

Kaarijala



GAZETTEER

Unofficial Game Accessory

The Kingdom of Littonia



Noskumis Plains

Jorkene

Flagburg

Sea of
Alphatia



Sarkans Plains

Kaaria River

Gaulava River

Staubayr's

Bradent

Rajlers
Parker's
Throne

Great Bay

Alpha



To Oceansend

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The Kingdom of Littonia

Geoff Gander

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INTRODUCTION

Foreword

Welcome to *The Kingdom of Littonia*, the sixth region of Mystara to receive the “Gazetteer” treatment under the fan-produced GAZ F line. This work also marks the product line’s start through Norwold, the Companion-famed region north of the Known World proper.

Littonia is one of the oldest fan-created nations on Mystara. Geoff Gander, who initially developed the kingdom, graciously accepted the invitation to return and write *Littonia*. This work fleshes out the kingdom to an unprecedented extent and provides new information for fans of earlier versions.

A complementary work on the neighboring nation of Kaarjala, again with Mr. Gander as lead author, is anticipated for fall 2007.

It has been our privilege to bring this gazetteer to the fan community, and the author and editor hope you enjoy reading it and using it in your own campaigns.

A Remote Realm

Littonia is a remote coastal kingdom north of Norwold’s Great Bay. When it is thought of at all, it is considered by many along Norwold’s tree-covered strand to be a land on the very edge of civilization – the source of a few valuable commodities, but little more. Littonia is a land with a long, often painful, history borne by its people with a remarkable mixture of pride and stoicism. The kingdom has emerged from a dark age, and now stands poised at a crossroads: will Littonia continue to grow and become a strong realm, or will it fragment once more?

The Final Goal of the Campaign

A campaign set in and around Littonia should give the players a general sense of being in a land on the cusp of a great change – for better or for worse – and that they have a potentially decisive role to play in determining its fate.

Littonia lends itself very well to a traditional campaign, in which the

players become heroic adventurers by countering the various threats faced by the kingdom, as well as seeking treasure, exploring ruins, and clearing dungeons.

The Noskumis Plain and Teici Bog to the north are filled with all manner of dangerous animals, as well as some of the more fantastic beasts common to the Known World. The kingdom’s forests harbor many dangerous inhabitants, too. To the south, the hill country and the imposing peaks of Pērkons’ Throne contain many caverns, as well as a lost city. Finally, the frost giants of Frosthaven continue to cast a shadow over the region, and the ancient and evil creature known as the Rimal Hag secretly plans to dominate the north.

A political campaign can have seen established characters courted by one of two major factions: those who wish to halt, and possibly roll back, the changes facing Littonian society; and those who have embraced them. The continued expansion of relations with the Known World could lead to Minrothaddan, Thyatian, Heldannic, and possibly Alphatian involvement.

Littonia can also be used as a location for a few adventures for a wandering party before they set off for warmer climates.

Who Should Play in Littonia?

Player characters native to this region should ideally be human; demihumans are exceedingly rare in this part of Mystara, and they are almost always travelers from the south. Nevertheless, the standard nonhuman races may be used in this setting if there is a reasonable explanation as to their presence.

Dwarves are the most commonly found demihumans this far north, having become apprised of Littonia’s mineral wealth. Their reputation for being stalwart fighters also appeals to the king and many of his more outward-looking nobles. Thus, dwarves can be found in the wilderness and in the larger towns.

Gnomes and halflings are largely absent from the region – the former

because their migrations into Norwold apparently halted at Landfall, and the latter not yet exceeding Oceansend. Also, the native Leehan halflings are only now exploring neighboring regions.

Likewise, the native foresthome elves have stayed away from Littonia. The few elves found in the larger towns are from the Known World. Finally, the untamed forests of Littonia are known to be home to a small number of reclusive fey folk.

Kudos and Corrections

This work is at variance with existing materials on Littonia’s location and history. Earlier works placed the kingdom due east of Kaarjala; however, subsequent discussions made a convincing case that Littonia should be moved further south, to the coastal region immediately north of Norwold’s Great Bay. This work has been written with that assumption in mind. The history of Littonia has been modified to accommodate significant events that occurred in nearby regions and to make it more consistent with the timelines presented in other Gaz F products. This work should take precedence over pre-existing materials on Littonia.

The NPCs Blaise Barkbreaker and Nadia Svendsdottir originally appeared in *ACI The Shady Dragon Inn* by Carl Smith and have been adapted for use here.

A Note on Nomenclature

“Littonians” should be understood to mean those who are native to the kingdom; “Litoniesu” and “Lietuvans” mean the two constituent ethnic groups.

The Litoniesu and Lietuvan words in this book are presented as they would appear in Thyatian (Roman) script. Accented vowels (ā, etc.) denote long vowels, consonants with carons (č, š, ž) denote voiced fricatives (e.g., “ch”, “sh”, “zh”), and the letter j represents the “yah” sound. This is but a simplification of Lithuanian and Latvian phonetics, and we invite curious readers to examine these languages.

HISTORY AS THE IMMORTALS KNOW IT

Much of the Littonians' history is lost in the depths of time; few among them know the full story, marking their own history from the time of Karlis the Unifier, and afterwards.

Early History

In the centuries just before the Great Rain of Fire, numerous ethnic groups dominated the shores around the modern Sea of Esterhold. Among them were the Valoin, ancestors of today's Littonians. The Valoin (pron. Val-wan) were an Oltec or Oltec-Neathar descended people who had developed blond hair and blue eyes. The Valoin subsequently spread to the Isle of Dawn, where they resided at the time of Blackmoor's destruction.

The migrations brought about by the ensuing climatic changes made life on the Isle of Dawn untenable. The Valoin and others were forced to move west across a land bridge to what is now the southern coast of Norwold.

A New World

At this time, southern Norwold was still a frigid land, but thin strips of coastline were habitable. The Valoin eked out a living along these rugged shores, forgetting much as they fell into a dark age. The late Valoin's most persistent competitors were a Neathar people known as the Valharians. Their struggle for resources was intense, but the Valoin prevailed and absorbed many of the vanquished into their own communities, acquiring much of their Northern Neathar language as a result.

The emergence of the Antaliens by BC 2500 posed a new threat for which the Valoin were unprepared. Within decades, the Valoin had been pushed northeast along the coast. As the climate warmed, many migrated north to the mouth of the Great Bay and beyond. There they settled the newly-habitable plains and light forests. Regions along the Gaudava River were particularly welcoming. The southern Valoin continued to hold out against the Antaliens but were steadily losing ground, and many began to flee

northwards or hold out on the islands separating from the mainland.

North of the Great Bay, the largely unopposed Valoin continued to expand their holdings. By BC 2200, they were being joined by their southern cousins, who could no longer hold out against the Antaliens.

The ancient Valoin identity had been lost by this point, and new beliefs, traditions, and language developed in its stead. The majority of the Valoin began to call themselves the *Litoniesu* (Littonians), and their land *Litonija*. Their brethren from the south, who were more combative and resistant to change, spoke differently and kept to themselves, and called themselves *Lietuviu* (Lietuvans).

Despite this new identity, the Littonians were a fragmented people, with most swearing allegiance to their clans. They spent as much time fighting each other as they did against the northernmost Antalian clans. This state of affairs would have continued for centuries, were it not for the frost giants of Frosthaven.

The Realm of Nordenheim

In 1763 BC, a vast horde of frost giants, led by Ulf One-Eye, surged north across the mouth of the Great Bay. Beforehand the giants had troubled only the southernmost Littonian communities; now, united under a strong leader and craving more land to support their growing numbers, they ventured forth to conquer. The disunited Littonian clans were overwhelmed in succession, and within five years the entire region north of the Great Bay was under Ulf's rule. He named his realm Nordenheim.

Ulf was a cruel ruler. The Littonians were forced to give away most of their harvests to their overlords, who grew decadent. During the giants' great celebrations, able-bodied slaves were compelled to fight in gladiatorial combat.

After two generations under the rule of Nordenheim, the Littonians witnessed the arrival of another scourge. The great humanoid leader Loark ravaged Norwold's coast as he led his horde into

the Known World. Splinter groups through themselves against defenses of Nordenheim, but they were unable to dislodge the giants.

These encroachments spurred the bloody construction of Ulf's great citadel, Høgborg. Seven years did slave labor on the colossal structure. Many died during construction, and, coupled with the giants' other depredations, the Littonians declined in number. Were it not for the rise of Namejs the Leader, all hope may have been lost.

Namejs had been a landowner and a clan leader who labored hard under Ulf's rule. One of his neighbors, attempting to curry favor with the giants, reported that Namejs was inciting a rebellion. The giants tore apart his home and forced him to watch the deaths of his wife and children.

Broken over such a great loss, Namejs vowed vengeance and soon had slain the giant personally responsible for his family's deaths. Emboldened by this act, he assembled a band of freedom fighters and took to the surrounding hills and woods.

Namejs and his followers spent the following years waging a guerilla campaign against the giants. Tales of Namejs' deeds spread across Nordenheim, giving heart to many and inciting them to rise up against their masters. The rebel's most crucial victory came at the coastal town of Dobele (now lost) where numerous giants were felled. News of this resounding victory spread like wildfire, and before long, Namejs had assembled a great host. They stormed Høgborg and killed Ulf, razing the citadel afterwards. Their power broken and bereft of leadership, the remaining giants fled into the wintery north. Namejs was then elevated as the first king of Littonia.

The First Kingdom

Under Namejs' reign, the Littonians were a unified people. They expanded south of the Great Bay and pushed back the coastal Antaliens, who had never recovered from the invasion by Loark's

HISTORY AS THE IMMORTALS KNOW IT

horde centuries before. By BC 1350, Littonians controlled much of the eastern land surrounding the Great Bay. They also made several incursions along the Norwold coast. Despite this expansion, the lands around the Gaudava River remained the most thickly settled region of Greater Littonia.

Although his rule brought stability to the land, Namejs was not a king at heart, and his ill-equipped kingdom did not long outlast him. Namejs' sons cared only for their own clan's welfare, and as the decades passed, the ruling line of Littonia grew weak. The kingdom soon dissolved into numerous squabbling clanholds. Clan leaders paid lip service to the king, and did what they pleased - even warring amongst themselves. The western kingdom of Jūrkene was but one Littonian successor state.

The realm was further weakened by the resentment felt by the ethnic Lietuvans, who by now spoke a distinct language and culture. They felt that they were treated as an underclass by the more numerous Litoniesu. Almost 200 years after the death of Namejs the Leader, the Lietuvans declared their lands independent of Littonia, selecting one of their own as King of Lietuvos.

The Dark Ages

The rise of Lietuvos began years of war between both peoples, with neither gaining the upper hand. As more people left their farms to fight their neighbors, more and more fields grew fallow, and villages were abandoned. The bloodletting continued for some 40 years, off and on, and in the end both sides were so weakened that Lietuvos collapsed into anarchy, and what remained of Littonia fragmented still further. Thus began another long dark age, during which the frost giants, now of Frosthaven, returned periodically to wreak havoc. In the south settlements, goblin tribes and resurgent Antalians looted with impunity.

Worsening matters for the Littonians was the rise of the Alpathian kingdom of Alinor, which occupied the coast of the

Great Bay at its height. Although the Alpathians thought little of the Littonians, they were intrigued by their unique form of magic, and coveted the region's rich amber deposits. They cultivated relationships with some of the more powerful petty dominions - such as Saldus and Kernavė - and in so doing stirred up further conflict. Their involvement ended with the abrupt destruction of the kingdom, but the Littonian region remained disunited for another century.

Queen Pajauta of Kernavė held the necessary power to cow rival kingdoms and could have been the next unifying figure of Littonian history, but her mad pursuit of lichdom drove her into conflict with the fairy realm. The fairy-kin banished the queen to a prison realm and transformed her lands into the Teici Bog. Her memory quickly faded.

Karlis the Unifier

In BC 161, Karlis was born in the village of Nevkala. He quickly grew into a warrior of considerable strength, and, as the eldest son of the local chief, became the ruler of Nevkala area. The future king dreamed of Namejs defeating the frost giants in battle, after which Namejs came to Karlis and asked him to rebuild Littonia.

Karlis raised an army and marched upon his neighbors, spending the next 11 years uniting the petty fiefdoms by diplomacy and by the sword. The final battle was fought at Šiaiulai, where the mightiest Lietuvan lord was brought low. Though Karlis lived only six years after the reunification of Littonia, he has been revered ever since as Karlis the Unifier. Unlike Namejs, Karlis left behind a strong line of succession. It was not long afterwards that the new kingdom of Littonia faced its first great challenge.

The Second Kingdom

Seven years into the reign of Uldis, Karlis' eldest son, a strange people came out of the distant west. They, the Saamari, were fleeing their ancient homeland in search of refuge, and settled

amidst the grasslands and sparse forests in the northwestern reaches of Littonia. Littonian homesteaders were crowded out as thousands of Saamari streamed into the area. King Uldis sent his armies to reclaim the lands.

Villages burned and borders shifted over several years, but the Saamari were too numerous, and ultimately the northwestern reaches were lost to the newcomers. They called their land Kaarjala. Māris, who succeeded Uldis after his fall in battle, had no wish to continue the fruitless war with other pressures mounting. Norwold and Northman raiders hit settlements in the south, while the north was threatened by Frosthaven. In the first year of his reign, Māris met with the Saamari leader in the town of Valmiera to discuss peace terms. Under the Treaty of Valmiera, the northwest would belong to the Saamari, and all lands to the east and south would belong to Littonia. Further, the two nations would render aid to one another when requested.

Māris constructed lines of simple towers to hold back his northern and southern aggressors. Those defenses were sorely tested, and proved insufficient. Giants destroyed Valmiera and Nevkala, and much of the Littonian heartland was laid to ruin. Likewise, the human raiders made many forays into southern Littonia. The kingdom's enemies were beaten back with the aid of the Kaarjalans, but the damage was done. Littonia's southwestern territories, rich in silver, had been effectively depopulated, and goblins moved into the area. Successive kings spent the following centuries restoring order, and then waging a long campaign to drive the goblins out of the southwest.

The Modern Era

About 400 years ago, yet another great migration took place. Thousands of people, calling themselves the Vaarana and bearing relation to the Saamari, came from the west. They brought with them tales of woe, of great goblinoid hordes on the march.

HISTORY AS THE IMMORTALS KNOW IT

The rulers of Kaarjala and Littonia conferred, and made preparations for the onslaught that was sure to come, and not ten years later a great horde of humanoids and frost giants stormed forth. For many years the defenses held, but there were too many enemies, and it seemed the entire north would be overrun. Such would have happened, were it not for the intercession of the Sarkans Goblins, and of Namejs and Lemminkainen (as an avatar of Ilmarinen, the patron Immortal of Kaarjala). Under the guidance of these legendary heroes, the enemy host was broken, and pushed back over the western mountains, from which they have not issued since. The Sarkans Goblins who stood beside the human forces earned the gratitude of both nations.

Littonia Today

Since that time, Littonia has grown. A small, but prosperous, merchant class has arisen in the larger towns, spurring social mobility and forging ties with neighboring lands. More recently, Known World traders have made contact with the kingdom, bringing with them new ideas as well as goods. Littonian ships ply the northern seas, venturing to Qeodhar, Norwold, and the Northern Reaches. Its borders are more secure than they have been in living memory, and the land seems poised to enter an era of prosperity, yet the kingdom lives under the shadow of Frosthaven, and other evils in the north.

Littonian Timeline

BC 3200: Elements of the Valoin people could be found from modern Esterhold, the eastern Alphatian shore, Bellisaria, and the Isle of Dawn.

BC 3000: The Great Rain of Fire shifted the planetary axis. Resource strains forced the Valoin people north.

BC 2800: The Valoin competed with

local Neathar tribes in the Helskir region.

BC 2700: The Valoin occupied uncovered segments of the Norwold coast between modern Landfall and Oceansend and the Isle of Dogs. One of their Neathar competitors, the Valharians, was partially absorbed.

BC 2500-2200: Antalians pushed the Valoin northeast. Many of the Valoin migrated to uncontested coastal lands north of the Great Bay.

BC 2200: Valoin isolation led to the generation of many dialects and distinct identities. Those of the north became the Litoniesu, while the Valoin around modern-Oceansend were the Lietuvans, though many of the Lietuvans eventually resettled to the north of their cousins.

BC 1763: Frost giants, led by Ulf One-Eye led frost giants in conquest of the lands of the Litoniesu and Lietuvans. This became the realm of Nordenheim.

BC 1722-20: The Antalian civilization is destroyed by the Loark's humanoid hordes. Southern regions of Nordenheim were attacked as well.

BC 1714: The frost giant citadel of Høgborg is constructed by slave labor.

BC 1393: Namejs was born in Piltene.

BC 1371: Namejs was falsely accused of rebellion, and his home and family were destroyed as a punishment. He slew the giant responsible, igniting an uprising.

BC 1363: Namejs' rebels were victorious at the Battle of Dobele, inciting slave rebellions across the realm.

BC 1362: Namejs sacked Høgborg and

killing Ulf. Surviving giants looted what they could and retreated into the north. Namejs proclaimed the kingdom of Littonia. Littonians began to colonize lands to the south.

BC 1329: Namejs vanished. His successors concerned themselves with their own clan rather than the nation. Littonia began to fragment.

BC 1300: A series of wars began between the Littonian petty kingdoms.

BC 1250: Creation of the Kingdom of Jūrkene.

BC 1162: Formation of the Kingdom of Lietuvos. A 40-year civil war quickly ensued.

BC 1122: Lietuvos collapsed into anarchy. Large stretches of countryside emptied, and many weakened Litoniesu kingdoms fell victim to humanoid raids. During this dark age, frost giant raids grew common.

BC 1000: Spurred by Nithians, some Antalian tribes fled further northwards. These movements displaced the southern Lietuvans.

BC 700: The capital of Lietuvos was razed. Jūrkene fragmented into four smaller petty dominions.

BC 500: Frost giants destroyed Jūrkene.

BC 345: Alphatians sailed into the Great Bay of Norwold and established settlements.

BC 332: Queen Pajauta used magic and blackmail to control the amber mages.

BC 300: The Alphatian kingdom of Alinor is founded. The kingdom conquers neighboring tribes and stretches into the far western mountains, and influences some

HISTORY AS THE IMMORTALS KNOW IT

Littonian kingdoms. Local strife intensifies. Queen Pajauta of Kernavė and the kingdom of Saldus allied with Alinor.

BC 273: Pajauta replaced her waning divine powers with arcane ones. She demanded tribute from surrounding realms. Fairies prophesized that she would never rule over all nor conquer death and that she would always serve a higher power.

BC 260: Raising of the Alinor Chain and destruction of Alinor. Local populations reassert control over their affairs, while surviving Alphatians scatter. Some migrate to southern Littonia, where they are absorbed. Queen Pajauta picked over the remains of Alinor and decided upon the path of lichdom to void the fairy prophecy.

BC 220: Queen Pajauta wiped out the fairies of the far north. Others cursed her, banishing her and her tower. Her realm became the Teici Bog.

BC 161: Karlis, an indirect relative of Namejs, was born in the village of Nevkala.

BC 142: Karlis became ruler of Nevkala.

BC 140: In a dream, Namejs urged Karlis to restore Littonia.

BC 139: Karlis raised an army, and proceeded to bring the Litoniesu and Lietuvan kingdoms back into the fold.

BC 137: The powerful Litoniesu kingdom of Livonja, centered at Gaudavpils, was conquered.

BC 130: Karlis razed the mountain capital of Saldus.

BC 128: At the Battle of Šiaiulai, Karlis conquered the most powerful Lietuvan kingdom. The remaining

kingdoms submitted to his authority. Karlis was crowned king of Littonia, and Gaudavpils was named the capital.

BC 122: Karlis the Unifier died. Uldis, his eldest son, ascends to the throne.

BC 115: The Saamari people migrated east, displacing Littonian farmers in the western borderlands. Ten years of inconclusive war commenced.

BC 105: Uldis died in battle. Māris assumed the throne and drafted the Treaty of Valmiera with the Saamari. Kaarjala, the nation of the Saamari, was formed as a result.

BC 12: Raiding frost giants destroyed the towns of Valmiera and Nevkala. Much of southwestern Littonia was lost as a result, and it was settled by goblins from the southwest. The Littonian heartland fell into disarray.

AC 0: Lietuvans returned to Šiaiulai. The Alphatian sorceress, Pajauta, is imprisoned in a tower between worlds by the fairies of Mindaugas' Forest.

AC 200: Guntis II reordered the kingdom of Littonia. Despite early successes, his campaign to recover the lost territories of the southwest bogged down as the goblins mounted a vigorous defense.

AC 300: Littonia finally recovered its southwestern lands. The surviving goblins submitted to Littonian authority and became the Sarkans Goblins. Mariaipeda was settled atop the ruins of Lietuvos.

AC 400: Ostland raiders began to range along Norwold's coastline.

AC 450: Raimonds' Tower was built in the northern frontiers.

AC 454: Nobles deposed King Egils, ending a reign characterized by high

taxes and poorly planned military campaigns. The nobles formed a parliament, the *Saiema*, and the power of the king was curtailed.

AC 500: The Sarkans Goblins ceased paying tribute to Littonia and adopted a pose of neutrality.

AC 630: The western Vaarana arrived in Kaarjala, telling tales of humanoid hordes.

AC 640: A coalition of Littonians, Kaarjalans, Vaarana, and Sarkans Goblins turned back the humanoid hordes.

AC 800: The gentry, as an organized mercantile class, grew in the larger urban centers. Sarkans Goblins integrated into the southern towns.

AC 831: After raiding Valmiera, the Bloody Waters goblins were eradicated.

AC 900: Construction of the lighthouse on Karlis' Isle.

AC 958: Uldis V pressured the *Saiema* into granting seats to the gentry.

AC 974: Acting on the stories of Ostlander sailors, an independent expedition of Minrothaddan and Thyatian merchants reached Littonia.

AC 985: Alphatians settled Alpha, the future seat of power in Norwold. Despite some contact with the Littonians, the Alphatians did not pursue relations or conquests.

AC 996: Uldis VI became king of Littonia.

AC 1000: Time of the Gazetteers.

GEOGRAPHY

The Land

To most residents, “Littonia” refers to the modern kingdom, while “Greater Littonia” includes a broad swath of land northeast of the Great Bay as well as portions of the Norwold littoral to the south. This larger region is held to be the Littonian homeland, to which its people have a claim.

Littonia is located just north of the Arctic Circle and would be a wholly frigid land were it not for the protection offered by a series of hills that marks the land’s natural frontiers and the peculiar effects of the *Saampo* of nearby Kaarjala.

Littonia is comprised of two valleys rapidly carved out by glaciers during the post-Rain ice migrations. The valleys join in a broad-based “V” that brackets a curving line of steep hills to the interior. Even within the valleys, the terrain is quite hilly, and much of the land is covered with coniferous forests. The entire kingdom slopes gradually towards the ocean, with the westernmost settlement of Valmiera being 400 feet above sea level.

Natural resources consist of clay, wood, peat, iron ore, limestone, silver, and, most critically, amber.

Mountains and Hills

The only true mountains of Littonia, Pērkons’ Throne, technically lie outside its borders. These peaks, framed by the Vētra (“tempest”) Hills, witness a great number of thunderstorms throughout the summer months. The tallest peaks rise almost 11,000 feet above sea level, and the mountains are rich in untapped mineral resources.

Littonia is cut off from the rest of Norwold by Namejs’ Line, a range of tall hills running from the Sarkans (“red”) Plain in the southwest to its junction with the northern Lietuvan Hills. The southern slopes of the Line are very steep, rising to their maximum height of 1,100 feet above the Littonian baseline very quickly. Numerous hidden valleys and lakes are found within the Line. The northern slopes are not quite as steep, and descend 800 feet to the Noskumis

(“sorrowful”) Plain. Silver and iron ore deposits are common in the west.

The Lietuvan Hills are very similar to Namejs’ Line but rise only 700 feet above the Littonian baseline. The range is not as broad, and it is largely unbroken by valleys. The Lietuvan Hills continue northward west of the Teici Bog. This extension only reaches 650 feet above sea level. The continuing post glacial uplift is slightly faster in the Lietuvan Hills than at points further south, and this has opened a number of channels where water comes into contact with high heat, producing a number of hot springs.

