to such events are specially privileged.

## Government and Religion

The Minrothad government is much more than groups of self serving craftsman trying to gut each other. The family guilds and political guilds are the primary counterweights on the political scene; they are separated by the ruling guild master, but he can do very little if both the family guilds and the political guilds oppose him: for their taxes support, the national government and the military isn't under his personal control. So the balance remains stable as long as all the three factions are strong.

Religions and philosophies in Minrothad have even reinterpreted to accomodate the modern commercial bent of Minrothaddans; these ethical outlooks are rationalized as being similar to the purpose of the Minrothad Guilds, even where that was not originally the case. Elendaen philosophy honors Calitha Starbrow a water elf ascended to immortality; adherents of Elendaen believe the ocean is cradle of all life. Dainrouw was inspired by Ordana, a wood elf who ascended to immortality, she is called “Forest Mother” by those who honor her. Augrism was created by Wildeye Auger, a dwarf cleric of Kagyar, the creator of dwarvish race; that philosophy exhorts its followers to perform their best at all times. Minrothism, the fastestgrowing religion in Minrothad, derives by Minroth, the Nithian human who colonized the islands, here the followers of Minrothism must live in peace and occupy themselves with useful work.

## 6.2. Ierendi, the Island Kingdom

*You want to know about Ierendi? It's a nice place, I guess, and the locals are certainly friendly. But Ierendi always seemed a bit... odd to me. I mean, picking their King and Queen*



*through a tournament? Doesn't make any sense to me. Plus, there are all those pirates down there. Buy me another, and I'll tell you about some of the fights I've had with those. . .*

Derek Alson, Darokinian ship captain in service to Linton House

## The Land

The Kingdom of Ierendi is made up of a collection of islands lying to the south of the Five Shires. There are ten main islands, of which the largest is Ierendi Island, which boasts Ierendi City, capital of the kingdom. Safari Island is famous for its wilderness reserves and its “adventure parks”, or simulated dungeons. Alcove Island is an infamous pirate haven, while Utter Island is well known for the unusual sand architecture built by the albino natives. The mysterious White Island hosts a small community of druids, Whitenight Abbey, that permit few visitors. Roister Island, in the southern portion of the kingdom, lies in some of the richest fishing grounds in the Sea of Dread. Aloysius Island, plagued by the *mau-mau*, a type of disease-carrying mosquito, serves as a penal colony. Elegy Island boasts mysterious ancient burial grounds. Fletcher Island is a tourist magnet, producing many works of art from the feathers of the native birds. Last but not least, Honor Island is home to a mysterious group of mages, who deal harshly with intruders and build the famed ironclad fireships of Ierendi.

## History

Ierendi was first settled as a prison colony of the Thyatian Empire in 570 AC. The Five Shires also followed suit, sending some of their own political dissidents to the islands. These prisoners discovered the islands already inhabited by natives, called the Makai. History does not record the origins of these natives. In 600 AC, a pirate called Mad Creeg raised a revolt among the prisoners, driving Thyatis from the islands and establishing the Kingdom of Ierendi. Over the next hundred years, the Ierendians fended off a series of attacks by the Empire, until it was finally recognized as a sovereign nation. Ierendi's history has been fairly stable since then, as the kingdom slowly became more civilized and established itself as one of the preeminent naval powers on the Sea of Dread.

## The People

Though the vast majority of Ierendians trace their heritage to the mainland, Ierendi's social customs are based on those of the Makai, which promote a slow, easy pace of life. The islands are home to a large number of pirates, though in recent years the government has attempted to drive them away. Ierendi has in the past hundred years promoted itself as a center for the Known World's growing tourist trade, and the economy of many of the islands is centered around that industry. Ierendi also boasts of a famous naval academy, which draws skilled warriors from all over the Known World.

## Government & Religion

Though Ierendi has a King and Queen, the real business of running the country is done by the Tribunal, a cabinet of representatives from the most influential aristocratic families in Ierendi. The King and Queen are mere figureheads, chosen every year in the Royal Tournament of Adventurers, with the winners of the male and female divisions taking the throne. Obviously, the King and Queen are not necessarily married to each other.

The two largest religions in Ierendi are the People's Temple and the Eternal Truth of Al-Kalim. The larger, the People's Temple, is an informal religion that worships no specific Immortal, though its clerics do receive spells. Its precepts are based on the Hope Stones, three pieces of stone that were inscribed by its founder. The original stones are believed to have long since been destroyed. The Eternal Truth, on the other hand, is a militant and demanding religion imported from the Emirates of Ylaruam. Yavi, head of the Eternal Truth in Ierendi, constantly strives to bring down the People's Temple and establish his own religion as preeminent.

### 6.3. The Sunlit Sea & Undersea

*The sea is a vast place with a great many races in it. But the sea people are content to live life at a slower pace than you surface dwellers. A mere glance at the history of this region will show you the difference; while intrigue and war riddle the chronicles of the dry nations, the sea's history has been shaped more by natural events. Where in the surface world can you find eight races living together in relative peace? However, don't make the mistake of assuming that the sea people are complacent or weak. They can fight as fiercely as anyone else at need, and not all are truly peaceful. Be especially wary of the shark-kin; they will rob you blind without a thought...*

Kellendion, an Aquarendi trader, to a Meditor adventurer

## The Land

The Sunlit Sea is the northern portion of the Sea of Dread, stretching from the mainland to the edge of the continental shelf. Its name comes from the fact that its waters are relatively shallow and warm. It contains several surface nations (Ierendi, Minrothad and part of Thyatis), and its waters are home to many aquatic races.

The largest underwater realm is Undersea, the underwater kingdom of the tritons. It is located in the waters around the western Minrothad and eastern Ierendi islands. Directly to the northeast of Undersea is the Deep Water Pool of the Kna, where the kna breed their mashers; this area is off-limits to non-kna and is the closest they have to a nation. To the east of Undersea live the Aquarendi (the aquatic elves), mostly around the island of Alfisle.

The sea floor is dotted with volcanoes, as well as ruins of the ancient Taymora culture. Kelp forests cover wide expanses, and large oyster beds can be found around the islands. Some areas contain whirlpools; most of these are created by coral and rock formations, but triton legends claim the largest lead to the lairs of terrible undead monsters. No-one who has investigated the latter whirlpools has ever returned.

South and southwest of Undersea, the waters begin to deepen; in order of depth, the areas are known as the Terraces, where many of the shark-kin tribes live, the Twilight, where live the sea giants as well as various large monsters, and the Abyss, where the kraken, and other legendary monsters dwell.

## History

The waters of the world have been inhabited since time immemorial. The oldest race in the region is the aquatic elves. Following the Great Rain of Fire, after making contact with their cousins in Minrothad, they settled the area around Alfisle. Three thousand years ago, cataclysmic upheavals rocked this region, destroying the land-dwelling (human) Taymora culture and sending its settlements to the sea floor. These upheavals also destroyed many deep-ocean merrow's\* territories, and many primitive merrow tribes arrived in the Sunlit Sea three centuries later, looking for a home. In 200 BC, tritons, fleeing the devilfish, arrived and established the kingdom of Undersea.

More recently (443 AC), a rash of lycanthropy broke out in Minrothad and spread to Undersea; the following purge was known in Undersea as the Night of the Long Knives. Many lycanthropes are suspected to have escaped the purge. The last two centuries have seen brushes with the devilfish, which have lately become more frequent.

## The People

The majority of Undersea's inhabitants are tritons. Over 10,000 of them live in this watery realm. They have a high level of culture and art. Coral-shaping is considered a high art in Undersea; the dwellings are made of coral, and are of breathtaking beauty; a triton settlement appears as an underwater coral fairy grotto. All tritons are either clerics or magic-users (or occasionally both); both of these factions live in peace with the other, though there is a certain amount of mutual suspicion. Many other sea races live here as well. 30 tribes of merrow have sworn themselves to Undersea, and many of the nomadic merrow tribes pass through. They often clash with tribes of shark-kin, whose sharks prey on the merrow's and triton's fish herds. The shark-kin also occasionally raid the Aquarendi for magical items. The kna, the traders of the sea, are also a frequent sight in Undersea, bringing goods from Ierendi, the mainland, and farther locales. They do not trade with Minrothad because the Minrothad Guilds violently discourage other traders; ever since, some kna have turned pirate against Minrothad shipping in revenge. Small groups of kopru inhabit the volcanoes, smelting and trading steel. As mentioned above, many Aquarendi live to the east; their culture is similar to their land-dwelling cousins', with the Tree of Life being replaced by the Frond of Life. They are a frequent sight in Undersea, along with nixies and the occasional allied sea giant.

## Religion and Government

Undersea is divided into eight baronies. Each baron is responsible for his own territory; the borders of the territories tend to shift according to the population (for example, when merrow nomads come to a barony, its border shrinks until they leave). However, the borders never expand

south of the edge of the Terraces. In practice, each baron controls the territory around his or her castle. Weekly courts are held, where citizens can bring grievances and disputes before the baron; any resolution may be appealed to a jury of 21 citizens. Though technically a hereditary post, barons can be replaced with the approval of a majority of their barony's citizens. The eight barons are presided over by Queen Tarovra, who lives in the castle of Smaar at the center of the kingdom. Four times a year, the barons and queen meet in council, where they discuss events; any major decision of the queen's may be vetoed by any of the barons. By tradition, dating to the Night of the Long Knives, the ruler must be both a cleric and a mage. In theory, the post is granted to the highest-level cleric/mage available when the former monarch dies; in practice, the ruling Farmarva family has always groomed its children for the post, making them the preferred candidates.

All of the sea races follow Manwara, the Old being (Triton, Merrow<sup>1</sup>, etc according to the speaker's race) of the Sea. In addition, each of the races reveres its own Immortal heroes, each of whom is credited with giving the race some of its special abilities or skills (for example, Polunius is believed to have taught the tritons the art of shaping coral); the tritons revere Polunius, the merrow Malafor, the Aquarendi Tallivai, the sea giants Gorrziok, the kna Sharpcrest, the shark-kin Crakkak, the nixies Kallala and the kopru Slizzark.

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<sup>1</sup>The merrow are the equivalent of AD&D merfolk—not aquatic ogres

## 7. Other Lands

Beyond the Known World, large expanses lie, full of dangers and opportunities. Merchants and adventurers from the Known World have travelled far, and the armies of Thyatis have allowed the Empire to extend to other continents.

### 7.1. The Empire of Alphatia

#### The Land

The Empire of Alphatia controls two large islands (or small continents) between Brun and Skothar, Alphatia itself and Bellissaria. Most of the territory of both islands is formed of plains and rolling hills, with mountain chains running along the western coast of Alphatia, and the southern coast of Bellissaria.

Large portions of both islands are covered in forests.

#### History

The Empire of Alphatia dates back to 1000 BC, when the Alphatians arrived in Mystara from their native world, which they had destroyed in a philosophical conflict between followers of Air and Fire magic schools. The early Alphatians settled in the island now known as Alphatia, which was at the time sparsely populated by human natives, akin to the modern inhabitants of the Yannivey Islands and to the Antalians of Norwold. The Alphatians quickly displaced or enslaved the natives, and established a number of dominions.

The Empire later expanded, occupying the Isle of Dawn, Ochalea, the Pearl Island and the Alatian Islands, Thyatis, the coasts of Ylaruam, parts of the western coast of Skothar and even Norwold. However, this expansion did not go unchecked, as the Thyatians, Ochaleans, and Pearl Islanders rebelled under the leadership of the wizard Lucinius, and successfully seceded, forming the Empire of Thyatis. The Norwold colonies fell under barbarian attacks and the intense frost of the Norwold winter, and half of the Isle of Dawn was lost to the expanding Thyatian Empire. Finally, the Ylari resurgence under the guidance of Suleiman Al Kalim chased the Alphatian from their last Brunian colony more than a century ago.

Recently, expansion programs have been restarted, with the foundation of a new kingdom in Norwold, but must face the opposition of the old rival, Thyatis, as well as that of a new power, the Heldannic Knights.

#### The People

The Alphatians are a race of alien humans, originating from the world of Alphatia – now known as Old Alphatia. They are divided into several subraces, including the pale skinned, blue-black

haired Pure Alphatians and the copper skinned, almond eyed Cypri.

Originally a highly magical race, they have progressively lost their magical aptitude, perhaps as a consequence of interbreeding, but more likely due to some inherent difference between the worlds of Old Alphatia and Mystara. Even with their declining magical prowess, full 20% of the Alphatians are able to wield either wizardly or clerical magic. They compose the upper caste of Alphatia, while non-spellcasters are relegated to second-class status, or reduced into slavery.

### **Government & Religion**

The Empire of Alphatia is ruled by an Emperor, currently Empress Eriadna, and a Grand Council, an assembly of 1000 Alphatian archmages and high priests. While the Emperor is in charge of general lawmaking and foreign politics, the Grand Council acts as a balance, ensuring that the Emperor does not pass laws against their will and even removing incompetent Emperors.

Local government is fully into the hands of the Kings and Queens of each dominion. Mainland dominions follow the traditional Alphatian law, discriminating between spellcaster and mundaners, and relying heavily on slave work. Overseas domains and colonies, on the other hand, are more varied, ranging from the slave plantations of Esterhold to the semi-democratic Confederation of Dunadale in the Isle of Dawn, to allied but basically independent nations such as Queodar and Thothia.

Religion is not a great concern for the average Alphatian. Most Alphatian priests see their relation with the Immortal patrons as a bargain, in which they gain magic, and therefore noble status, in exchange for worship. Alphatian wizards, on the other hand, often see religion as a crutch for those unable to wield magic on their own. Commoners have varied attitudes, though clearly not many priests care for the common people.

## **7.2. The Isle of Dawn**

### **The Land**

The Isle of Dawn is a major island off the eastern coast of Brun. It is divided into a northern flatland and a southern plateau, called the Great Escarpment of the Upper Thothian Plateau.

The northern flatlands have a cold, wet climate, so that bogs and marshes are common. The southern plateau, on the other hand, is covered in a heavy forest that leaves place to steppes and hills on the western edge.

