

MYSTARA

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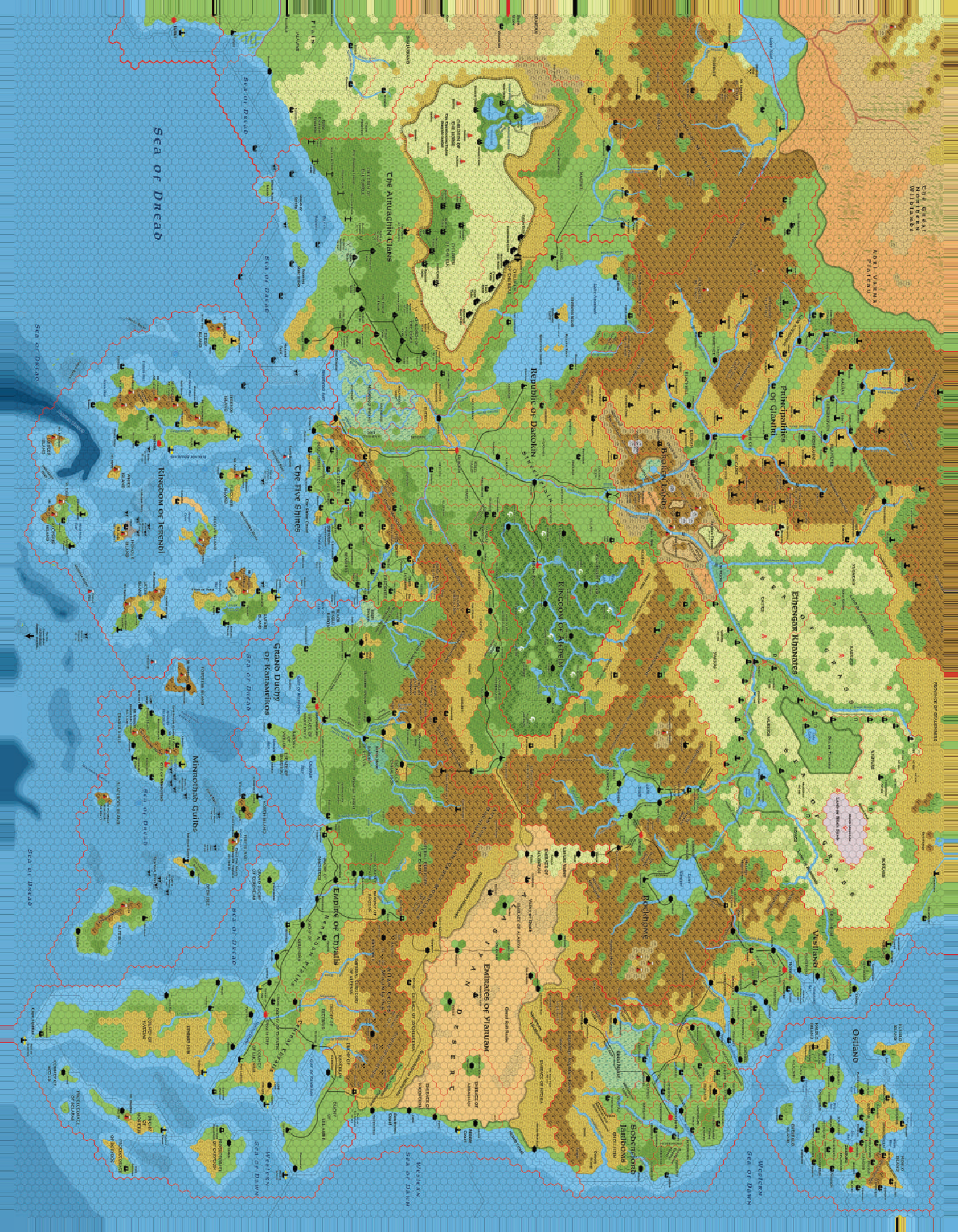
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Places and Times

Timeline

5000 BC: (Before Crowning): Elven nation of Evergrun is formed in the far south of the continent of Davania.

4500 BC: First appearances of humanoids, the beastmen that would later become the orcs and other humanoids.

4000 BC: Nation of Blackmoor rises due to the discovery of potent and unprecedented magics.

3850 BC: To the south of Blackmoor, the Oltec civilization begins to emerge.

3500 BC: Blackmoor begins trading with the elves and wages war with the beastmen. The Oltec nation undergoes a civil war and schisms, with the Azcan people separating.

3200 BC: Blackmoor drives the beastmen north into the frozen wastes of Hyborea.

3000 BC: A technomagic device in Blackmoor explodes in an event known as the Great Rain of Fire. The planet shifts on its axis from the explosion. Refugees of all races flee the devastation. Of the great nation of Blackmoor, nothing remains.

3000 BC-2500 BC: Planet is in turmoil as ice caps recede, and formerly temperate areas freeze. Large portions of the Oltec and Azcan cultures mysteriously disappear.

2900 BC: First appearances of gnomes in what would become Rockhome.

2800 BC: Elven refugees are split over the role of magic in their society. Ilsundal the Wise leads separatist elves on a trek to what is now Alfheim. Remnants of the Oltec and Azcan peoples settle in Atruaghin.

2500 BC: As the ice sheets melt, dwarves settle in the area that will become the Northern Reaches.

2400 BC: Hyborea begins to thaw. The beastmen migrate to the ruins of Blackmoor, where they start evolving into recognizable species. A volcanic eruption destroys the elves that did not migrate south.

2300 BC: Elven migration begins to split apart, and various groups settle in different places around the Known World, the Shadow Elves go underground.

2200 BC: Elves from the southern continent arrive in Glantri.

2100 BC: Meditor and Verdier elven clans settle in Traldar lands, now modern-day Karamaikos.

2000 BC: Beastmen have evolved into modern-day humanoids. The Ethengar tribes reach the steppes they inhabit today. The nation of Nithia founded. Northern Reaches settled by humans.

1800 BC: Dwarves are dying out. The Immortal Kagyar makes the survivors resistant to magic but cuts them off from arcane magic. Dwarves left unchanged become the mad Modrigswerg. In what is now Alfheim, Ilsundal creates the first Tree of Life and becomes immortal.

1750 BC: Nithia flourishes, rapidly mastering iron working and becoming the dominant nation in the area.

1725 BC: Orc King Loark raises a vast horde and rampages south into the Northern Reaches in search of the mystical Blue Knife he saw in his dreams.

1720 BC: Goblin king Akilla-Khan conquers the Ethengar steppes.

1711: Akilla-Khan joins forces with King Loark. Together they enslave the primitive Ethengar people.

1709 BC: Akilla-Khan betrays King Loark in exchange for his kingdom west of the Dol-Anur River. Loark's hordes separate and settle across the known world.

1700 BC: Elves in Glantri find a powerful device from the lost Blackmoor civilization. When they examine the device, it explodes on a scale only surpassed by the Great Rain of Fire.

A doorway to the Spirit World has permanently opened in the form of the World Mountain in far away Ethengar, along with the cursed Land of Black Sand surrounding it. A cloud of dust is blown high into the sky where it lingers for years.

Portions of the continent break away and form the Ierendi and Minroth Islands. The Meditor clan of elves is trapped on the Minroth islands.

The explosion forms the Broken Lands and leaves them incapable of supporting life. King Loark is killed in the blast.

1691 BC: Baka of the Ethengar betrays Akilla-Khan, unites the Ethengar, and drives the goblins into the Broken Lands.

1688 BC: Akilla-Khan becomes an Immortal. Baka is named Khan of Khans.

1680 BC: Verdier elves migrate to Minrothad and become known as the wood elves.

1675 BC: Tahkati Stormtamer unites the Horse Clan and wages war on all nearby tribes.

1500 BC: Nithian empire continues to expand, reaching to Traldar and as far as Darokin to the west.

1410 BC: The man known as Atruaghin appears in the Known World for the first time.

1400 BC: The Traldar settlers are ravaged due to disease and drought, and devolve into a more primitive state. A jackal-headed race called the Hutaakans quickly enslave them.

1300 BC: Hin refugees from the south find and settle the lands now known as the Five Shires.

1299 BC: Trolls migrate to the Broken Lands.

1269 BC: Ogres arrive and settle in the Broken Lands.

1265 BC: Atruaghin takes a lover, Ahmanni Turtlerider. It becomes apparent he does not age, so marriage is impossible for them.

1260 BC: Atruaghin leaves his tribes behind to find the secret behind his un-aging nature. He organizes the clans and gives them a code of law that they still use today.

1259 BC: Tahkati Stormtamer is convinced by the Entropic Immortal Atzanteotl to undo Atruaghin's laws and unify the clans.

1257 BC: The Red Orcs brutally enslave the Atruaghin people. Stormtamer realizes he has been betrayed and vows to free his people.

1190 BC: The last remnants of Loark's Horde find the Blue Knife in the Broken Lands and claim his quest to be at an end.

1104 BC: Elves driven underground by the Great Rain of Fire found the City of Stars and take the name Shadow Elves.

1100 BC: Nithians found colonies on the Minroth Isles and Isle of Dawn—the furthest extent of their empire.

1050 BC: Nithian wizards create the gnolls, who rebel and invade the Traldar lands.

1000 BC: The humanoids of the Broken Lands unite to invade Rockhome. They are repulsed with heavy losses.

1000 BC: Gnoll invasion of Traldar reaches its peak. The Traldar people are almost obliterated until the appearance of their hero Haldar. The Hutaakans disappear in the middle of the conflict.

Orcs conquer the Five Shires. Their reign over the hin is remembered for its sheer brutality.

The Alphasians arrive from another world and quickly conquer the continent that now bears their name.

800 BC: Elves from a distant land far to the east, called the Sylvan Realms, land in Thyatis. Many settle in Thyatis and Traldar, but most migrate to Alfheim and begin creating the great Canolbarth Forest.

795 BC: Atruaghin returns and drives the orcs from his lands. As his final act, he uses powerful magic to raise the Atruaghin Plateau to repel future invasions. After that, he ascends to Immortality.

792 BC: Atzanteotl corrupts Danel Tigerstripes and turns him against Atruaghin.

700 BC: Nithia begins to worship Thanatos.

Alfheim is formally founded with the crowning of King Mealiden.

Belcadiz elves arrive from south of the Sea of Dread and settle in Glantri.

610 BC: After centuries of conquest at the hands of orcs, dwarves, and human warlords, the hin finally drive out all conquerors and found the Five Shires.

600 BC: Three southern warrior tribes migrate to Thyatis.

500 BC: The Nithian Empire completely vanishes, and no one can remember that it existed.

Warrior tribes completely conquer Thyatis, and each occupies a different section: Thyatis, Kerendas, and Hattias.

493 BC: Queen Abdala of the northern orc tribes raises a vast horde and marches on Rockhome.

492 BC: Orc hordes drive out the gnomes, but dwarven forces massacre the orcs at the Battle of Sardal Pass.

490 BC: Kobold clans discover the northern gnomish kingdom and slaughter its inhabitants, taking refuge in their caves.

452 BC: Mahmatti Running Elk becomes the last of the Immortals of Atruaghin.

350 BC: Mealiden abdicates his throne to ascend to Immortality.

251 BC: A gnomish adventurer discovers a stable Blackmoor artifact and begins using it to create the flying city of Serraine.

192 BC: Alphasian invasion of Thyatis begins.

190 BC: Alphasia conquers all of Thyatis in a rout.

100 BC: Though significantly weakened, the Traldar finally gain their freedom from outside forces.

98 BC: The dwarves of Rockhome rebel against the tyrant King Bollo I and establish a senate.

2 BC: Lucinius Trenzantenbium, a Thyatian wizard, begins a revolt to throw the Alphasians out of Thyatis.

0 BC: Peace between Thyatis and Alphasia is achieved. General Zendrolion Tatriokanitas assassinates Trenzantenbium and several other allied kings to crown himself first emperor of Thyatis.

Traladarans begin trading with friendly gnomes and elves around them.

21 AC: (After Crowning): Ansel Darokin is crowned king of Darokin, starting their line of kings.

39 AC: The Flying City of Serraine finally makes its maiden voyage.

67 AC: Humans and elves unite to drive orcs out of Darokin.

87 AC: Orcs kill the king of Darokin, turning the tide on the alliance of elves and men.

88 AC: Corwyn Attleson is crowned king of Darokin, reforming the coalition.

100 AC: Makistani tribesmen settle in Ylaruam.

150 AC: Thyatis invades the lands of Ylaruam.

200 AC: Rockhome dwarves formally begin to colonize other areas.

250 AC: Alphatia invades northern Ylaruam as well as parts of the Isle of Dread.

293 AC: The last of the orcs are driven from Darokin.

300 AC: The water elves found Seahome in Minrothad.

330 AC: A group of explorers discover the Shadow Elves and inform them that the world above has healed from the Great Rain of Fire.

313 AC: Hattians rebel in Thyatis but are crushed.

390 AC: Orc invasion of Alfheim is annihilated. Several orcs are taken prisoner.

395 AC: Flaem fire-worshippers exiled from Alphatia settle in Glantri.

400 AC: Raiders from Ostland begin attacking Ylari and Thyatian towns.

The Traladaran village of Marilenev begins trading with Thyatis and sharing the Epic Song of Halav.

401 AC: Alphatia is ravaged by the twin plagues of vampirism and lycanthropy.

410 AC: Minrothad traders accidentally spread lycanthropy to several nations, including their own.

443 AC: Silver Purge begins. Lycanthropes in Minrothad are mercilessly hunted down.

445 AC: Silver Purge ends. Minrothad declared free of lycanthropes.

450 AC: Malf Quickhand overthrows a slaver ship carrying hin. The newly freed hin migrate to Open Isle in Minrothad and settle there.

451 AC: Wererats take over the sewers in Thyatis City.

475 AC: Verdon is founded on Alfeisle in Minrothad.

478 AC: Nation of Ostland created with the crowning of King Cnute the Bold.

488 AC: Hadric Corser formally unites the humans on the Minroth islands, founding Minrothad City.

500 AC: Thyatis and Alphatia begin open hostilities over Ylaruam territories.

Orcs attack Darokin, lay siege to Corunglain, and threaten Darokin city.