The stately, yet storm-ridden Vētra Hills borders the Sarkans Plains from the south, topping out at 500 feet above the Littonian baseline. Their eastern fringes are blanketed by the forest known as the Draudīgs Wood. Traces of silver have been found in some regions, but the resident goblins have yet to mine them.

Forests

A mixture of old world and glacial factors deposited thick, rich soils east of Namejs’ Line that are now covered with dense forest. The majority of trees are coniferous, with spruce and pine predominating, but stands of birch, and even rare oak, can be found along the lower Gaudava and Aiviekste Rivers and the southern coastal regions. The occasionally abrupt transition from deciduous to coniferous vegetation – and sometimes back again – in a space of a few hundred feet is one feature unique to Littonia. In most areas, the soil is quite acidic due to falling needles and sports little or no underbrush. Mushrooms, bilberry bushes, cranberries, and shade-loving herbs do manage to thrive, however.

The largest forest is the Veči (“old”) Forest, which is sandwiched between the Gaudava and Aiviekste Rivers. It is predominantly spruce, but the northern and eastern fringes have large numbers of birch, oak, and linden trees. Beyond the Gaudava River the forest continues as the coniferous Zalš (“green”) Forest. The Zalš is very thick and ascends Namejs’

Line to the northwest.

South of the Aiviekste River is the rugged Draudīgs (“sinister”) Wood. It has large stands of birch along the coast, but quickly becomes coniferous inland. A part of Greater Littonia, the region is largely unsettled wilderness. Folktales hold that the Draudīgs Wood is the location of Saldus, one of the petty kingdoms that refused to submit to Karlis the Unifier and was destroyed.

The Mindaugas’ Forest covers the low hills north of the Gaudava’s last segment. Named after a courageous Lietuvan lord, it is exclusively pine and spruce trees, save for a few oak and linden groves around the village of Dundaga. It is also the densest of Littonia’s forests and is reputed to be inhabited by spirits who play merciless tricks on intruders. Although the fringes are thinly settled, druids are the only humans likely to be found deep within.

Plains

Further inland, where the cold continental climate asserts itself, forests yield to juniper thickets and long grasses. The latter eventually predominate.

The transition is particularly abrupt on the Noskumis Plain. There wildflowers and tall grasses blanket the fields during the brief summer. So named because of its harsh climate and the many ruins that dot its expanse, the Noskumis Plain is largely flat and extends for many miles to the west and north. It averages 400-500 feet above sea level in the east, rising gradually towards the mountain foothills in the distant west.

The Sarkans Plain – named after the blood spilled in conflicts with the native goblins – is relatively lush around the banks of its rivers with cattails, small bushes, and the occasional pine tree. It averages 400 feet above sea level and grows hilly towards the south and west. The local climate is harsher than that in Littonia, but it does not have quite as extreme a fluctuation.

GEOGRAPHY

Waterways

Littonia is blessed with a large of number of rivers relative to its size. The longest river is the Gaudava, which originates in the mountainous region south of Littonia. The Gaudava slowly gains strength as its tributaries, the Lielupe and Virvyčia Rivers, join it on the Sarkans Plain. From there, the river descends into the forested coastal lowlands, winding gently through the Zālš and Veči Forests before emerging into the kingdom's cultivated heartland. It widens and deepens as it passes Paraskas and Gaudavpils. The river mouth is almost a quarter-mile wide. The Gaudava has special significance to the Littonians, as their first and greatest settlements arose along its banks.

The southern Aiviekste River splits off from the Gaudava at Fort Namejs and follows an easterly course south of the Veči Forest. Historically, it has marked the southern border of the Littonian heartland. Unlike the Gaudava, the Aiviekste is fairly shallow throughout its length, and shoals fill its mouth.

The narrow, deep Neris River arises in the Lietuvan Hills near Talanga, winding through the dense forests of historical Lietuvos before emptying at Šilute. It marks the historical northern frontier of Littonia, beyond which lies the treacherous Teici Bog. The Neris has the same symbolic importance for Lietuvans as the Gaudava does for their Litoniesu cousins.

Littonia also has hundreds of small streams and lakes and ponds, many less than a square mile in size. The majority of these are found south of Namejs' Line.

Teici Bog

Directly north of the Littonia coast is the Teici Bog, a large, chilly morass of innumerable ponds and small lakes, streams, swamp, and bog. The large amounts of standing water, and the prevailing damp climate, produce dense fogs that blanket the region for much of the year. During the winter months, frequent snowfalls turn the entire region into a slushy mess.

Much of the Bog's water is brackish, although some streams and ponds in the interior contain drinkable water. Most of the standing water is not deep – no more than ten feet, but often only half that – and the streams flow very sluggishly. The ground is waterlogged to a much greater depth. There is very little solid ground, and sinkholes are common.

According to popular lore, the Teici Bog is thought to be the location of an ancient Littonian kingdom whose queen consorted with evil spirits. As punishment, the Immortals turned her realm into a swamp, burying her within its depths forever. As such, those who enter the bog, or sail near it, are thought to be tempting fate.

Surrounding Lands

Littonia is bordered by unclaimed, but certainly not uninhabited, wilderness. The Noskumis Plain marks the western frontier, and the largely unexplored Vētra Hills and mountains of Pērkons' Throne lie due south of the kingdom. Further south is the Great Bay of Norwold, which is readily accessible, albeit arduously so, via the Sarkans Plain. Northern Littonia is bordered by a mixture of bogs and hills. Finally, far to the northwest lies the nation of Kaarjala.

Climate and Environmental Notes

Littonia's latitude is circumpolar, but the moderating influence of warmer water flowing north from the Alphantian Sea, the protective shield created by Namejs' Line, and the Kaarjalan Saampo creates a semi-permanent warm air mass that bleeds cold fronts to the west and north. In contrast, the Noskumis Plain is much colder and drier. The result is a hemiboreal climate whose real world analogies would be the northern Baltic Sea region, or western Norway. Littonia's proximity to the Arctic Circle produces long days in the summer, and short ones in winter – the sun does not fully set or rise during the summer and winter solstices, respectively. This cycle

is mirrored by Littonians' being generally joyful during the spring and summer months, but characteristically stoic – even melancholy – the rest of the time.

The ocean currents also bring frequent precipitation – an average of 160 rainy days per year, and another 30 to 40 that have fog. The moisture provides abundant water for the kingdom's many streams and rivers, but it has also oriented agriculture towards dairy and livestock – most field crops are grown for animal feed.

Winter lasts from Eirmont to late Thaumont, and is wet (sleet, ice) rather than snowy in most of the country except during deep winter. Temperatures average -15° to -5° C (5° to 23° F) along the coast, and decrease one degree for every eight miles further inland, to -29° to -19° C (-20° to -2° F) around Valmiera. Continuous snow cover lasts 100 days on average. The snow is rarely more than a few inches deep in the lowlands, but it deepens considerably, and lasts longer, further inland and in the hills.

Spring is marked by constant precipitation, and runs from Flaurmont to late Klarmont. Temperatures range between 0° and 6° C (32° to 42° F), but it feels much colder due to the dampness. Planting is done during this period to ensure a successful harvest.

Summer averages eight weeks, with frequent thunderstorms along the coast and pleasant, mildly humid weather. Temperatures range from 14° to 16° C (57° to 61° F) along the coast, increasing by one degree every 24 miles further inland, to around 17° to 20° C (63° to 68° F) in Valmiera.

Autumn begins at the beginning of Ambyrmont, and lasts until early Eirmont. Although the countryside lacks the riot of color seen in more southerly climes, the rainy weather gives way to fog for much of the season, producing almost ethereal landscapes in the early morning and late evening. Temperatures average 12° to 15° C (53° to 59° F), with frost first appearing in early Sviftmont.

The territory occupied by the Littonians

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is still undergoing post-glacial uplift. The coastal regions are believed to rise at the rate of one inch every 75 years, whereas the lands west of Namejs' Line are rising by an inch every five years. This process will continue for the next couple of centuries, producing minor earthquakes along the divide, and extending the coastline in some regions.

Communities and Ruins

The vast majority of Littonia's population lives in secluded farms and hamlets spread throughout the forests and hills of the kingdom. Littonians typically build with wood; thus, while a given community may be over a thousand years old, most of its buildings are a few centuries old at most. Military fortifications are built of stone, as are the newer portions of the larger settlements.

Arekne: Half of the 460 people in this village are loggers harvesting the ancient pines of the Veči Forest. Timber is sawed into boards and shipped by wagon to Rezevpils. In contrast, the occasional oak tree is floated down the Gaudava to Paraskas, where that settlement's sawmills finish the job. The remaining villagers either farm, or craft furniture for sale in Rezevpils.

Dundaga: This large fishing village (750) is blessed with ample amber deposits on its beaches. It used to be a moderately busy place where amber merchants would come to purchase their wares. With Gaudavpils and Rezevpils experiencing rapid growth and foreign mercantile interests establishing themselves in the capital, few merchants now are willing to risk missing an opportunity by coming up here. Instead, they have hired some locals to act as middlemen and procure amber for them. This reduction in status does not sit well with the region's nobles. Some traffic to and from Šiaulai passes through here.

Fort Namejs: Built where the Aiviekste and Gaudava Rivers split, Fort Namejs is the largest, most imposing fortification in Littonia and the *de facto* military headquarters for the nation. It is

protected by water on two sides. Well within bow range is a simple bridge spanning the upper Gaudava River – the most convenient place to cross for many miles. For this reason, Fort Namejs is often referred to as *Tilts pār upi* ("bridge over the river"), but it is most commonly called the Bridgefort. It was established by King Guntis II as a simple hill fort in AC 193 to strengthen his hold in the south, and has been expanded numerous times since then. 340 soldiers garrison the fort, and 350 civilians farm the surrounding area or perform other tasks.

Gaudavpils: This bustling port of 8,600 has long been a capital, first of Livonja and now of Littonia, yet it would be considered only a large town in other nations. Along with Rezevpils, it has a sizeable number of stone buildings, many of which have been built in recent years by the local dwarvish community. The central market is paved and surrounded by many shops and inns relative to the city's size. At the wide mouth of the Gaudava River, Gaudavpils is blessed with a deep harbor that can accommodate larger vessels. Places of note include the Royal Palace (currently being renovated by dwarven artisans) and the Holy Hill, where the royal family worships.

Guntis' Tower: This stout tower was erected in AC 831 following an unusually well-planned raid by the Bloody Waters goblins. Although the clan was eventually eradicated, hundreds of people in and around Valmiera were killed. In response, *Grāfs* Guntis Ezergailis had this tower built to deter similar attacks. It is home to 80 soldiers and 150 civilians.

Kuldiga: Most of Kuldiga's 470 people occupy themselves with sheep and wool to some degree – raising and shearing the animals, curing meat, or weaving and dyeing wool. During the summer months, many people drive their flocks deep into the hills of Namejs' Line for weeks at a time.

Mariaipeda: The capital of Lietuvos once stood at this location, but it was razed almost 1,700 years ago as marauding armies swept back and forth

through the region. The remnants of the old capital lie buried beneath the hills immediately south. Modern Mariaipeda was founded circa AC 300. It is home to 640 people, most of whom log or mine tin.

Nevmala: Nevmala is a prosperous mining village (990), whose inhabitants work in the nearby silver mines. Along with Valmiera, it was destroyed by frost giants in BC 12. It was only restored in AC 200 during the initial stages of the long campaign to reclaim the southwest from goblins that had moved into the region in the intervening period. The village was the birthplace of Karlis the Unifier – a fact that is commemorated by a great statue in the middle of the village. It is the ancestral seat of the royal family.

Paraskas: Technically a village, Paraskas (1,100) is sufficiently large and dynamic to be a small town. In many ways, it is an extension of Gaudavpils, which it supplies with fish, finished wood, foodstuffs, and labor. Some people recognize that there are benefits to be had from strengthening ties to the capital, but many feel that too many of the village's young people are being sucked into a vortex, never to return. It is only a matter of time before the merchants of Gaudavpils establish themselves formally here.

Raimonds' Tower: This massive tower was built in AC 450 to replace the decaying, original wooden fort that dated from the time of *Karalis* Māris. It was intended by *Karalis* Egils to be the first in a series of fortresses along the northern frontier. Construction costs vastly exceeded all estimates, leading to the institution of tax increases that incited unrest – an angered mob burned *Grāfs* Raimonds Didgalvis to death in his manor by a mob. The tower was named in his honor, and houses 269 people – 164 soldiers and 105 civilians.

Rezevpils: In ancient times Rezevpils was known as Piltene, a powerful city-state whose ships dominated what are now the southern shores of Littonia. Piltene was lost in the chaos following the decline of the first

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kingdom, and many other villages arose in its place over the following centuries. Modern Rezevpils slightly preceded the rise of Karlis the Unifier, but only recently has it become a place of note. Today the town boasts a population of 3,450, second only to Gaudavpils, and is experiencing new vitality as it begins to attract its share of the merchant trade.

Šiaiulai: Šiaiulai (population 2,700) was once a powerful town in the kingdom of Lietuvos, and it was one of the few settlements to weather the dark ages following the decline of the first kingdom, thanks in part to its massive fortifications. Šiaiulai was abandoned for a time after the great destruction wrought by the frost giants in BC 12 before being resettled twelve years later. It is a market town, like Rezevpils and Gaudavpils, as well as the gateway to northern Littonia.

Šilute: The beaches around Šilute (population 320) are the source of some of the best amber in Littonia. This is one reason why this region has suffered several raids by Ostlander pirates over the years. Aside from fishing, the locals make a decent living selling the best pieces of amber to visiting amber mages.

Talanga: Talanga (population 440) is situated near a collection of hot springs, whose waters are renowned locally for their curative properties. Some of the village's more enterprising inhabitants, including *Valdnieks* Vytautas Kalvaitis, have built a sanatorium over the largest spring, in the hopes of drawing paying visitors to the region. The people also extract and refine the nearby sulfur, as well as export mineral water.

Valka: The region occupied by Valka lies on the fringes of the Noskumis Plains; here, the winters are harsher and longer, and the village's 240 inhabitants do the best they can at the kingdom's edge. Most people are shepherds, but there is also considerable activity in the spring and summer gathering herbs that grow thickly on the skirts of the plains. Valka is often the last stop (in more ways than one) for adventurers seeking their fortune in the ruins of Jūrkene.

Valmiera: This is a prosperous mining village – more a town – of 1,170 nestled in the forested lower slopes of Namejs' Line. Precious silver is the main commodity, and Valmiera has faced more raids than any other similarly-sized settlement in the kingdom. This region, nicknamed *Sudrabzeme* ("Silverland"), was hotly contested during the instability following the collapse of the first kingdom. It held off all enemies until BC 12, when it was razed by frost giants. The region was not reclaimed until AC 300, after several campaigns against goblin tribes who had moved into the area.

Other Sites of Interest

Høgborg: This was once the hall of Ulf One-Eye, the frost giant king of Nordenheim. Namejs and his followers shattered the citadel, and little remains today. A weathered monument stands nearby, upon which Karlis the Unifier ordered inscribed the names of those who participated in those half-forgotten battles. Many centuries have passed since the giants were thrown down, yet this site remains sacred and few come near it.

Jūrkene: Jūrkene was the capital of a kingdom that arose after the collapse of Namejs' realm. Its people were largely shepherds, but their king coveted the rich lands around modern Valmiera and Nevkala. After years of inconclusive fighting, Jūrkene's king was killed in an ambush. With no clear succession, the kingdom dissolved into civil war. In BC 500, a frost giant raid swept aside what was left of Jūrkene. A few attempts have been made at reclaiming the ruins, only to be denied by the presence of undead. Today, people give Jūrkene a wide berth.

Karlis' Isle: Karlis' Isle is a windswept rock jutting up from the sea, upon which a small lighthouse has been built. A single family has cared for the lighthouse since it was built over 100 years ago, and most of its members live here year-round, supplied by grateful fishermen.

Namejs' Isle: Namejs' Isle is the more hospitable of Littonia's two islands, with a few rolling hills and stands of pine. The isle was settled shortly after the creation of the first Littonian kingdom. The isle's sole moment of excitement came when it was used to house King Egils after he was deposed in AC 454. He lived out his exile in solitude, and few of the island's 200 inhabitants remember him at all. Most people are fishermen, with a handful of shepherds.

Rūjiena: Rūjiena was the capital of the kingdom of Saldus, a powerful realm blessed with a number of hidden gold mines that arose following the collapse of the first Littonian kingdom. Saldus was allied with to the fleeting Alpathian Kingdom of Alinor for a time. Thanks to a small cadre of Alpathian-trained magic-users, Saldus remained a regional power even after the destruction of Alinor. The kingdom refused to submit to Karlis the Unifier and was defeated in a costly battle not far from where Fort Namejs now stands. In the conflict's aftermath, Karlis destroyed Saldus, burning every village and razing Rūjiena to make an example of the kingdom. None today recall Rūjiena's precise location, but the story of the Unifier's vengeance and the fabled gold mines of Saldus lives on.

Overall Population

Greater Littonia – the modern kingdom plus outlying settlements along the coast, in the south, or on the plains – has a total population of 93,300. Roughly 78,600 of these inhabitants should be considered rural, and a quarter of that number resides in the un-incorporated regions. 61,000 are Litoniesu, 30,000 are Lietuvan, with some 1,600 Kaarjalans, 400 Known Worlders, and 300 goblins comprising the rest of the population. Not included in the figures above are the 5,000 goblins of the eastern Sarkans Plain, or the approximately 250 fey folk who inhabit the deeper forests of the kingdom.

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“Once opened, a bottle can never be closed.” - Littonian proverb

Races

Humans comprise the overwhelming majority of Littonia’s inhabitants, but that is beginning to change slowly as word of this land, and the open frontiers it offers, spreads to the diverse populations of the Known World.

Humans

Centuries-removed from the demographic shifts that characterized the Known World, the native Littonians are of either Litoniesu or Lietuvan stock, with the former being the more numerous. Both ethnic groups tend to be of average height, with fair complexions and straight, generally dark blonde or light brown hair. Almost three-quarters have grey-blue or blue eyes, with grey eyes being more common among Litoniesu. The clearest social division in Littonia is not ethnic but between city- and country-folk.

Country-folk of both sexes wear linen tunics with knee-length wool trousers for men and skirts belted with a patterned sash for women. The most common form of footwear are *pastalas*, a type of tough slipper made with leather tied together with straps. During the winter, thick wool stockings, with jackets for men and shawls or cloaks for women, are worn for added warmth. Men tend to go bearded and have long hair, while women wear their hair unbound or in a simple braid. Most rural Littonians consider it unseemly to appear in public without a head covering, so hats are common. Men favor broad-brimmed hats made of felt, and married women wear embroidered linen head cloths. Unmarried women and young girls often weave ribbons through their hair.

People from urban areas wear linen of a finer weave made of wool or imported cotton, if they can afford it. Men’s hair is shorter, and they have a greater tendency to trim their facial hair or go clean-shaven. Women wear their hair in more elaborate styles – inspired by those

sported by foreigners. Clothing among the upper classes is more colorful.

In a form of conspicuous consumption, both urban and rural Littonians demonstrate their social status by the amount and quality of jewelry worn. Litoniesu tend to wear more silver, whereas Lietuvans prefer amber.

The third most common human group in Littonia is the Saamari people of neighboring Kaarjala. They have been drawn to the kingdom because of trade, and they are found in Gaudavpils and Rezevpils. The Saamari are slightly taller than Littonians, with blond or brown hair and primarily blue or brown eyes. Some Kaarjalans have a slight epicanthic fold over their eyes, giving them an almond shape. Most dress in a manner similar to their Littonian compatriots, according to their social class.

There are only a couple hundred Known Worlders currently living in Littonia – almost all of these are in Gaudavpils, with the rest in Rezevpils and Šiaulai. Most Known Worlders hail from Ostland, Minrothad, and Thyatis, but expatriates from other nations can also be found. It is only a matter of time before Alphatians and Leehans appear in this coastal kingdom.

Goblins

Southwest of Littonia rests the Sarkans Plain, home to the Sarkans Goblins. Historically, the goblins preyed on outlying Littonian communities, but following a series of military campaigns between AC 200-300 to regain control of local silver mines, the goblins were brought to heel. The defeat was so absolute that a number of goblin clans paid tribute to the Littonians for a time, and fell under their influence. These Sarkans Goblins adopted some of their conquerors’ culture. Although they are no longer ruled by Littonia, the cultural influence remains.

Relations between Littonia and its former subjects are neutral for the most part, and goblins have gained some measure of acceptance in the southern

towns and villages where they perform many menial tasks.

Sarkans Goblins (*Goblinus litoniensis*) are slightly taller than their cousins in the Known World, averaging 4 ½ feet tall. They have pasty white complexions, with red or yellow eyes and dark hair being common. They tend to be of slight build with a protruding jaw line that gives them a slightly canine appearance. Their teeth are small and sharp. Goblins living in Littonia tend to wear the same clothing as their human neighbors do, while those who live on the plains wear leather and furs.

There are many goblin clans further to the southwest or in the north that prey on those who enter their lands. They have not ventured into Littonia for many years, but some people feel that it is only a matter of time before they do.

Elves

Perhaps 100 elves live in Littonia in communities within Gaudavpils and Šiaulai. The Littonians initially were very wary of the elves, which were viewed by many as some variety of forest spirit with their purported resemblance to the *laumes* and their magical powers. Even after a quarter century, an elf will attract considerable attention in a larger settlement, and open stares in the countryside. Half of the elven population is from the Meditor Clan who are actively exploring the country for guild benefits. The remainder is composed of individuals from the Alfheim and Vyalian clans in search of adventuring opportunities – or a place to establish a new stronghold. Norwold’s foresthome elves have thus far avoided the northern coast upon which Littonia exists.

Dwarves

A small, but lively, community of Minrothaddan dwarves exists in the capital, but individuals also may be found in the vicinity of Namejs’ Line and Valmiera. As with the elves, the dwarves attract attention wherever they go, but their hardworking natures and inherent talents have already led them to discover

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promising veins of several minerals. As such, they are often welcomed by the locals after a time.

Other Races

The darkest portions of Littonia's forests are home to small communities of pixies and sprites, who migrated to this region several centuries after the Great Rain of Fire to claim its virgin forests for themselves. They have had few interactions with the Littonians, and are considered mythical creatures by most people.

Those few who have seen fairies – called *laumes* – believe they are good-natured, but short-tempered, female spirits who kidnap infants and children in order to satisfy their own yearnings for parenthood. Most people in rural regions believe in the *laumes*, and will leave small gifts for them whenever they enter the deeper parts of the forest so that they may go about their business unmolested. The fey folk are content with this arrangement. Nevertheless, the odd pixie or sprite develops a taste for adventure, and ventures into the outside world.

Social Standing

Littonians would be considered struggling commoners in the eyes of Known Worlders. Outside of the larger settlements, almost everyone lives at a slightly greater than subsistence level by farming, mining, logging, fishing, or animal husbandry. Literacy is largely confined to the local clerics, and even then, many know their prayers by rote. In the countryside, a person's character is assessed by how hard they work and how willing they are to help their neighbors – there is simply no room for layabouts. Given how tied they are to their communities, few commoners ever leave their place of birth. Due to their concentration in the more remote northern regions, a greater number of Lietuvians fall into this category than their Litoniesu cousins – a distinction that has caused its share of strife in the past.

Matters are slightly different in the

larger villages and towns. There is enough dynamism – through a sufficiently large population base and enough traffic to and from other regions – to foster greater social mobility. The politicking of local governments adds its own influences to the mix. Still, Littonian towns have a slightly more “rustic” feel to them, in large part because they are often smaller than their Known World counterparts, and because the cosmopolitan influences provided by foreigners are largely absent. Despite this, the social classes one would expect to find in towns – nobles, merchants, soldiers, artists, sages, tradesmen, entertainers, and rogues – are all present.

At the pinnacle of the rising urban class are the gentry, primarily successful merchants. The gentry coalesced roughly 200 years ago, and eventually demanded a voice in public affairs. King Uldis V assented in AC 958 by pressuring (some would say blackmailing) the *Saiema* into granting a number of seats to the gentry – but only after the king agreed to set high selection thresholds, to limit the number who could be admitted. The gentry are becoming an economic power in Littonia in their own right, as contacts with other nations slowly grow.