Around the plateau itself, a strip of forested hills is claimed by the Empire of Thyatis on the western side, while the eastern side is a hot, semi-desertic region claimed by the Kingdom of Thothia.

### **History**

The Isle of Dawn has been the clashing ground of the Empires of Thyatis and Alphatia for the last millennium. Before that time, history fades into myth.

## The People

Apart from the Thyatian and Alphatian colonists and soldiers, the native population of the Isle of Dawn is divided into two groups: the Dunael, who dwell in the northern and western regions, and the Thothians, who live in the Kingdom of Thothia and in the city-states of Ekto and Trikelios. Antalian and Alasiyan colonies also dot the northwestern coast.

The Dunael are a hardy race of highlanders, similar in appearance and tongue to the Hinterlanders and the Robrenn. The Thothians, on the other hand, are short, dark-skinned mystics, the last descendants of the Nithian Empire.

The Upper Thothian Plateau is unclaimed and unexplored. Whatever hides in the dark forest there is clearly more than able to keep trespassers out.

## Government & Religion

The Isle of Dawn is divided into many dominions, controlled by either Thyatis or Alphatia. Major nations include the Kingdom of Thothia and the Confederacy of Dunadale in the Alphatian-controlled area, and the dominions of Westrouke and Redstone in the Thyatian regions. The small city-state of Helskir, at the northern tip of the Isle of Dawn, periodically changes allegiance as the two Empires fight for control.

Alphatian and Thyatian churches also compete for the souls of the people of the Isle of Dawn. The other major religions are those of the Dunael druids and the Thothian mystics.

## 7.3. Northern Brun

### The Land

North of Ethengar and Glantri, the Antalian lands run up to the glacial regions.

The traveller bound to the north will find the forested Elven Kingdom of Wendar and the Heldannic Territories, then, crossing the Mengul Mountains, the Lothenar forest, the Plains of Avien and the dark realm of Denagoth, flanked by the southern reaches of Norwold to the east, and the Northern Wildlands to the west.

Further north, along the coast, the city-states of Landfall and Oceansend, the northern elven Foresthomes, and then the city of Alpha, capitol of the Kingdom of Norwold, on the shores of the Great Bay. Here, rolling hills covered by evergreen forests are frequently crossed by rivers and dotted with a myriad of small lakes.

Beyond the Icereach Range and north of Denagoth lies the Kingdom of Ghyr, while north of the Great Bay the frigid tundra holds the Kingdoms of Littonia and Kaarjala.

Frosthaven, land of the Frost Giants, is the last known nation, lying beyond the arctic sea on a glacial island.

### History

The history of the North is short, but bloody. The Antalian tribes have been living here for as long as anyone can remember, as have the Littonians, the Elves of Geffronell and the Denagothians.

The recorded history begins with the foundation of Kaarjala and Littonia, more or less at the same time as the crowning of the first Emperor in Thyatis. During the next few centuries, civilization, which had disappeared from Norwold after the invasion by the goblinoids hordes of King Loark, was slowly rebuilt, leading to the foundation of the Wendarian League south of the Mengul Mountains, the Hin shire of Leeha along the estuary of the White Bear river, and the Kingdom of Essuria on the Denagoth plateau.

Essuria was, at the time, the most active civilization, but the barbarian tribes of Denagoth and the Northern Wildlands prevented the kingdom from expanding, finally destroying it in 909 AC. Meanwhile, in Norwold, the Alphatians and the Thyatians tried to establish colonies, with limited success. The Dragon Kingdom of Wurmsteeth also emerged in 828 AC.

The last powers to appear on the northern political scenario were the Heldannic Order, Hattian knights and priests that invaded and settled the Heldann Freeholds in 950 AC, and the Kingdom of Ghyr, which emerged from the Prism Wars that pit the northern baronies of Essuria against each other after the fall of Landryn Teriak. The Elven Kingdom of Wendar was also established after the destruction of Essuria, led by the Wizard-King Gylharen and comprising both the Genalleth elves and the Antalian humans of the old Wendarian League.

### **The People**

Most of the humans of the northern regions are Antalians. The most important exceptions are the Saamari of Kaarjala, the Littonians, and the human folk of Denagoth.

Elves of the north descend from the Shiye of the Sylvan Realm, or from the Genalleth clan.

There are also many small Dwarven clans in Norwold, some descendents of the Glantrian colonists sent by the Syrklist kings, others from Northern Reaches dwarven families. The largest dwarven communities are found in the outskirts of Oceansend, and in the Wurmsteeth.

There are also Hin communities, including Leeha, but also Hin villages in the outskirts of Alpha and Oceansend.

### **Government & Religion**

The most important nations of the North include the Heldannic Order, a military theocracy based in Freiburg; the Elven Kingdom of Wendar, ruled by King Gylharen; the Kingdom of Norwold, a subject dominion of the Empire of Alphatia, ruled by King Ericall; the City-State of Oceansend, ruled by King Yarrvik; the Kingdom of Kaarjala and the Kingdom of Littonia, beyond the Great Bay; and the Kingdom of Ghyr.

Religions of the North include several druidic circles, as well as nature cults devoted to the Immortal Zirchev; the Antalian cults of Odin, Thor, Frey and Freyja; the Wendarian cult of the Korrigan; the Church of Kaarjala, devoted to a group of Immortals led by Ilmarinen; the Church of Littonia, devoted to Ordana; and the evil Church of Idris. The cult of the Immortal Dragon Pearl is also popular in the Wurmsteeth.



## 7.4. The Great Waste, Hule and Western Brun

### The Land

West of Darokin, the mountains of the Khurish Massif give way to a desertic land, the Great Waste and the Sind Desert. Here, only the banks of the great Asanda river can support significant agriculture. The Rajahstan of Sind is the only major nation of the region, up to the Black Mountains further west. South of the Great Waste lies the Serpent Peninsula, home of the Yavi, while west of the mountains is the Empire of Hule, clustered in a wide valley between the Yalu Sea and the Darkwood.

A line of low mountains, the Bylot Hills, marks the western border of the subject lands of Hule. Beyond the hills, the enormous Yazak steppes divide Hule from its nearest neighbour, the Empire of Zuyevo. Further west is the Endworld Spine, a range of high mountains near the western coast of Brun. The Yezchamenid Empire rules over the southern portion of the Spine, directly west of Zuyevo.

To the south, the Savage Coast is home to many cultures and nations, described in the Savage Coast Campaign Book.

To the north, the taiga is home to nomadic peoples. The lost Sylvan Realm of the elves is also found along the Endworld Spine, north of Yezchamenid lands.

North of Hule are the Kavkaz and the Midlands, home to fierce enemies of the Huleans.

### History

The history of the Hulean empire is shrouded in mystery, and the western empires are all but unknown to the Known World scholars.

What is known is that the goblinoid hordes that would be later known as Wogar's Tribe started their long migration in Urzud, somewhere north of the Yalu Sea, west towards the Sylvan Realm, where some of their numbers joined the evil wizard Moorkroft Elvenbane in his crusade against the elves, and then south into the Yazak steppes, where they caused the fall of the Dravish and Plaktur civilizations. The goblinoid hordes then swept through the Oltec lands of the Savage Coast, crossed Hule, and invaded Sind, the lands of the Children of Atruaghin and the Five Shires.

### The People

The people of the Midlands and western Brun are varied, coming from Neathar, Oltec and Blackmoorian backgrounds. Goblinoids are common here, with the exceptions of Gnolls and Kobolds, while demihuman are uncommon, except on the Savage Coast.

A number of much less known nations is also present in this region, including the Graakhalian Gnolls and Elves, the secretive Karimari, and the Wee Folk of the Kingdom of Fey.

### Government & Religion

Three large Empires control much of western and central Brun, the Hulean, Zuyevan and Yezchamenid Empires. Hule is ruled by an hagiarchy led by the mysterious Master of Hule, leader of the Tem-

ple of Chaos. Zuyevo and the Yezchamenid Empire are more traditional dynastic autocracies.

Several smaller kingdoms are also found along the Savage Coast, in the Arm of the Immortal, and in the Midlands. These minor nations are as likely to band together against Hule as they are to fight among themselves. The Kavkaz and Midlands people follow the Temple of Chaos or its nemesis, the Temple of Law, while the people of Savage Coast worship a large number of different Immortals, depending on their origins.

In the eastern part of the region, the Rajahstan of Sind, a feudal monarchy heavily influenced by the local clergy, and the Divinarchy of Yavdlom, ruled by a caste of seers are the major powers, but several city-states and minor nations are also present. While the Sindhi have a large pantheon, headed by the Immortal Ixion, the Yavi follow a smaller pantheon, led by the Immortal Yav.

## **7.5. The Continent of Davania**

Davania is the largest of the three main continents of Mystara. Only its northern reaches are well known, including the jungle lands occupied by the Thyatian Empire and the rocky plains of the Megala Khimata plateau, home to the Milenian City-States.

To the south, a large savannah is home to many Rakasta tribes, while on the eastern coast an Heldannic fortress is the last bastion of civilization.

In the extreme south, large gnome nations are thought to exist, as well as Tanagoro colonies.

## **7.6. The Continent of Skothar**

The continent of Skothar is even more mysterious than Davania.

Little is known of this area, except that the Alphatians have clashed with local nomadic people, the Jennites, to establish a colony, Esterhold. South of Esterhold is the region of Minaea, home to fearsome pirates that plunder the Alphatian transports. Black empires and Rakasta tribes are found in the jungles east of Minaea, while the remnants of ancient Thonia are located in the frozen regions north of Esterhold.

Ogrekin nations dominate the volcanic expanses of the Tangor peninsula to the far east.

**Part II.**

# **Player Characters**



## 8. Overview

This book aims at providing a conversion of the Mystara setting from OD&D to AD&D Second Edition.

To this end, new racial packages, classes and kits are proposed. Races and kits are balanced using the point-based system introduced in the Player's Option series, though they are not supposed to be used with that series, on the idea that the "Player's Option" should actually be restricted to the Dungeon Master.

Also, character kits, while balanced using "Player's Option: Skills & Powers" (PO:S&P) and "Player's Option: Spells & Magic" (PO:S&M), are more akin to traditional AD&D kits than to those provided in PO:S&P. Character points (CP) costs are given for reference.



## 9. Character Races

Several races are available for Player Characters (or Creatures). Level limits are somewhat different than usual (see Table 9.1), and the optional rules for overcoming the limits are also used: to progress beyond the level limit, non-human PCs need double XPs.

### 9.1. Common Races

These are the most common races in the Known World. A few Hollow World races are also detailed. More races appear in the Savage Coast campaign book, though those are usually limited to Savage Coast campaigns.

#### 9.1.1. Human

Mystaran Humans are built as in the AD&D 2e Player's Handbook (PHB), except that they receive an extra NWP slot at first level, and have a +5% bonus to their XPs.

There are a number of humans originally hailing from other planets or planes, like the Al-phatians and the crew of the FSS Beagle. However, they are considered as standard humans for most purposes.

#### Mystarans

The Mystaran humans are standard AD&D humans. Likewise, they don't have special abilities or ability modifiers, can pursue any class allowed by their culture, and can be dual classed, but

Table 9.1.: Level Limits for Demihuman characters

	Dwarf	Elf	Half-Elf	Hin	Gnome	Shadow Elf	Hutaakan
Fighter	15	12	14	9	12	15	10
Ranger	15	15	16	9	–	–	–
Cleric	10	12	14	8	9	–	–
Specialist	12	15	14	15	12	15	15
Druid	–	13	14	–	–	–	–
Mage	–	15	12	–	–	18	12
Specialist	–	15	12	–	15	18	12
Thief	12	12	12	15	13	10	13
Bard	12	12	U	12	15	–	–

not multi classed characters. There are three main Mystaran ethnic groups, the Neathar, the Oltecs and the Tanagoro.

### **Laterrans**

These humans came from an alternate dimension, called Laterre, through a gate opened by the Ambreville family, the current rulers of the Principality of Nouvelle Averoine in Glantri. People of three different ethnic groups moved to Mystara: the Kaelics, the Sylaire, and the Fens. All of them live in Glantri, though some moved to Darokin after the Light of Rad.

### **Alphatians**

Alphatians come from another plane, where magic was more plentiful than in the Prime Material occupied by Mystara. The original Alphatians were all magic-users, but since Landfall, their magic ability has declined significantly. Still, Alphatians are unusually apt at magic, compared with other humans, and up to 20% of them have the potential to wield either wizardly or priestly magic. Alphatians are composed of at least three different ethnic groups: the Flaem of Glantri, the Pure Alphatians and the Cypri, or Common Alphatians.

### **Federation Aliens**

These aliens belong to the Blackmoorian era. They are very similar to humans, but their skin acquires a slight green colour under the light of Mystara's sun. Their world of origin has no magic, so Federation aliens are never wizards or priests.

#### **9.1.2. Elf**

The Elves of Mystara are quite different from the standard AD&D elf. First, they aren't immortal, but merely long lived.

There are three types of Elves in the Known World: Sylvan Elves, Belcadiz Elves, and Water Elves; other elven races are found in below the Known World and in the Hollow World.

#### **Sylvan Elves**

These are the Elves of Alfheim. They receive the standard benefits of the AD&D High Elf, but their immunity to charms and sleep spells derives from a special ceremony, where a the elf is given a secret "true" name. If a spellcaster knows the elf's true name, the elf cannot defend against the enchantment (he isn't allowed even the usual saving throw); otherwise, the spell has no effect.

Most of them are multiclassed Fighter/Wizards, though some choose to advance only in one of the two. They can multiclass as Wizard/Treekeeper in addition to the standard elven options.

**Abilities:** +1 Dex, -1 Con. **Weapon bonus:** sword (long and short) and bows (long and short). **Infravision:** 60'. **Stealth** (as PHB). **Secret doors detection** (as PHB). **Skill bonuses:** elves who take the Tracking have it at Wis/2 rather than Wis/2, while Rangers receive a +2 bonus; Sylvan Elves also receive a free Treewalking skill.