501 AC: Elfwar starts between Darokin and Alfheim, it ends with little actual combat.

502 AC: Siege of Corunglain lifted. A counter-assault into the Broken Lands is massacred.

503 AC: Elfwar ends with little hostility on either side.

520 AC: Hin found Malfon on Open Isle in Minrothad.

522 AC: Orcs again lay siege to Corunglain.

523 AC: Corunglain is sacked, and thousands die. Survivors are taken as slaves back to the Broken Lands.

525 AC: A Darokin counter-assault captures the orc chief responsible for Corunglain's destruction.

526 AC: The orc chief is exchanged for those taken as slaves in the siege.

527 AC: Adventurers assassinate the orc chief, scattering his tribe.

550 AC: Beastmen invade Alfheim through a magical portal and are repulsed, but the ground is forever scarred and barren. Alfheim Town is founded at the battle site.

560 AC: Shadow elves invade Alfheim and are crushed by a Darokin and Alfheim alliance.

570 AC: Settlers from the Five Shires settle on Ierendi.

571 AC: Thyatis converts several Ierendi islands into penal colonies.

575 AC: Hin turn Ierendi into a trading port.

585 AC: Ethengar marauders raid Flaemish settlements before finally being driven out.

586 AC: Thyatis invades and conquers Ierendi.

600 AC: Thyatian prisoner Mad Creeg leads a ragtag coalition of prisoners and native Ierendi, driving Thyatians out.

The distant nation of the Sylvan Lands conquered by an evil wizard. Surviving elves migrate to Alfheim.

602 AC: Mad Creeg crowned the first king of Ierendi.

604 AC: People of Vestland revolt from increasing Ostland taxes.

609 AC: The Restoration. Gunzuth the Clanless named First Sheriff of the Shires.

614 AC: Ottar the Just defeats King Finnbogi of Ostland at the Battle of Bridenfjord, creating the independent nation of Vestland.

642 AC: Ierendi establishes the Council of Lords, which runs the day-to-day operations of the nation

645 AC: Ethengar launches a massive invasion of Glantri but is repulsed at Skullhorn Pass.

662 AC: Flaemish invasion of Ethengar is slaughtered on the steppes.

691 AC: Gregus Verdier unites the Minrothad islands into a single nation, now called the Minrothad Guilds.

700 AC: Skirmishes between Alphatia and Thyatis escalate into a full-blown war.

Clan Erewan leaves Alfheim for Glantri.

Orc invasion of the Five Shires is crushed at the Battle of Blackflame.

713 AC: Thyatian armada is largely destroyed by Ierendi, with the help of its newly created fire ships-massive dreadnoughts impervious to damage.

723 AC: King Santhral II, the last Darokin king, dies without issue. Darokin splinters into feuding dominions.

728 AC: Alphatia drives Thyatis out of Ylaruam.

The D'Ambervilles arrive in Glantri from another plane, settling in Northwestern Glantri.

730 AC: Settlers begin to flock to Glantri, causing some friction with the Flaemish already there.

775 AC: Ierendi begins electing monarchs. The Council of Lords retains executive power.

786 AC: Halzunthram the Free Sword, an Alphatian wizard, begins his conquest of Glantri.

788 AC: Flaemish in Glantri are defeated, and the nation becomes a province of Alphatia.

802 AC: Gold is discovered in Glantri. Dwarves flock to the region.

825 AC: Al-Khalim captures the village of Ylaruam and makes it his tribal seat.

827 AC: Suleiman al-Khalim raises an army in Ylaruam and drives Alphatia out of the Emirate of Alasiya.

828 AC: Dwarves are forced from Glantri after being accused of spreading disease. Alphatia is expelled from Glantri when Alexander Glantri assassinates Halzunthram.

829 AC: Lord Glantri formally declares the Principalities of Glantri.

830 AC: Al-Khalim drives the last of the invaders out of Ylaruam.

831: The Confederated Tribes of the Emirates of Ylaruam are founded.

841 AC: Dwarven port of Stronghold founded in Minrothad.

855 AC: Al-Khalim writes the Nahmeh, considered the most important religious work in Ylaruam.

858 AC: Glantri declares nobility open only to mages.

Ylaruam establishes the Eternal University and the Council of Preceptors.

867 AC: Ierendi changes the election of royalty to a contest called the Royal Tournament.

875 AC: Great School of Magic is founded in Glantri.

900 AC: Thyatis invades, quickly conquers Traladara.

927 AC: The Great Merger. Darokin's wealthiest families form a central government. Charles Mauntea named the first merchant king of Darokin.

950 AC: Soderfjord Jarldoms established by several independent nobles via the Treaty of Allied Dominions.

944 AC: Hin forces ambush and rout an orc horde at the Battle of Fire Rock.

954 AC: Darokin builds a massive hoist called the World Elevator to allow trade with Atruaghin Plateau.

959 AC: Alphatia directly attacks the Thyatian mainland.

960 AC: Alphatia reaches Thyatis City, killing the emperor. Gladiator Thrainkell Torson rallies the gladiators and armies and drives Alphatia back. Thrainkell assumes the throne as Emperor Thincol I.

962 AC: Emperor Tylion IV of Alphatia retires. His daughter, Eriadna, assumes the throne.

965 AC: Guildmaster of Minrothad assassinated.

Prince Haldemar of Haaken leaves Alphatia on his skyship to explore the southern pole.

970 AC: Stefan Karameikos trades his ancestral lands in Thyatis for the independent status of Traladara, which he renames Karameikos.

971 AC: Corwyn Hoff named Chancellor of Darokin.

975 AC: King Thar unites Broken Lands.

979 AC: Chateau D'Amberville is destroyed, and the House of Sylaire is built to replace it.

Duke Stefan Karameikos marries Lady Olivia Promethian.

980 AC: Lycanthropes are again found in Minrothad.

988 AC: Corwyn Mauntea appointed president of Darokin.

989 AC: Oran Meditor takes control of the Minrothad Guilds and begins implementing reforms.

Hostilities begin between the Five Shires and the Black Eagle Barony of Karameikos.

991 AC: Meditor opens Minrothad to outside trade.

992 AC: King Ericall of Alphatia begins colonizing the unsettled territory of Norwold.

996 AC: Moglai Khan unites the Ethengar clans.

1000 AC: Present Day.

Kingdom of Alfheim



Government: Monarchy

Capital: Alfheim Town

Language: Elven

Size: 17,950 sq. mi.

Alfheim is the homeland of the sylvan elves, encompassing the entirety of the Canolbarth Forest. Surrounded by the trading nation of Darokin, the elves maintain cordial relations with most of the nearby countries. The Canolbarth Forest is known for its gigantic trees in which the elves build their dwellings. It is also home to some of the fiercest creatures in the known world.

Alfheim has only one real city: Alfheim Town. Barely more than a trading post compared to other capitals, all nations that have diplomatic ties to Alfheim have their embassy there. Alfheim is known for its many high-magic areas, where monsters magically appear, and the fey are found in higher numbers than anywhere else. Traveling alone in the wilder regions of Alfheim is dangerous, only the most experienced trackers and hunters can survive in the deepest woods.

The people of Alfheim tend to be isolationists, except for Clan Chossum. Members of the Long Runner and Red Arrow clans use pseudonyms to avoid revealing their true names to outsiders. These "use names" tend to be descriptive of the elf's attributes or profession, but names can change over time. Being surrounded by Darokin gives them some degree of privacy, though they do maintain diplomatic ties to most of the closest nations. Alfheim is one of the few countries with whom Glantri maintains diplomatic relations. However, magic-fearing nations such as the Northern Reaches, Ylaruam, and Ethengar are less inclined to exchange ambassadors.

King Doriath of Clan Erendyl rules Alfheim. The Council of Elders advise the king, which is comprised of leaders from each of the largest clans. Also, Doriath receives advice from the enigmatic Treekeepers, the elven wizards that maintain the health of the Canolbarth forest. Doriath's power is mainly external, as the various clans are in charge of their region's well being. Doriath focuses on defense against foreign aggression, improving diplomatic ties, and increasing trade.

The elves worship the Immortals Ilsundal and Mealiden. Ilsundal is the more popular, being the king who brought the elves from the devastation of Blackmoor to what is now Alfheim. He sponsored Mealiden, the first Alfheim king, for Immortal status. Religion is a private matter for most elves. Rather than attend public service, they keep small shrines devoted to their patron Immortals in their homes. A large number of druids are also present in Alfheim and offer worship to Oldana. While not often elven, the druids share the same goals as the elves and are allowed free passage inside the kingdom.

Magic is ingrained in the Alfheim way of life. The forest itself was created with powerful spells, and most elves living there have some degree of magical aptitude. Even the elves that practice the martial or clandestine skills learn the ways of the Eldritch Knight or Arcane Trickster—almost to the exclusion of other options. While Alfheim has clerics, its most senior religious officials are the Treekeepers—wizards sworn to maintain the Canolbarth forest.

The elves have a symbiotic relationship with the forest. Crime in Alfheim is relatively rare. Non-elves living in Alfheim Town are tolerated and are mostly merchants and diplomats. There are no slums or ghettos that allow crime to fester. The only offenses punished are arson, murder, theft, causing harm, or hurting the forest.

Foreigners who break the law are forced to repair the damage or make reparations for minor crimes. They face permanent exile for more severe crimes, while arson is punishable by death.

The law applies to native elves differently. For elves, exile and execution are rare. Forced reparation is the preferred punishment. Only in the case of the truly evil or insane will execution be considered an option. During the trial, the defendant has no right to privacy. The elves will use magic to discern the truth and remove any magical protections the accused might have. If the accused is found guilty, a magical geas is used to enforce reparations or exile.

The Canolbarth forest is filled with animal life, both magical and mundane, along with a host of sylvan and fey creatures. Gates to King Oberon's Good Kingdom can be found in Alfheim more than anywhere else, and fairy creatures of all types are familiar inside Alfheim's borders. While not subject to Alfheim's laws, the Sidhe and their fey kin respect the elves' ways, and the elves leave them alone. While some of the Unseelie fey may cause trouble with mortals, the Sidhe court polices their own instead of leaving it up to the elves.

Canolbarth provides everything the elves need as far as food and shelter. Home trees are magically shaped to create entire villages far above the ground. The elves are hunter-gatherers, taking only the goods that they need to support their clan. Only evil magical creatures are hunted for sport, and only when they become a danger.

The elves of Alfheim are generally considered a carefree people. They enjoy a large number of pastimes, especially music and literature. They enjoy physical sports, especially ones that let them interact with nature. While group activities aren't as every day as in human lands, the elves will gather to hear a traveling bard or poet. The elves prefer gardening to hunting. Organized hunts are generally unheard of, other than for food. To keep their skills sharp, they train in archery and spell casting.

Several places inside Alfheim are known for their inherent magical properties. The elves call them Good or Bad Magic Spots. These are locations where spells are augmented, or the barrier between planes grows weaker. In the Bad Magic Spots, evil creatures from unknown worlds enter Alfheim to cause harm. Thus, the elves have garrisons guarding these places.

Alfheim is slow to change, as elves are long-lived and see little need to adjust to the outside world. Alfheim only recently began minting coins to formalize trade with the outside world. Elves tend to be secretive to outsiders, not trusting shorter-lived races to behave themselves.

Clans

Clan Chossum is the most open of the clans and welcomes contact with outsiders. It is the most mercantile of the clans and profits substantially from trade with other nations. Outside Alfheim, elves from Clan Chossum are the most commonly encountered. The clan was instrumental in creating Alfheim's currency so that business could be conducted with Darokin and other nearby nations.

Clan Erendyl is considered the royal clan because Doriath, the current king, has Erendyl blood. This clan has the most significant number of elves involved in the Alfheim government. Clan Erendyl also makes up most of the ambassadors found in the courts of other kingdoms.

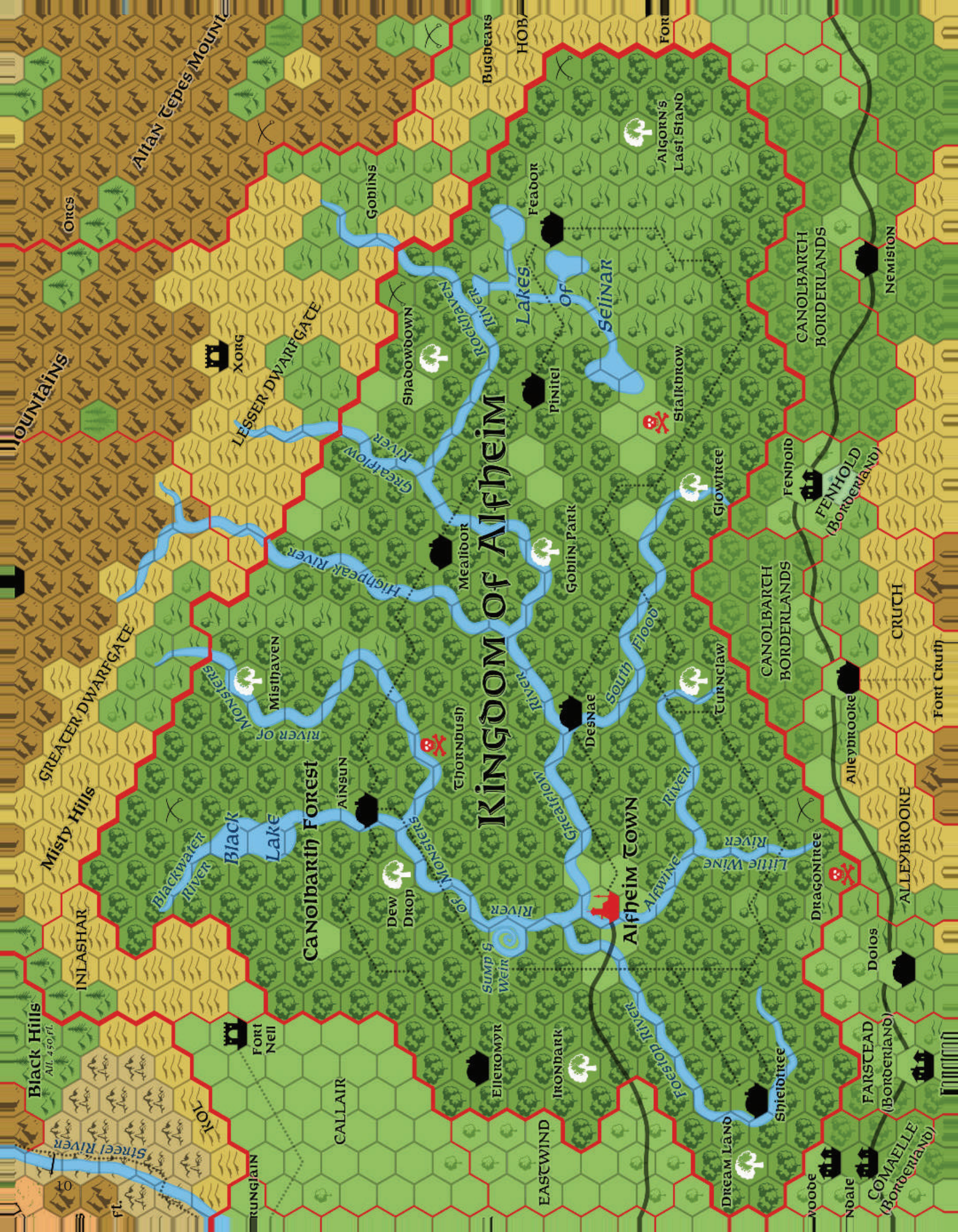
Clan Feadil is the newest clan and one of the most xenophobic. It strongly believes in restricting access to Alfheim only to elves, though, oddly enough, clan members get along well with dwarves. Clan Feadil has long opposed the creation of Alfheim Town and presses frequently to have it dissolved.