Above the commoners – rural and urban – is the Littonian nobility. This class is divided into two sub-groups: landed and landless. Most landed nobles claim descent from the companions of Karlis the Unifier, who were rewarded for their loyalty after he established the kingdom. Although many scholars question whether such lineages can be traced back that far through Littonia's tumultuous history, custom and convention have enshrined the status of these families, of which there are currently eighteen.

Landless nobles are those of noble blood who are not members of one of the great families, or are the descendants of landed nobles who were stripped of their lands. Prior to the rise of the *Saiema*, Littonian kings often ennobled those who performed great deeds, or enriched the royal coffers. Likewise, they were quick

to withdraw those favors; although even a noble stripped of his lands and wealth was still of the upper class, and therefore treated with some measure of courtesy. The landed nobles, however, were loath to accept newcomers into their fold, for they considered themselves superior by reason of their bloodlines. Even now, they look upon families that were ennobled centuries ago with disdain. By custom, landless nobles are expected to defer to their landed counterparts – even if they are technically of the same standing, but this is not enforced at court.

The ranks of the nobility are *bruninieks* or *bruniniekiene* (knight), *valdnieks* or *dāma* (lord/lady or governor), and *grāfs* or *grāfiene* (count/countess). A *bruninieks* often owns an estate and a few farms, and commands a small company of soldiers. A *valdnieks* governs a village, and commands up to ten knights, while a *grāfs* rules a town in the name of the king, and commands the loyalty of all nearby lords. Nobles with additional offices may have a higher status than their rank would normally entail.

Above the nobility is the royal family of Littonia, the House of Karlis, currently headed by *Karalis* (King) Uldis VI.

Religion

Living as they do in an often harsh land, surrounded by peoples who have at various times sought to drive them away or enslave them, the Littonians attribute a large part of their survival to their patrons' favor. The Immortals, who are described only vaguely and thought to wander the earth as mortals do, are seen as part of the land itself, and thus the environment in which the Littonians live is treated with especial reverence.

Over the centuries, this has produced a cosmology with druidic overtones, with the Immortal Zemes māte occupying the role of a “Mother Earth” providing life to all. Priests are interpreters of the Immortals' will, and they are accorded great respect and consulted about all manner of decisions by people of all classes – although political rulers are

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widely acknowledged to have the final say. Spiritual expression is a fairly simple matter, devoid of the pomp and ceremony of more cosmopolitan realms. What few rituals exist, such as marriage rites, are held in the open air. Congregation halls only exist in the largest communities.

Plants and animals are accorded respect as fellow children of Zemes māte. At birth, every child is assigned a tree - an oak for boys, a linden for girls - which grows imbued with the person's life force. It is widely believed that, should a tree be cut down, the person associated with it will die. Few Littonians would willingly cut down a tree associated with a deceased person for fear that its spirit would be angered. Lietuvans also offer gifts - bread, grains, and herbs - to the earth upon a child's birth, burying them in sacred mounds of throwing them out to sea.

As bringer, purifier, and destroyer of life, fire is also important, occupying a central role in many celebrations. The dead are cremated in great pyres on sacred hills, along with their costliest clothing and most precious possessions. Many rural settlements have sanctuaries on hills and riverbanks where priests tend sacred fires, and traditional households always keep a fire burning in their hearths.

Immortal Patrons

The cast of characters in Littonian cosmology is a product of several pre-Rain traditions that congealed during the migration of the Valoin people along the Isle of Dawn and onto the Norwold Coast. Considering the conflict between the Antalians and the Litoniesu and Lietuvans, the inclusion of Pērkons, better known as Thor, is at first puzzling. The answer lies in the legends of his battles with giants - an inspirational point for those enslaved by the giants of Nordenheim. Pērkons is the only figure to have a birth or creation story - a testament to his relatively new introduction.

The list below presents the most

commonly revered patrons in Littonia, the Known World Immortal to whom they can be identified, and what is attributed to them. The names are presented in Litoniesu; Lietuvan equivalents are provided afterwards. Italicized names denote Immortals perceived as female in the Littonian tradition.

Immortals	Attributes
<i>Jūras māte</i> (Protius)	The sea, sailors, fishermen
<i>Laima</i> (Terra)	Fate, luck, domesticity
Mēness (Kagyar)	The moon, war
<i>Meza māte</i> (Ordana)	Forests
Mikelis (Khoronus)	Astronomy, prophecy, abundance
Pērkons (Thor)	Thunder, the sky, rain, mountains, oak trees
<i>Saule</i> (Ixion)	The sun, patroness of the unlucky
<i>Velu māte</i> (Nyx)	Ruler of <i>Vinsaulē</i> ("beyond the sun"), world of the dead
<i>Zemes māte</i> (Ordana)	Fertility

NB: The word "māte" denotes "mother of"; thus, *Jūras māte* would be roughly translated as "Mother of Waves", and *Zemes māte* would mean "Mother of the Soil".

In addition to the major Immortals listed above, the Littonians revere dozens of minor deities, many of which patronize very specific aspects of life or nature - bees, or the protection of hearths, for example. Immortals, such as Ordana, can be affiliated with more than one Littonian persona. Many of the minor deities are actually lesser aspects of the major ones.

Lietuvan equivalents to the names given above, where they differ, are as follows. Again, italicized names are feminine:

Litoniesu	Lietuvan
<i>Jūras māte</i>	Bangpūtys
Mēness	Menulis
Pērkons	Perkūnas
<i>Velu māte</i>	Giltine
Zemes	Žemyna

Other Faiths and Traditions

Individuals whose roots lie in the Known World tend to maintain their ancestral faiths. Most native Littonians, and their priests, have little contact with foreigners; thus, they are unaffected by, and pay little attention to, these new faiths. Some members of the urban classes, however, have embraced these "new" Immortals, but their numbers are still quite small.

Half of the Sarkans Goblins worship the Littonian Immortals. The remainder venerates the more traditional goblinoid deities, including *Meža vīrs* and *Dievas*; although the rites practiced are still influenced by those of their human neighbors.

Societies

Amber Brotherhood: The Amber Brotherhood is a two-tiered organization that views the increasing presence of foreigners as an assault on traditional Littonian values. The lower tier is the public face of the brotherhood - a quasi-religious organization that stages cultural events, looks after the poor, and provides farmers with extra help when they need it.

The secretive upper tier is the true organization. It employs thugs to disrupt the activities of merchants and seeks to blackmail those members of the *Saiema* whom it feels are betraying their nation into supporting more "favorable" proposals. Each member in the upper tier knows only the person immediately above and those immediately below them in the hierarchy, to minimize the risk that the brotherhood's enemies can unravel the whole network.

Requirements: Members of both tiers must be Litoniesu or Lietuvan, profess belief in the traditional Littonian faith, and refuse to do business with foreign

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merchants

Cost: 10 *santīmu* per month (lower tier)/50 *lats* per year (upper tier)

Privileges: Support of much of the clergy and isolationist nobles; free room and board in brotherhood chapterhouses while working for the organization

Responsibilities: Lower tier members must pay their dues and volunteer at least one day of their time per month; upper tier members must be prepared to serve in any capacity

Hindrances: Poor reaction from foreigners and progressive Littonians if discovered

The Conclave: Called *Konklāvs* in Litoniesu, this organization is the informal body that brings together Littonia's amber mages. In accordance with the tenets of its members, the Conclave is non-hierarchical, and functions more as an information network than anything else. Younger members use it to meet mentors, and through it members learn secrets that may have far-reaching impacts. Due to the occasionally strained relationship the amber mages have with the clergy, most members are circumspect about their involvement and where they meet; although the existence of the Conclave is widely known.

Requirements: amber mage

Cost: None

Privileges: Opportunities to meet with, and learn from, other amber mages; access to information

Responsibilities: Members must render aid to other amber mages when asked

Hindrances: Possible poor reaction from Littonian clergy and druids if discovered

Sons of Lietuvos: This organization is a loose band of Lietuvan nobles and their followers who dream of re-establishing the Kingdom of Lietuvos. Most activities involve whipping up support within the Lietuvan community for their cause, most often through rallies for the masses, and genteel discussions amongst the upper classes. Although the various factions within the organization

agree on the ultimate goal, they are currently hampered by disagreements on how this is to be accomplished, and what to do if independence is ever achieved.

Requirements: Members must be of Lietuvan ethnic stock and be committed to Lietuvan independence

Cost: By donation, but usually 3/30 *lats* per year for commoners/nobles

Privileges: Support of nationalist Lietuvan nobles

Responsibilities: Members must be willing to follow orders from superiors

Hindrances: Poor reaction from Litoniesu if discovered

Language

Litoniesu and Lietuvan are the native languages of the Littonians, with the former doubling as the court language and the trade tongue in the larger settlements. Although both evolved from the same root language spoken by the Valoin, their split into distinct languages was underway by BC 1500. When the current Kingdom of Littonia was proclaimed in BC 128, Lietuvan and Litoniesu were no longer mutually intelligible. Both languages retain many features of the original language spoken by their common ancestors, but Lietuvan contains more archaic grammatical forms than Litoniesu, especially in terms of noun declension. In both tongues, the first syllable of most words is stressed, producing a spoken language that is very lilting.

Although a large portion of the population is illiterate, runic symbols are commonly used to convey ideas and basic messages. These symbols are derivations of ancient Antalian runes, which were adopted by the Littonians shortly after their first encounters with them. [If a PC knows Northmen or Littonian Runes, an intelligence check - 10 allows the PC to transliterate and roughly identify inscriptions of the other rune system.]

In the larger settlements, runic scripts evolved as a written language. Following the centralization efforts of Karlis the Unifier and his successors, one

single "official" script is now in use across the kingdom. The Thyatian script was introduced to Littonia by traders from the Known World roughly 25 years ago, ostensibly to facilitate commercial and other ties. It is in use in Gaudavpils and Rezevpils, especially among the younger gentry, but has met with little interest elsewhere.

Among a portion of the Litoniesu majority, especially in the larger settlements, the Lietuvan language is considered unrefined, and by extension of relatively little cultural value.

Other languages spoken in Littonia include Kaarjalan and Buldurēšana, the latter of which is spoken by the Sarkans Goblins, and considered by many a debased dialect of Litoniesu.

Culture

A large part of Littonian culture centers on the importance of the *dainas* (*dainos* in Lietuvan) – short, unrhymed poems that describe the deeds of the Littonian Immortals, and how they affect the lives of everyday people. When performed, *dainas* are often sung in a low, droning voice to the accompaniment of zithers. The *dainas* were originally composed centuries ago as a means of imparting important lessons about life and traditions, and they have survived to the present day as both oral history and parables on how one ought to behave. Unlike similar forms of storytelling, there are no legendary heroes in the *dainas* – such people are accorded respect through popular songs and more mundane storytelling.

Another significant aspect of Littonian culture is the number of festivals that mark the changing of the seasons. Although the exact number varies from region to region, there are usually no less than eight during the year. The most significant of these is the festival of *Jāni*, on the summer solstice, the time of year when the forces of nature are thought to be at the strongest, and the boundaries between the physical and spiritual worlds at their weakest. People protect themselves by wearing wreaths of oak

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leaves (for men) and flowers (for women), and decorate their homes with thorns and rowan branches. Festival fires are also lit, and burn from sunset to sunrise, and during the night people leap over them to ensure prosperity and fertility for the coming winter. Herbs gathered during *Jāni* are thought to possess magical powers.

Currency and Trade

The people of Littonia have used currency for centuries. The ancient Valoin used amber shards of various sizes as a crude form of money – a system that remained in place until the rise of the first Littonian kingdom under Namejs, who minted silver coins in varying denominations. During the chaotic period that followed, many of the larger petty realms that arose minted their own coins, or used a mixture of old silver pieces and amber.

With the rise of the second kingdom under Karlis, a new currency, based on the golden *lats*, was instituted. Each *lats* is subdivided into 100 tiny silver *santīmu* (sing. *santīms*, worth 1cp). To further tie his subjects together, Karlis ordered the seizure of as many old coins as possible, and melted them down – it is still possible to find old coins in treasure hoards and the like, however.

Although the Littonians have been trading amongst themselves, and to a lesser degree with the Kaarjalans, for centuries, international trade as it would be understood in the Known World commenced relatively recently. Littonia manages to feed itself in all but the worst years, but it does not export food. The kingdom is rich in timber, wool, and silver – all of which it exports. Its most valuable commodity is amber – petrified pine pitch – which is often found in great quantities on the beaches. Littonian amber is gaining a reputation throughout the north for being of exceptional quality, and it is favored by many magic users whenever amber is needed as a spell or alchemical component. As a result, the market value of such amber is often twice or three times greater than specimens

from the Known World. High-value transactions, particularly with foreigners, are sometimes conducted using amber jewelry.

Governance

Littonia is a monarchy, ruled by *Karalis Uldis VI*. Historically, the king ruled as an absolute monarch, but the reign of *Karalis Egils* (AC 442-454), which was characterized by heavy tax increases and poorly planned military campaigns against the humanoids, prompted several nobles to rise up in rebellion. After the king was deposed, the nobles established an informal parliament, or *Saiema*, to advise the king's son, *Māris IV*, until he reached majority. The nobles ensured that the *Saiema* (whose membership consisted of themselves) became established at court, and since that time every reigning monarch has been advised by this body. It is composed of the nobility and, more recently, at a previous king's request, the wealthier landowning gentry.

The *Saiema* is responsible for advising the ruler on matters of state and trade, and for ensuring that all laws pronounced by the ruler are followed throughout the kingdom. Membership is for life, and awarded to nobles who have recognized estates (i.e., dominions), or gentry whose private property is worth at least 20,000 *lats*. Eighteen members represent the nobility, who are responsible for appointing their own successors, and the remaining nine are appointed by the ruler. The noble faction has often claimed that the king's appointments to the *Saiema* have been wealthy merchants who won their posts through bribery, but this has never been proven. Being a largely informal body, the *Saiema* meets whenever its members agree to do so, and, as motions are carried by a three-quarters majority, debates are always raucous affairs.

In addition, each town and village is governed by a local council, which manages daily affairs. These local councils are under the direct authority of the landed noble that controls the

surrounding region, but in most cases towns and villages are left to govern themselves as long as they remit sufficient tax revenues.

Taxes are levied on an annual basis by the landed nobles, acting through their seneschals, who then remit it to the king. Although the date of assessment varies among the regions, it usually falls within a week after the shortest day of the year. Typically, commoners are levied a tax of 20% on the estimated value of their assets. Those who can pay in coinage; otherwise, people pay their taxes in the form of livestock and other goods.

In addition, towns with markets pay a commerce tax of five *lats* per merchant, per month, levied by the local council on behalf of the king. This source of revenue passes directly into the king's coffers, and its institution was a cause for concern among the nobles, who fear a reduction in their own influence.

Nobles are taxed at 20% on the value of their estates, but this is reduced if the noble in question can prove that all fortifications within his dominion are fully garrisoned. In addition, nobles of all ranks are expected to serve with their garrisons for at least one month out of the year.

Crime and Punishment

Littonian legal traditions vary depending on whether the crime is committed in a rural or urban region. In rural Littonia, which is by far the majority of the kingdom, the criminal code is based on the legal traditions of the clans who settled it centuries ago. The head of a family – man or woman, but usually a man – is considered the absolute authority. Disputes are brought before the patriarch (or matriarch), who, advised by elders, renders a decision based upon what is in the best interests of the family as a whole. Once made, a decision cannot be questioned, save through Trial by Combat (see below).

For minor transgressions (e.g., theft, disobeying an elder) the punishment meted out depends on the status of the guilty party. Youth might be birched,

while adults might be forced by the family head to give livestock or other goods, or perform labor, to the aggrieved party as restitution. The concept of incarceration is strange to most rural Littonians, as doing so would render a person unable to work, and for most families every pair of hands is needed.

The most common traditional punishment in Littonia for serious crimes, such as murder or rape, is exile, which, in the harsh climate that prevails for much of the year, can amount to a death sentence. Exile is for life, and should the offender return to their community for any reason, they will be killed. Neighboring communities will also be notified if a person is exiled, effectively making them *persona non grata* there, too.

If an accused person refuses to admit guilt, a Trial by Combat is held to settle the matter. The accused must fight the aggrieved party, or a champion appointed by that person, until one party submits. If the accused person loses, they must admit their guilt, or die; if the aggrieved party loses, they must abandon their claim. This system was introduced to the Littonians by the Antalians not long after they encountered each other.

In the urban regions - any settlement with a population greater than 1,000, and especially those with foreign-born populations - there is a growing tendency to look down upon such traditions. A codified set of laws has been introduced in an attempt to modernize the kingdom, but local interpretation of the laws varies. A *miertiesnesis* (magistrate) appointed by the local noble passes judgment on all legal matters, and foreign concepts, such as the crimes of tax evasion and embezzlement, and incarceration as a punishment for petty crimes, have been introduced. Those sentenced to death have a choice, however; they can either be hung, or, in deference to tradition, they may be exiled. Those opting for the latter forfeit all of their assets to the crown and leave the kingdom immediately, never to return on pain of death.

The more rural Lietuvans have a greater tendency to uphold the traditional legal system. A not insignificant number of them see the “new” legal system as a foreign imposition.

Relations with Surrounding Lands

Alpha: Formal contact was established with this Alpathian colony not long after its founding. Occasional trade is conducted between the two nations - much of Alpha’s trade with Alpathia is carried on a northern route - but Littonia’s status as a kingdom within Ericall’s fief has left relations cordial, if standoff-ish.

Alpathia: After various forays into Norwold, the Empire has long been aware of “barbarian” Littonia. Occasional contact and news filtering from Alphan spies continue to inform Sundsvall. Thus far Littonia has been dismissed as being of little importance - despite the fact that it occupies lands formally claimed as part of Norwold. Reports of Littonian “amber mages” have sparked mild interest from some members of the Grand Council, but no official decision has been made to investigate further. Alpathia likely will send its own spies to Littonia at some point, should these reports be verified. Alpathia will not intervene in the Qeodhar-Littonian dispute over fishing rights unless Littonia declares war.

Heldann: No official contact exists between the Heldannic Knights and Littonia, but the order has been aware of the kingdom for several years. Some senior knights believe that the Littonians, if converted to the cause of Vanya, would make excellent additions to their armies and give the Knights an additional route of attack in their broader strategy for conquering all of Norwold.

Kaarjala: Kaarjala and Littonia have extensive trade and political ties, given their similar circumstances and shared history. Relations are generally friendly, and Kaarjala depends on Littonia to act as its trading gateway to the south.

Leeha: To date, Leehan traders have not reached the coastal kingdom of Littonia, but this should change as the situation changes in the north.

Minrothad: The expedition to Littonia in AC 974 was funded by Guild Meditor and had no official sanction. Its success has led to some talk of the Guilds sending a formal trading and diplomatic mission to the kingdom, as current trading agreements are between Uldis and the Meditors only. Due to the Guilds’ entrenched presence in the larger settlements, most Littonians who are aware of the Known World think of Minrothad first.

Oceansend: The coastal natives have known of the Lietuvans - who once lived on the Isle of Dogs and Walrus Island - for centuries. Depending on how the political future of the north unfolds, Kings Yarrvik and Uldis may be pushed into alliance.

Ostland: Ostlanders have been sailing up and down the coast of Norwold for centuries, and Littonia’s shores are well known to them. For the most part, Ostlanders have traded in the larger ports, but have not been averse to raiding elsewhere whenever they could get away with it.

Qeodhar: Littonian coastal settlements have occasionally been hit by the Scourge of the Norzee. Formal contact with Qeodhar was made shortly after Uldis VI ascended the throne. Trade is infrequent, and new tensions have arisen over recently discovered schools of cod in the Alpathian Sea.

Thyatis: Thyatis has known of Littonia for decades and has been procuring amber through proxies almost as long. Interest increased following the AC 974 expedition, and some senators are pushing for a formal mission to the kingdom to possibly bring the kingdom into the Thyatian sphere of influence before Alpathia can do so. Thyatians who remember the empire’s involvement in Ghyr believe that Littonia could serve as a stepping stone to reasserting influence in the north.

MILITARY

Sparsely populated Littonia relies on a handful of strategic garrisons supplemented by the *Zemessardze* (“home guard”). The rank structure is simple: Common soldiers (F1 or F2) are commanded by a veteran soldier called a *paukotājs* (swordsman – F4 or F5), who in turn is led by a *vadonis* (chief) – most often a *bruninieks*, but occasionally a high-level (F10 or more) commoner with a great deal of military experience. The *pavēlnieks* (commander) of the Littonian army reports directly to the king.

The *Zemessardze* comprises several provincial bands, often commanded by a *bruninieks* and trained to range within a specific frontier territory. Farms and hamlets under their protection graciously give them additional supplies, but the soldiers also get by on foraging or the aid of attached hunters or trappers. The number of *Zemessardze* units in service at any given time fluctuates with availability. In times of war, many units are formally incorporated into the nearest *valdnieks*’ military force. All artillery pieces are crewed independently of the forces.

As a maritime nation, Littonia also has a small navy, comprising four small sailing ships.

The Royal Guard

Personnel: 5 (F10) mounted knights (plate mail, normal sword), 20 (F5) mounted *paukotājs* (plate mail, normal or bastard sword), 100 (F1) soldiers (chain mail, normal sword), 50 (F1) archers (leather armor, shortbow).
Non-combat Personnel: 50
Leadership: Crown Prince Pēteris (F15)
Troop Class: Excellent
BR 131

The Royal Guard protects the royal palace and other important sites in Gaudavpils, and escorts members of the royal family. Despite its showy nature, it is a combat ready military unit.

Fort Namejs Garrison

Personnel: 10 (F10) mounted knights, 40 (F5) mounted *paukotājs*, 180 (F1) soldiers, 60 (F1) archers, 50 (GobF1) mounted goblin scouts (spear, shortbow).
Non-combat Personnel: 100
Leadership: *Pavēlnieks* (F20)
Troop Class: Excellent
BR 133

Fort Namejs boasts one heavy catapult, two light catapults, and two ballistae. The goblin scouts ride pygmy mammoths bred for obedience.

Guntis’ Tower Garrison

Personnel: 3 (F10) mounted knights, 15 (F5) mounted *paukotājs*, 40 (F1) soldiers, 22 (F1) archers.
Non-combat Personnel: 40
Leadership: *Grāfs* Talivaldis Ezergailis (F14)
Troop Class: Good
BR 111

Guntis’ Tower is also defended by one light catapult and two ballistae.

Raimonds’ Tower Garrison

Personnel: 4 (F10) mounted knights, 20 (F5) mounted *paukotājs*, 80 (F1) soldiers, 60 (F1) archers.
Non-combat Personnel: 105
Leadership: *Grāfs* Gediminas Didgalvis (F13)
Troop Class: Average
BR 104

Raimonds’ Tower is also defended by one light catapult and one ballista.

Typical *Zemessardze* Unit

Number of such Units: 20 (and 10 village garrisons)
Personnel: 1 (F10) mounted knight or veteran warrior, 4 (F5) mounted *paukotājs* (chain mail, normal or bastard sword), 12 (F1) soldiers (scale mail, normal sword), 6 (F1) archers.
Non-combat Personnel: 2
Leadership: *Vadonis* (F10)
Troop Class: Below Average
BR 49

Town Garrison

Town garrisons participate in local defense only, and, although formally led by a *grāfs*, leadership is usually delegated to a *valdnieks*. For village garrisons, use the statistics for the *Zemessardze*.

Number of such Units: 3 (Gaudavpils, Rezevpils, Šiaulai)

Personnel: 3 (F10) mounted knight or veteran warrior, 15 (F5) *paukotājs* (chain mail, normal or bastard sword), 45 (F1) soldiers (scale mail, normal sword), 45 (F1) archers.

Non-combat Personnel: 15
Leadership: *Valdnieks* (F12)

Troop Class: Fair
BR 84

Littonian Royal Navy

The vessels currently in service are the *Karlis* (flagship) and the *Pērkons* in Gaudavpils, the *Saule* in Rezevpils, and the *Dzintars* (“amber”) in Dundaga. Each vessel is commanded by a *kapteinis* (captain).

Number of such Units: 4

Personnel: 5 (F5) master seamen (leather armor, normal sword), 15 (F1) marines (leather armor, normal sword), 5 (F1) archers (leather armor, shortbow).