## Shadow Elves

These underground Elves are very different from their surface counterpart, having adapted to an environment with no light and a large number of aggressive neighbours. They do not use secret names, and are easily recognized as Shadow Elves by the pale complexion and large ears.

**Abilities:** +1 Dex, +1 Int, -1 Con, -1 Cha. Infravision 90'. Immunity to paralyzing attacks from the Undead. Stealth (as PHB, but only underground). Secret doors detection (as PHB). Shadow Elves are sensible to bright light, suffering a -1 penalty to attack rolls in daylight.

## Belcadiz Elves

The Belcadiz are a southern breed of Elves, with darker complexion and curly, dark hair. They are known for their metalsmithing, and especially for their swords. Most of these Elves live in the Principalities of Glantri, but a few migrated to the Savage Coast instead.

**Abilities:** +1 Dex, -1 Con, +1 Int, -1 Wis. Weapons bonus: rapier, main gauche, dagger. Infravision: 60'. Stealth (as PHB). Secret doors detection (as PHB). Belcadiz Elves are master of metallurgy and weaponsmithing, and receive a +2 bonus to the Weaponsmith NWP when creating swords. They also have a free Etiquette proficiency.

## Water Elves

The Alfasser, or Water Elves, are one of the two elven people of the Minrothad Guilds. They somewhat resemble Shadow Elves, with pale skin and hair, but are an entirely different breed, adapted to the life on the high seas.

**Abilities:** +1 Dex, -1 Con. Weapon Bonus: cutlass and rapier. Infravision: 60'. Stealth (as PHB). Secret doors detection (as PHB). Skills bonuses: Water elves receive a +2 bonus to the Navigation and Orienteering skill (only on the sea), and a free Boating skill.

## Icevale Elves

These Elves live as primitive hunter-gatherers in arctic regions of the Hollow World. A similar group of Polar Elves lives near the southern polar opening, in the Outer World. They are hardy, but suspicious of strangers, and more primitive than most Elves.

**Abilities:** +1 Dex, -1 Cha. Weapon Bonus: spear and bow (long and short). Infravision: 60'. Stealth (as PHB). Secret doors detection (as PHB). Cold resistance: +1 bonus to ST vs. cold and ice attacks.

### 9.1.3. Half-Elf

Half-Elves are rare in the Known World. Most offsprings of Elves and Human closely resemble one of the parents. Circa one "half-elf" in three is actually a Half-Elf. In the Savage Coast, however, Half-Elves breed true, and the offspring of a Elf and a Human is always an Half-Elf. Half-Elves are built as in the PHB (except they do not have any resistance to sleep and charm spells).

#### 9.1.4. Dwarf

There are two different subraces of surface Dwarves, plus the Kogolor Dwarves in the Hollow World.

##### Denwarf

Rockborn Dwarves hail from Rockhome, and are the most common Mystaran Dwarves. They can be found in most areas of the Known World – except Glantri – as well as in the Kingdom of Stoutfellow in Alphatia and along the Savage Coast.

**Abilities:** Rockborn Dwarves are equivalent to standard AD&D Hill Dwarves for most purposes. They can reach the 12th level as Specialty Priests of their patron Immortal, Kagyar. Kagyar has made them incredibly resistant and sturdy, giving them a +2 Con bonus. However, they have gruff character and limited agility, so they suffer -1 Dex and -1 Cha penalties.

Dwarf Thieves cannot use magic scrolls, and never gain followers. On the other hand, they have the Tunneling special ability from PO:S&P.

##### Modrigswerg

The Modrigswerg, or Moulder Dwarves, are a tiny race of Dwarves living in Vestland and Soderfjord. They are famed craftsmen, but have terribly bad tempers, and show often an evil disposition. They are commonly considered warlocks, in league with the fiends.

A Mordrigswerg Dwarf can live up to 500 years, but most fall prey to depression and madness well before that age.

**Abilities:** The Moulder Dwarves receive the following bonuses: +1 Int, +1 Con, -1 Wis, -2 Cha. They have the same detection abilities and combat bonuses as standard Dwarves, but no special saving throw bonuses. Moulder dwarves can become magic-users (Artificers and Alchemists only) up to 12th level. Moulder dwarves have infravision up to 90’.

##### Kogolor

The Kogolor Dwarves are found only in the Hollow World. They are a pastoral race, sharing a preference for hills and mountain with their Rockborn relatives, but otherwise very different. Kogolors aren’t as hardy as the Rockborn Dwarves, but on the other hand they are less prejudiced than their outer world counterparts.

**Abilities:** The Old Dwarves have +1 Con and -1 Dex modifiers. They have infravision to 60’, and the ability to move unhindered in hill or rocky terrain. They have lesser detection abilities (detect direction 50%, detect slopes 75%), and receive a +2 bonus to yodeling. Kogolor Dwarves can become Rangers.

#### 9.1.5. Hin

The Hin, or Halflings, hail from the Five Shires in the Known World and from Leeha Shire in Norwold. Some of them also live in the neighbouring regions – Darokin, Karamaikos, Ierendi,

Oceansend and Alpha. Some Hin have migrated to the Kingdom of Stoutfellow in Alphatia and to the Savage Coast, during the turbulent history of the Five Shires.

**Abilities:** Hin have +1 Dex, +1 Con and -2 Str modifiers. They have a +1 bonus to attacks with slings and hurled weapons, the Saving Throw bonuses as per PHB, and the Hide in Woods ability, as Thieves of same level. Moreover, Hin have the Denial ability as per the Five Shires Gazetteer, which they gain at 5th level and can use while in their clan lands. This ability is not available to Hins who are natives of other lands, where there are no relics (these Hin are considered “clanless”).

Hin can take the same classes as in PHB, plus Ranger and Bard, as well as to the Hin Master class. The Hin Master class is seldom taken at first level, though: single classed Hin from the Five Shires dual class as Hin Masters when selected for training by High Masters or clan leaders.

### 9.1.6. Gnome

Gnomes are uncommon in the Known World, where some live in Rockhome, Ierendi and Karameikos, but are found in greater numbers in Davania, especially in Southern Vulcania, and in Alphatia. There are also three gnomish nations, the Flying City of Serraine, the Empire of Snarta and the floating continent of Valoin-Flaemaker. Savage Gnomes are found in the wildlands of Shahjapur, in the Hollow World.

**Abilities:** Gnomes have acute minds, but are easily distracted, giving them +1 Int but -1 Wis. They are also quick and dexterous, but not very powerful, so they have -1 Str but +1 Dex (with minimum Dex 7 and Str 4, before applying these modifiers, as well as minimum Con 6). Mystaran Gnomes also have Infravision, up to 90’, as well as a +2 bonus to Engineering tasks. Other abilities depend on the specific subrace.

Access to classes and level limits are as per PHB, except that Mystaran Gnome can access several different Wizard specializations, depending on their subrace. All Gnomes can be Illusionists, Alchemists or Mechanics, though the first two are common only in the Known World.

#### Rock Gnomes

Rock Gnomes are found in Stoutfellow, Rockhome, Karameikos, and Glantri. Their largest settlements, in Soderfjord, have been overrun by kobolds.

**Abilities:** Rock Gnomes can become Earth Elementalists, and have a +2 bonus to ST vs. acid and petrification attacks. These Gnomes have mining detection abilities as Dwarves. Starting at second level, once per week, they can summon an Earth Elemental with as many HD as one half the Gnome’s level, round down.

#### Sky Gnomes

Sky Gnomes are found in the Flying City of Serraine and in the floating continent of Oostdok, in the Hollow World. They are expert engineers, specialized in the design and construction of flying machines.

**Abilities:** Sky Gnomes can become Air Elementalists, and have a +2 bonus to ST vs. air and electricity attacks. These Gnomes instinctively know weather conditions, altitude, speed, and direction when flying, with a 50% accuracy. Starting at second level, once per week, they can summon an Air Elemental with as many HD as one half the Gnome's level, round down.

### Steam Gnomes

Steam Gnomes are found in Southern Davania, where they roam in their Earthshaker cities, and in the Honor Island of Ierendi.

**Abilities:** Steam Gnomes can become Fire Elementalists, and have a +2 bonus to ST vs. fire and heat attacks. Steam Gnomes are especially good at combat, and get a +1 bonus to attack rolls with short swords and daggers. Starting at second level, once per week, they can summon a Fire Elemental with as many HD as one half the Gnome's level, round down.

**Snartan Gnomes** Snartan Gnomes are created as clone of a single individual, so they are actually very similar. They conform to the Steam Gnome type, but they have fixed ability scores:

Str	14	Int	16
Dex	16	Wis	8
Con	13	Cha	13

They are all Fighter/Fire Elementalists or Fighter/Mechanicians. The first are front-line infantry-gnomes, while the latter are pilots and engineers working at the Earthshaker-city and the mechanical war machines of Snarta. All Snartans are trained in the use of short swords, spears, and daggers, for close combat, and rely on spells and mechanical devices for ranged combat.

### Ice Gnomes

Ice Gnomes are found in Southern Vulcania, near the southern polar opening. They are survivors of the original Gnome nation.

**Abilities:** Ice Gnomes can become Water Elementalists, and have a +2 bonus to ST vs. cold and water-based attacks. These Gnomes pass unhindered through arctic terrains. Starting at second level, once per week, they can summon a Water Elemental with as many HD as one half the Gnome's level, round down.

### Savage Gnomes

Savage Gnomes are a primitive people, found in the Hollow World. These savages infest the wildlands of Shahjapur, where they were transported by the Immortal Garal when their homeland in Vulcania was invaded by the more aggressive Snartans.

**Abilities:** Those Savage Gnomes who wish to learn wizardly magic can only become Wokani, while their priests are all Shamans. Savage Gnomes can pass without trace through jungle land and have the same stealth abilities as elves and halflings, though limited to jungle environment. They receive a +1 bonus to attack rolls with darts. Starting at second level, once per week, they can summon animals for a total of as many HD as the Gnome's level. Each animal cannot have more than one half the Gnome's level in HD.

### 9.1.7. Near-humans

The Near-humans are a class of character races originally presented in the Princess Ark series (with the exception of the Hutaakan). They were converted to AD&D in the Savage Coast Campaign Setting.

#### Rakasta

Rakasta are feline humanoids. They are rare in the Known World, but otherwise very common on Mystara. The Rakastan characters follow the rules of the “Rakasta of Mystara” article by Bruce Heard (Dragon Magazine 247), or the Savage Coast Campaign Setting. Basic Rakasta are available in Bellayne and Myoshima.

#### Lupin

Lupins are canine humanoids, common in the Known World and in the surrounding regions. They are related to both Gnolls and Hutaakans. The Lupin characters follow the rules of the “Campaign Classics: Lupin of the Mystara setting” article by Bruce Heard (Dragon Magazine 237), or the Savage Coast Campaign Setting. Basic Lupins are available only in Renardy.

#### Hutaakan

Hutaakans are jackal-headed humanoids, short but lanky. They live as long as a human or a lupin, and can follow the paths of the Fighter, Wizard, Thief or Priest. They are quite weak (-1 Strength), but agile (+1 Dexterity). They prefer to use javelins and slings in combat, relying on short swords if forced to fight in melee.

##### Ability Requirements

Str 3/18	Dex 8/18
Int 4/18	Con 6/17
Wis 6/18	Cha 3/17

They have enhanced sense of smell and hearing, like Lupins of medium ability.

#### Turtle

Turtles are turtle-like humanoids of pacific disposition, living on the shores of the Savage Coast. Turtle characters follow the rules presented in the Savage Coast Campaign Setting.

### 9.1.8. Other Races

These races are also common, but require little modification over the published versions.

**Aranea** Aranea are fully detailed in the Savage Coast Campaign Book. No modifications are needed here.

**Lizard-kin** Three Lizard-Kin races (plus the Wallara) are described in the Orc’s Head and Savage Coast books. The Shazak can be used to represent other “advanced” Lizard-kin, such as the Malpheggi Lizardmen.

Table 9.2.: Level Limits for Goblinoid characters

	Orc	Gnoll	Hobgoblin	Goblin	Kobold	Ogre	Bugbear
Fighter	12	12	12	10	8	12	12
Shaman	9	9	9	9	9	4	8
Wokan	6	6	7	7	6	2	5
Thief	12	11	12	13	13	–	9
Trader	8	8	8	8	8	4	7

**Enduk and Ee'ar** Winged minotaurs and elves are only common in the Arm of the Immortal region. They are presented as a PC race for AD&D 2e in the Orc's Head supplement.

**Manscorpion** As the Enduks, the Manscorpions are also common only in a small region of the Savage Coast, the Orc's Head peninsula. Individual Manscorpions can be found elsewhere on the Savage Coast, though.

**Lycanthropes** The best AD&D rules for lycanthropes are found in the Book of Souls (<http://www.kargatane.com>) only the standard Mystaran lycanthropes are available on Mystara.

**Goblinoids** Most Goblinoids are acceptable as Player Creatures. Their class access and level limits are detailed in Table 9.2. Their minimum ability scores and ability modifiers are as per GAZ10. Goblinoids can exceed the level limits in spellcasting classes only by performing sacrifice rituals as described in GAZ10. Goblinoids can access the Bard class only through the Trader kit (see the Savage Coast campaign book), and they can only be Wokani, Savage Wizards or, rarely, Hakomon.

**Genasi** Genasi are crossbreeds between humans and the natives of Elemental Planes (usually the Genies). Genasi are uncommon on Mystara, but can be found where the interaction with the elemental creatures – Djinn and Efreet especially – is more common, as in Alpha-tia, Ylaruam and Glantri. Genasi PCs and NPCs can be constructed as per Planewalker's Handbook.

**Wee Folk** Fey characters are available as well. Since they tend to be heavily constrained in their class choice by their nature – they cannot be priests, and do not usually need thieving skills – they are better represented by using the Player's Crucible racial classes.