Clan Grunalf members are the caretakers of the Canolbarth forest. They tend to the magnificent trees and also serve as game wardens to keep animal populations under control. Clan Grunalf comprises the majority of Treekeepers, giving the clan greater access to King Doriath. Elves from Grunalf are known for using their real name alongside their use name.

Clan Long Runner is the most insular of all the clans. It wants nothing to do with outsiders and little to do with the other clans. Its members prefer to use their use names rather than their real names. The clan takes responsibility for watching over the Bad Magic Spots and warns others when something particularly malevolent comes through. This clan is also known for its elaborate costumes and face painting.

Clan Mealidil maintains the vast history of Alfheim. It has grown a Home Tree to hold its massive collection of scrolls. Mealidil is the most conservative clan, and even its style of dress is considered archaic. Clan members are reluctant to allow others access to their libraries. They only grant the honor to close allies or non-elves who have done them a great service.

Clan Red Arrow forms the bulk of Alfheim's military. The clan is torn between closing the borders or learning new tactics and strategies from other nations. Its members prefer their use name, often keeping it throughout their lives. Red Arrow defends the borders of Alfheim and are quick to fight.



Empire of Alphatia



Government: Monarchy

Capital: Sundsvall

Language: Alphatian

Size: 1,968,134 sq. miles (continent)

Alphatia is a magical empire located on the continent of the same name. Founded by refugees and survivors from a treacherous betrayal that destroyed their first empire, magic is ubiquitous there. Ships, buildings, and even an entire kingdom can be seen flying across the sky. Anyone with the ability to use magic is automatically a noble. Those without it are second-class citizens, no matter their pedigree. Alphatia is comprised of numerous semi-independent kingdoms, all swearing allegiance to Empress Eriadna. Only those with magical power are allowed to rule, though distant domains elude this rule.

Alphatians are an individualistic and hedonistic people. The wizards tend to be left to their own devices to focus on their studies and magic. Commoners work hard to provide for the nobles and keep whatever is left. The nobles tend to wear light garb made from spider-silk, and they paint their faces extravagantly. Commoners tend to dress plainly but will dress in bright colors when they can afford them. Both the rich and poor love distractions like sports and theater. With the addition of magic, art takes on a whole new meaning with moving statues or even golems recreating historical events.

The empire has a huge problem with drug addiction due to the zzonga-bush, a plant that causes a blissful stupor.

Many nobles partake in this drug, which has been a scourge on Alphatia for centuries. Nothing the empire does seems to get rid of the problem.

Alphatia is ruled by Empress Eriadna, who took the throne after her father stepped down following a failed invasion of Thyatis. She is assisted by the Grand Council of Wizards, a thousand of Alphatia's most potent magic-users. Below her are the various rulers of Alphatia's many kingdoms, and local members advise them on the Council. The only restriction is that all nobles must be spell casters, though this law is eased the further you get from Alphatia proper.

Alphatians are not a very religious people, but they do have their patron Immortals. The Immortal calling herself Alphatia is the most popular among both the nobles and commoners. Merchants follow Koryis, the Patron of Peace, though he is scoffed at by most others. The Immortal Alphaks is hated throughout the Empire. He destroyed the First Empire, but some of his followers still exist.

Magic is central to Alphatia, and the nation could not survive without it. Castles fly high above the ground, entire cities have been built on the ocean floor, and the Alphatian navy consists mostly of skyships. Alphatians use magic in everyday life as well, and even those unable to wield it still benefit from the marvels it creates.

There are two sets of laws in Alphatia: Low Justice for commoners and High Justice for nobles. Low Justice tends to be harsher as wizards enjoy protected status from the masses. Slavery and execution are often

sentences for commoners, whereas nobles would merely be fined. High Justice is concerned only with crimes against other nobles, and even then, the penalty for most crimes by nobles is only a fine.

With an empire of Alphatia's size, most creatures can be found somewhere inside its borders. Wizards breed more magical creatures and pay princely sums for beasts they have never seen before. The inside of the Alphatian continent has not been explored and is a prime location for monster hunters looking for prey. Alphatia has more magical places of interest than can be counted. Despite this, the secrecy of wizards keeps most of them a mystery.

Alphatia wants for little in terms of food or supplies. The island of Bellissaria produces much of the empire's food, and, with magic, the crops are always growing. Alphatia's massive slave population is forced to provide what isn't supplied by magic. Many of the outlying areas are strip-mined for their resources using native labor. While the general public frowns upon this practice due to the harsh conditions the slaves endure, the slave drivers make sure word never reaches the mainland.

Kingdoms

Aeria is devoted to academic learning and research on the Plane of Elemental Air. Its library in Featherfall has more knowledge on the Plane of Air than anywhere else in the known world.

Ambur is known for its actors and astronomers. The nation's nobility is obsessed with celebrities, especially those associated with the theater. It is a favorite retirement spot for adventurers.

Aquas is located at the bottom of the ocean under a giant crystal dome. It is connected by a system of tunnels and is the center for all studies of sea monsters.

Arogansa is the wealthiest kingdom in Alphatia. Filled with idle rich, Arogansa is known for its scenic beaches and extravagant expenses.

Blackheart is located in the heart of Alphatia, where even the darkest arts are tolerated. Its existence is a secret, and the resident Wizards don't want people to know what happens there.

Blackrock is populated mostly by slaves and has most of the empire's gold mines. Its capital, Skyfyr, earned its name from the forced subjugation of the population.

Floating Ar flies two miles overhead, and can be reached only by magic. The nation rarely moves and is home to most of Alphatia's sky fleet.

Gaity is an island nation used entirely as an amusement park. Here magical attractions, rides on fantastic beasts, and mock adventures can be found for an extravagant price.

Greenspur is home to the most extensive naval base in Alphatia. It is also home to the largest population of commoners who maintain the fleet.

Haven holds the largest port and is known for its tolerance of 'common' Alphatians. The nation is famous for its obsession with its appearance.

Hillvale on the Isle of Dawn is adjacent to Thyatis' holdings on the island. Here is where most trade between the two empires takes place.

Limn has the largest population of humanoids in the empire. Though savage, they are tolerated as long as they can cast magic.

Meriander is known for its large population of alchemists. It provides a large number of magic items and is well regarded in the empire.

Ne'er-do-well has a well-earned reputation for anarchy. Indeed, the island nation has no laws against any crimes that don't involve violence except tax evasion.

Norwold is the newest territory. It is looking for settlers to tame its frigid wilderness. Ruled by Eriadna's son Ericol, it is far enough away from the continent that non-magic users are given titles.

Geodhar is a distant island to the north. Technically, only an ally, its king has tried to increase his status by marrying into the royal family.

Shiye-Lawr is home to most of Alphatia's elves. Located deep in the central part of Alphatia, they are incredibly reclusive with a fearsome reputation.

Stonewall is the most populous kingdom, mainly due to its tolerance towards commoners. Founded by an adventurer, wizards are quite rare here.

Stoutfellow is populated mostly by dwarves. Though the only nobles are clerics, Alphatia leaves the dwarves alone to run their kingdom. Gnomes and hin make up the population on the surface.

Surshield by royal decree has no laws except survival of the fittest. Actually few people are living there, though a large number of them are fugitives from justice.

Thothia is an ancient kingdom, with mysterious origins predating Alphatia. The Thothians revere their pharaoh, ignoring the Immortals. They also build pyramids to honor their pharaohs.

Verdan is just a military camp to keep the native Esterhold population at bay. It supplements its income with goods and food made by the slave population.

Vertiloch is Eriadna's kingdom, restricted by law to fantastic mansions. The capital of Sundsvall is known as the city built by magic and is where most of the empire's skyships are made.



Atruaghin Clans



Government: Independent Tribes

Capital: None

Language: Atruaghin

Size: 36,380 sq. miles

Located high atop the Atruaghin Plateau, the tribes of the Atruaghin clanholds are some of the most isolated people in the Known World. Entirely comprised of humans, the people of the Atruaghin clanholds are divided into five major clans. Lacking metals in any great number, the Atruaghin have learned to shun armor and tend to fight with the simplest weapons. Their ability to live off the land is legendary.

Though they are isolated, some have taken steps to explore the world at large. Except for the coastal Turtle and Tiger clans below the plateau, the other clans only contact with other nations is generally through the World Elevator. This massive winch that allows access to the plateau without climbing its steep sides.

The Atruaghin are nothing if not self-sufficient. They are trained from birth to survive by hunting the numerous large animals on the plateau. They are also a deeply spiritual and are taught the ways of their culture through many different ceremonies. While their ways seem primitive to outsiders, they have a deep and rich culture that goes back centuries.

Atruaghin has no central government, so the tribes manage all their affairs independently of each other. However, except for the isolated Turtle and Tiger Clans, the tribes trade with each other. The Bear Tribe has contact with Darokin and uses it as a channel to trade with the outside world. The Tiger Clan is ruled by priests who keep the tribe in a state of constant war with its

neighbors. The other clans are led by chiefs that make decisions for their people.

The Atruaghin clans are all highly religious, with their own patron Immortal as well as Atruaghin himself- the patron of all the clans. Atruaghin visits his people regularly, walking among them as he did when he was mortal. He presses upon them to keep to the old ways. They shun the use of metal weapons and tools and subsist almost entirely on hunting, fishing, and farming. The Tiger Clan rejects the teachings of Atruaghin and instead follows those of Atzanteotl and Danel Tigerstripes. Because of this, they have no qualms using metal weapons or attacking other Atruaghin.

Practitioners of the arcane arts are rare on the plateau. The tribes have little use for magic, aside from their clerics. While there are a few wizards among the Atruaghin, they have no special status. The Tiger Clan permits no wizards to live, and any captured or discovered can expect a quick and painful death. Only the magic of the Tiger priests is allowed.

As there is no central government among the clans, crimes vary from clan to clan. Most of the traditional clans follow the laws set down by Atruaghin, respecting the ways and customs of the other clans and their fellow Atruaghin. The Tiger Clan's laws are all from the teachings of the priesthood, and disobedience equals death. The Tiger Clan prefers sacrifice for almost all crimes, though it also sentences criminals to play in the brutal games of Daraxi and Eschxixi. While theft and murder are forbidden, the Horse Clan believes anything it takes from raiding other tribes was taken fairly. However, captured Horse warriors are punished as thieves by the rival clans.

The clans do not have to worry about fighting each other for food. The plateau is filled with bountiful game and crops. The Turtle Clan primarily fishes and hunts whales. The Elk Clan is known for its agriculture, growing corn, and gourds among a host of plants. Members of the Bear Clan also focus on growing crops, but they do not produce excessive amounts due to their location. The nomadic Horse Clan are primarily hunters, following the massive herds of buffalo and elk and gathering food they can find from nearby forests. The Tiger Clan also grow a variety but also prefers raiding to get food from others.

The Atruaghin Plateau has no large cities. Except for the Tiger Clan, most of the tribes are spread far apart in small settlements. There is one exception, however, to the south of the plateau in the Tiger Clan lands. There lies the ruins of a great city that predates the raising of the plateau. No one knows who built it or how it was destroyed, but the Tiger Clan avoids it for unexplained reasons.

While the tribes are cut off by the sheer walls, cunning engineers from Darokin made a deal with the Bear Clan to build a massive elevator to the plateau's side. Trade is still difficult and limited, but the elevator provides access to Atruaghin goods never before seen. The Bear Clan can get products from Darokin in exchange for local crafts, but the clan is still loathe to use metal weapons and tools.

The Atruaghin are just now beginning to explore beyond their boundaries. They have had little contact with demihumans save for encounters with hin from the nearby Five Shires. The clans are no stranger to humanoids, however, as pockets of them still exist from before Atruaghin raised the plateau.

The Atruaghin are discovering that many of the things they take for granted are in massive demand outside their borders. Hin merchants make deals for the high-quality tobacco the Elk Clan grows. Many of the foods they grow locally are unheard of in other lands, and decadent nobles will pay any price to get them. While coins and metal weapons do not interest the Atruaghin, they seek domesticated animals.

Tribes

The **Bear Clan** is located on the northeastern rim of the plateau. Its people build homes directly into the face of the plateau and have the most contact with outsiders. Through trade with Darokin, the clan is becoming the wealthiest of the Atruaghin. Only the Tiger Clan rivals them, but they take what they want. The Bear Clan has been approached by other nations to conduct trade, and it has not informed Darokin of this.

The **Elk Clan** lives on the southern border of the plateau. Their lives are generally peaceful, with little contact with outsiders. Their reputation is that of fantastic farmers, growing both food and tobacco. They provide food to the other tribes as trade, but they have suffered raids from both the Horse and Tiger Clans. Their bountiful harvests of exotic foodstuffs attract notice from other nations trying to get around Darokin's monopoly to access these valuable crops.