Non-combat Personnel: 10 (F1) sailors (will help repel boarders but will not fight otherwise)

Leadership: *Kapteinis* (F10)
Troop Class: Below Average
BR 61

Each vessel is equipped with a fixed light ballista.

Excluding the *Zemessardze* units and any heroes, the Kingdom of Littonia has a standing army of 1,313 fighting men and women supported by 355 non-combat personnel. The Littonian Royal Navy comprises 4 vessels, 100 marines, and 40 sailors. A full mobilization of the *Zemessardze* would add another 460 troops, increasing the kingdom’s wartime military strength to 1,873.

PERSONALITIES

Royalty and Nobles

Uldis VI, Karalis of Littonia and Grāfs of Nevmala: F16. Uldis is king of Littonia and *grāfs* of Nevmala, the ancestral seat of his house. He is the direct descendant of Karlis the Unifier and feels the weight of that responsibility.

Uldis is of average height and broad-shouldered but lean. He wears his dark blond hair short and, unlike many courtiers, has a moderate beard out of deference to tradition.

Uldis ascended to the throne at the age of 36 upon his father's death four years ago. Since then he has been coming to grips with being a ruler of a realm in transition. Because he is still an unproven king in the eyes of many nobles, Uldis feels that a formal alliance with a foreign power, perhaps sealed with the betrothal of his daughter, might provide him the support necessary to cement his relations with the nobles.

Equipment: normal sword +3.

Daina, Karaliene of Littonia: C5. Daina is the eldest daughter of *Valdnieks* Raimonds Skulme, cousin to the *Grāfiene* of Rezevpils. In her youth, she felt the calling of Jūras māte and spent time wandering the Veči Forest, but she was recalled by her father after he had learned that the crown prince fancied her. Uldis and Daina wed in short order, and she retired from her adventuring life.

The *Karaliene* remembers the time before the arrival of the Known World traders and has seen first hand how her hometown has benefited, but she is also conscious of the undercurrent of discontent among many people. Daina is widely regarded as the king's unofficial chief advisor, and those who oppose his policies lay the blame at her feet. The queen still has her *mace* +2, and stays in form by practicing with it.

Pēteris, Princis of Littonia, Tronmantinieks: F15, Wis 15. As crown prince, Pēteris bears the additional title of *tronmantinieks* ("heir to the crown"). He recently came into his majority and took command of the Royal

Guard – a duty he relishes. Pēteris radiates a quiet confidence, but he is filled with conflicting emotions. Although he sees the benefits of seeking more ties with the south, some of those he trusts – including the High Priest Brencis – have been advising him not to blindly follow his father for fear that he might lead the kingdom astray.

Maija, Princess of Littonia: NW. At 15, Maija knows little but the sheltered life at court. Her Thyatian tutor has opened her eyes to the wonders of the Known World, and she is growing increasingly restless, knowing that her likely destiny is to be married off as part of a political arrangement. She has romantic notions of running away but has given little thought to the accompanying dangers. Maija would not be above using her considerable charm to entice visiting adventurers into helping her "escape".

Gediminas Didgalvis, Grāfs of Mariaipeda and the Northern Marches: F13, Con6. The Didgalvis family supported Karlis the Unifier early in his campaign and fought alongside him while many of their fellow Lietuvans did not. In reward, the family received estates around Mariaipeda and responsibility for coordinating defenses of the northern frontier – thus raising the family head to the status of count. Many Lietuvans continue to see the Didgalvis family as turncoats.

Now in his late 60s, the *grāfs* is frequently racked by illness. He feels his son and heir, Vidmantis, a drunkard and philanderer lacking the moral character to govern, but he is unsure whether his capable daughter, Sigita, would be accepted by his traditional people.

Talivaldis Ezergailis, Grāfs of Valmiera and the Southern Marches: F14. The Ezergailis family has ruled the Valmiera area for centuries. They have been staunch supporters of Littonia's kings since Karlis the Unifier. Talivaldis's family is responsible for defenses along the southern border. The *grāfs* is a tall, haughty man, full of pride in his family and in the importance of his dominion, but he still defers to King

Uldis. He lost his right eye during an ambush by bandits years ago and wears his scar proudly. His son and heir, Māris, serves at court as the king's cupbearer.

Equipment: bastard sword +2, +3 vs. giants.

Algirdas Gaizauskas, Grāfs of Šiaiulai: F12, Wis17. Algirdas is descended from the ruling house of Lietuvos, though he cannot prove his claim. He is keenly aware of how far his family has fallen – to ruling only a single town. The *grāfs* is a leading voice for the landed nobles in the *Saiema*, but he has been loyal to the kingdom, risking his life in numerous campaigns. He is unaware that his son, Laimonas, leads the Sons of Lietuvos. Algirdas is every inch a professional, battle-hardened soldier.

Equipment: normal sword +3 (flames on command), shield +1.

Gundega Skulme, Grāfiene of Rezevpils: NW, Int15. After the death of her husband, Andrejs, Gundega refused to step aside for her son, Eduards, and governed the growing town and its vicinity as countess. Over the past five years, trade has increased, more people have moved in, and her tax revenues have grown. She is disliked by traditionalists because she is seen as meddling in politics, a "man's game," and for cozying up to the merchants. Her mild demeanor conceals an iron will, and nothing escapes her notice. Gundega believes *Karalis* Uldis will bring Littonia into a new golden age.

Evalda Anelauskas, Dāma of Šilute: F9. Once, the Anelauskas family controlled a powerful maritime kingdom on Littonia's coast as far south as the mouth of the Gaudava River. Karlis the Unifier swept aside that rule, and the family has resented its reduced circumstances ever since. The current *dāma* has no love for King Uldis, but she does respect him as a ruler who wants to develop the nation. Her dominion suffered the occasional pirate raid until recently, and Evalda suspects that the true intentions of foreigners are less noble than they seem. Her current

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preoccupation is the increasing presence of trolls in the Teici Bog. Evalda is more at home at sea and has an easy manner with her subordinates.

Vytautas Kalvaitis, Valdnieks of Talanga: F7. The blood of Lietuvos runs strongly in the Kalvaitis family, which has lived in the Talanga Valley since the time of Karlis the Unifier. Vytautas's father died trying to retake Jūrkene and his mother is very ill – granting him the governorship at the age of 17. He wants to do what is best for his people but knows that his family, having been ennobled by the disgraced *Karalis Egils*, has few friends in the *Saiema*.

Laila Kaudzitis, Dīma of Paraskas: NW. Widowed and childless, Laila Kaudzitis is the last of her once-powerful family, which has ruled the Paraskas region for centuries. Compounding her familial bitterness is the fact that the capital continues to take in much of what Paraskas produces – including its people. She acknowledges that there has been some benefit, but Laila wonders whether opening the kingdom will bring even more pain.

Bruninieks Teodors Kaizins: C9, Wis16. The Kaizins family may be minor landed nobles that have traditionally supported the Skulmes. Teodors recently inherited his title to estates in the northern fringe of the Veči Forest. He pays little attention to politics and is not sure whether his family's traditional allegiances should still hold. Teodors is not entirely comfortable with *Grāfiene Gundega's* support of the merchant class. Varis Albats and other traditionalists are trying to sway him.

Cityfolk

Mikelis Krasauskas: T4, Cha17. Mikelis is an agent for several merchants in Gaudavpils. He has made a name for himself as a charming, skilled dealmaker who can make his clients a lot of money, but no one knows that he also lines his own pockets during transactions. His job brings him into contact with all manner of people in commerce – legitimate and shady – and if treated favorably by the

PCs he could become a useful resource.

Andrejs Laizans: NM. A young lad of 17, Andrejs's entire world was his family's farm near Paraskas, until *Dāma Laila's* men took his father away on charges of aiding a smuggling ring. Andrejs left the farm in search of work, hoping to send enough money to support his mother and siblings. He also seeks to find out his father's fate. Andrejs currently works in Gaudavpils. He is a plain-spoken young man who is both intimidated and enthralled by the big city. He often does odd jobs, but depending on the circumstances he might seek to join an adventuring party as a cultural guide or a fighter.

Elzbieta Mazutis: NW. The young woman Elzbieta has already made a name for herself as a shrewd merchant in her hometown of Šiauliai. She has forged partnerships with several dwarves in Gaudavpils and sells their goods throughout much of northern Littonia. Elzbieta dreams of being invited to join the *Saiema* as a representative of the gentry, but she knows that she will face opposition from some of the local nobles as well as her competitors.

Aivars Redspears: Gob NM. Aivars is a fifth-generation goblin resident of Rezevpils. He knows that his people are only barely tolerated in many quarters of society, but he is extremely proud that his family has worked its way up to their current status as town officials. Aivars collects the king's tax on merchants, a duty he takes very seriously. He will report anything even remotely suspicious to the authorities. PCs going about their business could attract his attention, but he also is a useful source of information on the activities of merchants.

Bofur Stronghammer: D4. Bofur is a Minrothaddan dwarf and master armorer who settled in Gaudavpils at the conclusion of the expedition in AC 974. Since that time, he has made a tidy sum selling his wares to those who can afford his prices. He often acts as the unofficial leader of the city's dwarven community.

Matīss Ulmanis: NM. Matīss is a middle aged amber merchant who divides

his time between Gaudavpils and Rezevpils. Foreign interest in Littonian amber has strengthened his already healthy business, and he is now a very wealthy man. Last year, he earned the king's gratitude for organizing the merchants to support a piece of legislation, an act for which he was nominated to the *Saiema*. Matīss is a fervent supporter of the king.

Heroes and Heels

Blaise Barkbreaker: E3, Dex16. Originally from Alnheim, Blaise left the familiarity of the Canolbarth Forest for the rugged wilderness of Littonia ten years ago. He feels at home in the depths of Mindaugas' Forest, and with the unpretentious people who live in the nearby villages. Blaise makes a comfortable living as a hunter and a maker of poultices from certain tree barks. He is said to know which barks produce scents that attract game, but no one has convinced him to divulge his secrets. When not in the forest, Blaise can be found hoisting a mug of ale in a village pub.

Brother Jānis: C6, Cha15. Janis Rimkus was a feared brigand until one of his intended victims, a lone priest, made him see the error of his ways. Inspired, Janis became a priest and now wanders the countryside ministering to the people. Although he is illiterate, Janis knows all of the prayers and rituals by heart and is a natural orator. Player characters could encounter him almost anywhere in the more remote regions of the kingdom.

Rozele Gaigalas: F3. Rozele wanders Littonia in search of glory and may try to attach herself to a foreign adventuring party to hear their stories and improve her skills. She claims to be from a hamlet deep in Mindaugas' Forest, but she seems too worldly for a rural commoner. In reality, Rozele is Sigita Didgalvis, the youngest child of Gediminas Didgalvis, *Grāfs* of Mariaipeda. Sigita knows that her father will soon grow too infirm to govern, and she fears what will happen if her brother inherits. When possible, she slips away,

PERSONALITIES

ostensibly to visit the court at Gaudavpils, to hone her skills in case she should need to forcibly dispossess her brother. She is fiercely protective of those she trusts.

Equipment: normal sword +1 (haste 3x per day).

Bruninieks Andris Gailis: F6, Wis9. One of Andris's ancestors was raised to the nobility for protecting a former king from an ambush, but the landed nobles have never accorded the Gailis family any respect. Having no land aside from their farm, the only thing of value they possessed was their title. Now in his majority, Andris is determined to win some respect for his family. He wanders Littonia in search of adventure as a "*celojošs bruninieks*", or knight-errant, claiming shelter wherever he may and performing heroic deeds for those in need. Although very brave and strong, and a gifted horseman, Andris lacks the experience of age to determine which causes will aid him most.

Equipment: two-handed sword +1.

Anele Markauskas: AM11, Int16. Anele wanders northeastern Littonia in search of news and lore, but she has grown concerned over rumors that some unknown, ancient evil is stirring in the north. Among the amber mages, Anele is well known for her ability to gather information and her ingenuity in creating new spells. She has a naturally joyful disposition, and looks much younger than her actual age of 42. Anele frequently wears brightly colored clothing.

The Old Man of the Woods: F12, Str16, Con17, Cha6. The Old Man of the Woods has been wandering the deepest forests of Littonia for over 20 years, helping travelers and hunting outlaws and great beasts. Born Tanas Berzins, at one time he was a member of the Royal Guard. Acting on an inexplicable urge, he left his post and entered the Veči Forest, where he saw an undead creature attacking a tiny woman. He saved the woman, and later learned that she was one of the *laumes*. Out of gratitude, the sprite gave Tanas the gift of *second sight*, and pronounced him a friend of the

fairies. As the self-appointed guardian of the wilderness, Tanas is not fond of the new ways taking hold in the larger towns, but he thinks that old and new traditions can coexist. Tanas is a good source of local lore, and he knows countless hidden trails and ancient sites. He is a giant of a man, with wild long grey hair and a bushy beard that nearly covers a heavily scarred face.

Equipment: hand axe +1.

Nadia Svendsdottir: F13, Str15. Nadia's father was the feared Beorn Waverider, an Ostland pirate who plagued Littonia for many years, while her mother was a captured bride. 30 years later, Nadia has ventured to her mother's homeland. Although she is pleasant looking, with merry brown eyes and a ready smile, her life has been hard – she has lost many lovers as a result of her adventuring lifestyle. Nadia knows Norwold's northern coast like the back of her hand, and she is well known in its ports. She prefers to dress in sea blue clothing, wrapped in a dark blue cape.

Equipment: normal sword +2

Varis Albats, Valdnieks of Dundaga: F10, C. The Albats family has held the Dundaga region for nearly 800 years, but it has been nearly extinguished by a succession of illnesses and mishaps at sea. "Upstart" merchants in Gaudavpils have sorely depleted the family's fortunes, and Varis has cast his lot with the criminal element, letting them use his dominion as a staging area in exchange for large payments. Varis is tall and lean, with a pale complexion.

Vidmantis Didgalvis: F8, Int16. Vidmantis is the heir to his family's seat at Mariaipeda and is already planning how to spend his inheritance. He is often in the company of foreign merchants in Gaudavpils, securing business for them in exchange for copious amounts of wine and spirits. When not being wined and dined, he entertains young noblewomen from the minor families, promising them much if they give him what he wants. He has nothing but scorn for his younger sister, Sigita, and her unladylike ambitions beyond her station.

Laimonas Gaizauskas: F19, C. Laimonas is the only child of *Grāfs* Algirdas Gaizauskas and his wife, Mara Tebelis, the younger sister and only sibling of *Karalis* Uldis VI. At an early age, Laimonas fell in with other young nobles involved with the Sons of Lietuvos. Under their guidance he became steeped in resentment and anger, and he has since risen to the top of the organization. While his parents think he merely serves at court, Laimonas is furthering the cause of the Sons in Gaudavpils. He is a few years older than Crown Prince Pēteris and was heir presumptive until the latter's birth.

Gintas Mudwater: Gob2, C. The son of a goblin laborer, Gintas has spent all his life in Gaudavpils. He refused to follow in his father's footsteps and became an enforcer for one of the town's gangs. Gintas is fairly big and broad for a goblin (5' tall). He presents himself as a dangerous adversary but will flee from any serious fight. He rarely goes anywhere without accomplices.

Brencis Ulmanis, High Priest of Littonia: C30. The elderly Brencis has been a cleric of Pērkons since early adulthood. He was made high priest fifteen years ago by the late Uldis V. Brencis carries a dignified, scholarly air about him. As the head of Littonia's clergy, he is also the personal priest of the royal family and leads all major religious ceremonies in Gaudavpils.

Few people know that the priest is also the long-serving head of the isolationist Amber Brotherhood. He privately believes that the king has been seduced by foreign merchants and that the kingdom will become a vassal state to the nations of the south if the people continue to reject tradition. He is trying to mold the crown prince into a more desirable monarch, while stealthily undercutting the queen, whom he sees as a radical apostate.

MONSTERS

Monstrous creatures are uncommon in the lowlands, save for the deepest forests. Most heartland encounters are with normal or large animals, but dangerous foes do wander in from the surrounding areas. This list of likely monsters includes creatures found in the *Rules Cyclopedia* and the *Creature Catalog*.

Draudīgs Wood: giant ant, giant and normal beaver, normal and giant bat, giant arctic bee, deer, elk, green dragon, giant spider (any), owlbear, pixie, rabbit, robber fly, skeleton (ruins), skunk, sprite, stirge, vadātājs, wight (ruins), wild boar, wolf, žiburinis

Lietuvan Hills: giant arctic bee, eagle, elk, frost giant, ghostly horde, grab grass, insect swarm, lynx, rabbit, reindeer, skeleton (ruins), troll, white dragon, dire wolf

Mindaugas' Forest: giant and normal beaver, giant arctic bee, grizzly bear, deer, ghostly horde, insect swarm, moose, otter, owl, pixie, rabbit, sprite, stirge, troll, vadātājs, waterfowl, wolf, žiburinis

Namejs' Line: amber golem, frost giant, grab grass, grizzly bear, lynx, rabbit, snow ape, white dragon

Noskumis Plain: giant ant, giant arctic bee, bison (wisent), frost giant, ghostly horde, goblin, grab grass, arctic hare, ice wolf, reindeer, skeleton (ruins), spectral hound, spectre (ruins), wight (ruins), dire and normal wolf, woolly mammoth (with goblin rider only), yowler

Pērkon's Throne: amber golem, tiger beetle, black pudding, cave bear, frost salamander, gelatinous cube, mountain goat, goblin, green slime, grey ooze, griffon, ice wolf, mountain lion, owlbear, shrieker, skeleton (ruins), snow ape, spectre (ruins), steam weevil, white dragon, wyvern

Sarkans Plain: giant ant, tiger beetle, bison (wisent), elk, ghostly horde, goblin, insect swarm, rabbit, skeleton (ruins), wolf

Teici Bog: giant catfish, hydra, ghost, grey ooze, insect swarm, giant leech, purple worm, normal and giant rat,

robber fly, giant serpentweed, shrieker, skeleton, troll, vadātājs, waterfowl

Veči Forest: brown bear, giant and normal beaver, giant arctic bee, giant ferret, insect swarm, owl, pixie, robber fly, skunk, giant spider (any), sprite, stirge, vadātājs, waterfowl, žiburinis

Vētra Hills: amber golem, giant ant, normal and giant bat, tiger beetle, deer, eagle, goblin, lynx, owlbear, white dragon, normal and dire wolf

Zalš Forest: giant and normal beaver, giant centipede, deer, eagle, elk, grizzly bear, insect swarm, lynx, otter, pixie, rabbit, sprite, stirge, strangle vine, vadātājs, whipweed, wild boar, dire and normal wolf, žiburinis

Vadātājs

AC	-2
HD	8***
Move	180' (60')
Attacks	Special or 1 soul drain
Damage	See below or 1d6 Constitution
No. Appearing	1 (1)
Save As	MU10
Morale	8
Treasure Type	Nil
Intelligence	High (16)
Alignment	Chaotic
XP Value	2,300
Habitat	Woods, swamp

Monster Type: Planar Monster (Very Rare)

These malevolent entities were originally created by Mēness (Kagyar) to serve as his assistants, but they rebelled. Mēness confined them to the far north for all time, but they have discovered pleasure in getting people lost, and feeding on feelings of despair. The Littonians call them a “vadātājs” (literally, “leader”) because they give the appearance of helping people lost in the wilderness, while in reality they lead them to certain death.

In its true form, the vadātājs resembles a man-shaped gaseous cloud with gaping holes for its eyes and mouth. It can turn

invisible at will, and while in that state it whispers suggestively to its intended victim, convincing them that their intended destination is close by – just over the next hill, across the river, or something similar. In doing so it creates an illusion (treat as though cast by a 10th level spellcaster) of approaching the destination. When reached, the illusion dissipates, revealing the truth to the led astray victim. The vadātājs feeds off of its victim's growing anxiety and despair. It continues in this way until the victim starves to death, or runs afoul of a wild animal or similar danger, after which it devours the victim's soul.

Occasionally, the vadātājs may appear as a friendly being (for example, a child or a small dog), who either offers to lead the victim where they want to go or gestures that one should follow. The victim is led deeper into the wilds, ultimately encountering a natural peril. If attacked while disguised, the vadātājs will turn invisible and flee.

The easiest way to defeat one of these creatures is by recognizing the vadātājs's overtures for what they are (save versus Spells -3). The vadātājs immediately departs for more easily duped prey.

Clerics of Mēness will always see a vadātājs in its true form, even when it is invisible. If cornered, a vadātājs will try to siphon away its opponent's soul – the DM should roll to hit, and if successful the victim must make a saving throw vs. Spells at -3 or lose 1d6 points of Constitution. Should a person's Constitution score be reduced to zero in this manner, they die immediately, and their soul is devoured by the vadātājs during the next round unless attacked. A person killed in this manner may not be resurrected. If the victim survives the attack, Constitution is regained at a rate of one point per day of rest.

The vadātājs may not be harmed by nonmagical weapons, and magic weapons do minimum damage, as do spells. Weapons and spells designed to injure creatures from other planes, or any weapon *blessed* by a cleric of Mēness, may be used to full effect.

MONSTERS

Žiburinis

AC	0
HD	5**
Move	120' (40')
Attacks	2 claw
Damage	2d4x2
No. Appearing	1 (1)
Save As	F5
Morale	12
Treasure Type	Nil
Intelligence	Low (6)
Alignment	Chaotic
XP Value	425
Habitat	Usually woods

Monster Type: Monster (Rare)

The žiburinis is a forest spirit that resembles a human-sized phosphorescent skeleton. They are called into being whenever a deceased person's soul tree has been cut down. Until the turn of the season, they murderously pursue the perpetrator. While hunting, these spirits range freely at night but seek shelter in the nearest tree during the day. Full exposure to direct sunlight will destroy the spirit instantly. Žiburini possess a basic intelligence but are unable to communicate in any way.

In combat, the žiburinis will seek to tear its intended victim apart with its claws. It will focus entirely on its quarry, ignoring other combatants unless a successful hit is made against it, in which case it will fight back until the secondary opponent is dead, or retreats. Once the target is slain, the spirit will fade away.

Should the intended victim evade his or her pursuer for the season to change, the creature will abandon pursuit, and take up residence in the nearest tree, after which it will attack anyone who tries to cut it down.

Being magical, the žiburinis may only be hit by weapons of +1 or greater strength. Mundane weapons pass through the spirits. The spirits may pass through barriers, such as doors and walls, to reach their target. Furthermore, they are immune to *sleep*, *hold*, or *charm* spells. The žiburini are not undead and cannot be *turned*.

The Rimal Hag

AC	2
HD	36*****
Move	90' (30')
Attacks	Touch/gaze, or one spell
Damage	3d6/special, or by spell
No. Appearing	1
Save As	MU 36
Morale	10
Treasure Type	See below
Intelligence	Genius (19)
Alignment	Chaotic
XP Value	46,500

The Rimal Hag was once a great Saamari sorceress in the lost realm of Isanmaa. Then named Lovaara, she was skilled in elemental and planar magic. Lovaara was not content with the acclaim she received and wanted a land of her own to rule. An entropic emissary taught the sorceress wondrous secrets in exchange for her loyalty. Among the secrets gleaned were the arts of (Nithian) necromancy. Lovaara unsuccessfully made a bid to control Isanmaa, and she was driven away by Saamari heroes.

Left forgotten by the Saamari and their descendants, Lovaara vowed vengeance upon her former people. She established a new dominion in the vicinity of the Saamari's new home, Kaarjala, and spent the following centuries rebuilding her magical might. The time to unleash her fury is neigh, and if successful, she will remake the north in her own image.

Once a tall, pleasant-looking woman, with blond hair and amber eyes, Lovaara now resembles a withered corpse caked with frost. The ancient injuries she sustained from the Saamari heroes and the exposure to unwholesome magics have corrupted her into this parody of what she once was. Despite her appearance, the Rimal Hag is not undead but a mortal who has prolonged her life with powerful magic.

Whenever possible, she will avoid direct confrontation, preferring to work through proxies – either undead pawns or people brought under her control.

In combat, the Rimal Hag may touch an opponent, freeze them with her gaze, or cast a spell. If she is not casting any spells, she may touch one opponent and gaze at another each round.