## 9.2. Halfbreed Characters

Most Mystaran demihumans and humanoids are able to interbreed, though at a much reduced fertility rate, so hybrids can be found – Half-Elves are the most common type, followed by Half-Orcs. Usually, the hybrid closely resembles either his father (33%) or his mother (33%), with only cosmetic traits from the other parent.

Sometimes, however, the hybrid is truly a mix of the two races. These halfbreeds have an equal chance of inheriting every ability modifier from either parent. Special abilities have a 25% chance of being passed through to the offspring, often in a limited form.

After determining the special abilities and ability modifiers, the total sum of CP required is used to find the character level limits. The basic limits are the average of the parents' limits, considering 20 for humans, and no access to classes forbidden to one of the parents. The limits are then incremented or decremented by one level for each 5 CP less or more than the average of the parents. The character inherits the ability to multi-class or dual-class from one of the parents (randomly chosen).





# 10. Character Classes & Kits

Not all standard classes are available in Mystara. However, there are several classes and kits that are unique to this world.

## 10.1. Warriors

The roles of the main warrior classes are described herebelow.

**Fighter** Fighters are the most common type of warrior. They can be specialized through character kits, which range from barbarians to swashbucklers and from savages to knights.

**Ranger** Rangers are common among the Elves and in most wilderness areas. They receive their spells from a variety of nature Immortals, including Djaea, Ordana and Ilsundal.

**Paladin** This class does not exist in Mystara. While religious warriors are common enough, they are portrayed as Defender Fighters rather than as Paladins.

In addition to kits from other sources, the following kits are also available in specific regions.

### 10.1.1. Piao Shih

The Piao Shih, or Escorts, are professional caravaneers and guardians that are hired to deliver goods or people across the wilderness of central Ochalea. Escorts begin their career as Henchmen in an Escort House. Experienced Henchmen (around third level), become Escorts, and serve as officers and sergeants in the caravans, as well as agents for the organization. Well-traveled and experienced Escorts may establish their own Escort House and become Masters, by obtaining permission from the council of all Masters of Escorts.

**Minimum Ability Scores** Charisma 9, plus standard Ranger. Piao Shih are rarely Chaotic.

**Races Allowed** Human, Lupin.

**Armor and Weapons Permitted** The Piao Shih must specialize in Dart throwing. He can otherwise use all armor and weapons, but his special abilities don't work if he wears heavy armor.

**Non-weapon proficiencies** Required – Weather Sense. Bonus – Riding, Land Based or Set Snares. Recommended – Etiquette, Boating, Swimming, Fire Building, Navigation. At least half of the Piao Shih's proficiencies must come from this list, until he has all of the recommended proficiencies.

**Special Benefits** The Piao Shih receive the following special abilities instead of those of standard Rangers:

- Pass Without Traces at 7th level (7 CP)
- Followers (10 CP)
- Proficiency Group Crossover: Thief (5 CP)
- Climb Walls (10 CP)
- Weapon Specialization (10 CP)
- Use priest spells from the Sphere of Travellers, Wards, and Animal (10 CP)
- Tracking as standard Ranger (5 CP).

**Special Limitations** None

### 10.1.2. Chujen

Chujen are highly specialized warriors of Ochalea. They master unarmed combat, or a single weapon (in the kit description, the first option of any given choice refers to unarmed masters, the second to weapon specialists). Many of them group in schools, which may or may not have religious overtones. In the latter case, they join monasteries, where they are indistinguishable from Fighting Monks, except for their lack of spellcasting powers (these Chujen are more correctly known as monks).

This kit can also be taken by Sindhi fighters, though they are usually known as Keis.

**Minimum Ability Scores** Strength 9, Wisdom 11, Dexterity 9. These Fighters are rarely Evil or Chaotic, especially those who are also monks.

**Races Allowed** Human, Lupin, Rakasta.

**Armor and Weapons Permitted** no armor (-15 CP), and can either use all monk weapons, or is limited to a single tight group (-5 CP).

**Non-weapon proficiencies** Required – Religion or Weaponsmithing. Bonus – Acrobatics or Quick Draw.

**Special Benefits** The Chujen receive the following benefits:

- Armor Class improvement (15 CP)
- Proficiency Group Crossover: Priest or Thief (5 CP)
- Weapon Specialization (5 CP)
- At 4th level, the character either becomes able to hit with unarmed attacks enemies that can only be damaged by magical weapons (as +1 weapons, +1 for each 4 levels thereafter), or becomes immune to disarming attacks when using his weapon of specialization.

**Special Limitations** Code of Ethics: all Chujen follow a set of behaviour codes. In the case of monastic warriors, this is usually a prohibition to eat meat or drink alcohol. (-2 CP)

## 10.2. Wizards

The basic mage, the wizards specializing in the Schools of Philosophy, and the Elementalists are all very common in Mystara. Other mages are also present in specific regions: the list that follows includes only the most common wizard types. Others may be present either as hedge wizards in remote locations, or as specialists in highly magical areas, such as Alphatia.

**Mage** The mage is the most common type of wizard. It is available in most civilized regions.

**Elementalist** Elementalism was brought in Mystara by the Alphatians, and then developed by the Nithians and later by the Thyatians. Elementalist are common in Alphatia, Glantri, and Thyatis, as well as in Honor Island.

**Specialist, Schools of Philosophy** These specialists are very common. Study of the Schools of Philosophy started in the Blackmoorian Age, and was recovered after the Great Rain of Fire by, among others, the Taymoran and Nithian Necromancers. Specialist wizards are common in all of the most magically advanced nations.

**Alchemist** The tradition of Alchemy arrived from Laterre, brought by the Ambreville family and their retainers. It is common in Glantri.

**Mechanician** Mechanicians (or Clockwork Mages) are builders of magical devices. This odd form of magic was devised by the Modrigswerg, and is still known mostly by the Moulder Dwarves and by Gnomes as well as a few humans in Ylaruam and Thyatis.

**Elemental Sorcerer** A variant of the Elementalist, the Sorcerer is a native tradition in Ylaruam, blending the Alphatian and Thyatian teachings with local magical lore. Ylari wizards work as Sorcerers and Elemental Mages from the Complete Shair's Handbook.

**Hakomon** The Hakomon are the native wizards of the Ethengar Khanates.

**Shair** Shairs, while not exactly wizards, are able to cast spells through an elemental genie-kin. They are available only in areas where humanity interacts with the genie-kind, such as Ylaruam, and even there, they are quite uncommon.

**Wokan** Wokani are primitive, naturalistic spellcasters. They are very common in primitive nations and among the goblinoids.

**Wu Jen** These oriental wizards are common in Ochalea and in Myoshima.

### 10.2.1. Hakomon

Hakomon learn magic in difficult conditions: their home nation has no great centers of magical lore, and the wizards find themselves cast outside their tribes – they may be needed, but they are not loved. Therefore, the Hakomon must learn to survive on their own, and are generally tougher than most wizards. On the other hand, their unusual training and their limited understanding of magical theories make it more difficult for them to learn new magics and to control the magical

energies they invoke. To avoid the latter problem, Hakomon have a set of self-imposed taboos – they may be forbidden to eat meat, drink alcohol, bathe, spend the night inside, or any other odd set of behaviours. breaking a taboo has usually a crippling effect on the wizard, who may lose the ability to cast spells or suffer other damaging effects, until a suitable ceremony is performed to restore his balance.

**Minimum Ability Scores** Intelligence 11, Constitution 11.

**Races Allowed** Human, Goblinoid (rare).

**Armor and Weapons Permitted** as Wizard.

**Non-weapon proficiencies** Required – Reading/Writing.

**School Access** as Mage.

**Special Benefits** Hit Point Bonus d6 (10 CP); Followers, 1d6 low-level wizards (5 CP); Proficiency Group Crossover, Warrior (5 CP).

**Special Limitations** Taboos (1 every 5 levels) (-5 CP); Learning penalty 25% (-10 CP) all schools; Awkward casting method (-5 CP).

### 10.3. Priests

There are many types of priests in Mystara. Here is a summary of the most common options.

**Pantheist Clerics** This is the most common type of priest, a member of one of the many pantheist temples and religions. The Pantheist follows the rules for Clerics as per PHB. Clerics have major access to the spheres of all, astral, combat, creation, divination, guardian, healing, necromantic, protection, summoning, and minor access to charm and all elemental spheres. Clerics can be further specialized by the use of character kits, including the Noble and Local Hero.

**Philosophers** Philosophers are generalist priests that follow the philosophy of Law, Chaos or Neutrality. They are common in the most modern nations, where philosophical thought is highly developed.

**Druids and Balancers** There are several druidic orders in Mystara. Southern Druids are followers of Djaea, while Savage Coast Druids worship the Robrennian pantheon. In the known world, priests of Ordana, Mahmatti Running Elk, Faunus, Frey, Freyja and Zirchev cover the role of druids, but are called Balancers. Mystaran druids and balancers can be of Lawful Neutral, Chaotic Neutral, or True Neutral alignment, but otherwise comply with the rules for druids in the PHB. Druids have major access to all, animal, elemental, healing, plant, sun and weather. Other variants also exists, including the Dervishes, desert druids of Alasiya, the mysterious White Druids of Ierendi, and the Webmaster druids of Herath. Mystaran Druids do not acknowledge a single Great Druid, but rather they group

in circles, each headed by its own Great Druid. There is a circle in the Savage Coast, one in the Thyatian Hinterlands, two in Norwold and one each in the Isle of Dawn and in Alphatia. Balancers have no hierarchy and no Great Druid at all.

**Crusaders** These knight-priests serve the warlike Immortal Vanya. Most of them are members of the Order of the Heldannic Knights, other are members of the temples of Vanya in Thyatis and in the Savage Coast. They follow the rules for Crusaders detailed in PO:S&M.

**War Priests** Where the Crusader is a religious knight and military leader, the War Priest is a military chaplain, who brings the word of his patron to the battlefields. These priests are very common, and are sponsored by most Immortals, except those who are specifically pacifists.

**Monk** Monks are common in Bellayne and in the empire of Myoshima, as well as in Ochalea. They are also found in Sind, Glantri, and Alphatia. They follow the rules in PO:S&P, except that they can be of any non-Evil, non-Chaotic alignment.

**Shaman** There are several types of Shamans in Mystara. They are the most common type of priest among the Goblinoids, but are present in all primitive nations, as well as in Ochalea and Ethengar. Ethengar Shamans always select an Animal Spirit as their first spirit. The same animal totem is called as the first minor, major and great spirit. Other spirits are chosen as the Shaman wishes, but they are usually ancestor or nature spirits, not other animal spirits. Ochalean Shamans always select an Ancestor Spirit as their first spirit, but are otherwise free to select any spirit they wish. Atruaghin and non-human Shamans differ significantly from the Shaman described in PO:S&M.

**Demihuman Priests** The Elves, Dwarves and Hin have their own priests. These are specialist priests that serve the patron Immortals of each race.

**Specialist Priests** Specialists are devoted followers of a single Immortal. Their powers and spell selections vary widely depending on the Immortal patron.

The following Sections detail some of the less conventional priesthoods.

### 10.3.1. Philosopher

The Philosopher is a thinker and a scholar of divine magic. Rather than worshipping the Immortals, he acknowledges them as powerful avatars of some philosophical ideal. By studying nature and its laws – or, in the case of Philosophers of Chaos, its randomness – he is able to achieve effects similar to those of pantheist or specialist priests.

Whether these powers are actually provided by Immortals, or by the priest's own skill in the manipulation of magical energies is matter of many speculations.

Philosophers can form or join churches or temples, which they usually do to exchange ideas and knowledge. Generally, they join pantheist temples, or, in a few cases, they form philosophic temples, such as the People's Temple of Ierendi.

**Minimum Ability Scores** Wisdom 11, Intelligence 12, Charisma 9.

**Races Allowed** Human, Half-Elf (other races only very rarely).

**Armor and Weapons Permitted** All. (10 CP)

**Nonweapon Proficiencies** Required – Reading/Writing, Sage Knowledge (Philosophy). Recommended – Ancient History, Law, Bureaucracy, Oratory, Direction Sense, Weather Sense.

**Spheres of Influence** All, Astral, Divination, Elemental (all, minor), Healing, Necromantic, Protection. (58 CP)

**Philosophers of Law** Law, Creation, Guardian (minor) (21 CP)

**Philosophers of Chaos** Chaos, Sun, Travellers (20 CP)

**Philosophers of Neutrality** Time, Thought (20 CP)

**Granted Powers** Philosophers have different granted powers depending on their philosophical bent:

**Philosopher of Law** Receive the following powers:

- Turn Undead (15)
- Resist Energy Drains (5 CP)
- Detect Law (10 CP)
- Communication, starting at 9th level, with creatures of Law (6)

**Philosopher of Chaos** Receive the following powers:

- Turn Undead (15)
- Automatically saves vs. Paralysis at 7th level (7 CP)
- Detect Chaos (10 CP)
- Proficiency Group Crossover (Thief) (5 CP)

**Philosopher of Neutrality** Receive the following powers:

- Turn Undead (15)
- Analyze Balance 2/day (17 CP)
- Soothing Word at 5th level, 1/day (5 CP)

**Special Limitation** Philosophers do not benefit from pantheons or patrons, so their knowledge of clerical magic comes slowly: they learn clerical spells as a wizard would, and must keep a prayerbook (-5 CP).

### 10.3.2. Dervish

Dervishes are similar to desert druids, and are part of an ancient Alasiyan tradition that has been included into the Eternal Truth by Al Kalim, who was himself a Dervish.

Dervishes follow a discipline that combines the precepts of the Eternal Truth with the practice of difficult physical exercises. At the highest levels, they are believed to be able to reach the spirits of nature and commune with them.

Dervishes prefer to avoid combat, but are not actually prohibited to fight. On the contrary, they are quite adept at fighting, due to their excellent physical conditioning.