The **Horse Clan** roams the northern half of the plateau, herding the buffalo that are common in the area. A warlike tribe, the Horse Clan, spends a lot of time fighting humanoids and the Tiger Clan. Its people are unique in that they have developed a sign language to communicate while hunting quietly. Their constant raiding of other tribes means they have few friends on the plateau, but they will ally with other tribes to fight

against the Tiger Clan's repeated attacks.

The **Tiger Clan** lives in the jungles southeast of the plateau. Their priesthood dominates an evil people in their eternal quest for sacrifices to their dark Immortals. They are in a constant state of war with the other tribes and are hostile to outsiders that enter their jungles. When no outside enemy can be found, the Tiger Clan has a history of turning on itself.

The **Turtle Clan** lives on the south shores below the plateau. Its people are the most advanced of the clans, spending most of their lives at sea and hunting their sacred whales. They alone are known for wearing armor, a primitive breastplate made from sea turtles. Other than the Bear Clan, the Turtle Clan has the most contact with outsiders. However, it does not trade nearly as much as the Bear Clan.

Variant: If you choose Atruaghin as your nationality, the following replaces the human ability score increase:

Ability Score Increase: Raise your Strength and Constitution by 1.

Bonus Proficiencies: You have proficiency in Stealth and Survival.

Light Armor Defense. While you are wearing light or no armor, you add your Constitution modifier to your armor class.



Republic of Darokin

The Atruaghin Clans

The Five S

The Broken Lands



Government: Dictatorship

Capital: Udhgar Palace

Language: Most humanoid tongues

Size: 11,600 sq. miles

A blasted wasteland filled with thousands of humanoids, the Broken Lands are ruled with an iron fist by the orc king Thar. He has organized an army of orcs, gnolls, ogres, trolls, hobgoblins, bugbears, and trolls into a force powerful enough to threaten surrounding nations. The Broken Lands are not habitable above ground, so all ten of its nations are situated well below the earth.

Thar has his hands full in keeping his dubious allies in line. Many tribal leaders have old grudges with various lands and turn to raiding if left unchecked. Thar knows his one chance at greatness is keeping his horde organized long enough to strike as one. He has to avoid distractions and keep his forces cohesive.

The only law in the Broken Lands is Thar's law. The orc king rules through fear, and all must obey or face harsh consequences. It is survival of the fittest. Thar does not care who rules the smaller kingdoms of the Broken Lands. He cares only that all obey his orders. Thar allows the old tribal territories to pick their leaders, as long as they are loyal and submit to him the tribute he demands. Kingdoms that don't provide tribute or troops to Thar's Legion quickly find themselves needing a new tribal chief.

Each kingdom in the Broken Lands follows its religion according to its respective humanoid race, with little crossover. Only the trolls lack an organized religion. They also tend to consider anything other than trolls to be food. Bartziluth is revered in Bugburbia, where his love of brute force is admired. Jammudaru is a famous ogre immortal that forces his followers in Ogremoor to participate in ritual cannibalism. Karaash, a relatively low-ranking Immortal, is worshiped by orcs inside the Broken Lands for his focus on conquest and slaughter. Gnolls love Ranivorus and are despised in Vestland, Soderfjord, and Karamaikos. Kurtulmak is revered among kobolds for his tricks and traps to the point his armor is their most sacred artifact. Bagni Gullymaw is the only troll known to have risen to the ranks of the Immortals. Unfortunately for Bagni, most trolls are too dim to remember who he was. Wogar was the most exceptional goblin leader they can remember. He led the goblin tribes to the Broken Lands centuries ago. Both orcs and hobgoblins claim Yagrai. His ability to return to life after being slain inspired the humanoid tribes to claim him as their own.

Thar is always looking for magical support to aid his legions. Though humanoids have traditionally made weak wizards, Thar has a large number of wokani sorcerers and tribal shamans to assist him. He not only tolerates the presence of magic-users but also encourages them, and he is not above hiring a human wizard to increase his legions' strengths.

Above ground in the Broken Lands, few things can survive. There is little water, no food, and the very ground is often toxic while the air is poisonous. Dangers include sulfur springs, quicksand, and an almost total lack of food or water. Below ground, in the caves and caverns, dangerous creatures, cave-ins, and carnivorous fungi await the unwary. These increase the danger of this already inhospitable land. Fungus grottoes and monsters serve as food for the tribes, which are relatively omnivorous. There is little they will not eat.

Additionally, numerous caves lead into the surrounding nations, allowing the tribes to raid at will. On occasion, a tribe gets too brazen in its raids, and the human kingdoms invade just far enough to punish the tribes. Other dangers include the tribes raiding each other. While Thar strictly prohibits open warfare, minor raids continuously take place between the tribes.

The most feared group in the Broken Lands is Thar's Legion, the army he has been forging since he took power. His tactical knowledge gives him an advantage in organizing the military, but constant squabbling between various tribes keeps it from being a truly effective force. The Legion is comprised primarily of orcs, including Thar's forces from Orcus Rex as well as yellow and red orcs. Goblins are the next most significant force and are used mainly as cannon fodder. Thar's shock troops are mostly units of hobgoblins and bugbears along with some of his best soldiers. They train separately from the rest of the army, giving them a sense of superiority and arrogance. Gnolls and kobolds make up the rest of the military, though mainly in support roles due to the constant feuding of gnolls and the kobolds' small stature. Lastly, Thar keeps the ogres and trolls for his vanguard, not wanting to waste the few that he has on rank-and-file combat. He also wants to keep them from eating the rest of his army.

The Broken Lands are currently marshaling for war. Thar wants glory and conquest, but he knows his legions are not ready for open combat with surrounding nations. Darokin matches strength with him with border forts. Glantri's wizards are more than a match for the countless hordes at his command. Thus, Thar has to build up his armies to match Darokin's numbers or Glantri's magic. All ten of the kingdoms he controls contribute to his legions, where he drills them in how to be a proper army. The tribes grow impatient with Thar, but he knows to move too early will end in disaster

Kingdoms

Bugburbia is led by King Ohr'r and is generally well-motivated. Above ground, the land is filled with sloping hills incapable of growing food. Underground, the bugbears benefit from two rivers producing ample food.

High Gobliny is one of the smallest regions in the Broken Lands. Queen Yazar despises Thar but fears him enough not to betray him. Tall mountains and a petrified forest are the prominent landmarks above ground. Below this, goblins are desperate for living space.

Hobgobland is the mortal enemy of Yellow Orkia. Every month, Hutai-Khan attacks, and both sides fight until their numbers are spent. They also raid Ethengar to make up for Hobgobland's sparse amounts of food. Between the yellow orcs and the Ethengar, the hobgoblins get all they want to appease their hunger and bloodthirst.

Kol is a staunch ally of Thar, following him without question. Kol is the best-organized kingdom, modeled after Thyatis. High Doge Kol is land-rich but money-poor.

Ogre Moor is led by King Alebane, a wanted fugitive in Glantri. Ogre Moor is the largest kingdom but is hugely mountainous. Below ground, the ogres survive by hunting various monsters. Because of Alebane's intelligence and the ogres' willingness to work as mercenaries, Ogre Moor is considered wealthy by Broken Lands standards.

Orcus Rex is home to the most powerful of the orc tribes. Here Thar's Legions drill and train for the upcoming war. The entire nation is comprised of shattered rock above and army camps below.

Red Orkland is exceptionally loyal to Thar after he liberated it from High Gobliny. The Supreme Hool was appointed chief by Thar himself. The Red Orcs are on constant vigil because they border most tribes.

South Gnollistan is ruled by Nazim Pasha, who imitates Ylari customs. The gnolls are continually trying to start trouble with bugbears. A sun-blasted desert above. Lower Gnollistan is equally unforgiving with little food, which causes the gnolls to raid for sustenance and weapons.

Trollhattan is considered to be the worst place in the Broken Lands. Only the toughness of the trolls (or their stupidity) keeps them from moving. Mountains cast permanent shadows on fetid marshes above, and the land below is wet and dangerous. Few travel there due to the hostile terrain and the trolls' problem in discerning friend from food.

Yellow Orkia is known for its imitation of the Ethengar tribesmen. The orcs are also known for their constant attacks on their neighbors. The land above is mostly desert and salt marsh, and Lower Orkia is an impoverished nation that must raid to survive.



The City of Stars



Government: Theocratic Monarchy

Capital: N/A

Language: Elvish

Size: 2,000 sq. miles

Located 600 miles beneath Alfheim, the majority of the shadow elves live in the City of Stars. Here the elves live ritual-dominated lives. Their worship of Rafiel dictates their entire life from birth to death. The influence of Rafiel can be found everywhere in the city, as all shadow elves memorize his teachings from an early age. Otherwise, the elves live simple and plain lives, harvesting fungus for food and patrolling the caverns to fend off monster attacks.

The elves are fascinated by things surface dwellers find commonplace — things like candles, boots, or fresh fruit demand inordinate sums among the shadow elves. Though many are curious about life outside the city, they are forbidden from leaving by the shaman who receives Rafiel's teachings. Shadow elf adventurers are rare, but once they have experienced life on the surface, they rarely return to their homeland willingly. Most surface shadow elves are either spies for their king or stifled under restrictions forced upon them by the Great Temple of Rafiel.

The shadow elves are ruled over by King Telemon, who is closely assisted by Princess Tanadaleyo. Telemon leads the shadow elves, promising a future on the surface, while at the same time trying to appease the Temple of Rafiel. Radiant Shaman Porphyriel provides the city with spiritual leadership, and she has almost as much power as the king himself.

Telemon keeps a spy network on the surface more extensive than that of kingdoms several times more massive. His primary focus is on Alfheim, but he has agents working in Darokin, Rockhome, and Karameikos to see how the shadow elves can undermine the Elven kingdom. Visually, the spies can pass as water elves from Minrothad, except they're hampered by their lack of knowledge of that country. Many spies are becoming enamored of surface life and the freedom it offers. Several of those spies are beginning to doubt Telemon's plans to conquer Alfheim, instead of looking at surrounding lands to settle.

Shadow elves are highly religious people. They are raised from birth in the teachings of the Immortal Rafiel. Many of their laws come from interpretations of his word. The Great Temple of Rafiel is open to all shadow elves, and most of them visit the temple weekly. The temple's shamans also serve as civil judges, resolving disputes between parties and offering advice to all that seek it.

Just as much as their surface-dwelling kin, shadow elves are steeped in magic. Almost every member of the race knows some arcane magic, although clerical magic is deemed superior because only a handful are blessed in the ways of the shaman. Those born with the Mark of Rafiel, a distinctive purple facial mark, are immediately taken to the Great Temple to be raised and trained as a shaman. While men can bear the mark, the majority of shamans are women.

More than anything, the shadow elves treasure soul crystals. These are magical crystals that, according to their religion, contain the souls of elves yet to be born.

They are beyond value to the shadow elves. An entire town, Alfmyr, was explicitly built to extract these soul crystals from the surrounding underground terrain. Obtaining a single crystal is a long and tiresome task, full of ritual as the miner needs the help of a shaman to remove the crystal unharmed carefully. The elves will even trade with dwarves that remove the crystals without knowing their actual value, giving the dwarves gold and silver in exchange for any soul crystals they have recovered.

There is very little crime in the City of Stars or the surrounding towns. The rare few that commit serious crimes are banished without hesitation. Those wanting excitement in their lives are the most common criminals. Shadow elf rebels gather in shady buildings to listen to music, drink strong liquor, or even show public displays of affection. There is a thriving black market for surface goods, where everyday household items or foods that aren't made from fungus bring princely sums.

Because of their harsh surroundings, shadow elves prefer to travel by reptilian creatures called skinwings. Skinwings resemble flying dinosaurs and serve as beasts of burden. They have become a common sight in the city.

The areas surrounding the City of Stars are especially hazardous. The Desert of Lost Souls claims all that try to cross it. The Cavern of Continual Rain hides monsters that prey on the elves. Lava flows are a constant threat, as are sulfur plumes that can spring up out of nowhere. The elves live on the giant underground fungal growths and hunt and fish various animals. The entire City of Stars exists on the ceiling of a giant cavern in an reverse-gravity effect. The effect reaches halfway down cavern walls, and, in some places, even further. Thus, those without magic can walk up the walls without aid. Due to the magics located inside the Great Temple of Rafiel, shadow elves are increasingly being born with the ability to channel magic as sorcerers naturally.

Living space is limited in the City of Stars due to its unusual layout and the harsh environment. Inside the city, the elves go about their daily business following the dictates of the church. However, there is growing discontent among some elves, and trade with the surface is sporadic but does occur. Some elves look at luxury items from the surface world and wonder if they are being told the truth. King Telemon promises his people the forests of Alfheim, they are beginning to wonder about the human kingdoms and the treasures they hold.

Places of Interest

Alfmyr is a mining colony that sits on the most massive known vein of soul crystals. It is the most distant from the other shadow elf cities, but it is the richest from the metals it also mines.

House of Mystic is the shop of Risardiel, a fortune-teller. She is strange for a shadow elf, dressing in bright clothes and speaking loudly. Occasionally her predictions come true.

Losetrel is the smallest of the shadow elf cities and is known for its silk. The silk is harvested from giant spiders in a dangerous ritual designed to lure the spider away from its web.

Maflarel's Emporium is the primary source of surface goods. No one knows how the owner can get these goods, but people buy them despite his outrageous prices.

New Grunland is the largest of the outlying cities and the most populous. It grows most of the food for which the shadow elves trade.

Orc's Whiskers is a secret meeting place for young shadow elves. Here they can hold hands in privacy, drink alcoholic beverages, or smoke tobacco smuggled from the surface.

Parafel's Glassware is a luxury shop offering bottles, cups, and mirrors at exorbitant prices due to the rarity of sand in the City of Stars. The glass window on the front of the shop is worth a fortune.

The Public Baths are a common meeting place for the elves, who are fastidious in their hygiene.

Guanafel's Thaumaturgy is a magic shop specializing in second-hand magic items. Though expensive, his shop is often the only place where you can find magic items in the city.