The touch of the Rimal Hag freezes all of the moisture in the body part affected, inflicting 3d6 damage and stunning the victim with pain for 1d6 rounds. The Rimal Hag may keep inflicting damage on a person in this way simply by retaining her grip on her opponent. Individuals who perish from this freezing will rise in one day as undead servants of the Rimal Hag.

Once per round, the Rimal Hag may also gaze at an opponent. The victim must make a saving throw vs. Petrification with a -4 penalty or be partially frozen by a wave of intense cold (treat as affected by a *slow* spell for 1d6 turns). Opponents who attempt to avoid this by not looking at the Rimal Hag suffer a -4 penalty to all attacks. The Rimal Hag is immune to her own gaze should opponents seek to reflect it.

The Rimal Hag has a vast repertoire of spells at her disposal. Referees may assume that she has access to every magic-user spell in the any standard rule set (e.g., the Rules Cyclopedica), and any others so desired.

The Rimal Hag is immune to all spells – clerical, druidic, and magical – up to 4th level, and cannot be *feble-minded* or slain by *death* spells. Spells that inflict cold damage instead will heal her, up to her normal maximum hit points. Fire-based attacks inflict full damage.

The Rimal Hag is an adversary that the player characters should learn about only later in their adventuring careers, and one that they should not encounter until they are of very high level.

If encountered outside of her lair, she will be carrying 2d4 magic items of the referee's choice. Inside her lair, the Rimal Hag possesses another 5d8 magic items, plus coins, gems, and jewelry given under Treasure Type H. Her lair contains many magical traps and is filled with powerful servants – both living and undead.

LEGENDS AND TREASURES OF LITTONIA

Debeskalns

In Littonian lore, *Debeskalns* (“Sky-Mountain,” *Dausos* in Lietuvan) is the great mountain upon which Littonia’s patrons live. As with other aspects of their culture, the notion of *Debeskalns* arose out of ancient contacts with the Antaliens. The referee should decide upon the existence and location of such a place. It should be noted that there is a small plateau in the midst of Pērkon’s Throne, where many of Littonia’s greatest and most holy champions were assigned special quests. Littonian clerics will recognize instantly that the plateau is a holy place. All healing spells cast there have maximum effect, and all attempts to *commune* succeed.

Vinsaulē and Velu mātē

True to the folktales, the ruler of the dead, *Velu mātē*, does occasionally wander the living realm. Her avatars appear in the form of an old woman wearing a white wool cape, in search of those about to die. The avatars may take a life directly (treat as a 6 level drain per round on a successful grab attack by a 36HD creature with Str 25), but typically they merely observe the impending doom of the character. Clever characters can deceive these avatars, and clerics may stave them off as Turning Special. The avatar is otherwise immune to attack.

The realm *Vinsaulē* could be an extensive series of caverns within the hills or southern mountains, a pocket ethereal plane, or an outer plane.

Austras Koks

The oak tree *Austras Koks* exists in Littonia. Ordana created it before the time of Namejs. Unfortunately, the tree’s bounty incited greed, and Ixion enchanted it to appear in a new location each day with the rising of the sun. At any given time, the tree has 7d10 silver leaves (25 *lats* each), 3d4 golden branches (250 *lats* each) and 2d2 copper roots (100 *lats* each). Only 2d6 pieces, in total, may be removed. The tree then withers away in one turn, to reappear elsewhere in Littonia the next day.

Littonian clerics who wear a silver leaf

of *Austras Koks* as a pendant receive a +1 bonus when *turning* undead.

Namejs

The legendary Namejs is still pursuing Immortality, following the Path of the Dynast. To date, he succeeded in founding his realm and led to Gaudavpils becoming the capital. He also spurred the reunification under Karlis and aided in the AC 640 battle against the western humanoids.

Namejs cannot grant spells, but he can appear to those who ask for his aid – offering counsel or (on very rare occasions) aid in battle. He manifests as an average-sized man with graying light brown hair and blue eyes. He usually appears wearing a tunic of scale mail and wielding a normal sword. Namejs is a 36th level fighter, with all standard skills and abilities. His attributes are as follows: Str 17, Int 16, Wis 12, Dex 13, Con 18, Cha 15; he is lawfully aligned.

Balzams

Balzams, the traditional Littonian liquor, is not magical, but some concoctions do have mild curative powers – 20% chance for a given quantity. Curative liquor will either act as a potion of *cure disease*, *cure poison*, or as a weak potion of *healing* (restores 1d3 hit points). Magical diseases, such as mummy rot, are unaffected by drinking *Balzams*. Each half-liter bottle contains two doses when found – one full dose must be consumed to benefit from the effect. The referee may then determine whether the imbiber has become drunk as a result [or use the Drinking skill – Ed.].

Nameja Gredzens (Namejs’ Ring)

Many tales of Namejs’ exploits attribute his seeming invulnerability in battle to a magic ring he wore. The actual ring was a *ring of protection* +3, an Immortal token given not long after the expulsion of the frost giants. In a land where magic was rare, such a ring was very potent. It was lost shortly after his death, but was recovered for a time by Karlis the

Unifier.

The original ring is now thought to be lost, but its design – three bands of silver twisted into a braid – has been copied many times, and it remains a symbol of Namejs, the Littonian spirit, and devotion to one’s family and people.

Such rings are given only as gifts, and anyone – even a foreigner – who wears one will be received favorably by any Littonian they meet (+3 bonus to all reaction rolls) and will be trusted unless they prove themselves unworthy.

Some copies have been enchanted to protect their wearers (the referee should choose the ring’s power). The original ring remains lost – finding it would bring great prestige to the discoverer.

Scrystone of Saldus

This is a giant sphere of solid amber, roughly one foot in diameter, which allows the user to view anything within 200 miles simply by concentrating. Unlike the *scrystone* spell, the user does not have to be familiar with the person, item, or location being *scryed* to see it clearly. The enchantments on this device are so strong that it can also view people shielded by an *amber ward*.

The kings of Saldus used this device to monitor events in neighboring realms and to scour the mountains for gold and other precious metals. Karlis the Unifier had intended to take the *scrystone* as his personal prize after Saldus fell, but he was never able to find it.

Sword of the Unifier

Karlis wielded this blade during his campaign to unify Littonia. It was lost shortly after his death. It is a *normal sword* +2, +4 vs. *giants*, with the name of every realm conquered inscribed into the blade. Set into its pommel are two small pieces of very good amber, each of which contains one spell (*amber shield*, 10’ radius and *absorb*), which may be used twice per day. Due to the nature of the enchantments, there is only a 1% chance that using the *absorb* spell will cause its piece of amber to disintegrate.

ADVENTURES IN LITTONIA

What follows is a broad story arc that may be used to introduce players to Littonia as a campaign setting and get them involved in events on an increasingly grand scale. The overall plot is intended to be compatible with the storylines in the forthcoming gazetteer of Kaarjala. The ultimate antagonist is the Rimal Hag, a creature largely unknown to the Littonians.

Referees are free to resequence or merely sample these adventures, and level suggestions can be modified to fit one's specific campaign. Although the scenarios have been designed with native characters in mind, they can be used with foreign-born parties, as well.

Terror on the Plain (Levels 1-4)

In this series of adventures the characters are forced to deal with increased undead and other activity in the borderlands. The events are a foretaste of the Rimal Hag's plans for dominion over the north. Acting through undead pawns, she hopes to force Littonia's frontier forces to expend themselves, leaving the kingdom open to later conquest.

Dire News from the Plain: Contact has been lost with remote settlements and homesteads on the Noskumis Plain, and several merchants who make the trip up to Kaarjala have disappeared. A local noble issues a call for heroes when he hears that his bold but immature son has vanished, too.

The characters must venture onto the fringes of the Noskumis Plains to find out what happened to the boy, and rescue him if possible. They will have to contend with dangerous animals and bandits who are wreaking their own havoc.

Lost Hopes: The characters continue to follow the trail. They come across a number of homesteads and hamlets that have been destroyed. From survivors, the characters learn that both undead and bandits are active in the region. The undead that normally haunt Jürkene are

ranging far and wide, while the bandits are opportunistically taking advantage of the chaos.

Clerics will need to render what aid they can and put down further incursions by undead. Among those whom the characters aid is someone who saw a young man resembling the noble's son being escorted to an abandoned settlement deeper in the plains.

To Recover an Heir: The characters reach the abandoned village of Asūne, which is currently serving as the bandits' hideout. The characters must confront this hardened, seasoned band of warriors if they have any hope of rescuing the young noble lad. Assuming they are successful, the boy informs the characters that he heard tales of undead activity at Jürkene, and that those creatures terrorizing the plains came from there.

Pushing Back the Enemy (Levels 5-8)

During this mini-campaign, the party takes the fight to the Jürkene undead. Those who persevere will discover that something malevolent is behind the increased undead activity and that powerful assistance will be needed to anticipate its moves. The party's continued progress earns them the attention of the Rimal Hag and her spies, as well as that of Littonia's king.

Scouting Jürkene: If the characters were successful in rescuing the boy, his father offers his eternal gratitude and a hefty reward. The nobleman is determined to mount a campaign to clear out Jürkene. He asks the characters to scout the ruins to find the best approaches and to determine the enemy strength. The mission is dangerous, and forces will be arrayed to prevent successful characters from returning with information to Littonia.

Assembling the Host: The characters, now fully away of the dangers at Jürkene, are sent out to convince other nobles to lend their support for the coming campaign. Although they bear

tokens of the noble's trust, only strong arguments (and good roleplaying) will convince the skeptical nobles to contribute their forces. It is at this time that the characters should become increasingly aware of the various struggles within Littonian society – struggles to which characters may need to join to win support for the campaign.

Meanwhile, minions of the Rimal Hag, now aware of the party, hound the characters with diplomacy, stealth, and murder.

Battle on the Plain: The characters have gathered what allies they can, and the host of allied nobles marches on Jürkene. [The referee may wish to use War Machine rules for portions of this adventure.] The initial engagement occurs on the plain, but to be successful, the Littonians must take Jürkene – no small feat as it is commanded by a former king, now a powerful undead servant of the Rimal Hag.

Adventures at Court (Levels 9-17)

The characters have firmly established themselves as heroes of renown, and their heroic deeds at Jürkene become the subjects of many songs and tales. They are drawn into the temptations and perils of town and court. Political debates between the major factions intensify, and the king will court the characters as potential allies – as will his opponents. At Uldis's discretion, non-mages may rule dominions in the king's name, while mages might establish their own strongholds or commit to wandering the countryside. Urban thieves could parlay their new-found stature into expansion of their networks with merchants and other political players.

To the Royal Court: The region has become safer for a time since the destruction of the undead at Jürkene. King Uldis summons the heroes to Gaudavpils to reward them, but the journey to the capital is fraught with peril. The Rimal Hag's pawns try yet again to eliminate the characters, but hide

ADVENTURES IN LITTONIA

their activities through intermediaries.

Hail the King: The characters arrive in Gaudavpils – possibly the largest settlement they have ever seen. With little opposition from the *Saiema*, King Uldis ennobles the characters and awards them with dominions on the western and southern frontiers. Particularly ambitious characters could receive governorship over Jūrkene if they so asked for it.

Political intrigue provides a subtext to everything as the characters are wined and dined by the capital's factions. Neither the Amber Brotherhood nor foreign interests (Minrothaddans and Thyatians) remain idle. Minrothaddans want to ensure special trade status with Littonia, and Thyatians seek out potential allies for future conflicts in the region.

Dominion Politics: The characters have been charged with their fiefs and are busy carving them out of the wilderness or reclaiming abandoned territories. As plots continue to play out, the party learns that the most dangerous opponent is armed with ink and quill. Factions who have been ignored or rebuffed by the characters will seek to deny necessary goods for the burgeoning dominions.

If that were not enough to distract the characters, servants and middlemen convey messages and proposals from the more powerful nobles of the *Saiema*, potentially providing lucrative adventuring opportunities. Finally, agents of the Rimal Hag continue their secret war against the characters.

Affairs of the Heart: One character (or more) has been offered a surprising gift – the hand of a noble's marriageable daughter. Such arrangements could cement the character's ties to the factions, while spurning them could lead to greater headaches. And the young lady (or gent in the case of a female PC) is not without her own views on the matter. Some young ladies resent being used as playing pieces in this way, but others see it as a means of helping their blood relatives along in their own struggles. A character

might find true love, but others may get more than they bargained for.

The Flame of Lietuvos: Dominion-ruling characters of Lietuvan extraction are approached by the Sons of Lietuvos. Laimonas Gaizauskas is making plans to assert his claim to the throne of Littonia, or failing that to re-establish the lost Kingdom of Lietuvos, and he arranges challenges for the characters, both political and martial, to test their worth to the cause. Lietuvan characters must choose: treason to the crown, or treason to their people? And will their Litioniesu companions understand the dilemma?

The Amber Brotherhood: Trade is crucial for the characters' developing dominions, but accidents and odd goings on plague the foreign merchants seeking access to the holding. Recently, the incidents have escalated to hijackings and murder. Dominion lords must restore order and discover the cause of the crime wave. Is it the isolationist Amber Brotherhood, or are the foreign merchants sabotaging one another while framing the Brotherhood?

Return of the Frost Giants: Partly at the Rimal Hag's urging, the giants of Frosthaven are on the march once more, their goal nothing less than the re-establishment of Nordenheim. The giants challenge the northern frontier, but if characters with western and southern domains aid in the defense, they may leave their own dominions exposed to the goblins and other troubles. Successful giants, though, will not leave such dominions unmolested for long.

The Key to the Puzzle: The characters are beset by Littonian politics as enemies continue to mass outside the kingdom's borders. Undead return to plague the frontier dominions, and no one fathoms the root cause of the undead and giant attacks. Scout parties have all failed to return. In their efforts to hold the kingdom and their own holdings, they ultimately come across records of events pre-dating Karlis the Unifier. These records speak of the king of Saldus and his supposed ability to foresee attacks

against his realm and watch events miles away. The characters must locate the amber mage Anele Markauskas, and possibly other scholars, who can aid them in finding the lost realm of Saldus – and hopefully a device that can help Littonia fight its enemies.

The Secrets of Saldus (Levels 18-25)

The characters, rising in stature among Littonian nobles and adventurers, seek out the lost kingdom of Saldus and learn its secrets. The quest is time-sensitive, as the kingdom holds back the assaults with the aid of Kaarjala and Known World heroes in a dangerous war of attrition. Complicating matters, the characters' success might ultimately rest with their ability to persuade the independent Sarkans Goblins to help the kingdom that once ruled them.

The Sinister South: Information has led the characters to the Draudīgs Wood. Among the dangerous denizens of the dark forest is an ambitious pair of green dragons. The dragons are vaguely aware that all is not well in Littonia and are trying to exercise their influence. The dragons know nothing of Saldus, but their goblin slaves (or trove) can point the characters to their cousins on the Sarkans Plain and in the Vētra Hills.

Meeting the Goblins: The Sarkans Goblins are less than impressed by the party's arrival. They are neutral towards the Littonians but fear the chaos to the north will come their way. Worse, hostile goblin tribes to the west and south are beginning to threaten their communities. [These are the same goblins which checked the party when the frost giants appeared.] The characters must demonstrate their character and ultimately help the goblins deal with their own antagonists before the Sarkans will consider rendering aid.

Goblin vs. Goblin: Assuming the characters proved themselves to the Sarkans Goblins, the characters must now help them against their savage foes. Though the PCs are an advantage for the

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eastern goblins, their enemies are not without their own surprises. Agents of the Rimal Hag have already supplied them with a handful of magic weapons and other reinforcements. And here, when goblins go to war, it is upon the back of mammoths [pygmies for the Sarkans goblins.]

The Road to Rūjiena: The goblin war has drawn to a close. If the Sarkans goblins were victorious, they send an honor guard to lead the party to Rūjiena and impart their knowledge about the fallen kingdom of Saldus. If the war did not go well, the party is led by goblin refugees. As the heroes explore the ruins in search of further information, they are confronted by powerful spirits and other undead angered at the footsteps of the Unifier's heirs.

Into the Depths of the Earth: Clues have led the party into the fallen kingdom's legendary mines. The quest continues upwards, taking the characters into the peaks of Pērkon's Throne, Saldus's lost gold mine, and finally deep into the mountains, below man-made delvings and into a labyrinth of natural caverns, filled with traps and inhabited by all manner of creatures. It is here that the PCs reach the secret, well-guarded treasure chamber of Saldus and the *Scrystone*. With the treasure and knowledge of its use in tow, they must ascend to the surface once more and return to Gaudavpils.

Into the North (Levels 26-29)

The recovery of the *Scrystone* of Saldus is a major accomplishment, for which the characters are richly rewarded by the king with enlarged dominions and additional titles. Depending on how the characters conducted themselves previously, they may be enough support to place one or two characters on the *Saiema*. The benefits of the elevation must wait, however, for Littonia's enemies have not been idle. Various northern dominions have been overrun, and the Amber Brotherhood is preparing

to make its move.

The latest enemy wave must be pushed back, and alliances must be reinforced, before the kingdom can go on the offensive.

What the Stone Reveals: After much trial and error, the *Scrystone* of Saldus is used successfully. The king learns that the closest source of great evil lies in the Teici Bog. He sends Littonia's heroes north into the bog to challenge the evil resting there. The journey is perilous, as servants of the Rimal Hag pick up the characters' trail once more.

A Difficult Path: What happens when heroes fail? The characters comb the trackless wastes of the Teici Bog in search of clues, but they are harried by its dangerous inhabitants – many of which are servants of the lich queen Pajauta, herself a pawn of the Rimal Hag and the coordinator of attacks against Littonia.

It should become clear that the source of evil cannot be found without aid. Continuing the search will ultimately prove fatal, and wise parties will return home to consider their plight.

Word of their failure galvanizes the king's opponents. Outspoken clerics link the prevalence of undead and frost giants to the people's lack of faith and abandonment of their past. Clashes erupt in the streets, and attacks against the characters are likely. Senior clerics, quietly supported by Brencis Ulmanis and the Amber Brotherhood, campaign for the formation of a formal, armed branch of the Littonian clergy to protect the faithful.

King Uldis likely accedes to the demand while making a personal appeal to the Conclave to help locate the evil before the kingdom is torn apart. The king and the party must convince the amber mages to abandon their neutrality. If the mages are convinced, they will direct the heroes to the darkest reaches of Mindaugas' Forest to seek the counsel of the *laumes*.

Meanwhile, foreign interests observe events with growing concern. While most limit their actions to protecting their holdings, others open formal diplomatic relations with Littonia and send

volunteers to aid the king – and spy on him. This development only feeds the anger of the king's enemies in the *Saiema* and on the streets.

The Laume Court: The characters venture into the Lietuvan heartland, pursued by pawns of the Rimal Hag and zealous clergy. They must negotiate the perils of an unspoiled, ancient forest, as well as numerous tricks and traps, before gaining entry to the fairy court. At court, the characters are challenged to many tests, hunts, and games of skill.

Successful characters are told the history of Littonia, and to some extent of Kaarjala, as the fairies know it (which is close to the Immortals' version). They are also told of Queen Pajauta, an Alphatian-trained sorceress who slaughtered the fairies in her dominion over a thousand years ago as part of a ritual to attain lichdom. Angered by the destruction, the fairies of Mindaugas' Forest placed a curse on both Pajauta and her dominion. Her tower was moved to a place between worlds where time did not pass, but Pajauta could still see and sense events in the living world.

Battling a Queen: The fairies do not understand how Pajauta controls so many pawns, and they believe that the only way to discover what is happening is to retrieve Pajauta. The characters must plant magical seeds on the tallest hill in Teici Bog to lift the curse and return Pajauta's tower. The party must enter the tower (no easy feat) and overcome devious traps and dangerous guardians. Finally, they must battle the lich and her most powerful pawns in her inner sanctum.

Characters who survive their showdown with Pajauta learn that she was offered freedom and was empowered by a being known as the Rimal Hag. [It was by this means, a powerful Nithian enchantment, that the lich was able to control so many undead on a different plane.] With Pajauta destroyed and the curse lifted, the Teici Bog gradually reverts to its original, lightly forested state.

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The Settling of Accounts: The characters have been absent from their dominions for some time, and various opponents have moved against them – seizing lands, holding friends and loved ones hostage, etc. More intrigue is in the offing as the characters restore what is theirs, and deal with longstanding foes.

The Final Battle: The final battle between Littonia and its enemies under the Rimal Hag also draws near. Characters, PCs and NPCs alike, must choose to set their differences aside in the face of their common enemy or to seize the opportunity of immediate intramural victories (such as the preceding adventure). Party members could find themselves on opposing sides, depending on their individual rises to power. Similarly, clerical characters could be forced to choose between their loyalty to their patrons, to their king and countrymen, and to their companions.

The Aftermath (Level 30)

This one-shot campaign concerns Laimonas's attempt to take advantage of the war to assassinate King Uldis and Crown Prince Pēteris – ideally at the same time. If both are removed, he will crown himself king and steer Littonia towards a more isolationist stance; otherwise, Laimonas will opt to be declared king of Lietuvos, ultimately seeking to conquer all of Littonia.

If Lietuvos was badly damaged during the war, Laimonas might delay his plans for a time when he has greater strength.

A New King?: Assassination plots are under way. The characters can attempt to prevent them or join with Laimonas. Should the Lietuvan lord prove successful, in full or part, the characters likewise must choose to whom to throw their support. Consider that a surviving Uldis or Pēteris is placed in a precarious position. Already weakened and distracted by external conflict, the king must choose between recognition of Lietuvan independence or accepting a very bloody civil war. If Laimonas is defeated, he will be found guilty of treason and sent into exile.

The Rimal Hag will strike one last time – either at the conclusion of the civil war or after Littonia crumbles under Laimonas's suspect rule.

Against the Rimal Hag (Levels 31-36)

This is the final phase of the meta-campaign focuses on defeating the Rimal Hag and her pawns and saving the north from destruction. It also links with the campaign set in Kaarjala. Some time has passed since the last unpleasantness, and King Uldis (or King Pēteris, or even King Laimonas) has secured an uneasy peace between the warring factions within the kingdom. It is now the time for heroes – only the most powerful champions can hope to locate the Rimal Hag and defeat her – but they will need help.

The Conclave has no knowledge of the Rimal Hag, but some of its members who have traveled in the far north suspect that the Kaarjalans know of such a being. If one of the characters is an amber mage, that PC could be the one to have learned this during a previous adventure.

On to Kaarjala: Bearing the personal seal of the king, the characters go north to Kaarjala to seek an audience with its king. Although Littonia's borderlands are safer, the unclaimed wilderness to the north is as dangerous as ever. The party must contend with mammoth-riding goblins, large white dragons, ice trolls, and worse creatures. During the journey, they may also pass through part of the Rimal Hag's dominion and be forced to fight the horrors that inhabit her realm.

An Audience in Kaarja: The heroes reach the Kaarjalan capital of Kaarja, in the middle of the region made temperate by the *Great Saampo*. The Kaarjalan king is skeptical, and the party must present evidence of the Rimal Hag's deeds. If they accord themselves with honor and substantiate their claims, the PCs will have proven themselves to be champions of the north, and the king will readily support them. The Rimal

Hag has been at work in Kaarjala, too, and the king will render what aid he can. Agents of the Rimal Hag work to drive a wedge between the party and the Kaarjalans, however.

Into the Frozen Wastes: All signs point to the vast, frozen bogs south and east of Kaarjala. The Rimal Hag has held sway here for many centuries, and the very land has become corrupted. Animal life has been twisted in horrifying ways, and undead of many varieties populate the wasteland. Her stronghold is a multi-level, heavily populated complex, and some of the more powerful guards were created using forgotten Nithian magic.

Ending the Evil: The characters challenge the Rimal Hag directly, but they are faced with a terrible question: how does one defeat an enemy who is very nearly a god? Should the characters prevail, they will have destroyed an ancient evil, earned the gratitude of two kingdoms, and become legendary heroes of the north. The Rimal Hag's considerable treasures and accumulated lore will be at the victors' disposal. Should the characters fail, the Rimal Hag's reach expands not merely to Littonia and Kaarjala but also to Alpha, Leeha, and other northern communities.

Other Adventures

Campaigning in Littonia is not confined to the possible meta-plot outlined above; nor does it have to end if the characters defeat the Rimal Hag. Presented below are a number of additional hooks that can be used while campaigning in Littonia.