**Minimum Ability Scores** Wisdom 12, Constitution 13, Charisma 12. The Dervish must be Lawful Good or Lawful Neutral.

**Races Allowed** Human.

**Armor and Weapons Permitted** All. (10 CP)

**Nonweapon Proficiencies** Required– (general) direction sense; (warrior) survival (desert).

**Spheres of Influence** All, Animal (minor), Divination, Elemental (air, earth, water), Healing (minor), Plant (minor), Sun, Weather. (58 CP)

**Granted Powers** A desert druid has the following granted powers:

- Receives a +2 bonus to all saving throws vs. fire or electrical attacks. (7 CP)
- Infallibly identifies desert plants and animals and pure water at 3rd level. (5 CP)
- Crosses sands and dunes on foot without leaving a trail and at full movement rate at 5th level. (4 CP)
- Turn Undead. (15 CP)
- Contact Nature Spirits, starting at level 7. The only Great Spirits available are the Alasiyan Desert and the River Nithia. (27 CP)

**Special Limitation** The Dervish must exercise at least two hours a day, though most will spend much more time. As a follower of the Eternal Truth, he is also required to pray at regular intervals, and is supposed to undertake a pilgrimage at least once in his life.

### 10.3.3. Fakir

Derived from Alasiyan Dervishes, these Sindhi hermit-beggars take the physical devotion of those mystics to the extremes.

**Minimum Ability Scores** Wisdom 12, Constitution 15, Charisma 10. Fakir also have a maximum Strength score of 14. Fakirs are never Evil, and their incredible discipline is not suited to Chaotic alignments.

**Races Allowed** Human.

**Armor and Weapons Permitted** No armor, wizard weapons. (-20 CP)

**Nonweapon Proficiencies** Required– (general) Escape Artist.

**Spheres of Influence** All, Animal, Divination, Elemental (all), Healing (minor), Plant (minor), Sun, Travellers, Weather. (75 CP)

**Granted Powers** A Fakir has the following granted powers:

- Receives a +2 bonus to all saving throws vs. fire, electrical or cold attacks. (12 CP)

- Levitate 1/day at 5th level. (17 CP)
- Telekinesis 1/day at 9th level. (21 CP)
- Turn Undead. (15 CP)
- Proficiency Group Crossover: Thief. (5 CP)

**Special Limitation** These mystics cannot own more than a begging bowl and a few, ragged clothes. (-5 CP)

#### 10.3.4. Seer of Yav

These priests are members of the Ramla caste of Yavdlom. They take vows of non-intervention in the world, and cannot act as government official or in any capacity other than advisors. They also fill the roles of investigators, judges, seers, and soothsayers in the Yavi society.

**Minimum Ability Scores** Wisdom 12, Int 10. Seers of Yav are usually Lawful Neutral, though they can be True Neutral or Lawful Good as well.

**Races Allowed** Human.

**Armor and Weapons Permitted** All armor, all weapons. (10 CP)

**Nonweapon Proficiencies** Required– (general) Religion.

**Spheres of Influence** All, Divination, Elemental (Water), Healing, Plant, Time, Travellers, Weather. (65 CP)

**Granted Powers** A Seer of Yav has the following granted powers:

- Automatic Clairsentience Wild Talent. (10 CP)
- Turn Undead. (15 CP)
- Proficiency Group Crossover: Psionicist. (5 CP)
- Wizardly Priest: Divination. (25 CP)
- At 7th level, the Seer's short-range precognition allows him to reduce his casting time by 1. (2 CP)

**Special Limitation** These priests must follow the regulations known as Precepts of Yav. Moreover, they do not usually interfere with the mundane world, so they have limited combat training, and use d6 for Hit Dice. (-12 CP)

#### 10.3.5. Hin Master

Hin priests are called "Masters". They are indeed masters of the forest lore, which they have inherited from the Gentle Folk, a long-forgotten clan of elves. Their powers derive from the Hin High Heroes, the Immortal patrons of the Five Shires.



**Minimum Ability Scores** Wisdom 12, Constitution 12. Hin Masters must be Good, and are usually Lawful.

**Races Allowed** Halfling.

**Armor and Weapons Permitted** All. (10 CP)

**Nonweapon Proficiencies** Required— (general) direction sense; (warrior) survival (forest).

**Spheres of Influence** Hin Masters have major access to All, Animal, Elemental, Healing, Necromantic, Plant, Sun and Weather. (80 CP)

**Granted Powers** A Hin Master has the following granted powers:

- Infallibly identifies plants and animals and pure water at 3rd level. (5 CP)
- Crosses forest and hill terrain on foot without leaving a trail and at full movement rate at 5th level. (3 CP)
- Animal Empathy at 7th level. (7 CP)
- Turn Undead. (15 CP)
- Double denial power. (5 CP)

**Special Limitation** No Halfling character can begin has a first level Hin Master. Any single-classed Hin (Fighter or Thief) can dual-class as Hin Master. The Hin Master cannot regain spells outside the Shires until he reaches the rank of High Master, at 16th level (-5CP).

### 10.3.6. Dwarven Priest of Kagyar

The Immortal that created the modern Dwarf race, Kagyar, also gives them clerical powers. Dwarven priests are hard to distinguish from dwarven fighters, since they are very secretive about their religion and magic.

Dwarven priests do not have a formal hierarchy, but they do consider themselves as an organization and hold an annual meeting to discuss religious and political issues. They influence the politics of Rockhome mainly through the Senators of Clan Buhrodar, most of whom are either priests or supporters of the priesthood.

**Minimum Ability Scores** Wisdom 10, Strength 9. As priests of Kagyar, they can be of any non-Evil, non-Chaotic alignment.

**Races Allowed** Dwarf (Denwarf).

**Armor and Weapons Permitted** All, though a dwarf priest will usually choose to use traditional dwarven weapons, such as axes, warhammers and crossbows. (10 CP)

**Spheres of Influence** All, Astral, Combat, Creation, Divination, Elemental Earth, Guardian, Healing, Law, Necromantic, Protection. (91 CP)

**Granted Powers** Kagyar grants the following powers to his priests:

- Proficiency Group Crossover: Warrior. (5 CP)
- Followers, as standard Cleric. (5 CP)
- Hit Points bonus: the dwarven priest uses d10 when rolling hit dice. (10 CP)

**Special Limitation** Dwarven priests cannot use the Raise Dead spell on non-dwarves (-2 CP).

### 10.3.7. Elven Treekeeper

Treekeepers are specialist priests of Ilsundal, the chief patron of the Elves of Alfheim. Treekeepers can, and often do, multiclass as Priest/Mages.

**Minimum Ability Scores** Wisdom 12, Intelligence 11. Treekeepers are usually Lawful and/or Good.

**Races Allowed** Elf.

**Armor and Weapons Permitted** All. (10 CP)

**Spheres of Influence** All, Animal, Astral, Charm, Divination, Elemental (all, minor), Healing, Plant, Protection (minor), Sun, Weather. (88 CP)

**Granted Powers** Treekeepers have the following powers:

- Proficiency Group Crossover: Warrior. (5 CP)
- Infallibly identifies plants and animals at 3rd level. (5 CP)
- Followers, as a standard Cleric. (5 CP)
- Immunity to Dragon Breath at 9th level. (11 CP)

**Special Limitation** Limited Spell Selection: the Treekeeper needs to learn his spells from a spellbook, just like a wizard (-5 CP).

### 10.3.8. Shadow Elf Shaman

The Shaman is the only priest class present among the Shadow Elves (except for the Shattenalfen). The temple hierarchy, headed by the Radiant Shaman, recognizes the following ranks:

Junior Acolyte	0-level
Acolyte	1-4
Marking Shaman	5-6
Death Shaman	7-8
Life Shaman	9-10
Colorless Shaman	11-13
White Shaman	14+

**Minimum Ability Scores** Wisdom 10. Shadow Elf Shamans are always Lawful Neutral.

**Races Allowed** Shadow Elf.

**Armor and Weapons Permitted** All. (10 CP)

**Non-weapon proficiencies** Required – Cooking, Religion (Rafiel), Reading/Writing.

**Spheres of Influence** All, Charm, Divination, Elemental Fire, Elemental Earth, Healing, Necromantic, Protection, Summoning, Wards (91 CP)

**Granted Powers** Rafiel bestows the following powers to his Shamans:

- Followers as Cleric. (5 CP)
- Bonus skill: Ancient History (Shadow Elves), gained at 9th level, improves by +1 at 11th and 14th level. (3 CP)
- Temporal Authority: Shamans have great power over the Shadow Elves, to the point that they can control the government (15)

**Special Limitations** Shadow Elven Shamans must use Soul Crystals to cast their spells (-8 CP).

### 10.3.9. Atruaghin Shaman

These specialty priests of Atruaghin are the most common kind of priest found among the Children of Atruaghin.

**Minimum Ability Scores** Wisdom 12, Constitution 12. Atruaghin Shamans can be of any non-Evil, non-Chaotic alignment.

**Races Allowed** Human.

**Armor and Weapons Permitted** The Atruaghin Shaman cannot use metal weapons or armor. (-10 CP)

**Non-weapon proficiencies** Required – the Atruaghin Shaman must devote his first NWP slots to the Survival, Healing, Hunting and Religion (Atruaghin) NWPs. Bonus – Fire Building, Herbalism, Local History (7 CP).

**Spheres of Influence** As Druid (70 CP)

**Granted Powers** The Atruaghin Shamans receive the following powers:

- Proficiency Group Crossover: Warrior (5 CP)
- Identify Plants and Animals at first level (8 CP)
- Pass without traces at 3rd level (5 CP)
- Animal empathy (10 CP)
- Spirit Powers: Atruaghin Shamans favor Animal Spirits; they will call at least the spirits of their personal, clan and tribal totem. Additional spirits can be chosen from the Nature Spirit group. (35 CP)

**Special Limitation** Hit Points reduction d6 (-10 CP).

### 10.3.10. Savage Coast Shaman

This kind of Shaman is popular among the primitive tribes not only along the Savage Coast, but also in other regions.

**Minimum Ability Scores** Wisdom 9.

**Races Allowed** Phanaton, Lizard-kin (Gurrash, Cayma, Shazak), all Goblinoids, and members of other primitive, tribal races.

**Armor and Weapons Permitted** The Shaman cannot use metal armor. He has access to a (variable) set of tribal weapons (-5 CP)

**Non-weapon proficiencies** Required – Herbalism. Bonus – Healing, Local History. (7 CP)

**Spheres of Influence** Shamans have major access to Animal, Divination, Plant and Protection, minor access to All, Combat, Healing, and War. They can also cast Reincarnation as a 5th level spell. (56 CP)

**Granted Powers** Shamans receive the following powers:

- Proficiency Group Crossover: Warrior. (5 CP)
- Identify Plants and Animals at 3rd level. (7 CP)
- Pass without traces at 5th level. (4 CP)
- Spirit Powers, as PO:S&M Shamans. (40 CP)
- Shamans also have a special granted power that depends on the specific Immortal worshipped (see Wrath of the Immortals). (10 CP)

**Special Limitation** The Shaman must have a gri-gri to cast his spells; if this amulet is lost, the Shaman cannot use his magic until a new gri-gri is obtained. (-8 CP)

### 10.3.11. Berserker Godi of Thor

Worship of Thor is mandated by law in Ostland, and popular among the nobles and warriors of Vestland and Soderfjord. Godi of Thor behave as warriors, strictly following the Warrior's Code, and are usually found attached to the house guard of a Jarl, or to wandering bands of warriors and berserkers.

**Minimum Ability Scores** Strength 9, Wisdom 9, Constitution 9. These priests can be of any non-Evil, non-Chaotic alignment.

**Races Allowed** Human.

**Armor and Weapons Permitted** all, but must take proficiency in the warhammer. (10 CP)

**Nonweapon Proficiencies** Bonus– (warrior) Endurance. (3 CP)

**Spheres of Influence** All, Charm\*, Combat, Elemental (Air, Fire), Healing\*, Protection, Sun, Weather, War. (68 CP)

**Granted Powers** A Godi of Thor has the following granted powers:

- Receives a +2 bonus to all saving throws vs. electrical attacks (starting at 3rd level). (4 CP)
- Proficiency Group Crossover: Warrior. (5 CP)
- Turn Undead. (15 CP)
- Enrage Allies, starting at 5th level (8 CP)
- Hit point bonus, d10. (10 CP)

**Special Limitations** Priests of Thor must follow the Warrior's Code. (-2 CP)

### 10.3.12. Odin's Raven

Odin's Ravens are specially chosen by their patron Immortal, and are widely accepted as judges and councillors by the northmen. They are usually attached to a noble household, serving as advisor to the Jarl. Their word is law in Ostland, and they are highly considered in Vestland as well. In Soderfjord, Jarls often ignore or delay the Ravens' decisions.

The Ravens are not the only type of specialist priests of Odin. Northmen Skalds are also priests of Odin, though they are more likely to be itinerant priests.

**Minimum Ability Scores** Strength 9, Wisdom 9. Ravens are usually Lawful Good, but can be Neutral Good or Lawful Neutral as well.

**Races Allowed** Human.

**Armor and Weapons Permitted** standard, plus spear. (5 CP)

**Nonweapon Proficiencies** Bonus– (general) Etiquette. (2 CP)

**Spheres of Influence** All, Astral, Combat\*, Divination, Elemental (Air, Fire), Healing\*, Summoning, Thought, Weather, War. (78 CP)

**Granted Powers** Odin's Ravens have the following granted powers:

- Followers (as standard Cleric). (5 CP)
- Proficiency Group Crossover: Warrior. (5 CP)
- Turn Undead. (15 CP)
- Read Languages as Thief of same level. (10 CP)

**Special Limitations** None.

### 10.3.13. Priest of Loki

Worship of Loki is frowned upon in most areas of the Northern Reaches, but these priests are adept at disguising their true identity. They resemble Thieves in their outlook and behaviour.

**Minimum Ability Scores** Charisma 9, Wisdom 9, Dexterity 9. These priests are always Chaotic, but not necessarily Evil.