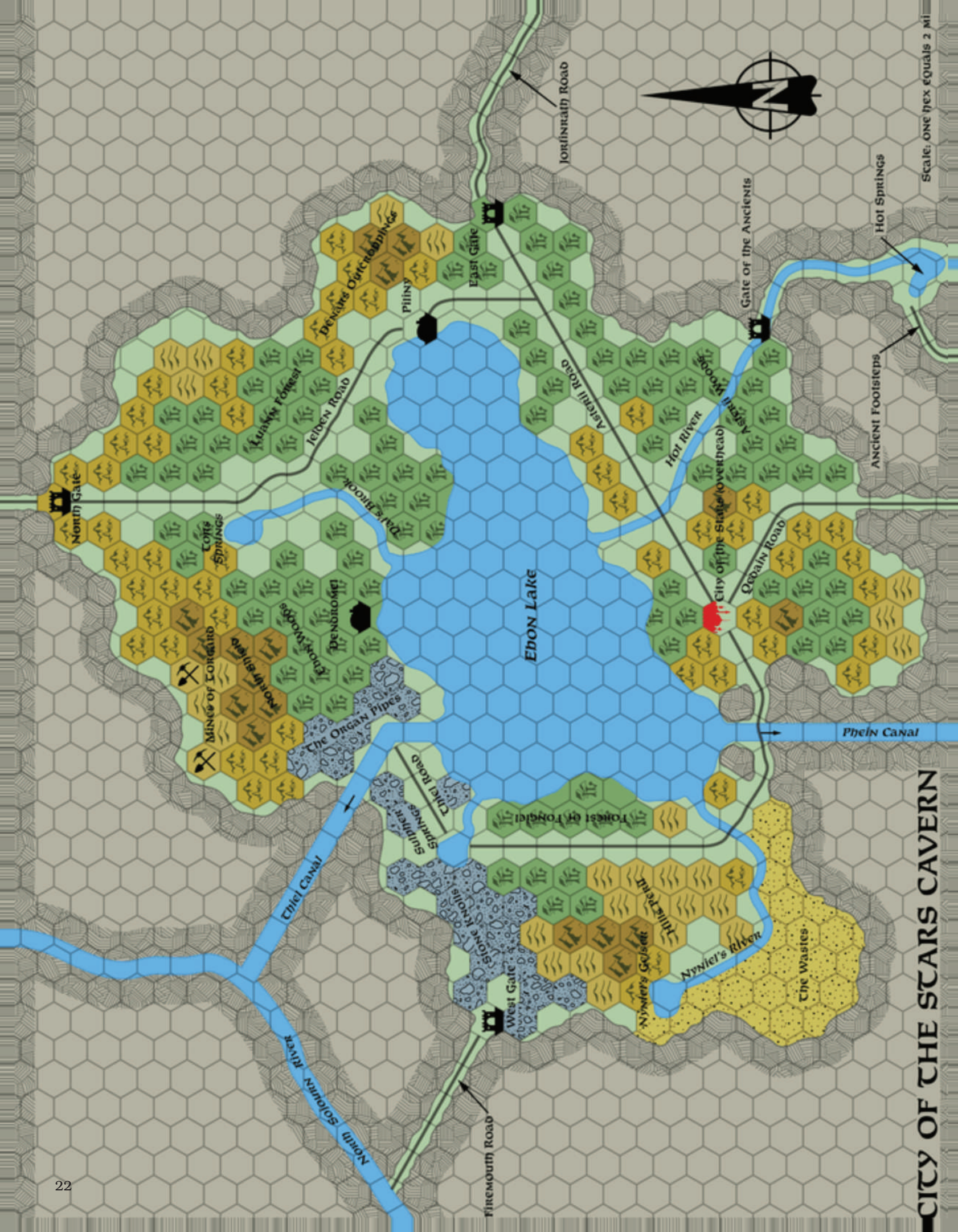
Sarantyr's Skinwing Rides offers rentals of older skinwings, well-trained to handle even the most inexperienced rider.

Shop of Hopes and Wishes has a smattering of surface items such as spices and rare foods. Its prices are high, and stock is limited, but it does enough business to turn a healthy profit.

The Temple of Rafiel dominates the city, both literally and figuratively. No one but the shamans is allowed into the temple. Here the shamans give the dictates that guide the shadow elves' lives.

The Way of Trees is a garden of surface trees magically enchanted to survive underground. It is considered the most beautiful park in the city, and the park is always crowded with visitors.

Whispering Waters is a prominent meeting place for shadow elves. It is infrequently used because the elves have no real need for inns. It primarily functions as a convenient rendezvous point.



Republic of Darokin



Government: Plutocracy

Capital: Darokin City

Language: Darokinian

Size: 81,900 sq. miles

A land of wealth and trade, Darokin is arguably the richest nation in the Known World. With limited access to the sea, Darokin has built an enormous economic empire mainly through overland trade. It is one of the few nations with diplomatic contacts in every other nation. Darokin is a true plutocracy, and its citizens are allowed to vote and hold government office based entirely on their wealth. Only citizens with a certain income gain the right to vote, and they must be even wealthier to hold office. Though ruled by the rich, the rest of society in Darokin is surprisingly upwardly mobile. Given its economic strength, only the infirm and the lazy do not work. The infirm are helped with charity while the lazy are generally left to starve. Its guilds dominate the nation, but they are careful not to interfere with lawful trade.

Except for military advisors, all offices in Darokin are elected. Darokin is divided into 37 regions, and each elects one member of the Outer Council. The Outer Council selects six of its number to be the Inner Council, which does the day-to-day work of running the country. The people elect the Chancellor to a lifetime term. The candidates for Chancellor are selected from a list of nominations from the Inner Council. The Chancellor handles the nation's foreign affairs, leaving the council to run the country's more mundane matters.

Darokin is a rather open nation when it comes to religious freedom, and most significant religions are welcomed. Even temples to Immortals of Entropy are

tolerated as long as they don't cause trouble. There is no official state religion, and many pay their respects to several Immortals rather than only one.

Magic is considered a trained skill—just like carpentry or masonry—and treated accordingly. Wizards have to pay for a license to practice magic, and they are taxed on all magic they are paid to perform. The guilds hire and train wizards, often from foreign lands, called merchant princes to give their guilds an edge in trading. They aren't well-regarded by traditional wizards but are handsomely paid.

Crime in Darokin is mediated primarily at the local level. A single judge decides guilt or innocence and levies the appropriate punishment. Severe crimes are punished by death, but lesser offenses are typically penalized with a fine. People unable to pay the fine become indentured to either the people they wronged or to the state. Darokin has no laws against victimless crimes, and civil cases are handled through a government branch called the Diplomatic Corps. Trying a civil suit without first seeking a diplomatic solution is considered rude and typically biases the court against the petitioner.

Darokin is one of the most stable nations in Mystara, and its economic strength lets it undertake engineering and public works projects that poorer nations cannot afford. That is not to say the country is entirely safe. To the north, the Broken Lands are a constant threat. The southwest borders Malpheggi Swamp, a continuous source of monsters. In the middle of Lake Amsorak lies Itheldown Island, home of the twisted Itheldown Castle. It is a cursed place, and viewing it is considered a sign of an ill omen.

Darokin's primary defenses are its economic strength and diplomatic prowess. While it doesn't have a powerful

army, its natural resources are immense. It produces an enormous number of goods and exports a majority of them. It trades with every mainland nation because of its central location and has embassies everywhere. The merchants of Darokin can be found in the most reclusive lands and have a presence in places like Atruaghin, Ethengar, and even Serraine.

The guilds of Darokin have made it their goal to cement their economic strength. First, they are trying to move to paper money, called Certified Letters of Credit, or CLOCS. This action conserves precious metals and instead allow people to carry vouchers that can be redeemed at any guild house. They are also trying to get bordering nations to standardize the metal content in their coins, to prevent currency speculation. Darokin actively works to remove ancient coins from circulation and recast them as its own.

Despite or perhaps due to its notorious work ethic, Darokin loves its holidays. During most holidays, the nation shuts down for a day of rest. People will visit each other, play, or stay at home. While Darokin has some grand holidays with parades, most are not celebrated at the same level as in other nations. The government also takes its separate holidays off, to the chagrin of the citizens. Some of its holidays, especially its famed masked ball, draw in nobles of numerous nations and their wealth as well.

Darokin uses its vast wealth for the betterment of its people. The guilds accept youth of all races into apprentice programs and train others in accounting and other business-related skills. Darokin-trained artisans are in high demand in other nations. Many natives of Darokin can be found working as merchants abroad or teaching their trades to local villagers who have scraped up enough money to hire a Darokin guild member to educate their youth.

Even with its vast amounts of wealthy citizens, Darokin does not have a social stigma against being poor. It takes care of the less fortunate, and the economy is strong enough for anyone to find work. Bordering so many nations, Darokin relies heavily on foreign relations because it does not have an army big enough to stop an invasion. Instead, it has made numerous alliances. Thus, if one of its neighbors becomes belligerent, Darokin can count on its other trading partners to come to its aid.

Cities

Akesoli is the westernmost and smallest of the 'Six Cities' of Darokin. It dominates trade coming in from the west. It does not produce much but acts as a stockpile of items entering and leaving the nation.

Akoros is the sister city of Akesoli. It is located on the eastern edge of Lake Amsorak. It is one of Darokin's significant crossroads, with goods coming in from all directions and routed to other ports.

Athenos is the largest port, located at the cusp of Malpheggi Bay. Here, goods from Darokin flow in, and foreign products come from across the sea. It is the most diverse city in the nation. It has one of the largest populations of hin outside of the Five Shires.

Corunglain is the city closest to the Broken Lands. It is a well-fortified city, as orc raids from the northwest aren't uncommon. Corunglain is heavily militarized, which helps get caravans through to Ethengar and Glantri.

Darokin City is the heart of the nation. The largest merchant guilds operate here, and it is centrally located for all caravans. It is known as the city of banks because no other city can claim the economic power that lies within its city walls.

Dolos is located at a crossroads between several trade routes that run along the southern edge of the Canolbarth Forest. Due to its location, it specializes in taverns and inns, making it known for its hospitality and friendliness towards all visitors.

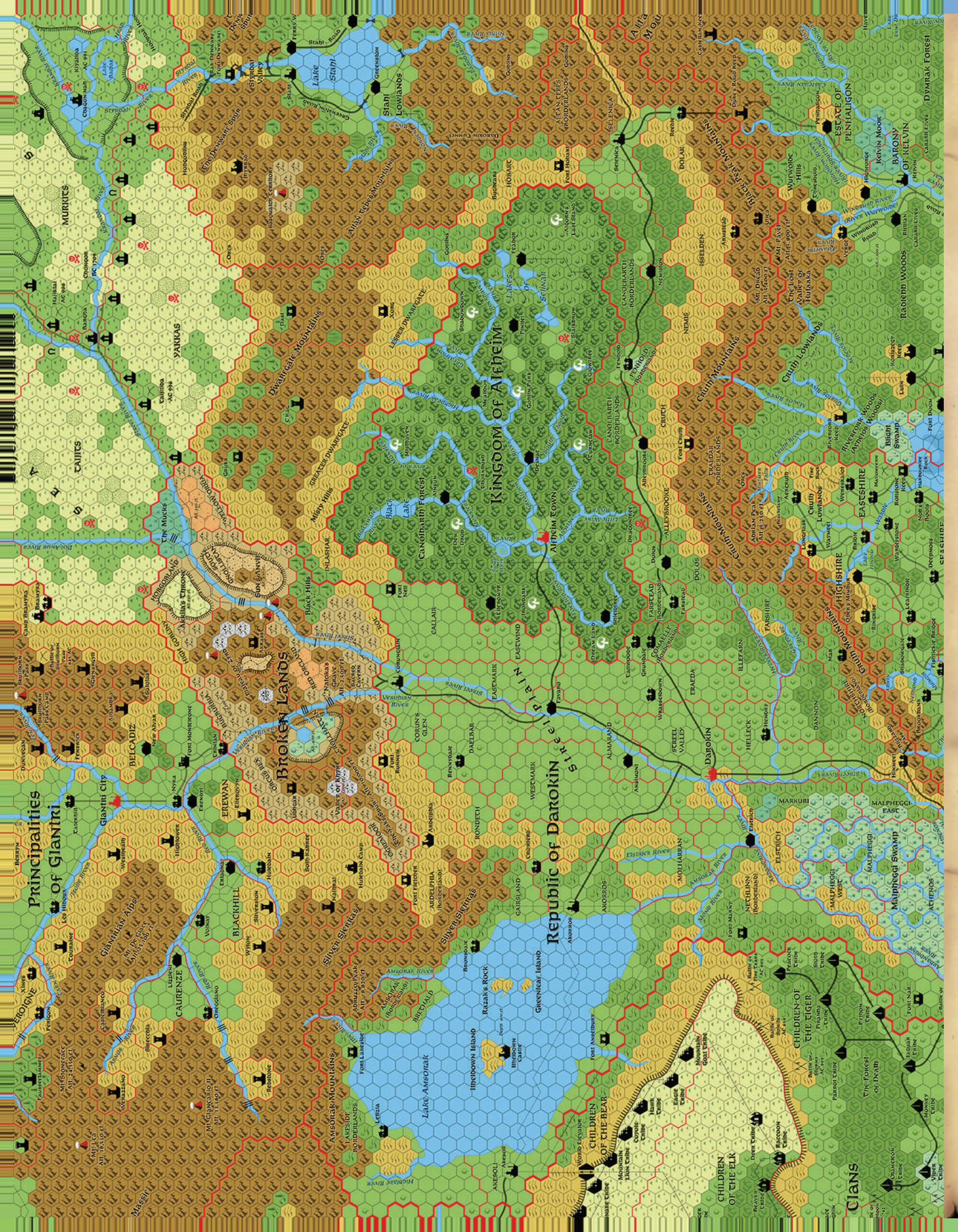
Favaro is an old settlement in the middle of Darokin. Filled with old-money farmers, it is rather wealthy without the outward appearance of it. The people here may be wealthy, but they are farmers first.

Nemiston sits on the border of Alfheim and is known for its master-craft wooden artwork. It also has a one-sided feud with the neighboring elves, but only the city takes that seriously.