Dealing with Frosthaven: King Uldis, or his successor, has decided that the frost giants should be dealt with once and for all, and orders a targeted attack on Frosthaven. Low-level characters can be part of a large-scale force, while higher level PCs could be sent to Frosthaven as a small unit to identify and/or kill giant leaders. The journey – whether on land or by sea – is long and perilous, and the island's inhabitants are all too ready to fight. As Alpha, Leeha, and Kaarjala are also plagued by the frost

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giants, this could be developed into a full campaign in its own right.

Down, But Not Out: Littonia's internal struggles have reached a new equilibrium, but the losing factions are not utterly vanquished. Militant supporters of the losing side regroup, slowly attracting support from sympathetic segments of the population. Characters on the winning side find themselves the target of reprisals.

An exiled Laimonas will never abandon what he sees as his birthright. He will seek shelter in another land and build a new network of supporters, anticipating an eventual, forceful return to Littonia. He may seek revenge on characters perceived to have slighted him, too.

Mage vs. Magic-User: As people from the Known World continue to arrive, magic users slowly become more common and take on local apprentices. The amber mages oppose such a presence in their lands and fear that the foreigners might try to steal their secrets. Tensions increasingly draw in the Conclave. The characters are called upon to investigate the foreigners, spy on the amber mages, or avert an open battle between the two sides.

Mysteries of the Far North: The lands north of Littonia could hold many surprises besides the Rimal Hag and her minions. Nithian sorcerers may have conducted forbidden experiments in this remote region, or perhaps the tombs of several great pre-Blackmoorian beastman chieftains might await discovery.

Namejs' Quest: Namejs' role in the larger campaign has been deliberately omitted. Nevertheless, the challenges faced by the kingdom are truly epic in nature, and it would be reasonable for Namejs to appear in this time period to aid his descendants – King Uldis and Crown Prince Pēteris – and preserve his legacy. If the referee chooses to involve the Immortal candidate, Namejs can offer the characters additional quests and challenges – and be an important benefactor, should he reach Immortality.

Hail Great Littonia: The Litoniesu and Lietuvans once held lands further

south. The king (Uldis, Pēteris, or Laimonas) might seek to expand into those former regions, but these lands are already occupied. Characters in favor of expanding the kingdom must explore and pacify the area and deal with the consequences of such actions. Such policies would bring Littonia into conflict with many parts of Norwold, especially if expansion goes south of the Great Bay. Nor are powers such as Alpha the only obstacle that characters would face. The remnant Littonian peoples who still inhabit some of these lands are quite proud of their independence, and the party may alternatively be cast as defenders of these homesteaders against an aggressive Littonia.

The Great War, the War of the Crown, and the Heldannic Knights: The events depicted in the *Wrath of the Immortals* seemingly left Norwold untouched. The Great War – the conflict that pitted Glantri, Thyatis, and the Heldannic Knights against Alphatia during 1004-1009 AC – could easily turn north and sweep up not only Alpha but also Littonia. The War of the Crown (*CMI Test of the Warlords*) is one possible way of conducting this local struggle. The Almanacs (Poor Wizard's, Joshuan's, and fan-created Mysteran) continue a post-*Wrath* story as the Heldannic Knights seek dominion over Norwold.

The Scourge of Norzee: Baron Norlan of Qeodhar has decided that acquiring Littonia could strengthen his position and further his political ambitions. Using cod fisheries as an excuse, Qeodhar declares war. From naval engagements to assaults by marines, the Littonians could be hard-pressed. Minrothaddans, who often hire out transport to Qeodhar, could be caught in the middle of this conflict. This can be conducted irrespective of *Wrath* developments. Neither Alphatia nor any successor powers will deign to involve themselves in this provincial affair. As a further development, this conflict can directly lead into *M1 Into the Maelstrom* and *M2 Vengeance of Alphaks*.

The Halfling Way: The shortfolk of Leeha would like to begin trade and inn operations with the Littonians, but efforts are hampered by a lack of overland connection. Working together, Leeha and Littonia could pacify the western Sarkans Plains, but how will Alpha react to this partnership?

Vengeful Immortal: A possible source for the corruption of the Rimal Hag, then known as Lovaara, is the infamous Entropic Immortal Thanatos. The Gaz F line holds that Thanatos was presumed destroyed at the fall of Nithia, but that his fellow Immortals could never truly be sure. In the intervening 1,500 years, the Entropic moved across the multiverse undetected with only the most subtle workings (such as the Rimal Hag). The time is neigh for Thanatos's return (perhaps via the Blood Brethren Trilogy HWA1-3 or *Wrath of the Immortals*) and he well may choose to "reward" those involved in the Rimal Hag's destruction.

Secrets of the Amber: Wild magic permeates Littonia, but it is not the only area of Norwold that has such energies. Amber mages and allies could seek to discover the truth of the wild magic on a quest that leads across the Arctic lands, to the ruins of Alinor and possibly even into the frigid waters of the Norzee. Is it a product of the Great Rain of Fire, a feature of the Blackmoor-era landscape, or something far more ancient?

The Tip of the Iceberg: This adventure from *AC10 Bestiary of Dragons and Giants* features a breakaway iceberg upon which are stranded several frost giants and their pets. The iceberg is slowly flowing south, melting, and the giants are looking for any way off to get back to the mainland.

Into the Hollow World: If the Hollow World exists in your campaign, Littonian sailors can be part of an expedition exploring the northern icepack.

LITTONIAN HISTORY AND LEGENDS

"We are the men of the Gaudava River and the lands through which it flows. Its waters run in our veins, just as the soil of Littonia is in our bones." (from the oath of the Littonian Royal Guard)

The Creation Epic of the Littonian People

In the beginning the land was cold and only the moon shone in the sky. The world was the dominion of Mēness and nothing grew; but the Immortals had created the Littonians, and needed to build a home for them, so they could grow and sing praises.

Saule leapt out of the sea, pulling the sun behind her, and so the land grew warm, melting the ice and letting the great Gaudava flow. The land was warmer but still barren, and Zemes māte and Meza māte, the Mothers of Soil and Forest, were not satisfied; for they loved all life and despaired of seeing nothing, and so great forests sprang from the earth, and animals arose to dwell in them.

Not to be denied her due, the Mother of Waves, Jūras māte, reached deep within the oceans, and threw fish into the Gaudava, and extended her dominion over the land for a time. Her sisters were angered, and where they fought, lakes and other rivers formed, and of their conflicts great Pērkons was born. Pērkons let loose great storms upon the quarreling sisters, but they were mightier than he and cast him upon a great mountain, from whence he rages from time to time.

All the while did Saule fight with Mēness for dominion over the skies, for the latter would neither yield his domain nor accept an end to the darkness. But Saule in her burning rage was aided by Pērkons; and so Mēness offered her partial dominion – by day she would be supreme, and during the night there would be no light save that of the moon. Thus was the land made ready by those on high for their children, among whom they walked from time to time.

The Giants of Ulf

The Littonians were not alone in their land – the evil frost giants coveted all they saw and to the south were countless hordes of barbarians and worse folk. But the Littonians were firm in their faith, tending the land and expanding across it. But they were proud, and would bend their knees to no one save their chiefs, and thus did Mēness slake his thirst for battle. As they fought one another, the Littonians grew weaker, and so they fell to the giants of Ulf, who created Nordenheim.

Worse torment there could not have been in the land of the frost giants, and the spirit of the Littonians was crushed. King Ulf towered above all as he surveyed his fief. He and his court feasted on their slaves, and Velu māte ushered many lost souls into the shadowy realm of *Vinsaulē*.

By blood and bone did the Littonians build great Høgborg for their masters. After many years of suffering, great Namejs arose to lead his people against the giants. The clamor of battle rang from the hills to the sea, and the Littonians finally prevailed, destroying the vile at Høgborg. Namejs created the first kingdom, Littonia, but his was a golden age that did not long outlast him. Men turned on each other once more, and they destroyed much that he had so painfully wrought. Once more the land bled, and Mēness was again sated – and all the while Littonia's enemies crowded around the edges like wolves.

The Lay of Karlis

There came a man, Karlis, who was destined to be king, and he set forth to bind his people together once more. For many years his armies marched, offering friendship to those who would pledge to him, and death to those who refused.

The wayward kings of Saldus rejected Karlis, seeking to hold their treasures in great secrecy. Yet their greed was no shield against the Unifier's swift blade, and Saldus was never again counted among the fiefs of man. By the passage of two and ten years, Littonia was whole

once more. Karlis the Unifier gave his people a strong line, and so the realm has endured since his passing over a thousand years ago.

Troubles and Triumphs

That strength of Littonia was sorely tested by the Kaarjalans, who came from the west not long after the passing of Karlis. Though many battles were fought, King Māris saw little profit in fighting those who could be allies against common enemies. Thus were Kaarjala and Littonia bound together in an alliance that holds to this day.

Though the kingdom was stronger, it was not without enemies. The frost giants wreaked much havoc from time to time, and the goblins to the south harried the Littonians until they were finally brought to heel by King Viesturs.

There were enemies within, too. Not all of the wounds suffered by the Littonians in their sundering had been healed, and so the people sometimes fought one another. Still, the work of Karlis was not undone, and Littonia continued to grow – as it does to this day.

The greatest battle of all was not fought on a battlefield – it is still being fought today, in the heart and mind of every Littonian. For, with the passage of time everything has changed.

The land is not as it once was, and the people have changed with it, but many traditions and beliefs are still as they always were. The people are aware of a world larger than their realm, of exotic lands and people to the south, and many feel the kingdom must change if it is to prosper. But there are those to view these changes with fear, who say the Littonians would be turning their backs on their heritage – even their Immortal birthright – if they should walk down this unfamiliar path.

This battle will be fought in each person, and not even Mēness knows whether the kingdom will hold.

LITTONIAN HISTORY AND LEGENDS

Other Littonian Legends

Littonian legends are replete with tales of the doings of the Immortals and the many wondrous things they crafted when the world was created. Littonians believe that legendary artifacts, as well as some truly magical places, can be found within the kingdom.

Debeskalns: *Debeskalns* (“Sky-Mountain,” *Dausos* in Lietuvan) is the great mountain upon which Littonia’s patrons live. Residing in great halls, much of the Littonians’ patrons’ activities are thought to consist of drinking, fighting, and crafting legendary items for their champions.

Many legends place *Debeskalns* among the highest peaks of Pērkon’s Throne, but it is also thought to exist in a hidden valley in Namejs’ Line or even in the sea. Legions have tried to find *Debeskalns* over the years, and a few have claimed to have done just so at great cost.

In the middle of *Debeskalns* is a sacred garden, where the sun always shines on groves of golden apple trees. Outside the garden, it is always night, although the mountain slopes are brightly lit by the hearth fires of the halls. If a person’s spirit makes its way to *Debeskalns*, climbs the slopes, and stands by the gates, it will be judged by the Immortals. The worthy are admitted, but those found wanting are blown into oblivion.

Vinsaulē: *Vinsaulē* (“beyond the sun”) is the Littonian realm of the dead, ruled by Velu māte. When a person’s body has been burned, Velu māte receives their spirit and guides them to her domain. There, the spirits wander a twilight version of the living world, devoid of any contact with their loved ones. Occasionally, a spirit will find its way back into the realm of the living, and may seek to visit its family or go to *Debeskalns* for final judgment.

Many folktales state that Velu māte herself occasionally wanders the living realm in the form of an old woman wearing a white wool cape. She searches for those who are about to die. Though many try, few succeed in deceiving Velu māte and thus remain in the world a while longer.

Austras Koks: According to Littonian mythology, *Austras Koks* (“tree of the dawn”) is a legendary oak tree that sprouts from the ground as soon as Saule, pulling the sun behind her, begins her daily journey across the sky. It is said to have silver leaves, copper roots, and gold branches. Although it withers with the setting of the sun, anyone who finds it before sunset may grab what they can – a tempting treasure that many people have sought.

Nameja Gredzens: In a coda to the story of Ulf and the Frost Giants, the legendary Namejs was granted a magical ring that protected its wearer from all harm. Numerous copies have been made – both mundane and magical – and folklore holds that wearers of the *Nameja Gredzens* who spill their own blood in Littonia’s defense would receive special favors from the Immortals.



Balzams (Balsam): *Balzams* is traditional Littonian liquor, made from a wide variety of natural ingredients – including berries, flowers, and roots – aged in a small oak cask and then poured into clay bottles. The drink itself is black and syrupy, and it tastes bitter with some sweet overtones. It is widely regarded as a cure-all and is very potent (45% alcohol).



Further Reading

The two people of Littonia, the Litoniesu and Lietuvans, are inspired by the Lithuanians and Latvians, respectively. The author consulted a number of sources in the creation of this work, and would recommend the following information sources to anyone interested in learning more about the Baltic region and its peoples:

- The Latvian Institute (www.li.lv) contains a wealth of information about Latvian history and culture.
- Elza Kokare (<http://www.folklore.ee/rl/pubte/ee/bif/bif1/kokare.html>) has compiled a technical analysis of Latvian folklore that may interest referees who wish to explore the mythology in more detail.
- An online version of *The Balts*, by Marija Gimbutas (London: Thames and Hudson, 1963) can be found at: <http://www.vaidilute.com/books/gimbutas/gimbutas-contents.html>. Of particular interest are the many illustrations and photographs.

CREATING LITTONIAN CHARACTERS

Available Character Classes

All standard human classes and dwarven and elven racial classes are available in Littonia. Halflings are visitors from Leeha or Minrothad. If permitted by the referee, non-standard options include low-level druids (rural characters only), pixies, sprites, and goblins, and the native amber mages.

Demographic Options in Littonia

In descending order of prevalence, the available human ethnicities are: Litoniesu, Lietuvan, Kaarjalan, and Known World groups. Although there are no class restrictions on any of these groups, native Littonians are predominantly fighters or clerics, a consequence of cultural and historical factors. Thieves are found most often in urbanized areas.

Although many magic-users have roots in the Known World, Littonia has its own tradition in the form of amber magic.

Druids are rare and exclusive to the remote regions of the kingdom. The majority of druids are Lietuvan.

Littonian dwarves hail from the Minrothaddan Stronghold clan, arriving as part of an expedition to explore the kingdom's mineral wealth. A small number of the dwarves are clerics of Kagyar. Due to their clan's vicinity, Stormhaven dwarves (near Oceansend) venture into Littonia with increasing frequency.

Similarly, most elves belong to the Meditor clan of Minrothad; however, elves from other clans can be found here. Littonian elves generally follow the path of the traditional fighter-mages. Norwold's native foresthome elves avoid the Littonian area.

Sarkans Goblins live on the eponymous plain southwest of Littonia along the upper reaches of the Gaudava River. Centuries of relatively peaceful contact have won grudging tolerance for the goblins. Most Sarkans goblins are fighters, but the thieving arts are being

acquired by a fair number living in the larger settlements. Shamans and wokani are exclusive to the goblins' traditional lands.

The rarely seen pixies and sprites reside in the deepest forests of Littonia.

Languages

Most Littonian humans speak Litoniesu as their primary language, but Lietuvans, Kaarjalans, and those of Known World extraction can speak their ancestral tongues as first languages.

The most common secondary languages spoken in Littonia, in descending order, are Lietuvan and Litoniesu, and Saamari (Kaarjalan). Native characters that begin with extra language slots should choose from these languages first. A small, but growing, number of Littonians in urban areas are learning Known World languages – characters able to add a third language may choose anything that the referee feels would reasonably be spoken in the region (Thyatian, Alphatian, Dengar, Norwold Antalian, Buldurēšana). With the referee's permission, urban characters with ties to the merchant or diplomatic scene could take one the first four foreign languages as their second choice.

The language packages for Littonian demihumans differ slightly those of their Known World cousins.

Dwarves have an initial language package of Dwarvish, Litoniesu, and Thyatian. Dwarves living in the north speak Lietuvan as well, while those in the south speak Buldurēšana.

Elves receive their normal complement of bonus languages, but in addition they will speak Litoniesu.

Goblins will speak their own language, Buldurēšana, which is a *patois* of Litoniesu and the regional goblin language. Buldurēšana is 60% compatible with Litoniesu, and 40% compatible with Goblin (Great Bay).

Fey folk speak Litoniesu, Lietuvan, and the language of the fairy court; it is identical to that spoken in Alfheim and other regions where they reside.

Littonian Names

The following lists are representative of the names of the Litoniesu and Lietuvan peoples. They are neither exhaustive nor mandatory. Players wishing to play Kaarjalan characters are advised to consult the gazetteer on that nation for more information.

Litoniesu and Lietuvan names are based on Latvian and Lithuanian, respectively. Mystaran surnames and their real-world counterparts came into common use only within the last thousand years. They often indicate a place of origin or one's ancestry (i.e., the suffix “-aitis” indicates “son of”).

Litoniesu, Male: Aaigars, Aivars, Andrejs, Andris, Auseklis, Brencis, Eduards, Egils, Einars, Gunars, Guntis, Imants, Ingus, Ivars, Jānis, Jūris, Karlis, Krisjanis, Lūkass, Māris, Matiss, Mikelis, Modris, Pēteris, Raimonds, Reinis, Ringold, Sandis, Serejs, Talivaldis, Teodors, Valdis, Varis, Viesturs

Litoniesu, Female: Aija, Annika, Asta, Daina, Danūte, Dyemma, Elzbieta, Erene, Gundega, Ilona, Indra, Inese, Inta, Jelena, Laila, Laima, Līga, Līta, Lizina, Maija, Mara, Taska, Vaira, Zīta

Litoniesu Surnames: Albats, Alunans, Bauskenieks, Berzins, Bikerts, Bilmanis, Birkavs, Blagonadezdins, Bleidelis, Bresis, Dabolins, Darzins, Elsins, Endzelins, Ezergailis, Gailis, Gilis, Grinblats, Jansons, Jaunzems, Jelisejevs, Kaktins, Kalnberzins, Kaudzitis, Klavins, Kreitus, Laizans, Lodzins, Lurins, Maluhins, Medins, Nakums, Niedra, Ozolins, Pahars, Pauluks, Pedars, Plakans, Prusins, Purvitis, Rainis, Rimkus, Rubiks, Sakbartis, Seleckis, Skujans, Skulme, Streics, Tauninsat, Tebelis, Troickis, Ulmanis, Upmane, Vagris, Vetra, Zabers, Zalite

Lietuvan, Male: Aidas, Algirdas, Andrejus, Andris, Arturas, Baltrius, Bernadas, Dainius, Daumantas, Dzidorius, Erdvilas, Gediminas, Gintas, Gintautas, Henrikas, Jecis, Jūrgis, Kadaras, Keistutis, Laimonas, Marijus,

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Mikelis, Mindaugas, Olgierd, Petras, Povilas, Raimundas, Ringaudas, Tanas, Vaidotas, Vidmantas, Vytautas, Zenonas
Lietuvan, Female: Anele, Annika, Annze, Asta, Birūte, Elzbieta, Evalda, Gella, Ingrīda, Jūdyta, Jūliya, Kazimiera, Laima, Marcella, Marija, Ramūne, Rozele, Rozete, Sigita, Vīda, Viera

Lietuvan Surnames: Abrutis, Alksninis, Andraitis, Andriejauskas, Anelauskas, Bacanskas, Baltakis, Baranauskas, Berzins, Bieliauskas, Brazauskas, Cuplinksas, Daukantas, Degulis, Didgalvis, Drotvinas, Dukys, Eidziulis, Elsneris, Endriukaitis, Gaigalas, Gaizauskas, Gedgaudas, Gramauskus, Hiskauskas, Indriulaitis, Jakus, Jasaitis, Jonikas, Kalvaitis, Krasauskas, Kuris, Maciulis, Markauskas, Mazutis, Palmaitis, Pazeimys, Rakauskas, Rutkauskas, Sabaliauskas, Senkus, Songaila, Tarulis, Uleckis, Vaitekunas, Vidugiris, Wanagaitis, Zemaitis, Zievys, Zurauskas

Demihuman and Goblin

Names

Owing to the fact that most demihumans arrived in Littonia only recently, players may use names that would be in common use in the Known World. The Sarkans Goblins have been using Litoniesu given names for centuries. Surnames are taken from the clan name, which is descriptive (e.g., Muddy Water, Broken Blade, etc). Pixies and sprites may choose standard fey folk names.

Sarkans Goblins

Sarkans Goblins are wiry, quick and nimble. Centuries of contact with humans, and the trade that accompanied it, have allowed the goblins to diversify and improve their diets. As a result they are taller than most goblins, and live longer, healthier lives. Sarkans Goblins receive a -1 to Strength during character creation, but Dexterity is increased by 1, to a maximum of 18. They also have a -1 penalty when making attacks in sunlight, but this is rarely a serious issue given the rarity of sunny days in Littonia.

Due to human influence, the culture of the Sarkans Goblins is less brutal among their southern cousins, although it is still considered crude by most human standards. They are generally treated with disdain rather than open disgust and loathing. Reaction rolls with most Littonians are penalized by -1, more with foreigners.

Sarkans Goblins within Littonian society have access to the standard human classes save amber mage. Goblin fighters use a d6 hit die, and clerics use d5. Goblin characters who grew up on the plain are generally fighters (d6); although thieves, shamans, and wokani are possible choices, too.

Dislike of Giants and Their Kin

Given their history, it is hardly surprising that the Littonians have a strong dislike of giants. This antipathy extends to most other humanoid creatures ogre-sized or larger. Whenever a giant, giant-kin, or large humanoid is encountered, Littonian NPCs should make a reaction roll with a -3 penalty, even if the creature's intentions are peaceful, to determine their initial impressions. Littonian retainers (if any) will advise player characters to take a more confrontational stance against such creatures, and will not give them quarter in combat, unless ordered to do so.

When encountering a frost giant, a player character must make a Self Control Check (Wis) -5 or fly into a murderous rage. [At the referee's discretion, if the character is injured, the antipathy effect may instead be realized by hiding unseen.] In a raging state, the character must make a melee attack against the giant each round *if possible*, and all such attacks suffer a -2 penalty to hit due to the blinding anger. Successful attacks receive a damage bonus of +2 on top of any other bonuses, however. This mental state exists until the giant is defeated, or the character loses more than 75% of his or her hit points. The aforementioned optional rule is subject to some logical restrictions – a lone or injured character will not attack a frost

giant if the player does not wish to, as that would likely be suicidal unless the character was of very high level. Nevertheless, even if the character cannot engage the frost giant immediately, they will feel compelled to counter them in any way they can.

Afterwards, the character must rest for one full turn for each round spent in a maddened state. Littonian magic users will also enter such an enraged state, but will be inclined to direct their spells towards any frost giants first. These rules apply to Littonian retainers, too. It should be noted that it is possible for Littonians to befriend giants of “good” intent, but centuries of ingrained dislike must be overcome.

Social Status

d00	Social Standing	Starting Lats
01-05	Outcast	3d4x10
06-50	Struggling	3d4x10
51-80	Commoner	3d6x10
81-89	Gentry	2d10x10
90-99	Noble's Household	2d10x10
00	Noble (1d20)	
	1-19 Landless	4d6x10
	20 Landed	5d6x10

Fairy characters do not roll on this table. Lietuvans subtract 10, but a natural roll of 00 is kept. Foreign-descended residents of Littonia re-roll any result less than 51, while goblins must re-roll any result greater than 60. A person who is in the house of a noble is usually a family member (cousin or child), but it can also include a devoted servant. A character who rolls 00 is a young noble; the player must then roll 1d20 to determine whether or not they are landed. Landed noble characters are assumed to have recently inherited their title – and the problems that go with it, and must choose their ancestral seat – the DM can help if necessary.

A portion of most characters' starting lats are actually in the form of goods. Outcast or struggling characters have

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50% of their starting wealth in goods, while commoners have 25%. Those of gentry station or higher have all of their starting wealth in cash.

Those who are noble or hail from a noble household receive equipment of superior quality (add 10% to the value of each item, at the referee's discretion). Also at the referee's discretion, landed nobles may receive one magic item (weapons no greater than +1).

Starting Skills

A character's initial skills are influenced by their socioeconomic background. A number of suggested starting skills are provided below. Literacy is not assumed, and it must be purchased. Characters of Known World extraction choose skills appropriate for their own race and culture.

Noble: one of riding (horse), etiquette, hunting, or singing (*Dainas*)

Gentry: one professional skill (accountant, merchant, scribe, shipwright, etc.)