**Races Allowed** Human.

**Armor and Weapons Permitted** all armor, Thief weapons. (5 CP)

**Nonweapon Proficiencies** Bonus— (general) Fast-Talking. (2 CP)

**Spheres of Influence** All, Charm, Chaos, Combat, Divination, Elemental\*, Healing\*, Summoning, Travellers. (81 CP)

**Granted Powers** A Priest of Loki has the following granted powers:

- Proficiency Group Crossover: Thief. (5 CP)
- Find/Remove Traps, Hide in Shadows and Move Silently as Thief of same level. (20 CP)

**Special Limitations** Every priest of Loki has a special vulnerability: he is unable to ever pronounce a pair of opposed words such as “yes” and “no”, or “black” and “white”. (-2 CP)

### 10.3.14. Death Priest of Hel

The worship of Hel is forbidden everywhere in the Northern Reaches, and only in Soderfjord one could find open worship of the death goddess.

Since Hel is the queen of the dead, these priests are the only ones in the Northern Reaches to have access to Necromantic magic.

**Minimum Ability Scores** Wisdom 11, Constitution 9. Priests of Hel can be True Neutral, or else they can belong to any Evil alignment.

**Races Allowed** Human.

**Armor and Weapons Permitted** all. (10 CP)

**Nonweapon Proficiencies** none.

**Spheres of Influence** All, Charm, Combat\*, Creation\*, Divination, Elemental\*, Healing, Necromantic, Time. (73 CP)

**Granted Powers** A Priest of Loki has the following granted powers:

- Control Undead as a priest of 3 more levels. (20 CP)

- Immunity to disease, starting at 7th level. (7 CP)
- Extended Spell Duration (Necromantic). (10 CP)

**Special Limitations** None.

## 10.4. Rogues

Rogues fill many roles, usually in the shadier parts of society.

**Thief** The Thief is one of the most widespread classes, second only to the Fighter. Like Fighters, Thieves are often specialized by adopting a kit.

**Bard** Bards are travelling entertainers. Variants of this class include the primitive Trader, the Northman Skald, and the Herald.

**Guilder** Guilders are merchants. They do not have special abilities, as the Thief or Bard, but have a large number of non-weapon proficiencies and can use any kind of weapon and armor. They are common in Darokin, Thyatis, Hule, and other large, rich nations.

### 10.4.1. Gypsy

This kit is a variant of the Gypsy-Bard from the Complete Bard's Handbook, with some input from Ravenloft's Gypsy as well – it should be more balanced than either of them, hopefully.

**Minimum Ability Scores** Gypsies have standard Bard requirements. They cannot be Lawful, and most are True Neutral.

**Races Allowed** Human (Darine), Rakasta (Ocelotl).

**Armor and Weapons Permitted** Gypsies can use all missile weapon, and all one-handed weapons. They can wear only non-metal armor, and, as other Bards, use no shields.

**Non-weapon proficiencies** Bonus – Riding (Land Based), Dancing, Animal Lore, Animal Handling, Animal Training, Musical Instrument (usually violin or mandolin), Direction Sense. Recommended – Fire Building, Navigation, Blacksmith, Astrology.

**Special Benefits** Gypsies have Thief abilities as standard Bard, with +10% to Pick Pocket, +5% to Detect Noise, -15% to Climb Walls. The Gypsies also receive the following special abilities instead of those of standard Bards:

- Animal Friendship 1/day, at 5th level. (8 CP)
- Locate Plants and Animals 1/day, at 10th level. (5 CP)
- Speak with Animals 1/day, at 15th level. (5 CP)
- Weapon Specialization with the knife. (10 CP)
- Wizardly magic, starting one level later than standard Bards. (-5 CP)

- Gypsies are barred from the schools of Necromancy, Conjunction and Invocation (-15 CP)
- Augury 1/day per five levels (round up); the Gypsy must be using a magical scrying device to power this ability. (10 CP)
- Scroll use as a standard Bard (5 CP)
- All Gypsies are Psionic Wild Talents, most of them Clairsentients. (9 CP)

**Special Limitations** None

## 10.5. Psionicists

Psionics are extremely rare in Mystara. In addition to the reasons common to other worlds – it is just rare the individual who has such Will that he is able to manifest Psionic powers – there is another reason, unique to Mystara, for the rarity of these characters: Psionics make it extremely easy to detect shapechangers. Therefore, most shapechangers, and especially the Mujina, hunt tirelessly the Psionicists.

Wild Talents and Psionicists are therefore almost unheard of in Mystara, except in Yavdlom, where Clairsentients form a powerful caste of Seers. Even in this sheltered land, though, Psionicists are not entirely protected from the shapechangers, as shown by the recent assassination attempts on the Bwana Ramla – the chief seer.

Other breeds of Humans (or even non-humans) who display unusual Psionic talents emerge from time to time. A few have not been rooted out completely by the Mujina, and have become Gypsies.

Normal Mystarans do not have Wild Talents, and cannot become Psionicists. The only exceptions are, as mentioned, Yavi, who can become Psionicists or Wild Talents (and must in this case be Priests of Yav), and Gypsies, such as the Darine, who can be Wild Talents, but not Psionicists (there is little training available, and other skills must be developed).

## 10.6. Other classes

There are two special class options available to Mystaran character, the Forester and the Darokin Merchant.

### 10.6.1. The Forester

The Forester is a Human Fighter/Mage multiclass. While normally human character can only dual-class, Ilsundal allows some few Elf-friends to learn the Elven way. This require adoption into an Elven clan, and is only known to be ever performed by the Vyalia Elves of Thyatis.

While the character remains a generalist Mage, he has no access to the School of Necromancy. He must also take the Ceremony (Ilsundal) and Survival (Forest) non-weapon proficiencies.

Foresters cannot take other kits.



### 10.6.2. The Darokin Merchant

The merchants of Darokin have developed a set of special abilities that can be learned by characters of any class. The Darokin Merchant characters follow the OD&D rules set in GAZ11, with no special modifications. They cannot rise above 20th level, though.

## 10.7. Multi-Class & Dual-Class Characters

Humans, Lupins and Rakasta, as well as some halfbreeds and some Aranea can be dual-classed. Hin can also dual-class, but only from Fighter or Thief to the Hin Master class. Dual-classing is easier in the Mystara setting. Characters can dual class if their ability scores are three points higher than the prime requisites for the new class – e.g., a Fighter can dual-class as Wizard if he has at least an Intelligence of 12. Note that Alphatian characters cannot dual-class into spellcasting classes, since they have been thoroughly tested for magical ability in their youth – if they aren't spellcasters when they begin play, it is because they are not able to ever cast spells.

Other characters can be multi-classed. Goblinoids can multi-class in any combination of two classes, if one of the classes is Fighter. A goblinoid character can also multi-class as a Shaman/Wokan, but his level limits are halved.



# 11. Character Kits by Nation

This section describes the national specializations, by giving a set of kit commonly used in a given nation – e.g., Thyatian warriors are often Myrmidons, but almost never Savages, while many Ierendi fighters are Pirates or Swashbucklers.

## 11.1. The Grand Duchy of Karameikos

Table 11.1.: Popular kits in the Grand Duchy of Karameikos

Local Hero (all classes)	Noble (all classes)
Defender (Fighter)	Forest Runner (Ranger)
Warden (Ranger)	Myrmidon (Fighter)
Herald (Bard)	Thug (Thief)
Bandit (Thief)	Burglar (Thief)

By AC 1000, Karameikos still is a rather backward nation, and Traladaran and Thyatians don't mix easily. Among the Traladarans, the Local Hero kit is the most common for all classes, while the Noble kit is used by the noble families of Specularum. Thyatians Warriors and Priests use the Noble kit, or the Local Hero for pioneers, but they are more keen on adopting class-specific kits, due to their more advanced civilization.

Fighters of Karameikos often serve the various Churches, donning the Defender kit (of Halav or Vanya, depending on the ethnic background). Soldiers from the Ducal Guard use the Myrmidon kit, and are specialized in bastard or two-handed sword and crossbow. Many Traladaran Rangers whose background includes run-ins with the Thyatians become Forest Runners, while a Thyatian Ranger is more likely to work for the local authorities, therefore using the Warden or Falconer kit.

Thieves of the Veiled Society mostly use the Thug or Fence kits, while those in the Kingdom of Thieves prefer the Burglar kit. The Iron Ring attracts many Assassins, Smugglers, Bandits and Buccaneers who operate in the wilderness of Karameikos.

Priests are either Pantheists of the Church of Karameikos or the Church of Traladara, or they are Specialist Priests of Halav or Petra, if Traladaran, or Vanya or Asterius, if Thyatian. Other Specialists are somewhat uncommon, but do exist for all Immortals revered by the two main churches. Philosophers are quite common in the Church of Karameikos.

Traladaran Wizards are few and often fill the role of the hedge wizard, using the Local Hero kit. Thyatian Wizards rarely use kits, but when they do they favour the Militant and Academician kits.

Bards are popular in Karameikos, as Traladaran Local Heroes, or Thyatian Heralds. Thespians and Gallants are common as well, and Charlatan Bards act as fake diviners and healers, earning the wrath of the Church of Karameikos.

### 11.1.1. The Darine

The Darine are a gypsy people descended from Traladaran stock – though with some measure of Sindhi blood. They travel through the Known World, from Sind to Thyatis, but not to the northern nations. Darines have an unusual degree of Psionic talent, and can be Wild Talents (with the standard chances, or automatically in the case of Darine Bards using the Gypsy kit).

Most Darine adventurers are Thieves or Bards. Thieves usually take kits such as the Swindler, Acrobat or Scout. Bards take often the Gypsy kit, but can also be Blades or Jongleurs.

Some Gypsies become Wanderer Druids or Rangers. These characters receive their clerical powers from Zirchev, who is considered the patron of the Darine. The Darine also worship, to a lesser extent, Halav and Petra.

There are also two native Darine kits, the Sharpster (Thief) and the Wise Woman (Mage).

## 11.2. The Emirates of Ylaruam

Table 11.2.: Popular kits in the Emirates of Ylaruam

Defender (Fighter)	Desert Nomad (Fighter)
Myrmidon	Prayer Leader (all)
War Priest	Dervish (Priest)
Itinerant (Priest)	Beggar (Thief)
Vizier (Rogue, Wizard)	Barber (Rogue)
Academician (Wizard)	Militant Wizard

Ylari warriors have many options. Some join the Fighting Orders of the Eternal Truth, while a few swear loyalty to the Caliph, becoming Faris (Defenders of Al Kalim). Fighters of the coastal areas of Nithia may become Corsairs, though they can't rival with the Northmen longships. Most Alasiyans, anyway, are Nomads to the heart. A few fighters retire to the temples, lending themselves to the study of military history or strategy, and become respected Prayer Leaders.

Priests may join the Order of the Mace, or enter a temple as Prayer Leaders, or live alone in the desert as a Dervish, or, as the most adventuring priests do, become an Itinerant priest. All of these options bring much honour to the character, along with many duties.

Wizards are quite common, especially in the capitol city of Ylaruam, where many study at the University, taking the Academician kit. More combative characters may enroll in the Order of the Spell, using the Militant kit. Some Wizards act as Viziers for the government officers.

Thieves are popular among the nomads and in the cities. Despite their lawful bent, the Ylari appreciate a wise thief who steals only from the rich and corrupt, and has the wits to get away

with it. In the desert, the Thief finds employment as a Scout or Bandit. In the cities, he can cover many roles, from the Assassin to the Smuggler, from the Swindler to the Burglar, but one of the stereotypes of the Emirates is the Beggar, which is very common, due to the harshness of life in the arid lands, and to the principle of the Nameh that invites the faithful to be generous with their fellow believers in need. Many Viziers are Thieves or Bards, and they cover a vital role in the society and government of the Emirates.

Bards are extremely common as well, for every Ylari appreciates a good story, especially if it showcases one of the moral principles of the Eternal Truth. Bards are often Barbers, especially those who are not of Lawful alignment, for the Barber is often considered half-crazed, and therefore has less need to care for social consideration. Lawful Neutral Bards either become Viziers or they enter the priesthood of a temple, where they excel for their rhetoric skill and deep knowledge.

### 11.2.1. Way of the Warrior

The military orders of the Eternal Truth require their members to take the Myrmidon, War Priest or Militant Wizard kits. For all kits, the Riding (Horse) is a required proficiency. The character gains a +2 bonus due to his early training and cultural background. The character must also be of Lawful alignment. Reading/Writing, Ceremony (Al Kalim), and Religion (Eternal Truth) are recommended proficiencies.

Weapons of choices are defined as follows:

**Militant Wizard, Order of the Spell** Available weapon proficiencies are dagger, scimitar, composite short bow, short bow, light lance, throwing hammer – though the Wizard can still choose only a single weapon not usually allowed.

**War Priest, Order of the Mace** The weapon of choice is the Scimitar. All War Priests are required to take proficiency in the Horseman's mace or Throwing hammer as well.

**Myrmidon, Order of the Pike** Required specialization in pike and scimitar. Required to take proficiency in (composite) short bow and dagger as soon as possible.

**Myrmidon, Order of the Arrow** Required specialization in (composite) short bow. Required proficiency in light lance, scimitar and dagger or throwing hammer.

## 11.3. The Principalities of Glantri

Glantri has a rich, varied culture, which offers many possibilities to Glantrian adventurers. The elegant, if somewhat decadent, milieu of Glantri City fits perfectly for the Swabuckling characters, be them wizards or warriors. The Free Provinces are a haven for Local Heroes, often fighting to keep their lands outside of the fief system. Due to the constant, covert war waged between the Princes, Spies don't have to worry about finding employment.

Wizards are the most powerful class in Glantri. Some pursue their careers as Militant Wizards in the Grand Army, while many are born in the Noble families. Others yet never leave the Great School of Magic, earning power and honour as Academicians.

Table 11.3.: Popular kits in the Principalities of Glantri

Swashbuckler (all save Priest)	Local Hero (all save Priest)
Militant (Wizard)	Academician (Wizard)
Noble (Wizard)	Spy (all classes)
Assassin (Thief, Fighter)	Beggar (Thief)
Myrmidon (Fighter)	Outlaw (Priest)
Loremaster (Bard)	Thespian (Bard)
Herald (Bard)	Jongleur (Bard)

Warriors do exist in Glantri, mostly as Fighters in the Grand Army or in the service of noble houses. These professional soldiers are often Myrmidons.