Reedle grows exotic crops such as rare teas and nuts, making its farmers quite wealthy. This issue causes problems with the merchant guilds, and their power is greatly diminished here. Right now, there is nothing the guilds can do about it, so the farmers set the prices.

Selenica calls itself the eastern capital. It is the largest city east of Alfheim and second-largest in Darokin. Fiercely independent, Selenica deals with the most foreign markets of any city in Darokin. Its market is famous for the sheer diversity of its merchants and vendors.

Tenobar is the second-largest port. By its smaller size and nature, it is also where many smugglers operate. Tenobar also gets a larger share of monster attacks because of its proximity to Malpheggi Swamp. It has a large garrison there, and it is focused entirely on defending against these monsters.



Ethengar Khanate



Government: Khanate

Capital: Court of the Great Khan

Language: Ethengarian

Size: 57,970 sq. miles

The great steppes of Ethengar are home to fierce and nomadic people. United as seven tribes under a single khan, the Ethengar are a warlike people looking for greater glory. The Ethengar are known for their horsemanship, with their entire culture centered around the horse. Their homeland is a hostile place with few natural resources and harsh winds that provide no shelter.

A deeply religious people, the Ethengar follow the advice of their spirit shamans to keep them safe, and this is not just superstition. The cursed desert they call the Land of the Black Sands holds the World Mountain, where spirits roam the world freely. Only the spirit shamans dare approach the desert, for its winds bring madness and worse to the unprepared. Numerous spirits are also found across the nation.

There are two laws all Ethengar live by; tribal law and the law of Moglai, the Golden Khan. Moglai holds together the rival tribes with the strength of his personality and the threat of force. Breaking his law is punished in the harshest ways possible. No tribe may wage war on another tribe without his express permission. The Golden Khan also decides the territories for each tribe by assigning them grazing lands for each season.

Tribal law in Ethengar is more concerned with traditions and loyalty to the tribe. The worst thing an Ethengar can do is let down one's tribe. Not pulling one's weight will result in a tribe member quickly being exiled.

Three Immortals are venerated equally in Ethengar. The people believe Yamuga the Yurt Dweller protects them in their yurts. Tubak the Lawgiver teaches them justice and shows them the lessons of war. Cretia is the Lord of Chaos. His clerics cause mischief and trouble among the tribes, who believe that life would otherwise become boring. As well as Immortals, the Ethengar use spirit shamans to divine the will of the spirits familiar to the land.

Magic is greatly feared in Ethengar but is also highly respected. Ethengar wizards called Hakoman are shunned by all Enthengar except for the tribal leaders that want their help. Hakoman are renowned for their strange behavior and odd appearance. They do not use spellbooks and instead have a sigil on their clothing for each spell they know. They memorize their spells through the use of these sigils. The Hakoman all have a personal taboo that they must obey, as they believe it gives them their power.

Ethengar are communal, so crimes such as theft are rare. However, they have stern punishments for the few crimes committed. Many things that would be against the law in other lands, such as assault, are part of the Ethengar culture. As long as no weapons are used, and there is no lasting damage to the loser, they consider the attack to be part of a warrior's training. However, they do have limits, such as considering children sacred.

Harming a child or a pregnant woman brings draconian punishments. Execution is the standard punishment for breaking the Khan's law and for other serious offenses such as murder. For dishonorable crimes, the criminal is drawn and quartered. The punishment for crimes against Moglai Khan himself are known to be very creative, lingering, bloody, and very public.

Ethengar is a land teeming with life. It is said there are more horses than people in the nation, and no one disputes this. The land is also filled with yaks, birds of prey and game animals in abundance. However, the steppes are not suitable for agriculture, and only hardy grasses can be found growing there. Ethengarians do not farm; they follow their herds and occasionally hunt for game. The Golden Khan has opened up trade routes, though, so new and exotic foodstuffs are finding their way into the yurts of the people.

The steppes of Ethengar are known as the Sea of Grass. For miles, there is nothing but flat grassland until you come to the Land of Black Sand, home of the World Mountain. The World Mountain is the most sacred place in all of Ethengar. Surrounded by a haunted desert of blackened sand, the World Mountain is a conduit to the spirit world, where evil spirits can enter the Known World to cause mayhem. Here is where the Beast Lords, the most significant and most potent of the animal spirits, may be found. Spirit shamans make a hermitage through the Land of Black Sand to commune on the World Mountain at least once a year. Here, all is revealed to them, and they can bargain with the Beast Lords directly for more power.

Ethengar love their games. When two tribes meet, it is considered a tradition to have some competition between them. The three national sports of Ethengar are archery, wrestling, and long-distance horse racing. Gambling is rampant at the games, as is matchmaking and deal brokering. During these meets, a truce is declared against all personal vendettas. Even hated rivals have to obey this tradition. Acting on a vendetta during a competition is considered a capital offense, and no tribe will shield one of its own who breaks the peace at a game.

One of the significant threats to Ethengar is a large number of humanoids that plague the land. Hordes of goblins, orcs, and hobgoblins spend their time attacking the herders and nomads when they are separated from their tribe. Actual attacks on the Ethengar camps are sporadic as most Ethengar are more than capable of defending themselves.

Ethengar is seen by others as a backward nation, only now being forced into interacting with other countries rather than just raiding them. The Golden Khan still has ambitions for conquest, but he also knows his tribes are splintered and spend more time arguing amongst themselves than focusing on a single enemy. Moglai knows he must modernize his people to stand up against the forces of Glantri or Helden. He has brought in aid in the form of engineers from Rockhome to build his siege weapons, and he buys weapons from Darokin to arm his hordes. The Golden Khan is nothing if not patient.

Others see Ethengar as an exotic and mysterious land. Its lack of permanent settlements, combined with the tribes' known hostility to outsiders in the past, causes other nations to distrust Ethengar. Moglai is doing his best to change this, especially with the opening of trade with outsiders. His past travels through Ylaruam and Rockhome gave him a new perspective that other Ethengar do not share. He has welcomed dwarven engineers to teach the tribes how to build weapons of war. Darokin caravans now are familiar sights in his court as well. While the Ethengar are loathed in Glantri and distrusted in the adjacent nations, Moglai is increasing Ethengar's status in the international community.

Tribes

The **Bortaks** spend their time trading and making war. While they restrict themselves to simple raids, they know the time for all-out war is near.

The **Kaeruts** were once a warlike clan, but their favorable position on the trade routes established by the Golden Khan has tempered their bloodlust with wealth. Many accuse them of selling out, but gold calms most of their critics.

The **Kiyats** are the closest to Vestland and are charged to learn what they can about their neighbor. Kiyats are known for preferring diplomacy to war.

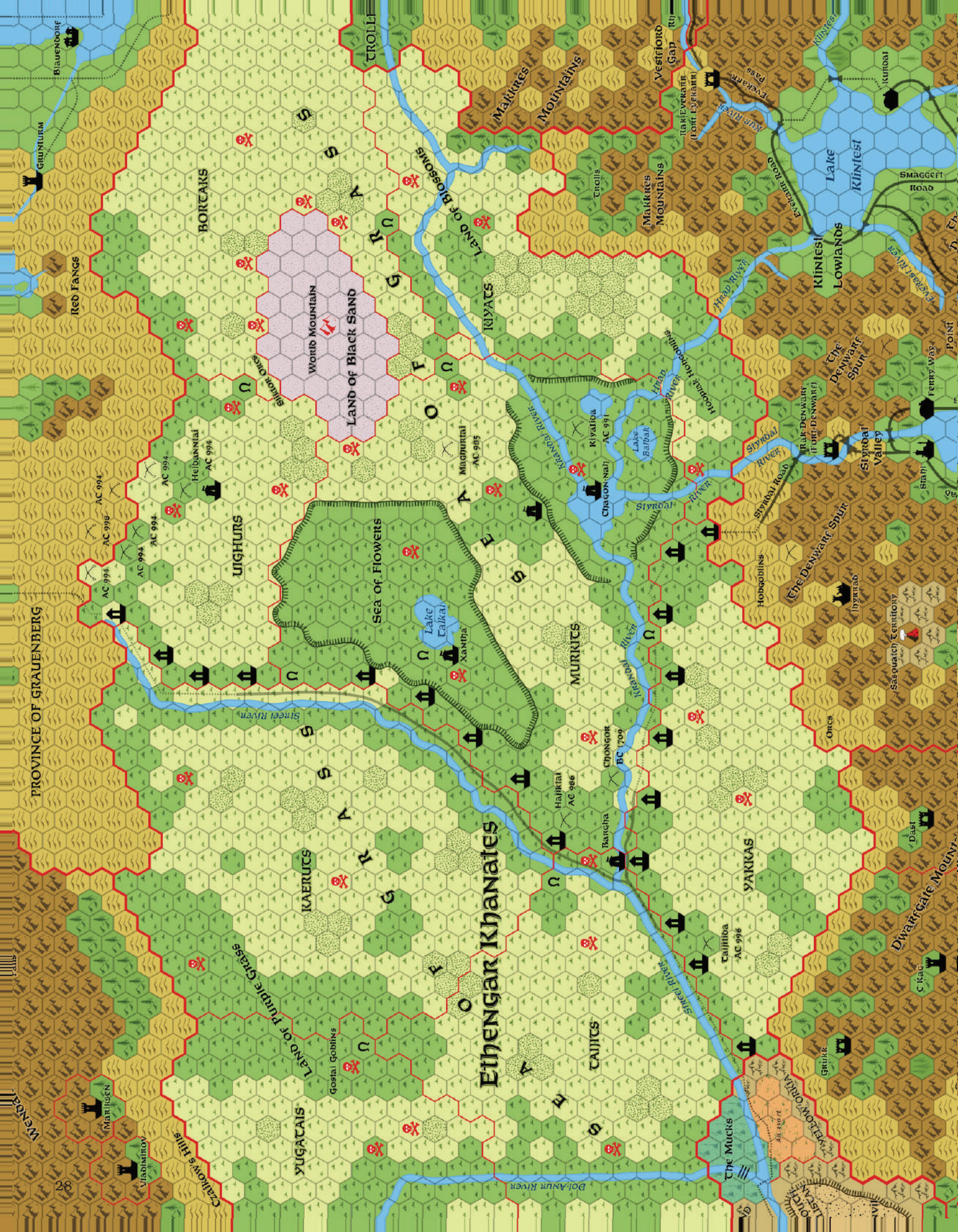
The **Murkits** are the ruling tribe, led by Moglai the Golden Khan. They are the wealthiest and most influential of the tribes and owe it all to his leadership. They are fiercely loyal to him, and most would fight to their dying breath to protect him.

The **Taijits** are tasked with keeping the trade routes open, which leads them into direct conflict with the humanoids that raid it—a task they relish.

The **Uighurs** are the most militant of all the tribes. They long for war with the Helden. They are impatient at the buildup of forces and want open warfare now.

The **Yakkas** are one of the wealthiest tribes. Their position on the border with Rockhome is advantageous and highly profitable. Though initially forced to follow the Golden Khan, his generosity has won them over to his side.

The **Yugatais** are the most impoverished tribe. They are at constant war with goblin wolf riders that contest them for their grazing land. They were the last tribe to join Moglai and are looked upon with suspicion.



The Five Shires



Government: Representative

Capital: Shireton

Languages: Darokinian, Thyatian, Hin

Size: 10,660 sq. miles

A peaceful farming nation, the Five Shires are the home of the tranquil hin, or halflings. Comprised of rolling hills, fertile farmland, and abundant forests, the Shires produce more food than the hin can eat. These lands have been the source of past conflicts, and the hin have liberated themselves three times from orcs, dwarves, and Thyatians respectively. The hin now live without the threat of war or invasion and have prospered.

The Five Shires are an ideal place to raise a family without fear, but for many young hin, this is incredibly dull. These hin are called yallaren and head out to explore the world before returning and settling down.

The hin have developed an almost symbiotic relationship with the land of the Shires. When threatened, some can tap into the power of the earth to disrupt hostile magic. This ability, called Denial, is not always reliable, but enough hin have learned to harness it to make wizards wary about casting spells here.

Each Shire operates independently but shares the same laws. Each Shire is led by a Sheriff, who is first nominated by the Shire's residents and confirmed by the other Sheriffs. Sheriffs govern for as long as they feel they are able. They can appoint assistants, called Krondar, to help them maintain the law. Typically, the Krondar are other hin, but members of other races have been extended the honor for service to the Shires. Other prominent leaders of the Shires are the clan chiefs and the Masters. The clan chiefs act as advisers to members of their clan, and the Masters advise the hin in positions of power or serve as clergy.

The hin venerate their patron Immortals, known as the High Heroes. These Immortals are more idolized than worshiped and are seen as examples of how hin should act and behave. Brindorhin is the patron of families and law and is considered the patron of the Shires. Coberham Shadowglint is the patron of magic and mysteries who gave the hin their most holy relic, the Blackflame. The Masters, clerics, and hin wizards hold him up as an example to all. Nob Nar is the epitome of youthful exuberance. He was a yallaren that accomplished so much in his adventuring days that his path to Immortality was achieved surprisingly early. He is the Immortal that all yallaren aspire to emulate, and even the most tradition-bound hin respect his love for an epic adventure.

Magic is looked upon with both fear and awe in the Shires. Hin have a long and hostile past with the wizards of Glantri, as the wizards have tried to find the secret of the hin's spell resistance. And Thyatis conquered the Shires with the use of its war wizards. Thus, hin do not trust human wizards unless they prove themselves, but then they are treated like family. Clerics and druids are always welcome in the Shire unless a cleric tries to convert the population by force. Hin wizards are rare but not due to a lack of talent for the arcane. It's merely that few hin have the desire to spend their lives studying books and scrolls.

Crime is almost nonexistent among the hin in the Shires. They are generally friendly, peaceful, and community-oriented. Hin are allowed to borrow things merely by asking, so the thought of stealing something is almost foreign to them. Nonetheless, youths in their yallaren phase are allowed a certain amount of leeway in their indiscretions. In contrast, actual criminals are considered mentally ill by the hin, who treat them as such by trying to cure them of their violent or greedy

behaviors. Those they cannot help will be banished or, in extreme cases, executed. The same mercy doesn't apply to foreign criminals in the Shires. They are treated harshly, although the most common punishment is banishment. The one crime the hin do not bother to punish is smuggling. Most nations think the Shires have little wealth to offer them, and their merchants bypass the land. Thus, hin pirates roam the seas looking for merchant ships to bring in rare goods in the Shires.