Urban Commoner: one craft skill (blacksmithing, candlemaking, carpentry, leatherworking, pottery, etc.)

Rural Commoner: two of cooking, hunting, labor (farming, fishing, logging, mining, etc.), nature lore (forest, hills, or plains), or survival (forest, hills, or plains)

Fighter: two of bravery, foraging, hunting, nature lore (forest, hills, or plains), riding (horse), grooming (horse), or an armor- or weapon-crafting skill

Thief: two of appraisal, deception, detect deception, persuasion, survival (forest, hills, or plains), or tracking

Cleric: honor (Immortal), history (Littonian), singing (*Dainas*)

Druid: area knowledge (Littonia), herbalism, nature lore (forest, hills, or plains)

Amber Mage: two of appraisal, area knowledge (Littonia), herbalism, history (Littonian), or nature lore (forest, hills, or plains)

New Skills

Singing (*Dainas*) (Charisma): A person with this skill is proficient in the art of singing Littonian *Dainas*, a unique form of sung poetry that delivers parables about life, history, faith, and values. Several thousand *Dainas* exist, but an individual's repertoire is limited to a number equal to 100 times the skill score. The margin of success (or failure) of a skill check determines the quality of the performance (often the delivery of 20-40 *Dainas*). Although many *Dainas* have religious overtones, they may be performed as entertainment. Appreciative commoners may provide gifts in the form of food or goods valued at one *sentims* times the margin of success. Nobles will award 1d4 *lats* times the margin of success. Performances at court can be particularly rewarding, with the performer receiving 2d6 *lats* times the margin of success.

Amber Appraisal (Wisdom): With this skill, the character can accurately appraise the quality of a piece of amber. In financial transactions limited to amber, both raw material and finished products, use this skill (see *Gaz 9 The Minrothad Guilds* and *Gaz 11 The Republic of Darokin*).

Amber Crafting (Dexterity): This is a craft skill specializing in carving, polishing, and otherwise working with amber. It is used to produce jewelry and trinkets. It cannot be employed to manufacture amber weapons or armor. One exception to this restriction is that arrow points and lance or spear tips can be made out of amber.

Amber Economics

Amber, fossilized tree resin, is an important part of the Littonian economy. Amber is somewhat larger than true gems of comparable standard value. Because of its prevalence, the base value of Littonian amber is 80gp on the local markets. On the foreign market, it is worth 100 to 115 gp.

Other Game Systems

Littonia is fully usable as a campaign setting for game systems other than OD&D. Guidelines for translation are as follows.

For First Edition AD&D, all of the standard classes are playable, though the paladin is exceedingly rare. The barbarian class from *Unearthed Arcana* is acceptable for people from the fringes of the kingdom, but the monk and cavalier classes, as well as psionics, are generally incompatible with Littonia.

Under Second Edition AD&D, the following kits are appropriate: barbarian, outlaw, peasant hero, wilderness warrior (mainly for *Lietuvans*), all thief kits (save buccaneer), all priest kits (save fighting-monk), peasant wizard, witch, explorer, giant killer, mountain man, seeker, and stalker. Giant killer and explorer are particularly popular kits for rangers who work the north country. Many local dwarves are axes for hire, while strong goblins often work as sellswords.

Good choices for a specialist wizard are Enchantment/Charm, Illusionist, and Alteration. Diviners are uncommon but not rare. Invokers, Abjurers, and Necromancers are rare or unknown.

For campaigns under 3.x, the sorcerer is found within the native population, and referees who do not wish to adopt the amber mage are recommended to use this class in its stead.

Half-orcs and gnomes are unknown in Littonia, regardless of edition. Any such characters would necessarily be of foreign import. The appropriateness of the various prestige and non-standard base classes are left at the discretion of the referee.

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Amber Magic

Littonia is magic-poor in the conventional sense. Most clerics are low to medium level, and wander throughout the countryside or tend to small congregations. There are few Littonian magic-users due in large part to lingering prejudices against spellcasting created by Alinor's involvement in Littonian affairs over a millennium ago – though the details are largely forgotten. Consequently, magic items are also quite rare. It would be wrong, however, to say that Littonia has no magic tradition whatsoever, for it is here – and nowhere else – that amber magic is practiced.

Many Littonians believe that the Immortals, in observing the tribulations of their people during the mostly forgotten dark ages, wept at their suffering. These tears turned into amber, which is considered to be a symbol of the kingdom, its people, and their long and often tumultuous history. The true story, however, is not nearly so grand.

The Rise of Amber Magic

Before the time of Namejs, the Littonians practiced a form of wild, primal magic – a gift of the land that was seen as the counterpart to the powers granted by the Immortals. It was often most dangerous to its wielders than those against whom it was directed. Concerned Immortals did not wish to grant more powers to their clerics – the fractiousness of Littonian society would ensure a violent response, in any case – and felt that the wild earth magic could not be trusted. Since they could not interfere directly, they instead sought a means to help the Littonians tame and direct their magic.

Knowing that amber was already significant to the Littonians as an item of beauty and status, they tied it, as the former lifeblood of the trees, to the wild magic of the earth itself. Soon afterwards, some mages discovered that amber, when properly attuned, could be used as a focus that allowed them to cast safely. Word spread, and amber magic was born.

Initially, amber mages wielded a great deal of influence in Littonia, advising clan chiefs and warlords, and carving out dominions for themselves. During the long campaign to drive out the frost giants, the mages played important roles in the many battles. The most powerful mages became a power unto themselves and, during the strife that followed the collapse of the first kingdom, turned their magic against their own people as a weapon of war.

After the last battles, the amber mages realized how dangerous their power could be, and how easily they could destroy the land itself. They formed an organization – the Conclave – to help police themselves. They swore never to seek power for purely personal gain, and to treat their magic – considered a gift of the Immortals – as a sacred trust. These beliefs formed the basis of the philosophy expressed by most amber mages to this day. Most hold themselves apart from Littonian society, existing as custodians of their power and, through it, the life of the land. They refuse to engage in warfare unless the very land itself is threatened. Naturally, this stance has brought them into conflict with the druids and a possibly jealous clergy. This mutual distrust has forced most amber mages to assume a semi-nomadic lifestyle, wandering extensively in a region, gathering information that might aid their colleagues and the people.

How It Works

Unlike conventional magic, which is used as a tool by the caster, amber magic is something the caster embraces. Some amber mages describe it as being swept away, much as a person rides a raging river. Specially attuned pieces of amber are used as conduits for the magical energies. The amount of magical energy that can be accessed and controlled depends on the caster level and the quality of amber being used.

For most spells, an amber mage must have one piece as a spell focus. This piece, attuned to the caster, is never consumed in spellcasting and acts as a

repository for the amber mage's spells. A focus should be at least 3 cm in weight and rest comfortably in the palm.

An important distinction between amber magic and conventional spellcasting is that the former does not rely on memorization. As long as an amber mage has their focus piece, they may access their spells anytime, and may cast their maximum allowable spells, per spell level, each day with no other restrictions upon spell selection. The drawback is that if the amber mage's spell focus is destroyed, or is more than ten feet per level away, they cannot cast any spells without a substitute focus.

The following table, based in part on information on gems from page 226 of the Rules Cyclopeda, outlines the relationship between the quality of the amber used as a focus and the maximum useable spell level.

Quality	Modifier*	Max. Level
Very Poor	1/8 normal	None
Poor	1/4 normal	None
Fairly Poor	1/2 normal	None
Average	1	1
Fairly	2x	3
Good		
Good	4x	6
Very Good	8x	9

*This refers to the modifier affecting the gem's price, as per the Rules Cyclopeda.

Just as amber magic is unique in terms of how spells are stored and cast, the way in which they are copied differs, too. When an amber mage wishes to share a spell – for example, a mentor providing a novice with his or her first spell – they hold the destination spell focus, and concentrate for one turn per level of the spell. Assuming the process is uninterrupted, the destination spell focus will have an exact copy of the original spell, which may be used by the recipient immediately if he or she has not cast all their spells that day.

When researching new spells, amber mages summon and manipulate magical energy through their spell foci, and the various elements (earth, water, air, fire,

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life, death) that constitute it, taking note of what happens when different proportions of each element are drawn upon. This research takes as much time, and costs just as much, as it does for magic users of equivalent level (i.e., research costs 1,000 *lats* per spell level, and takes one week plus one day per 1,000 *lats* spent). In addition, the DM must determine whether special components will be required, in which case the caster must purchase them or go on a quest to find them.

The percentage chance of success is

$$2 \times (\text{Int} + \text{caster level}) - 4 \times \text{spell level}$$

When making the roll, a result of 90-00 is always a failure. The caster must then start anew, but each subsequent attempt gains a bonus of +5%. If successful, the final spell will appear in the caster's spell focus.

Similar rules apply for the creation of magic items using amber magic – the player and DM must determine which spells will be used in the crafting of the item, and use their levels to complete the formula.

New Character Class Amber Mage

Amber mages constitute a variation upon the conventional magic-user and share the same level advancement, saving throws, hit dice, and armor restrictions. They differ in that they do not need to memorize their spells, they do not use spellbooks – their spells are contained in their spell focus – and they are allowed to use one-handed weapons up to 50cn in weight, staves, and spears. The relaxed weapon restrictions reflect the fact that the majority of an amber mage's time is spent wandering throughout Littonia. This is balanced against a weaker array of magic and the dependence on amber.

The amber mage accesses the wild magic of the land, channeling it through his or her body. This leads to an additional difference with the traditional magic-user. The prime requisite for the amber mage is Constitution; however

Amber Mage Spells

	<u>First Level</u>	<u>Second Level</u>	<u>Third Level</u>
1	<i>Amberglow</i>	<i>Amber Shield</i>	<i>Amber Dart</i>
2	<i>Attune</i>	Detect Invisible	<i>Amber Eye</i>
3	Detect Magic	<i>Find Direction</i>	<i>Amber Skin</i>
4	<i>Dream Dust</i>	<i>Healing Sap</i>	Dispell Magic
5	Hold Person*	Hold Animal*	<i>Draught of Truth</i>
6	<i>Mesmerize</i>	Invisibility	<i>Entrap</i>
7	Protection from Evil	Knock	Hallucinatory Terrain
8	<i>Read Spell Focus</i>	Resist Fire	Infravision
9	Resist Cold	<i>Vigor</i>	Phantasmal Force
1	Ventriloquism	Wizard Lock	Silence 15' radius
0			

	<u>Fourth Level</u>	<u>Fifth Level</u>	<u>Sixth Level</u>
1	<i>Amber Shield, 10' radius</i>	Contact Outer Plane	<i>Absorb</i>
2	<i>Amber Ward</i>	Dimension Door	<i>Animal Growth*</i>
3	Confusion	Dissolve*	Charm Plant
4	<i>Detect Amber</i>	<i>Mindlink</i>	Conjure Elemental
5	Fly	Passwall	Lower Water
6	Growth of Plants*	Polymorph Other	Move Earth
7	Polymorph Self	<i>Preserve</i>	<i>Sharpness</i>
8	Remove Curse*	<i>Scrystone</i>	<i>Summon Amber Golem</i>
9	<i>Source Shield</i>	<i>Shatter</i>	Teleport
1	Water Breathing	Telekinesis	Weather Control
0			

	<u>Seventh Level</u>	<u>Eighth Level</u>	<u>Ninth Level</u>
1	<i>Amber Bolt</i>	<i>Animate Amber Golem</i>	<i>Amber Stasis</i>
2	<i>Amber Wall</i>	Create Normal Monsters	Contingency
3	<i>Ambershape</i>	Force Field	<i>Create Amber</i>
4	Anti-Magic Shell	Magic Door*	Gate*
5	Feeblemind	Mind Barrier*	Immunity
6	Geas*	<i>Severe Source</i>	<i>Omniscience</i>
7	Lore	<i>Spell Capture</i>	Permanence
8	Projected Image	Summon Object	Polymorph Any Object
9	<i>Purify Amber*</i>	Teleport Any Object	Shapechange
1	Truesight	<i>Transmute Sap to Amber*</i>	<i>Touch Source</i>
0			

research and item creation are still governed by Intelligence.

Thus, an amber mage would be an appropriate class for someone who wishes to play a character who has access to some magic, but who can also defend themselves when necessary, and lend a hand in a pitched battle. Due to the different way in which spells are recorded and cast, magic users and amber

mages cannot learn from one another. With enough time and research magic-users might be able to duplicate the effects of certain spells (a spell level adjustment could be appropriate).

In the table above are the spells considered to be within the scope of amber magic. Those spells italicized are new and are described in the next section.

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Spell Descriptions

As the following spell descriptions will show, amber magic is generally not as showy, dramatic, or deadly as conventional magic might be, but at the same time it is tied to the land and the Littonian people. This spell list is by no means exhaustive; characters may research their own spells, and others may lie hidden in forgotten spell foci.

Amberglow

Level: 1

Range: 30 feet

Duration: 6 turns

Effect: Causes one piece of amber to give off light.

When cast on a piece of amber within sight, this spell causes it to glow as brightly as a lantern. The light is bright yellow, and produces no heat.

Attune

Level: 1

Range: 0 feet (caster only)

Duration: Permanent

Effect: Attunes one piece of amber to the caster.

With this spell, an amber mage may attune to his or her self any piece of amber, thus creating a spell focus. The effect can only be broken by damaging the amber, which erases any spells contained at the time. This spell is innate to all amber mages, requiring no spell focus to cast. There is no limit to how many pieces are attuned to a mage. Once *attuned*, a spell focus cannot be used by any other amber mage, unless its owner wills it.

Dream Dust

Level: 1

Range: 20 feet

Duration: 2d6 turns

Effect: Creates a cloud of dust that puts everyone in a 20' x 20' x 20' area to sleep.

Before casting this spell, the mage must crush a piece of amber of average quality or better into fine dust – this may be done beforehand. The caster blows the dust at a group of opponents, who must save vs.

Spells or fall asleep. The spell does not distinguish between friends or foe, but those put to sleep may be awakened as from a normal sleep.

Using amber of greater than average quality increases the spell's power (-1 to save per quality class over average).

Mesmerize

Level: 1

Range: 20 feet

Duration: as Charm Person

Effect: Charm one person, or issue one command.

When cast on a piece of amber of at least average quality, it acquires a mesmerizing sheen. When it is seen, the desired target must save vs. Spells or fall into a dazed state. The caster may instruct the dazed target to perform one simple task or to charm him. The preferred effect must be chosen before casting the spell.

A mesmerized target will perform an assigned task (e.g., retrieval or delivery of an item, providing information, etc.) at the earliest opportunity but afterwards will have no memory of doing so. Tasks that endanger the target break the spell.

A charmed target will believe that the caster is his or her best friend. The target will not harm or kill others for the caster. If the caster becomes separated from the imbued amber, the spell is broken. Mesmerize is otherwise identical to *charm person*.

Saving throws are penalized by one for every level of amber quality above average – for example, using amber of good quality imposes a -2 penalty.

Read Spell Focus

Level: 1

Range: 0 feet (caster only)

Duration: 6 turns

Effect: Allows the caster to read the spells contained in another spell focus.

When cast on a spell focus, the caster is able to identify and read every spell contained within it. An amber mage may not simply cast spells contained within the targeted spell focus. Those spells equal to or less than the caster's own

maximum spell level may be studied and copied into the caster's own focus – copying a spell takes one week of uninterrupted study per spell level, after which a halved Intelligence check must be rolled to determine success. If the check fails, the amber mage must start all over again. This spell is innate to all amber mages and requires no spell focus to cast.

Amber Shield

Level: 2

Range: 0 feet (caster only)

Duration: 3 turns + 1 turn/level of caster

Effect: Surrounds the caster with a shield of protective energy.

This spell creates a translucent, dark yellow dome of magical energy over the caster. The shield moves with the caster, provides a bonus of +1 to all saving throws, and lowers his or her armor class to 3 while in effect. Only the caster's spell focus is required.

Find Direction

Level: 2

Range: 60 feet

Duration: 6 turns + 1 turn/level of caster

Effect: Turns a piece of amber into a compass.

When cast on a piece of amber of at least average quality, this spell allows anyone holding it to ask to be directed to a specific location, person, or thing. As long as the spell lasts, the amber will tug whoever holds it in the right direction, even if the target is moving.

Healing Sap

Level: 2

Range: 0 feet (touch)

Duration: Permanent

Effect: Turns a piece of amber into healing sap.

If cast on amber of at least average quality, this spell will transform it into warm sap, which may be applied to any injury. If this is done, it can restore hit points to one person. A person's hit point total cannot be increased above the original amount. The amount of healing received depends on the quality of the

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amber used. Regardless of quality, the amber used in this spell is consumed.

Quality	Points Restored
Average	1d3
Fairly Good	1d4
Good	1d6
Very Good	1d6+2

Vigor

Level: 2

Range: Touch

Duration: 6 rounds

Effect: Gives spell recipient added battle prowess.

With this spell, the caster may enhance any one person's fighting skills for up to six rounds by touching them. While the spell is in effect, a bonus of +2 is added to all attack rolls, and a bonus of +1 is added to all damage rolls. These are added *after* all other applicable bonuses. If weapon mastery is used, attempts to parry, deflect, and disarm opponents also receive a +1 bonus.

Amber Dart

Level: 3

Range: 30 feet + 5 feet per caster level

Duration: One round

Effect: Creates a dart of magical energy

This spell creates a yellow bolt of magical energy that inflicts 1d6+1 points of damage against one opponent. In contrast to its conventional counterpart, *magic missile*, additional darts are only gained at the rate of one extra dart for every 3 levels beyond 5th – thus two darts at 8th, three at 11th, etc. If targeted against an opponent's spell focus, the amber will shatter unless a successful saving throw vs. Death Ray is made. All spells contained within a shattered focus are lost.

Amber Eye

Level: 3

Range: 120 feet + 10 feet/level of caster

Duration: 6 turns

Effect: Enchants a piece of amber to act as a scrying device.

When cast on a piece of amber, this spell turns it into a device that grants the

caster a wall-eyed view of everything within 20 feet of amber. Viewing is subject to line of sight – and may be blocked by covering – but the caster may be at a safely removed distance and need not be in direct line of sight of the amber.

Amber Skin

Level: 3

Range: 0 feet (caster only)

Duration: 6 turns

Effect: Turns the caster's skin to amber.

With a piece of amber (fairly good or better), this spell thickens and yellows the caster's skin, giving it a texture not unlike amber. While in this state, the caster's armor class is improved, and some measure of resistance to spells is obtained – the DM should roll percentile dice to determine whether any spell cast at the amber mage fails. The table below summarizes the benefits, depending on the quality of amber used.

Quality	AC	Spell Resistance
Fairly Good	3	5%
Good	1	10%
Very Good	-1	20%

Such spell resistance also applies to beneficial magic, such as healing.

Draught of Truth

Level: 3

Range: 20 feet

Duration: Special

Effect: Turns a drink into truth serum

This spell is cast on a piece of amber, which is then dropped into a drink, into which it dissolves. The imbiber must save vs. Spells (the drink must be at least 1 cup volume). The caster may compel anyone who fails their save to answer questions. The number of questions that may be asked depends on the quality of the amber used – any piece of average quality or less will allow the caster to ask three questions, with an additional question granted for each level of quality above average (e.g. six questions if a very good piece is used).

Entrap

Level: 3

Range: 30 feet + 5 feet per caster level

Duration: Special

Effect: Coats an area with sticky resin that impedes movement.

This spell allows the caster to transform a piece of amber into a ball of resin that may be thrown at an opponent or an area (treat an area as AC 15). If the target is struck under a normal to hit roll, the resin spreads over the victim or area. Amber quality determines duration, Hit Dice affected, and area of effect (see table below). Anyone hit by the resin will be assumed to be coated with the substance, and thereafter unable to move freely. Spells such as *dispel magic* and *free person* may be used to free anyone trapped by this spell.

The amber piece is consumed by the spell.

Amber Quality	Area (ft ²)	HD	Duration (in rds)
VP	2 x 2	1d2	1d4
P	5 x 5	1d4	1d6
FP	10 x 10	1d6	2d4
A	20 x 20	2d4	2d6
FG	30 x 30	3d4	3d4
G	40 x 40	3d6	4d6
VG	50 x 50	4d6	5d6

Amber Shield, 10' radius

Level: 4

Range: 10 feet

Duration: 3 turns + 1 turn/level of caster

Effect: Surrounds an area 10' around the caster with a shield of protective energy.

This spell functions in an identical manner to *amber shield*, except that it covers a ten foot radius around the caster. While the spell is in effect, people may enter and leave the protected area at will. Due to the more powerful nature of this spell, the caster must sacrifice a piece of amber of at least fairly good quality to cast this spell; otherwise it will only protect the caster, as per the 2nd level version of the spell.

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Amber Ward

Level: 4

Range: 0 feet (caster only)

Duration: Special

Effect: Creates a warded area measuring 20 feet x 20 feet x 10 feet.

When cast on *four* pieces of amber of identical quality, which are then placed at the four cardinal points, this spell creates a warded area which may not be *scryed*, or entered by those of hostile intent. While the ward is active, those protected by it are immune to physical and magical attacks from without – the latter are grounded harmlessly into the earth.

Quality	HD repulsed	Duration
Very Poor	2 HD	1 hour
Poor	4 HD	2 hours
Fairly Poor	6 HD	3 hours
Average	8 HD	8 hours
Fairly Good	10 HD	1 day
Good	14 HD	2 days
Very Good	18 HD	3 days

It should be noted that the number of hit dice the ward can repulse constitutes the total number of opponent hit dice massed against it *in a given combat round*. Thus, if an enemy force obtains reinforcements, some of them may get through. If a varied group of attackers assaults the warded area, the ward will block opponents with the most Hit Dice first. Treat creatures with a hit point bonus as HD greater (thus a 3+1 HD bugbear is counted as 4 HD). If the creature is immune to weapons of strength +X, add the immunity strength to the hit dice total.

Detect Amber

Level: 4

Range: 60'

Duration: 1 turn/level of caster

Effect: Detects the presence of amber

This spell attunes the caster to the presence of amber within range. The caster will have a vague sense of the quantity and quality of the amber, as well as its general location.

Source Shield

Level: 4

Range: 0 feet (caster's focus only)

Duration: 6 turns

Effect: Protects an amber mage's spell focus.

This spell protects the caster's spell focus from physical and magical attacks. While it is in effect, the spell focus is immune to crushing and falling damage. Magical attacks directed at the focus will fail if its owner makes a successful save vs. Spells. The quality of the spell focus can dramatically increase its resistance to magical attack – for every level of quality above average, the focus gains a +2 bonus to any saving throw (e.g., a spell focus of very good quality would have a +6 bonus).

Mindlink

Level: 5

Range: ½ mile per 3 levels of caster

Duration: 1 hour/level of caster

Effect: Allows the caster and one other person to link their minds

This spell is cast on a piece of amber of at least average quality, which is then given to another person. For the duration of the spell, the amber allows the caster and holder to see what the other sees, hear what they hear, and read the other's surface thoughts. As this is not full telepathy, only simple messages and impressions can be shared. If the holder loses the amber the connection is temporarily broken, but it can be regained if the piece is recovered before the spell expires. The piece of amber dissolves at the end of the spell.

Preserve

Level: 5

Range: 0 feet (touch)

Duration: Permanent

Effect: Preserves one item in amber

This spell allows the amber mage to soften a piece of amber to the consistency of putty. A small, nonliving object can then be placed inside it for protection. Once the caster is satisfied, the spell ends, and the amber becomes solid once more. Encased objects are considered unbreakable, and will be preserved from the ravages of time. Mundane means of removing the object may be attempted, but they are likely to damage it. The caster may remove the object safely any time by recasting the spell on the amber.

Scrystone

Level: 5

Range: 10 feet

Duration: 1 turn

Effect: Turns one piece of amber into a scrying device.

This spell allows the caster to turn any piece of amber into a scrying device as per a *crystal ball*. For the spell's duration, the caster may view any place, person, or object – anywhere in the world – as it is currently. The more familiar the caster is with scryed object, the clearer the image will be. Spells cannot be cast through the *scrystone*.