Priests are rare at best. They are almost all Outlaws, working as agitators from nearby Ethen-gar, or supporting the revolutionary societies against the Wizard Princes.

As can be expected in a large city hosting many riches and secrets, Thieves are very common in Glantri. As the power of the Wizard Princes is too great to be faced directly as a Warrior would do, people who aren't lucky enough to have the ability to wield magic must use stealth and secrecy to reach their goals. From the Assassin to the Burglar, from the Acrobat to the Fence, all kinds of rogues abound in Glantri City and in the other towns of the Principalities. Beggars have their own sort of "guild", the Beggars' Court.

Bards, as rogues who dabble in wizardly magic, are even more fit to the Glantrian society than their mundane colleagues. Their political skills are valued, and Heralds are needed for their ability to deal with the complex alliance patterns of the princely houses. As a nation with a rather large noble class, Glantri attracts and supports a consistent number of professional entertainers of all kinds, from Averoignese Jongleurs to the popular Thespians. Last, the Sages' League provides a haven for Loremasters and Riddlemaster Bards.

## 11.4. The Kingdom of Ierendi

Table 11.4.: Popular kits in the Kingdom of Ierendi

Swashbuckler (all save Priest)	Smuggler (Thief)
Pirate (Fighter)	Savage (Makai warriors)
Buccaneer (Thief)	Shaman (Makai priests)
Sea Ranger	Thespian (Bard)
Investigator (Thief)	Warden (Ranger)

Ierendian economy is based on sea trade, adventurers, pirates and plantations. That's why adventurous kits are more common, especially among the immigrants. In the capitol city, Darokinian, Thyatian, and Glantrian Swashbucklers are often seen, especially during the good season.

Ierendi Fighters can enroll in the Naval Academy, becoming Myrmidons, or join Pirate crews. Rangers, on the other hand, are sometimes found on the ships as Sea Rangers, but are also common as Wardens of the natural parks of the Ierendi and Safari islands. Makai warriors who aren't attracted by civilization choose the Savage kit.

Religion is not a primary concern of Ierendians, so there aren't many priests. Most belong to the People's Temple, an organization of Philosophers of Neutrality that also accepts a few specialist priests of Protius. They seldom use kits. Makai priests use the Shaman kit.

Wizards aren't especially common here, due to the scarcity of magic guilds and academies. Wizardry is not pursued for its own sake, and most wizards either work as art performers, or they enroll in the navy, using the Militant kit. Many find employment as thieves, assassins or other shady jobs, using the Spy kit.

Thieves are extremely common in the archipelago. Buccaneers and Smugglers fight a constant battle of strength and wits against the navy and the guard. Private Investigators are also common, since justice isn't swift or efficient in Ierendi. Bards are popular too, as street musicians or performing in the Art School's Theatre. Thespian companies are a common sight in the city of Ierendi.

## 11.5. The Elves of Alfheim

Table 11.5.: Popular kits in Alfheim

Archer (Fighter)	Wilderness Runner (Ranger)
Wilderness Warrior	Guardian (Ranger)
War Wizard (Fighter/Mage)	Scout (Thief)
Elven Treekeeper	

The Elves of Alfheim favor a balanced mix of fighting and magical abilities. Many become Fighter/Wizards, and some of these use the War Wizard kit. Other Elven warriors choose the path of the Ranger, using the Wilderness Runner and the Guardian kits. Single-classed Fighters favor the Archer kit, though some choose the Wilderness Warrior.

Elven priests are always Treekeepers, and many of them are multi-classed Treekeeper/Mages. The few Thieves are almost always Scouts. Other kits are uncommon at best.

## 11.6. The Dwarves of Rockhome

Dwarves of Rockhome may use most kits from the Complete Book of Dwarves. Some, however, are incompatible with the Rockborn Dwarves' mindset. For example, one won't find priests of Immortals other than Kagyar in a Rockhome stronghold, so there are no Pariah priests. Other kits are more common for wandering Dwarves met outside their homeland, like the Outcast or the Axe for Hire.

Most settled Dwarves belong to the Clansdwarf Fighter kit, suitable for all clans, and especially common among the craftsmen. Another popular Fighter kit is the Highborn, used by many

Table 11.6.: Popular kits in Rockhome

Clansdwarf (Any clan)	Sharpshooter (Torkrest)
Highborn (Everast)	Diplomat (Everast)
Patrician (Buhrodar)	Champion (Buhrodar)
Locksmith (Skarrad)	Trader (Syrklist)

Senators and Clan leaders. Torkrest warriors may use the Myrmidon or Sharpshooter kit.

Dwarven Priests from the Buhrodar clan may take the Patrician kit, or the Champion kit if they are multiclass Fighter/Cleric. Otherwise, they are specialty priests of Kagyar.

Most Dwarven Thieves do not use their skill for illegal activities. They may be Diplomats, especially common in the Everast clan, or Locksmiths, experts in making traps and locks employed by all clans, but especially popular in the technology-oriented Skarrad clan. Syrklist Dwarves are often multiclass Fighter/Thief Traders, while Torkrest scouts may take the Wayfinder kit. The Vermin Slayer and Pest Controller kits are uncommon, but are necessary in all clans to keep the underground regions free from bonelesses and other monsters.

## 11.7. The Northern Reaches

Table 11.7.: Popular kits in the Northern Reaches

Northman (Fighter)	Berserker (Fighter or Priest)
Wilderness Warrior	Defender (Odin, Thor or Frey)
Skald (Bard)	

The most common warrior kit for the Northern Reaches is clearly the Northman, which epitomizes the sea raider so popular among Ostlanders. Warriors of the landlocked clanholds of Soderfjord or Vestland choose the Wilderness Warrior kit instead, while every powerful jarl keeps a guard of Berserkers. Clan leaders often become Defenders of Odin, as do some heroic characters. Defenders of Thor and Frey most often come from the karl social class.

Priests of the Northern gods are called “godi”. They are usually specialty priests, and need no kits. Berserker Priests are a special case, and are often present in the Berserker guards of the jarls.

Wizards are rare in these lands, and must get their knowledge from outsiders. Therefore, there are no native kits for Northern Reaches Wizards.

The urban society of the Northern Reaches is quite limited, and the mindset of the Northman is such that thieves are few, and they are most often Scouts. Those who use their skill for larcenous purposes are often Swindlers, following Loki’s example. Bards are more popular, and every clan has its Skald, who acts as a loremaster and storyteller, in addition to his role as fighter and war chanter.



These same kits are common to the Antalian people of Norwold, though the Barbarian kit is also frequently adopted by the nomadic reindeer herders.

## 11.8. The Five Shires

Table 11.8.: Popular kits in the Five Shires

Local Hero (all classes)	Swashbuckler (all classes)
Archer/Slinger (Fighter)	Homesteader (Fighter)
Sheriff (Fighter)	Pirate (Fighter)
Trader (Fighter/Thief)	Smuggler (Thief)
Bandit (Thief)	Buccaneer (Thief)
Hin Master (Priest)	

Shire Halflings may be Fighters, Thieves, or Fighter/Thieves. All Hin may take the Local Hero kit, which fits well with their high loyalty to the clan and family. Due to the piratical activities of the Shire Hin, and their curiosity and flair, many take the Swashbuckler kit. Most Hin captains are Swashbucklers, due to their inspiring leadership. Multiclassed Hin may take also the Trader kit, a very common option, especially for Hin living near the Darokin frontier.

Fighters are very common, even though the Hin are usually pacific. All Halfling communities produce sharpshooters, and the Five Shires have their share of Slingers and Archers. Homesteaders are common, even though much of the land is already settled. To protect the Hin villages, Sheriffs are employed. There are five Sheriff, one for each Shire. However, each has a number of deputies, called Kronrar. Finally, the most aggressive, and less glamorous, sailors take the Pirate kit.

Halfling Thieves are most common in the eastern Shires, due to the proximity of the Black Eagle Barony. They usually take the Bandit or Smuggler kit. Seafaring rogues may use the Buccaneer kit.

Hin may also choose to follow the path of the High Heroes, and study the magic of nature as Hin Masters.

## 11.9. The Minrothad Guilds

Table 11.9.: Popular kits in the Minrothad Guilds

Pirate (Fighter)	Myrmidon (Fighter, Ranger)
Defender (Fighter)	Sea Ranger
Spy (all classes)	Buccaneer (Thief)
Clansdwarf (Dwarf Fighter)	Noble (all classes)
Loremaster (Bard)	Village Druid

The Minrothad Guilds are a nation of hard-working craftsmen, who do not appreciate adventurers too much. Most Fighters and Rangers are either privateers with the Pirate or Sea Ranger kit, or members of the Mercenary Guild with the Myrmidon kit. A few are members of the various temples, using the Defender kit.

Wizards are very rare, since spellcasting is limited to the Tutorial Guild and the upper classes. All native wizards are multiclassed Elves and dual-classed Humans, and use no kit. Their choice of spells is usually heavy on sea magic, and rarely includes flashy or highly destructive spells – especially fire magics.

Priests are always specialists, since all of the four faiths of Minrothad are concerned with the teachings of a single Immortal (Calitha Starbrow, Ordana, the Twelve Watchers, and Minroth). Priest of Ordana are actually Balancers (often using the Village Druid or the Noble kit).

Thieves are not welcome in the Minrothad Archipelago. The few native Thieves either works as Buccaneers or Spies, or else join the Thieves' Guild and work outside the country. Bards are only found in the Tutorial Guild, as Loremaster, or as Spies in the employ of one of the other Guilds. Most Minrothaddan rogues are actually Guilders – it is the most popular class in this nation.

## 11.10. The Broken Lands

Table 11.10.: Popular kits in the Broken Lands

Savage (Fighter)	Defender (Fighter)
Myrmidon (Fighter)	Beast Rider (Fighter)
Gladiator (Fighter)	Barbarian (Fighter)
Wokan	Shaman
Scout (Thief)	Bandit (Thief)
Trader (Bard)	Berserker (Fighter)

The goblinoids of the Broken Lands are most often Fighters. They have access to a large set of character kits: Fighters devoted to one of the goblinoid Immortals can take the Defender kit, while members of the Thar Legion (as well as a few Kol officers) can take the Myrmidon kit. Goblins from High Gobliny are often Wolf Riders, while the Ogres and Bugbear are sometimes captured and trained as Gladiators by the Glantrian Prince Innocenti di Malapietra. Red Orcs can take the Beast Rider kit, using Skinwings as mounts, or the Savage kit. Most goblinoids are barbaric enough to warrant the Barbarian kit, but only the Bugbears take the Berserker kit.

The goblinoids have only primitive wizard and priests. Their priests are Shamans, and their wizards are usually Wokani, though a limited number of Savage Wizards can be found as well.

Goblinoids like stealing, but usually favor more direct ways than those of the Thief. Still, Scouts and Bandits are common enough. The few goblinoid “Bards” are actually Traders, wandering peddlers with limited shamanic powers. They travel among the minor tribes, selling whatever they can find, and performing minor ceremonies when Shamans are unavailable.

## 11.11. The Ethengar Khanates

Table 11.11.: Popular kits in the Ethengar Khanates

Nomad (Fighter, Ranger)	Defender (Fighter)
Hakomon (Wizard)	Shaman
Scout (Thief)	Spy (Thief)

The Ethengar have few career choices, as their life is regulated by the migrations of their cattle. Therefore, Fighters can only become Nomads, or Defenders of the Ethengar Immortal patrons, Yamuga, Cretia, and Tubak.

Wizards are always Hakomon, while Priests can become Shamans or specialty priests of the Ethengar Immortals. Stealing is meaningless among the Ethengar, for everything belongs to the Khan, but Scouts and Spies, known as Bratak, are formally trained in special schools.

## 11.12. The Republic of Darokin

Table 11.12.: Popular kits in the Republic of Darokin

Local Hero (all classes)	Swashbuckler (all classes)
Thespian Bard	Herald Bard
Pacifist Priest	Gallant Bard
Acrobat Thief	Darokin Merchant (all classes)

Darokin is famed for its Merchants. These characters are most common even among adventurers here. The lower classes often take the Local Hero kit, but this is more common in backwater villages and in the Borderlands than in towns, as the Local Hero's ethics are frowned upon by the mainstream Darokinian philosophy. In the great cities, wealth allows for the growth of a number of Swashbucklers. Most warriors choose among these kits, as do many adventurers of other classes.

Bards would be the most common class in Darokin, if it wasn't for the high ability requirements – and the fact that Guilders are even more common. Besides Swashbucklers, the Gallant are popular among the upper classes, while Thespians easily find employment here. Heralds are wanted among the DDC ranks, or in the Merchant Houses for their diplomatic skills. Since riches abound, so do Thieves. All kits appropriate for urban settings are popular in Darokin, as are Bandits in the Borderlands regions. Acrobats are a common complement to Thespians in the Darokinian entertainment troupes.

Priests and wizards aren't common in Darokin, since most people focus on obtaining wealth, not supernatural powers. Many priests are Pacifists, and support the Darokinian ideals of peaceful and honest trade among nations. Many temples and churches can be found in Darokin, though Asterius and the Twelve Watchers are the most popular Immortals. Foreign faiths, such

as the Church of Traladara, the Eternal Truth, and the Church of Thyatis also have branches in Darokin.

Wizards are often mercenaries, but they're not aggressive enough to take the Militant kit. On the other hand, there are quite a few flashy Swashbuckler Mages. Some more scholarly types take the Academician kit.

### 11.13. The Shadow Elven Territories

Table 11.13.: Popular kits in the Shadow Elven Territories

Beast Rider (Fighter)	Myrmidon (Fighter)
Militant (Wizard)	Shaman (Priest)
Spy (all classes)	Scout (Thief)

The Shadow Elves are often multiclass Fighter/Wizards, with no kit. Single class Fighters can be found in the Army, with the Myrmidon (infantry and crossbowmen) and Beast Rider (Skinwing riders) kits. Wizards either join the army, using the Militant kit, or use no kit at all.