The majority of the Shires is rolling farmland, with mountains in the north. As the land is mostly tamed, there are few monsters to threaten the hin. The few threats come from the northern mountains or Malpheggi Swamp, the latter via attempts to cross the Shires' heavily defended western border. Regular wildlife is abundant but restricted to the forests and mountains where it is hunted for game. The Shires produce an enormous amount of food and enough to export to other lands, including crops grown mainly for trade. In addition to vegetables, they grow multiple forms of tobacco, cotton, and flax, used to make clothes. Combined with crops and vast flocks of sheep, the hin also export clothing to surrounding nations.

Hin love their celebrations and have more holidays than any other nation of the Shires' size. All holidays tend to involve a feast of some kind, and a gathering for any other reason tends to involve a banquet as well. A common joke is that the only difference between a hin wedding and a hin wake is one less place setting. Non-hin invited to partake in a hin celebration often find themselves sick the next day from overeating. It is considered rude for guests to turn down an offer of new food during a party, and a common prank to play on the tall folk is to keep offering them as many courses as possible.

Despite their small size, hin make sure that taverns and inns are available for the tall folk, primarily on the outskirts of their cities. Hin hospitality is an important trait, and the inns are nothing short of extravagant compared to many traveler's homes. Hin themselves congregate in taverns built to their size, where they practice their two most famous entertainments: drinking and tale-telling. Every village has a master storyteller, and when two of them meet, it is a grand affair. Many hin will stop what they are doing to listen to the speakers face off in a display of oratory prowess. A hin settlement often adopts tall folk that can spin a good yarn as one of their own. To the hin, anyone who can tell a good story can't be all bad.

The Shires are known for being a peaceful but boring nation with no internal conflicts or politics. The land reflects this with a lack of foreboding locations except for Malpheggi Swamp bordering on the west and Blight

Swamp on the east. The one mystery of the Shires is the power of Denial, which disrupts arcane spells as they are being cast. This power is said to lie within the Shires themselves, as the hin cannot manifest it outside their homeland. But the power is exclusive to the hin. No one of another race has ever been able to use it, even if that person was born in the Shires and has never left its borders.

Other nations often forget about The Shires because they have few natural resources except for agriculture, and they have proven to be challenging to conquer. The hin are highly protective of their homeland, having fought for it vigorously in the past. But they are quick to make friends, and they enjoy healthy relations with Darokin and Alfheim. The hin get along with Karameikos despite the predations of Baron Von Hendricks. Due to past transgressions, Thyatians, mages from Glantri, and dwarves receive less than warm receptions. Wizards that haven't proven themselves friendly to the hin get suspicious stares or even outright rudeness. Those who prove themselves to be friends of the hin are valued as trusted friends and welcomed anywhere they travel.

Shires

Eastshire is the most well-known of the Shires because of the roads leading to it. The Shire borders the Black Eagle Barony of Karameikos, a source of contention between the two nations. Here border towns are packed with foodstuffs, and wares are ready for sale.

Heartshire has a majority of the Shire's mines and is heavily defended in case of orc attacks from the Cruth Mountains. It is considered rustic, even by hin standards. Caravans often ignore it due to its small population and lack of trade.

Highshire is the Shire's frontier. A dirty, industrious area, it is located in the foothills of the Cruth Mountains to the north. Orc attacks are a constant threat, and the hin have increased the presence of both their guard and military here. Highshire is not a place to be found unarmed.

Seashire is the richest and most populous of the Shires. Most of the nation's ports are located here and are known for their highly efficient docks. A large number of retired adventurers also serve to keep the region safe.

Southshire is the oldest Shire and the most productive in terms of agriculture. Almost all of the Shire is given over to farming and ranching. Except for Bramblorose Wood, Southshire isn't known for excitement.



Principalities of Glantri



Government: Magocracy

Capital: Glantri City

Language: Thyatian, Alphatian, Averoine, Klantyre, Elvish, Ethengarian, Traladarian

Size: 89,713 sq. miles

A fractious magocracy, Glantri is powerful but has more enemies than any other nation in the Known World. Glantri is at odds with the Five Shires, Rockhome and Ethengar, and it is tolerated everywhere else. Known for experimenting on hin and dwarves to learn about their anti-magical capabilities, the Glantrians have also banned clerics and druids upon pain of death.

Glantri is ruled through its Parliament, though its ten principalities are so at odds with each other that little lawmaking ever gets done. Parliament is located in the heart of Glantri City, renowned for its canals and gondolas. With its Great School of Magic, also situated in the capital, Glantri City is one of the highest known sources of intrigue.

Glantri's Parliament accomplishing anything is a small miracle. While each of the ten principalities has its agenda and rivalries, they prioritize their interests above those of the nation. Getting a majority decision from the squabbling nobles is almost impossible. Only a significant threat to the country can unify them. For virtually any minor decision, the wizards are hopelessly deadlocked in their decision-making. The sheer number of nobles in Glantri is staggering, and all of them can cast magic. A large number of potential rivals keeps the nation's wizards at each other's throats.

There is no religion allowed in Glantri. Clerics and warlocks are put to death in a gruesome manner when discovered. Only the philosophy of Rad is permitted, and that is brutally enforced by several of the princes. Despite the harsh penalty for even being in the country, clerics still go into Glantri to convert the populous. Paladins fearlessly confront the nation's evils, regardless if Glantri scorns them. Rangers and druids try to preserve what nature there is in the rugged land, irrespective of what the wizards think.

In Glantri, magic determines who rules. Those without magic are second-class citizens at best and unwilling test subjects at worst. Magic is everywhere in Glantri, and magic items are mass-produced and sold on the capital streets. That many dabble in forbidden research is a poorly kept secret. Magic is the lifeblood of Glantri, and nothing is considered off-limits in the quest for arcane secrets.

Glantrian justice is exceptionally harsh. In addition to the ban on religion, individual races are also banned from Glantri. Dwarves and hin can expect to be banished at best, but many wizards are more than willing to cut them open out of curiosity. The law also treats wizards differently from commoners. The murder of a commoner by a wizard isn't even a crime.

In contrast, commoners can expect death or worse for crimes against magic users, and the punishments always involve magical curses or horrific beasts to mete out justice. The one crime for which all are punished equally is tax evasion. Glantri's bureaucracy spends more time collecting taxes than performing its appointed duties.

Glantri is comprised of valleys surrounded by three different mountain ranges. Due to the requirements of its wizards, magical creatures of all sorts flourish inside its boundaries. Undead walk the streets of Crownguard and Igorov. Dragons are frequently sighted in Ritterburg. Sylaire's problems with werewolves are well-documented. Even in Glantri City, there are creatures of all sorts on display. Many monsters have escaped in Glantri's sewers, preying on victims that venture too close.

Glantri does enjoy a large selection of food because of the varied origins of its houses. While the land isn't considered ideal for growing crops, the wizards improve growing conditions with weather magic. Exotic and rare plants are grown all over the nation, and culinary wonders are among the principal exports to Darokin.

Every principality is unique in its appearance, and most use magic to manipulate weather and shape the landscape to their taste. No two principalities share the same climate, from Ellerovyn's lush forests and Crownguard's moors and constant rain to the rather pleasant rolling hills of Sirecchia. Traveling the nation is confusing to those that have never visited.

The crown jewel of Glantri is the capital of the same name. Glantri City is built on a system of canals and supplied with fresh water through gates to the elemental plane of water. Here is where a majority of the politics happen, and where every house has a strong presence. Here you will also find magic markets hawking everything from healing potions to legendary artifacts. There is also the Great School of Magic and the Parliament. Because of all the constant political intrigue between the houses, the city has the reputation of an excellent place to get killed. Also, with magic, there are rarely any corpses to find those who fail to play the game of intrigue.

Glantri has many enemies and no friends among outside nations. Darokin trades with it extensively, but the relationship is purely financial. Ethengar hates Glantri because of its intolerance of religion, and Atruaghin distrusts its magic. Relations with demihuman nations other than Alfheim are bordering on hostile, with Rockhome promising retribution because of the wizards' actions against the dwarves. The rest of the countries are neutral at best.

To qualify for nobility in Glantri, you must have at least 1 level of Wizard or Sorcerer or be an elf with the Eldritch Knight or Arcane Trickster archetype.

Houses

Alhambra are the hot-blooded Belcadiz elves of the province of the same name, famous for their dark hair and extravagant dress. They are passionate about life and are honor-bound and quick to take offense.

Crownguard resides in the province of Klantyre, who came from another world to escape persecution. Undead, especially ghosts and banshees are common here. The mundane citizens of Crownguard are known for being fierce warriors.

Ellerovyn are sylvan elves that emigrated from Alfheim to the province of Erewan. They have kept their love of nature and are known for their sympathy for Alfheim. They possess the most extensive forests in Glantri but refuse to allow any logging.

Igorov resides in Boldavia. They emigrated from Traladara to pursue magical crafts. The house is known for its appeasing nature but is not trusted by the other houses. Its land is poor, but its prince is known for his protectiveness over his people.

Linden is the oldest house in Glantri, but its territory has been reduced to just Bergdhoven. It has no shortage of enemies and has held grudges since the nation's founding. Its members are highly civilized and known for their fancy dress and quick tempers. Their land is famous for its fascination with fire.

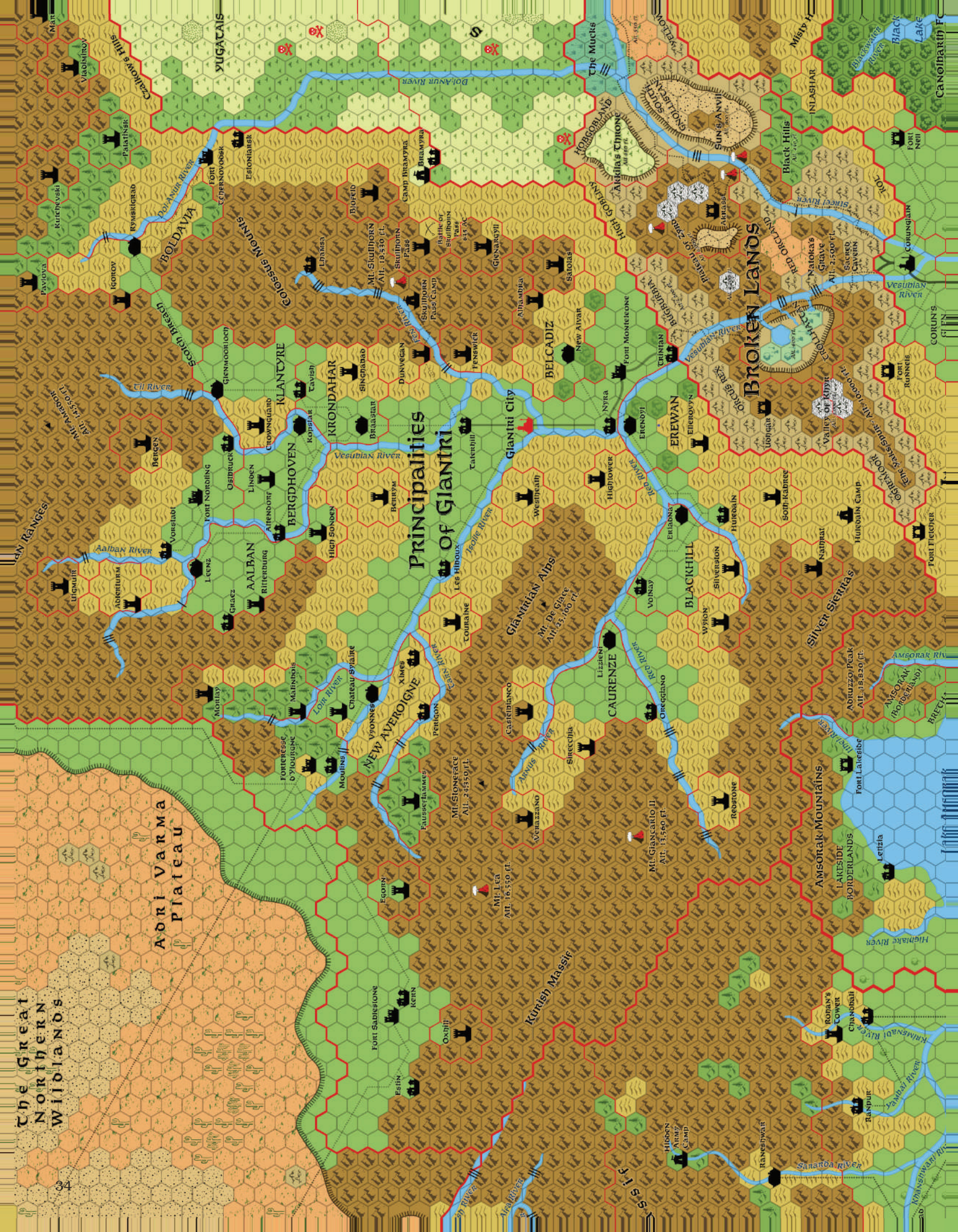
Ritterburg is comprised of a wedding of Thyatian and Alphatian families in the province of Aalban. It is known for its military commanders and warlike nature. It has long pressed for war with Ethengar, much to the objections of house Singhabad. The two houses still share bad blood because of this.

Silverston came from Alphatians who settled in the domain of Blackhill, during the founding of Glantri. Silverston is one of the oldest houses of Glantri, claiming to be the first house. Silverston has many enemies, and its arrogance earns the house few friends.

Singhabad descended from Ethengar stock and is profoundly distrusted because of it, although Ethengar promises to conquer the Principality of Krondahar. Nonetheless, the house is oath-sworn to Glantri and has abided by it.

Sirecchia originally came to Glantri from Thyatis as settlers. Notoriously paranoid, the house's love of poison is well-known. The principality of Caurenze is a beautiful land with rolling hills and marble buildings and is one of the most fertile in the nation.

Sylaire came from the same world as Crownguard. While the people of New Averogne are known for bouts of madness and lycanthropy, the house is still politically powerful. Prince Etienne D'Amberville is possibly the most powerful wizard in Glantri and runs the Great School of Magic's Great Library. He is content in this position, and few challenge him.