Shatter

Level: 5

Range: 0 feet (caster's focus only)

Duration: 1 round

Effect: Allows caster to create a powerful wave of magical energy with a radius of 10 feet per level

This spell is frequently used by amber mages when facing overwhelming odds. After casting, the mage's spell focus becomes brittle. Once the brittle focus is crushed, every spell contained within it, whether or not it has already been cast that day, is released in a wave of wild magic. Everyone within the area of effect receives 1d12 points of damage per spell level of the highest spell contained within the focus. Everyone within the

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area of effect may make a saving throw vs. Death Ray to halve the damage received. The caster does not receive any damage.

Unless a spare spell focus is at hand, the caster will be unable to use further spells until a new focus is *attuned*.

Absorb

Level: 6

Range: 120 feet

Duration: Permanent until spell is absorbed

Effect: Absorbs one spell into a piece of amber

This spell enables a piece of amber to capture and absorb one spell, of any type, cast by another spellcaster within range. The absorption takes place instantaneously, and the captured magic is grounded harmlessly into the earth. The spell may be cast in advance. If two pieces of *absorbing* amber are brought within 120 feet of each other, they will cancel one another.

The amber may only absorb spells of levels within the casters range; i.e. an amber mage capable of casting 5th level spells may produce amber that absorbs spells up to 5th level.

There is a quality-dependent chance that the amber will disintegrate after the spell is absorbed – the DM should roll d00 and consult the following table. The amber loses its enchantment after absorbing a spell.

Quality	Survival (%)
Very Poor	5%
Poor	10%
Fairly Poor	15%
Average	30%
Fairly	50%
Good	70%
Very Good	80%

Animal Growth*

Level: 6

Range: 60 feet

Duration: 6 turns

Effect: Increases the size of one animal

This spell requires the consumption of

a piece of amber of at least good quality. The spell causes one animal to grow many times its original size, possibly to gigantic proportions (in contrast to the third level clerical spell *growth of animals*).

The allowable creature sizes are Small, Medium, and Large, as per the standard rules. The modifier listed under “Growth” is the number of size classes that a creature can grow. Using very good amber, the caster can make a target creature grow up to two sizes larger – a small creature could become large. (Note: a medium-sized creature can only be raised one class).

Quality	Growth	Modifier
Good	+1	-2/+4/+4
V. Good	+2	-4/+8/+8

The final column indicates how much the creature’s Armor Class, Hit Dice, and damage rolls improve as a result of the transformation. Thus, a small creature with an Armor Class of 9, 1 Hit Die, and capable of inflicting 1d2 damage, if transformed into a large monster, would have an Armor Class of 5, 9 Hit Dice, and would inflict 1d2+8 damage per hit.

The reverse of this spell, *shrink animal*, works in an identical manner, except that Armor Class, Hit Dice, and damage inflicted are worsened by the amounts listed above. This spell may only be cast on creatures of animal intelligence or less.

Sharpness

Level: 6

Range: 20 feet

Duration: 6 turns

Effect: Enchants one weapon

This spell produces a faint, deep yellow aura around one weapon chosen by the caster. While in effect, the spell grants the weapon an additional +2 to hit and damage, on top of any other bonuses. If the caster is using a spell focus of very good quality to cast this spell, the bonus increases to +4 to hit and damage.

Summon Amber Golem

Level: 6

Range: 1 mile

Duration: Until task is accomplished or creature is slain

Effect: Summons one amber golem

This spell summons an amber golem to perform one task for the caster, regardless of the time, distance, or nature of the task involved. If within range, a golem will appear within 1d6 hours of casting. A summoned golem cannot be dismissed, and the term of service lasts until the task is accomplished or the golem is destroyed.

Amber Bolt

Level: 7

Range: 240 feet

Duration: One round

Effect: One powerful magical bolt

By sacrificing a piece of amber in the casting of this spell, the caster may throw a powerful bolt of magical energy at a single opponent within range. The bolt inflicts 1d6 damage per level of caster, up to 20d6. The victim may save against Death Ray for half damage. The saving throw is modified according to amber quality.

Quality	Save Modifier
Very Poor	+4
Poor	+2
Fairly Poor	+1
Average	+0
Fairly	-1
Good	-2
Very Good	-4

Amber Wall

Level: 7

Range: 60 feet

Duration: Special

Effect: Creates 300 cubic feet of amber

This spell creates a vertical wall of amber one foot thick in a previously unoccupied space. The dimensions are determined by the caster, but the total area must be 300 square feet or less (e.g., 10’ x 30’, 60’ x 5’, etc.) The entire wall must also be within 60 feet of the caster.

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The wall can only be created on a solid surface.

The wall lasts until dispelled or physically broken. Treat the wall as having AC 2 and 300 hit points. Any single attack doing more than 75 points of damage will create a breach, after which the wall will dissolve in one turn.

Ambershape

Level: 7

Range: Touch

Duration: Permanent

Effect: Allows the caster to shape a piece of amber

This spell allows the caster to alter the shape of an existing piece of amber, up to one cubic foot, as though molding clay. The caster may take up to two hours to shape the amber until the spell expires, after which it solidifies again – for complex shapes, additional treatments of *ambershape* may be required. The DM should determine the length of time required for any design at the time of first casting.

Ambershape can seamlessly join together two separate pieces of amber without weakness. The smaller of the two pieces must be no greater than one cubic foot in size. Additional ambershape treatments are necessary if the caster wishes to further alter any part of the joined piece.

This spell is particularly useful for crafting rings, containers, small weapons and other items, many of which are later enchanted with other spells. It may also be used in the assembly of amber golems (e.g., the caster may use the spell to shape a hand, and then cast it again to join it to an arm).

Purify Amber*

Level: 7

Range: Touch

Duration: Permanent

Effect: Improves the quality of one piece of amber

This spell allows the caster to improve one held piece of amber by one quality category, up to the quality of the spell focus. Any enchantments placed on the

amber will be dispelled, due to the fact that the structure of the piece has been altered. The quality of the caster's spell focus may *not* be improved in this manner. The target amber must be able to rest comfortably in one hand (generally about ten pounds).

If a piece of amber of very good quality is purified by this spell using a very good focus, the target amber becomes a "life stone", capable of facilitating the animation of an amber golem. In all other respects it is unchanged, however. The life stone must be very large in size (see Rules Cyclopedia, p. 226).

The reversed version of this spell, *degrade amber*, likewise will reduce the quality of a piece of amber by one level. The reversed version of this spell cannot be used to kill an amber golem by degrading its life stone, since the piece would have to be held by the caster.

Ambershaped weapons have encumbrances and damage equivalent to standard equipment. Optionally, such weapons may be treated as "magical" without any bonus in combat.

Animate Amber Golem

Level: 8

Range: Touch

Duration: Permanent

Effect: Allows caster to animate an amber golem

With this spell, the caster animates a fully-formed amber golem. A number of conditions must be satisfied for the spell to succeed.

At least 1,000 pounds (10,000 cn) of amber, all of which must be of the same quality, must be used in the construction of the golem.

A "life stone" – the motive force of the golem itself – of the highest quality of amber must be inserted prior to casting this spell.

All desired enchantments must be in place, and the golem must be in the desired shape (see *ambershape*). While standard amber golems are often shaped like lions, most Littonian golems are man- or bear-shaped. In lieu of two clawing and one biting attacks, they have

two punches or swats, and one crushing attack.

If all of these requirements have been met, the spell may be cast on the golem, after which it becomes fully functional and obeys the commands of the animating caster. Different quality amber produces golems of different strength. Using average quality amber will create a golem whose statistics match those in the official monster description. Consult the table below to determine Armor Class, Hit Dice, and damage for the particular golem.

Statistics not listed below, such as Movement, Morale, and Treasure Type, are identical to those for the "default" amber golem.

Qual.	AC	HD	Swat	
			(x2)	Crush
VP	9	2*	1d4	2d4
P	8	4*	1d6	2d6
FP	7	8*	2d4	2d8
A	6	10*	2d6	2d10
FG	5	12*	2d8	2d12
G	4	14*	2d10	3d10
VG	3	16*	2d12	3d12

Sever Source

Level: 8

Range: 30 feet + 10 feet per caster level

Duration: 1 turn/level of caster

Effect: Severs a target spellcaster from their magic

This spell unleashes a burst of magical energy that attacks an arcane spellcaster's connection to his or her magic, cutting them off from it for the duration of the spell. Any spell being cast by the target spellcaster at the time is ruined, but spells already in effect continue until their natural expiration.

The victim is permitted a saving throw vs. Spells to resist the attack. If the save is successful, the spell must be cast again if the caster wishes to make another attack. Targeted amber mages may receive a bonus to the saving throw based upon their focus quality.

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Quality	Save Modifier
Average	0
Fairly Good	+1
Good	+2
Very Good	+4

In addition, if they are of higher level than the attacking caster, target amber mages receive an additional +1 bonus to their saving throw for every three levels of seniority they possess, up to a maximum of +6. Likewise, there is a penalty of -1 for every three levels of seniority the caster possesses over the target mage, up to a maximum of -6.

This spell may also be directed at magic users, who must make a saving throw vs. Spells, as above, to retain access to their spells. However, due to the differences between amber and conventional magic, magic users automatically receive a +2 bonus to their saving throw, plus an additional +1 for every two levels of seniority, up to a maximum of +9. If the attacking amber mage is of higher level than the magic user, the latter's saving throw receives a penalty of -1 for every two levels' difference, up to a maximum of -9.

Regardless of the bonuses that might be applied, a natural roll of 1 or 2 is always a failure.

Spell Capture

Level: 8

Range: 120 feet

Duration: Special

Effect: Allows caster to reflect a spell

This spell allows the amber mage to intercept any spell cast within 120 feet and subsequently redirect it in another direction. The spell is cast on the spell focus before combat; lasting for one round per level of the caster until it intercepts a spell, after which a spell may be held for one round per caster level. The captured spell may be released at any time during that period. If the spell is not discharged within that period, there is a cumulative 5% chance per overage round that it will ruin the spell focus.

When reflected back, the caster may

send it back to the original caster or in any other direction. The range, damage, and effect of the spell are unchanged.

Transmute Sap to Amber*

Level: 8

Range: 60 feet

Duration: Permanent

Effect: Transmutes sap into amber

This spell can transform up to one cup (roughly 0.25 liters), per level of caster, of tree sap into 0.5 pounds (roughly 0.22 kilograms, or 5 cn.) of average quality amber. The transformation is permanent, and cannot be dispelled.

The reversed version of this spell, *transmute amber to sap*, does the reverse, although the quality of the amber has no bearing on the tree sap produced.

Amber Stasis

Level: 9

Range: Touch

Duration: Special

Effect: Places person or animal touched into stasis

This spell requires six pieces of amber of very good quality. The caster touches the spell's intended target, who is then encased in a fine amber mist in one round. The target then enters a state of suspended animation until the spell is either dispelled by an amber mage of equal or higher level, a predetermined period of time elapses, or a set of conditions is met. For the latter two options to be possible, the caster must state clearly during casting how long the target is to be in stasis, or what conditions must be satisfied for release. The DM should pay close attention to how these conditions are worded, as the spell will interpret them literally.

While in stasis, the target does not age, suffer illness or injury, or otherwise deteriorate. Likewise, they are immune to all mental attacks, and cannot be *scryed*. A creature in stasis cannot receive magical healing until they emerge from stasis.

The intended target of the spell may try to resist it by making a successful saving throw vs. Spells.

Create Amber

Level: 9

Range: 0 feet (caster only)

Duration: Permanent

Effect: Creates a quantity of amber

This spell allows the caster to tap into the life force of the land itself, and extract a small measure of it for the purposes of creating amber. Because the caster is playing with the laws of nature by fashioning amber in this manner – rather than transmuting sap into amber, or collecting it – a portion of his or her life force must be sacrificed in return for the spell to succeed.

Quality	Quantity	Sacrifice
Very Poor	0.5 cn. or less	10%
Poor	0.6-1 cn.	20%
Fairly Poor	2-5 cn.	30%
Average	6-8 cn.	35%
Fairly Good	9-10 cn.	40%
Good	11-15 cn.	45%
Very Good	16-20 cn.	50%

To calculate the total sacrifice, determine the desired quality and quantity of the amber and consult the table above. The percentages sacrificed are cumulative and are based upon the caster's *maximum*, uninjured hit point total. For example, a caster with 60 hit points wishing to create one pound (10 cn.) of average quality amber must sacrifice 40% + 35% = 75% of his or her maximum hit points, or 45hp. If the caster's total sacrifice equals 100%, the casting of this spell will leave a fully healthy caster with one hit point.

The sacrifice is paid by the caster before the amber comes into being. Death can result from this sacrifice if the caster is already injured. In the above example, if the caster had already suffered 20 points of damage, he would die as result of producing the amber.

Hit points lost in this way cannot be healed magically; the caster must rest. In addition, the caster will be unable to cast any spells until fully healed.

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Omniscience

Level: 9

Range: 1 mile

Duration: Concentration

Effect: Allows caster to be aware of everything within one mile

The caster becomes aware of every sentient creature within one mile. As long as he or she concentrates, the caster may view them as though floating high above – much as a person might watch an anthill. By concentrating on a particular person, the caster may see and hear what the person does. The caster may freely switch to another person or the larger view almost instantaneously.

While concentrating, the caster is unable to do anything else. Any successful attack – even a hard shove – is sufficient to break the caster's concentration and terminate the spell.

Touch Source

Level: 9

Range: 0 feet (caster only)

Duration: Special

Effect: Allows the caster to tap directly into the magic of the land

With this spell, the caster can access the wild magic of northern Norwold. After doing so, he or she is connected to it directly, without the aid or protection of a spell focus. Using wild magic is one way in which amber mages can create their own spells, augment those already known, create magic items, and conduct research. Doing so can save great amounts of time, but it is extremely dangerous, as the mage is handling the very essence of the earth itself, which is unpredictable.

Once cast, the spell remains in effect until the amber mage casts another spell, seeks to craft a magic item, or performs any other work using magic. The wild magic is then applied to the next task.

Given the chaotic nature of wild magic, success is by no means guaranteed. After the caster determines how he or she wishes to use wild magic, the referee should roll against the following table. Based on the declared task, the referee may apply modifiers to the roll.

d100	Result
01-35	Death
36-55	Burnout
56-85	Failure
86-95	Unanticipated effect
96-00	Success

Death: The caster is overwhelmed by the wild magic and dies instantly, but may be resurrected.

Burnout: The caster survives, but the talent to access magic is burned out of the mage's system. Player characters may retrain as another character class, or they may undertake a quest, or use a *wish*, to regain their powers.

Failure: The attempt fails, but the caster suffers no damage. He or she may try again later. At the referee's discretion, there is a 50% chance that the caster's spell focus is ruined.

Unanticipated effect: The caster does not fail, but the result is not what he or she expected – the referee decides what happens. Examples include spells or magic items that do the opposite of what was intended, are double or half the power, etc.

Success: The caster succeeds at whatever he or she intended to do.

It is possible that more than one roll may need to be made, depending on what the caster wishes to do. For example, if the caster wishes to create a magic sword with extra powers, the DM may rule that one check is required to see if the sword acquires the bonus to hit and damage, and then another check – or several – for the additional powers.

If the caster has high Intelligence, the chance of success is slightly greater. For each point of Intelligence above 13, add 5 to the roll, for a maximum bonus of 25. The referee may also impose penalties if he or she determines that the caster's stated intention would be exceedingly difficult to accomplish.



WHAT PEOPLE SAY ABOUT LITTONIA

*“All year round I gathered songs,
Waiting for Midsummer Night,
Midsummer Night is here at last,
It's time to sing all the songs.”*

(A popular *daina* sung during the festival of *Jāni*)

A Minrothaddan trader to his young apprentice

“I hope you got your feet wet in Gaudavpils, my lad, because where we'll be heading, that port town will seem as cosmopolitan as Thyatis! Don't get me wrong, the Littonians – and I mean the ones living out in the country – aren't a bunch of savages dressed in animal skins who dance around bonfires – well, that last bit is sort of true, I suppose – but what you need to know is that they're a cautious, plain spoken bunch. They'll be slow to warm up to you because you're not one of them, but they'll be polite. When they get to know you, they'll be blunt with you, and they'll expect the same thing in return. That's especially true for the Lietuvans, who live further to the north.

“But once you do gain their trust, you can be sure they've got your back. That's a good thing to know up here.”

Daryn Tremaine, Darokinian adventurer, speaking to travelers at an inn in Thyatis

“Littonia? I've been up there three times, thanks to a merchant who didn't trust his Minrothaddan partners up there. He paid me a hefty sum, up front, to go there and secure some choice pieces for him.

“So I made my way to the northern regions, where most of the amber is found, and hired a young lass – Annze, I think her name was – to act as guide. She didn't have more than a few words of Thyatian, but she did her job well enough. So there we were, walking through a dark wood at nightfall. It was getting chilly, and I thought I'd chop down a tree for some firewood. I'd only managed to hit the tree once when the girl grabs the axe from my hand, eyes bigger than plates, and starts shouting at me about how I was killing a dead man's tree or something like that. I thought she was crazy, but she kept going on about it.

“Then I heard this noise, like breaking branches, behind me. I turned around, and I kid you not, there was a glowing skeleton with nasty claws scuttling towards me! Chilled me to the core! The girl started to run, pulling my sleeve with greater strength than I thought she had, and I tried to take a swing at it – the *sword passed through it like it wasn't there!* Now I was scared, and started to run away, too, and the thing raked me in the back. But we ran, I tell you.

“That thing chased us for a few hours before it turned back, and after that I wouldn't go near a tree!”

Daelrin Meditor, elvish scholar, speaks to a recently-arrived cousin in Gaudavpils

“It is interesting that you should ask about the qualities of the people of Littonia, for, although you have no doubt seen much by now, these rustic folk have more depth than one would think.

“It is true that Littonia is not as steeped in magic as Alpathia, Thyatis, or even our beloved Minrothad; but it would be wrong to say that it is naught but a land of illiterate hunters and farmers. The people here practice a magic that is primal, very close to the land – perhaps much like our own magic in the early days. I have not learned too much, for its practitioners tend to keep to themselves, but what I have learned is that they commune with the magic in the very soil itself, through stones. The things that I have heard they can do are astounding.”

Jānis Bugeye, goblin hauler, speaking to his friends one night at a pub

“You know, I just don't get it. After all this time, those *dzidorakh* humans still don't give us any respect. We keep our homes clean, we're quiet, we even do the jobs they don't want to do, and yet they look at us the same way as those perfumed foreigners look at them.

“I know what you're thinking – pass me more of that *Balzams* – that the Litoniesu are treating us like garbage because the Thadders like them, because they're human and we're not. Well you're wrong; the foreigners think we're *all* a bunch of stupid bumpkins, and they're only acting nice because we have things they want. Once they get it, they'll drop their masks and treat the Litoniesu the way they're treating us! And then the strawheads'll see what the other end of the stick is like.

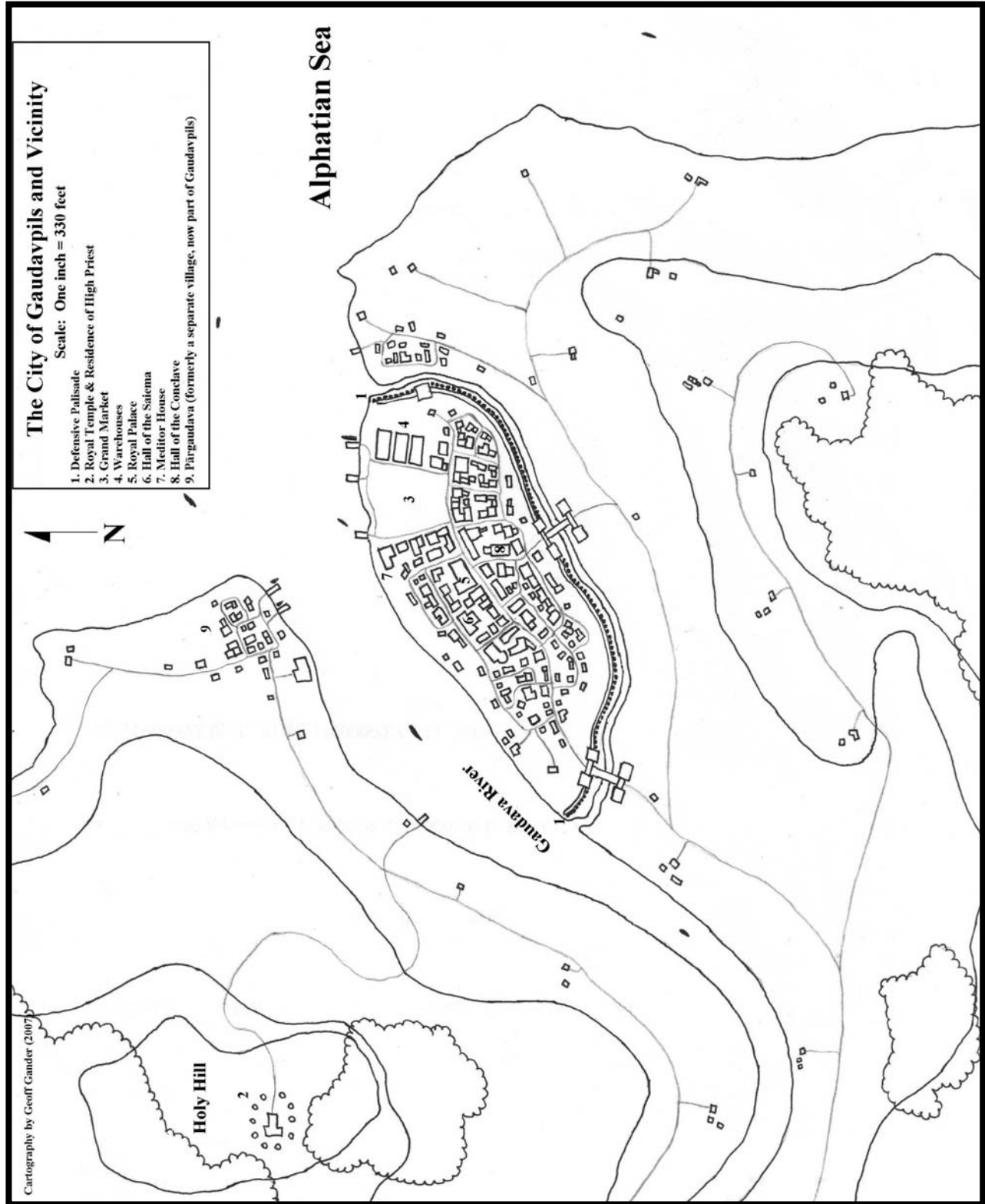
“Maybe those guys from the Amber Brotherhood I met are right, that we really should get rid of these foreign influences.”

Tarn Oakleaf, Druid Representative to Alpha, speaking to his liege, King Ericall

“The Littonians are a good people, your highness. I know they have rebuffed your call to join the Kingdom of Norwold, but they are an ancient people for whom you are but the latest would-be Alpathian lord. Look to the symbiosis so prevalent in life – the way the fungi aids the tree and the predator's remains return to the soil. There is your path in dealing with the Littonians. But you must be quick, else they shall fall in with the Thyatians.”

“It is their amber mages with which I am most concerned. They traffic in the very life of the land, threatening the balance by tapping into that which they do not understand. It would be best if they learned that this is the province of the druids.

THE CAPITAL OF LITTONIA, GAUDAVPILS



VAULTS OF PANDIUS

The Kingdom of Littonia

An Unofficial Game Accessory

“To arms! To arms! The giants are coming from the north!” cried the runner. The frost giants of Frosthaven had set forth on their annual raid and returned to the eastern shore. A malicious smile marred the face of Gintautas the Miller.

The Lietuvan turned to his son. “Fetch my sword, Tanas, for today the wrath of Namejs shall be replayed.”

This is the sixth installment in a series of unofficial Gazetteer gaming aids for enthusiasts of the world of Mystara. This work covers the Kingdom of Littonia, a remote nation on Norwold’s frigid coast. It is a place where the twin populations, Litoniesu and Lietuvan, are united by a common history against the frost giants and other foes – and sometimes little else.

“The Kingdom of Littonia” provides descriptions of the history, geography, society, and personalities of a nation at a crossroads. King Uldis VI and his people must choose their path as the great empires again turn to Norwold, as does an ancient, unknown evil.

This product contains both a Referee and a Player Manual. It also provides guidelines for playing amber mages – a class that taps into the strange energy that infuses the land.