Shadow Elven priests are always Shamans of Rafiel.

Thieves are not very common, except in the Second Shadow organization, where single class and multiclass Thieves are the large majority. Members of the legitimate branch use the Scout kit, while members of the secret branch use the Spy kit, and are often Wizard/Thieves.

### 11.14. The Atruaghin Clans

Table 11.14.: Popular kits in the Atruaghin Clans

Savage (any Warrior)	Scout (Thief)
Wilderness (any Warrior)	Trader (Bard)
Beast Rider (any Warrior)	Shaman (Priest)
Filcher (Thief)	Savage (Wizard)
Totemic Druid	Jaguar Knight (Fighter)

Warriors are the most common adventurers among the Children of Atruaghin. Many are Rangers, and most take either the Savage or the Wilderness Warrior kits, the latter being used by the forest dwelling Elk and Turtle clans. Warriors of the Horse clan prefer the Beast Rider kit, their mounts being horses. Warriors of the Tiger clan can use the Jaguar Knight kit from the Maztica campaign setting.

Thieves aren't common, except as Scouts. These guides are especially popular in the Elk clan. Trader Bards are more common in the peaceful Bear clan. Thieves of the Tiger clan are usually bullies, rarely using kits, except sometimes the Thug.

Most priests of the Atruaghin clans are Shamans of one of the Immortals of Atruaghin's pantheon, except the priests of Mahmatti Running-Elk, who are Balancers (using the Totemic Druid kit). Priests of the Tiger clan are devoted to Atzanteotl and Danel Tigerstripes.

Wizards are very rare, and must use the Savage Wizard or the Wokan kit.

Members of the Bear clan can use kits from the "City of Gold" book, including the Clown and Fetishist for Rogues, the Hunter for Warriors, and the Healer and Pueblo Priest.

## 11.15. The Heldannic Territories

Table 11.15.: Popular kits in the Heldannic Territories

Heldannic kits:

Defender (Fighter)	Myrmidon (Fighter)
Crusader (Priest)	War Priest

Heldanner kits:

Northman (Fighter)	Berserker (Fighter or Priest)
Wilderness Warrior	Defender (Odin, Thor or Frey)
Skald (Bard)	Forest Runner (Ranger)
Outlaw (Priest)	Bandit (Thief)

The Heldannic Knights are the dominant presence here, and their influence shapes the diffusion of kits as well. Heldannic Knights are either Fighters or Priests of Vanya. In the former case, they use the Defender kit. In the latter, they can be Crusaders, War Priests or other specialty priests of Vanya. Warriors of lesser status are employed as sergeants, and their training brings them to the Myrmidon kit.

Native Heldanner characters not enrolled in the Heldannic Knights may choose the traditional kits of the Northmen (see Northern Reaches kits), or they can choose bandit kits: the Forest Runner for Rangers, the Outlaw for Priests and the Bandit for Thieves.

There aren't enough Wizards here, nor there is a tradition of wizardly magic, so there are no native kits. The few Wizards may be the rare Militant employed by the Heldannic Knights, or Spies from Alphatia, Thyatis, or Glantri.

## 11.16. The Elven Kingdom of Wendar

Wendar has a mixed human-elf population, and the kit choice mirrors it. Elves are more likely to be warriors than wizards here, so the Archer, Wilderness Warrior and Wilderness Runner are most popular. Due to the threat of the Undeads from both the southern Boldavia and the northern Denagoth, the Undead Slayer kit is frequently used. Wendarian Elves are followers of the Korrigan, so the Defender of the Korrigan kit is used.

Humans are of Heldanner stock, and have a similar kit choice to the other Heldanners. Thieves of both races are likely to be of the wilderness variant, either Scouts or Bandits. Due to the prox-

Table 11.16.: Popular kits in the Elven Kingdom of Wendar

Elven kits:	
Archer (Fighter)	Defender of the Korrigan (Fighter)
Wilderness Runner (Ranger)	Undead Slayer (all classes)
Human kits:	
Barbarian (Fighter)	Defender of Frey (Fighter)
Local Hero (all classes)	
Kits for both races:	
Wilderness Warrior	Scout (Thief)
Bandit (Thief)	

imity of the Northwestern Wildlands, a number of Barbarians can be found within the borders of Wendar.

## 11.17. The Empire of Thyatis

Table 11.17.: Popular kits in the Empire of Thyatis

Myrmidon (any Warrior)	Gladiator (Fighter)
Noble (any class)	Local Hero (any class)
Spy (any class)	Swashbuckler (any class)
Militant (Wizard)	Academician (Wizard)
War Priest	

The Empire of Thyatis is the largest and most complex nation of the Known World. Composed of a myriad of ethnic groups and a millennium old, this Empire has the largest amount of specialized skills. Almost any civilized kit can be found here, and not a few character of the less civilized kits come here from the colonies or allied nations.

However, if one must choose the Fighter types that highlight the Thyatian character, then the Myrmidon and the Gladiator are certainly the most popular.

Spies, Nobles, and Swashbucklers (or “rakes”) are also common in the upper class society, and Local Heroes are found in the rural areas.

Thanks to the development of the Thyatian legions, Militant Wizards and War Priests are common. Thyatis has many temples, and Clerics, Philosophers and Specialty priests are all found here. The capitol, Thyatis City, is home to the Collegium Arcanum, which collects many Academicians and Loremasters.

Thieves and Bards of all types can be found in Thyatis, either working for the Shadow Hand, on their own, or for the government agencies.

### 11.17.1. The Grand Duchy of Ochalea

Table 11.18.: Popular kits in the Grand Duchy of Ochalea

Myrmidon (any Warrior)	Honorbound (Fighter)
Defender (Fighter)	Piao Shih (Ranger)
Chujen (Fighter)	
Wu Jen (Wizard)	Fighting Monk (Priest)
Shaman (Priest)	Pacifist Priest
Bandit (Thief)	Thug (Thief)
Fence (Thief)	Beggar (Thief)

The oversea territories of the Empire are quite different from the mainland. Ochaleans are quite attached to their traditions, and use a set of kits quite different from the other Thyatians.

Priests are divided into three groups: the Shamans, the Monks, and the Clerics.

Clerics are usually Pacifists, and are followers of a pantheon headed by the Immortal Koryis. They are usually upper class, and are common in the cities.

Monks (Seng) are cloistered priests, training in martial arts, meditation, and other skills. They are followers of the Pa Hsien, the Eight Immortals. Monasteries are built in remote locations, far away from the secular life.

Shamans, or Dang-ki, act as mediators between men and spirits – especially ancestor spirits. They are nearest to the common man.

Fighters often become temple guardians, or No-Sheng, using the Defender kit. Professional soldiers, or Chanshi, use the Myrmidon kit – their weapons of choice are the straight sword (jian), the broad sword (dao), the halberd (pu dao) and the bow.

Some Fighters devote themselves to the Warrior's Code. They are known as Xia, (wandering warriors) and use the Honorbound kit. Others are devoted to the perfection of a single weapon or unarmed combat style. They are known as Chujen. Finally, many Rangers work as Escorts (Piao Shih), using that kit.

Thieves are common enough, and Thieves' Guild, known as Tong, are omnipresent in the cities. Most Thief kits can be used, with Thugs, Fence, Cutpurse, and Beggar being most common. In the countryside, Bandits are common.

### 11.17.2. The Hinterlands

Table 11.19.: Popular kits in the Hinterlands

Wilderness Warrior	Defender (Fighter)
Village Druid	Wokan (Wizard)
Advisor (Druid)	Scout (Thief)
Local Hero (all)	Forest Runner (Ranger)

The Hinterlanders have a culture akin to those of the Robrenn and the Dunael of the Isle of Dawn, but they are more primitive. Warriors are usually Wilderness Warriors, Druidic Defenders, or Defenders of Diulanna (especially the women). Rangers are sometimes Forest Runners – in the areas occupied by the Thyatian Legions.

The clergy of the Hinterlands is composed entirely of Jungle Druids, using the Village Druid and the Advisor kits.

Wizards are rare, and always Wokani, while Thieves are often Scouts. All classes can take the Local Hero kit.

## 11.18. The Empire of Alphatia

Table 11.20.: Popular kits in the Empire of Alphatia

Myrmidon (Fighter)	Noble (Wizard or Priest)
Academician (Wizard)	Militant (Wizard)
Swashbuckler (usually Wizard)	Loremaster (Bard)
War Priest	Pacifist Priest

The Alphatian society centers around spellcasters – Wizards, and to a lesser extent Priests. Most Alphatian adventurers are Wizards or Priests – Warriors are usually limited to the Myrmidons in the army, and a few Local Heroes (from Draco) and Swashbucklers (non-magical sons of aristocrats). Gladiators are also found, though less common than in Thyatis. These are not warriors trained for the arena, but rather slave-warriors kept as guards, overseers, and private army soldiers.

Thieves are also very rare, though they may be found in Draco. There, they can adopt any of the usual kits.

Bards and Rangers are almost unheard of in Alphatia, since anyone who can cast magical or priestly magic trains as a Wizard or Priest to enter the aristocracy. A few Loremaster Bards do exist (as they are aristocrats), but they are not especially respected by other aristocrats.

Priests come in many varieties, as there are several different churches and temples. There are many War Priests in the army, but also many Pacifist Priests of Alphatia and Koryis.

## 11.19. The Rajahstan of Sind

Priests (Rishiyas) are often pantheists, though some become specialty priests of Ixion (in one of his three main incarnations) and as member of the upper caste, they can take the Noble kit. Some priests enter the mystic orders, using the Fighting Monk kit or the Fakir kit.

Sindhi Warriors are members of the Himaya caste, and as such they can take the Noble kit. Note that the noble weapons of the Himaya are the spear and scimitar. Other Fighters choose the life of the mystic, using the Kei kit.

Wizards are part of the Jadugerya caste. As such, they can take the Noble kit. Anyway, all Sindhi Wizards are required to use their powers in service of their fellow countrymen. Some



Table 11.21.: Popular kits in the Rajahstan of Sind	
Noble (Fighter, Wizard, Priest)	Local Hero (Thief)
Fighting Monk	Kei (Fighter)
Holy Slayer (Thief)	Beggar (Thief)
Mystic of Nog (Wizard)	Fakir (Priest)
Scout (Thief)	

wizards choose to retire from the mundane world to pursue enlightenment, becoming Svamins (they use the Mystic of Nog kit, and can only be Lawful Good).

Thieves are common in the lowest castes. They can try to uphold the rights of the common people, becoming Local Heroes, or they can serve the goddess Kala as Buraiyas (Lawful Evil Holy Slayers). Some, on the other hand, are forced to become Beggars (especially those coming from the ranks of the untouchables). Scout Thieves are common as well, especially in the more rugged territories.

## 11.20. The Divinarchy of Yavdlom

Table 11.22.: Popular kits in the Divinarchy of Yavdlom	
Mystic (Psionicist, Wizard)	Seer of Yav (Priest)
Noble (Warrior)	Scout (Thief)

The natives of Yavdlom have an high incidence of Seers (or Ramla), people endowed with a special power to see the future, or with other divination powers. Ramla powers are basically Wild Talents of Clairsentience. The Ramla become part of the clergy, either as full fledged Psionicists or as Seers of Yav. In rare case, a Ramla become a Wizard, usually a Diviner.

Other Yavdlom adventurers – usually Fighters or Rangers – rarely have kits, though if destined to affect the lives of at least 1000 people they automatically enter the nobility of Yavdlom (the Tukufu). The Tukufu use the Noble kit. The noble weapons of Yavdlom are the spear and the two-handed sword.

Thieves are uncommon, since crimes are easily prevented by the seers. The Scout is the only common Thief kit in Yavdlom, representing a hunter who favor stealth over strength.

## 11.21. Sources for the Kits used

**Vaults of Pandius** Prayer Leader, Itinerant, Desert Nomad, Barber, Vizier, Darine Sharpster, Darine Wise Woman.

**Dragon Magazine** Assassin, Northman, Nomad (Completing the Complete Fighter, by David Howery). The Piao Shih is also based on a character class introduced in a Dragon Magazine article.

**Complete Bard's Handbook** Herald, Loremaster, Thespian, Jongleur, Gallant, Blade.

**Complete Fighter's Handbook** Barbarian, Berserker, Gladiator, Pirate.

**Complete Priest's Handbook** Pacifist, Outlaw, Berserker.

**Complete Druid's Handbook** Village Druid, Totemic Druid, Wanderer.

**Complete Ranger's Handbook** Sea Ranger, Forest Runner, Warden.

**Complete Thief's Handbook** Beggar, Thug, Burglar, Investigator, Buccaneer, Assassin, Acrobat, Swindler.

**Complete Wizard's Handbook** Academician, Wu Jen.

**Complete Shair's Handbook** Sorcerer, Elemental Mage, Sha'ir, Clockwork Mage (Mechanician).

**Al Qadim Arabian Adventures** Askar, Corsair, Mamluk, Mercenary Barbarian, Mystic of Nog, Holy Slayer.

**Savage Coast Campaign Setting** Myrmidon, Scout, War Priest, Defender, Skald, Bandit, Noble, Savage Warrior, Militant, Spy, Trader, Beast Rider, Local Hero, Swashbuckler, Mystic.

**Orc's Head** Wilderness Warrior, Savage Wizard.

**Maztica and City of Gold** Jaguar Knight, Pueblo Priest, Fetishist, Hunter, Healer, Clown, Pueblo Priest.

**Complete Book of Dwarves** Clansdwarf, Sharpshooter, Highborn, Diplomat, Patrician, Champion, Locksmith, Trader, Axe for Hire, Outcast.

**Complete Book of Elves** Archer, Undead Slayer, Wilderness Runner, War Wizard.

**Complete Book of Gnomes & Halflings** Archer/Slinger, Homesteader, Sheriff, Trader, Smugler.