Kingdom of Ierendi



Government: Constitutional Monarchy

Capital: Ierendi City

Language: Thyatian, Makai

Size: 17,240 sq. miles

Ierendi is an island chain known for its pleasant weather, tranquil beaches, and recreation, so it may be a surprise that this nation of carefree islanders possesses the most feared navy on the sea. Comprised of ten islands, Ierendi is populated by the native Makai and descendants of a Thyatian prison camp. United in their hatred of the oppressive Thyatians, the two groups combined to create modern Ierendi. The nation is unique in its government as the monarchs are just figureheads determined by an annual contest. Real power is held by the Council of Lords, which is chosen by the islanders. Ierendi's fire ships, created by the fire wizards of Honor Island, give Ierendi the edge in naval warfare. The ships have proven impervious to all damage, and their ability to set enemy ships aflame means that most ship captains turn tail on sight.

Ierendi's government is comprised of a body called the Tribunal, plus a king and queen and eight Ministers-Without-Portfolio. The real power lies with the Tribunal, a cabinet consisting of five different departments, each representing a different aspect of Ierendi life. The king and queen are selected once a year at the Royal Tournament of Adventurers. The monarchy is symbolic, with little actual power. Despite this, royal opinions are valued by the Tribunal in making decisions for the nation. The Ierendi king and queen can be of any nationality, as long as they belong to the Adventurer's Club. Any creature can enter the club, and even a red dragon once attempted it. The Ministers-Without-Portfolio are eight ministers appointed by the king and queen. Each appoints four ministers, and they help run

the nation's day-to-day operations and set up the yearly tournament.

In the Tribunal, the Department of Agriculture regulates hunting and fishing and arranges help for farmers in need. Customs and Assessment collect import and export taxes on merchants and also issues letters of marque to privateers to crack down on smugglers. The Department of Foreign Affairs handles all ambassadors and tries to encourage tourism to the islands. Internal Affairs handles public works and improvements. Military Affairs is in charge of the navy and a small garrison of troops to protect the home islands.

Ierendi has two primary religions: the People's Temple and the Eternal Truth. The People's Temple is an informal religion with no unified message, and its temples address the local region's specific needs. No specific Immortals are venerated. In keeping with the religion's druidic origins, it is more of a philosophy with a significant emphasis on nature.

The Eternal Truth came from Ylaruam. It is a small religion in Ierendi but attracts local Ylari and those who find the People's Temple far too lenient. The Eternal Truth has started clashes between the faiths, but as a vast majority of the islands belong to the People's Temple, the arguments are usually one-sided.

Ierendi treats magic as a tool, holding it in no higher regard than a craftsman's skill. Wizards are free to practice their art as long as they don't hurt anyone. And of course, pay their taxes on time. Magic is often used for entertainment in temple services or to thrill tourists. Clerical and druidic magic is commonly used to improve crop yield and diminish the strength of storms that often threaten the islands.

Because of their laid-back demeanor, the Ierendi do not have much of a crime problem. The common issues are

often just smuggling and dust-ups between sailors. While pirates are always a threat, the Ierendi navy's reputation causes most of them to seek easier targets. For serious offenses, Ierendi has a penal colony for convicts.

Ierendi's wildlife is primarily seabirds and aquatic mammals and lizards. Aside from the white apes of White Island, there are no large creatures found on the islands. The exception is Safari Island, which imports game animals and monsters to entertain wealthy tourists that travel thousands of miles to hunt exotic creatures. There are quite a few aquatic monsters that live offshore—enough to make it a priority for the Ierendi navy to patrol the waters looking for them. The population relies on large-scale fishing along with some farming to feed itself and its visitors.

Ierendi has several islands that are off-limits to outsiders. Even its people avoid them. Honor Island is home to the dread fire ships: ironclads that have made Ierendi's navy unstoppable. The wizards there do not appreciate unannounced visitors. White Island is cursed and taboo, and a blockade is strictly enforced.

Safari Island is the most famous island for visitors because of its theme parks. Gastendoo's World of Adventure is the most famous, specializing in creating fake adventures for its visitors. Using humanoids that have abandoned their raiding ways for steady salaries, any number of experiences can be simulated, from roaring battles to dungeon crawls. Another source of entertainment on Safari Island is its wilderness preserves. Guided tours by rangers and druids show curious travelers a vast number of beasts, both magical and mundane. Ierendi survives on its tourist trade, and Safari Island accounts for more than half of that income.

Other nations tend to ignore Ierendi politically. They have no strategic value and aren't known for their natural resources. This attitude, of course, suits the country perfectly. Its people are peaceful and unwilling to get involved in other nation's squabbles. With its navy considered unassailable, nations are content to leave Ierendi alone. However, the nobles and independently wealthy foreigners do make excuses for trips to the islands. Ierendi is one of the few tourist attractions in the Known World. Tourists also help keep the isles safe, as an attack on the nation would immediately threaten people with powerful connections.

Islands

Alcove is sparsely populated and known for being a base of pirate operations, but many tourists come here to treasure hunt. Most of the wrecks they scour for lost gold have long been picked clean, but occasionally someone finds a gem or a stash of coins.

Aloysius is the nation's penal colony. Freed prisoners are given a bit of land here, so long-term residents tend to have a criminal past. The island is also mineral-rich, which has attracted a sizable dwarf population. However, tropical disease is a problem, so a large number of temples have been erected here.

Elegy is considered the sacred burial ground of the Makai, who have buried their dead here for centuries. Though burials fell out of favor for years due to a curse, the practice has returned. Large amounts of buried treasure can be found here, but the spirits of Makai ancestors protect the island.

Fletcher is known for its caves and agriculture. Most of the population lives in the caves and sells crystals that spark when struck. A wizard runs a large estate where he promises visitors their wildest dreams will come true. Judging by the number of people paying him to visit, there might be some truth to his claims.

Honor is home to the legendary fire wizards. They are isolationists, though not hostile. They help defend the islands when needed. They will, however, turn away those who try to discover their secrets. The rightly feared Fire Ships make port here.

Ierendi is home to the islands' government and the majority of the resorts that the idle rich flock to in the summer. All Ierendi children come here to be educated, making it one of the most literate nations.

Roister is mostly home to native Makai. It is a simple island devoted to fishing and farming, and mostly avoided by tourists. The natives are known for practicing ancient magic, which keeps the island free from the tropical diseases that plague other islands.

Safari is devoted entirely to big game hunting and mock adventures. Two large parks serve the large crowds that come for these spectacles. The majority of tourists come to Safari Island, totaling more than double the visitors of any other Ierendi destination.

Utter is home to a large group of albino people. Makai also live in Utter Island's coastal forests. The albinos create large, beautiful structures as part of their faith. The buildings are abodes for their Immortal patron and far exceed their need for them, so many of them have been taken over by squatters.

White is a cursed island populated by white apes and mad monks. All that stay here go insane, and no one knows the cause or cure. The Ierendi navy turns away all that would approach the island. Only the desperate or foolish would try to run the blockade.

The Five Shires

the Shine Coast
Rundegos
Brambletooth
Cottmeer
Camp late

VanDevicend
37

GRAND D
OF KAR

Sea of

SAFARI ISLAND

Sea of

Cliffs of Paka

BONGO BAY

ALCOVE ISLAND

FLETCHER ISLAND

Port Siers Bay

Ierenol Shallows

KINGDOM OF Ierenol

UTTER ISLAND

HONOUR ISLAND

WHITE ISLAND

ALOYSIUS ISLAND

ROISTER ISLAND

IERENDI ISLAND

IERENDI UPLANDS

Sea of DREAD

Alcega Bay

Coorata

Sea of DREAD

GOUGAT CRIDE

Narwal Cape

Manha Tower

MT. PATROKAS

Ny's Post

ELEGY ISLAND

Ny's Post

MT. KUNUNURUA

Maarakai

Port Siers

MT. MAKALAU

Alt. 10,000 ft.

MT. KILAPUA

Alt. 12,100 ft.

MT. MAKAL

MT. BINA BURA

Coorata

Alcega Bay

Alcega Reefs

Alcega Reefs

Alcega Reefs

Alcega Reefs

Alcega Reefs

Alcega Reefs

Earth Rumble

Fletcher Reef

War of Fletcher AC 598

MT. YURIA

KORSAKOV TOWER

VIAD

BUCCANEER'S REEFS

MT. ANGERIOA

ANGEL COVE

KURUUBA

MT. KALA

Alt. 1500 ft.

FILOT

HONOUR REEF

BATTLE OF HONOUR AC 611

BATTLE OF IERENDI AC 798

MT. NYIT

BIOELA KEEP

MAONA KEA

PUNSAULA

MT. KUNUNURUA

MAARAKAI

PORT SIERS

MT. KILAPUA

CHIN LATE

MADRASK ROCK

NORTH TOWER

CATALUPOS

PUPAMI

WAILI RIVER

KUALI SWAMP

MT. BUNUNOA

TEIKKA MINS.

MT. BOONUA

MAKALAU

DOONDOO KEEP

MT. MANGA

MT. REICOP

GLAMO

SOUTHPPOINT TOWER

ALCEGA REEFS

CORAL FIRE

ALCEGA REEFS

ALCEGA REEFS

ALCEGA REEFS

ALCEGA REEFS

ALCEGA REEFS

ALCEGA REEFS

TO THE TRAVELOER ARCHPELAGO APPROX. 590 MIL.

BATTLE OF MANDOPAL AC 713

MT. REICOP

MT. REICOP

MT. REICOP

MT. REICOP

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Grand Duchy of Karameikos



Government: Grand Duchy

Capital: Specularum

Language: Thyatian, Traladaran

Size: 46,750 sq. miles

Formerly the Thyatian province of Traladara, Karameikos was acquired by Grand Duke Stefan Karameikos by trading away his ancestral lands to be allowed to rule here with autonomy. Duke Stefan brought many of his kinsfolk with him to Traladara, creating some strife with the native Traladarans and their families. He has countered initial hostilities by largely leaving the Traladaran lords alone unless they threaten him directly.

Karameikos is a land divided by cultures, where the Thyatians rule over the numerically superior Traladarans. Fortunately, Duke Stefan is a highly competent ruler, and his just nature has done much to satisfy both the native Traladarans and the newly settled Thyatians. The Duchy is still wild and untamed, and it will take years before the entire nation is fully settled.

To avoid angering Thyatis, Duke Stefan took the rank of Grand Duke. Under him are the four barons he brought with him from Thyatis. A series of landed lords, both Thyatian and Traladaran, comprise much of the rest of the nobility, with knights serving as the lowest level of nobility in the Grand Duchy.

Two churches are dominant in Karameikos. The Church of Traladara worships the patron Immortals of Karameikos: Halav, Petra, and Zirchev. The vast majority of the nation belongs to the church and follows the church's teaching of the epic "Song of Halav" for guidance. The Church of Karameikos is more common among the nobility and requires its members to purify themselves ritually. A third church, the Cult of Halav,

holds the belief that Grand Duke Stefan is the Immortal Halav, returned to Karameikos, but few pay any attention to them.

The nobles of Karameikos see wizardry as a tool, though the number of wizards in the land is generally low. Each barony has different laws on the use of magic, from severely restricting it to open acceptance. Sorcerers are considered dangerous due to their primitive natures. Warlocks are considered in league with dark powers and are usually run out of town, if not tried for black magic. The everyday folk look at magic with suspicion. The exception is divination, which is a significant part of the Traladaran culture.

Karameikos, like most feudal nations, has two separate sets of laws for nobles and commoners. The only difference in Karameikos is who may sit in judgment. Commoners have their case heard by a town judge who is often the town's master. A judge and jury of other nobility tries nobles. Unlike other nations, the penalties for commoner and noble are the same. A noble convicted of a serious crime will be stripped of the title. In the case of a landed claim, the Grand Duke determines the person to whom the title is passed.

The lands of Karameikos are unsettled and underdeveloped. Away from the King's Road and the coast, there are few settlements or outposts. All manner of fell beasts hide in the forests and mountains that comprise the majority of the kingdom. Evil humanoids gather in high numbers, hidden away from the duke's forces. The woods are rife with game, as well as creatures that hunt man for food. Most of the farmers stay close to city walls in case those creatures become bold and attack. Duke Stefan is slowly beating back the wilderness by granting more land to those who can tame it.

In addition to unintelligent beasts, humanoids stalk the Karameikos wilderness. Gnolls have been a problem since the ancient days of Traladara. The mountains swarm with orcs, though they concentrate their raiding on the more prosperous lands of Darokin to the north. Goblins fill the woods to the east but are primarily held in check by the Callarii elves. Forts are scattered throughout the north of the Duchy to stem the numbers of humanoids, but they are hardly enough. To this end, Grand Duke Stefan richly rewards adventurers that clear his lands of the orcs and gnolls. He grants them titles and territories to encourage more to do the same.

Due to its ancient and untamed history, Karameikos is littered with hidden magic and secrets. Scholars search the ruins of long fallen Krakatos, looking for any hint of real Traladaran history. Elves hint at hidden valleys, lost temples, and even entire civilizations contained within the nation's vast forests. The promise of riches in these ancient ruins and forbidden caverns, lures adventurers and treasure seekers, many of whom do not return.

Karameikos is the youngest of all the Mystaran nations, established just thirty years ago. Grand Duke Stefan struggles to make his dream of a new country a reality. He has proven to be an apt leader, treating the Traladaran people fairly, even while appointing Thyatian supporters as nobles. Other nations are beginning to recognize that Karameikos is becoming a stable nation. They are now establishing full diplomatic relations with Karameikos. One major strength Stefan has shown is his ability to appoint highly knowledgeable advisors, and he listens to their council.

Karameikos is still a deeply divided land. While tensions between the native Traladarans and Thyatian newcomers are fading, rifts still occur. The Traladarans are divided amongst monied and powerful old families, but they do not influence the Grand Duke Stefan. His even-handed approach has done much to appease his citizens.

Stefan tries to rule justly and gives the Callarii elves and the gnomes of Highforge the autonomy to govern themselves, and they appreciate the freedoms he allows them. In return, the gnomes send their caravans to tour Karameikos first- before departing to other nations. The elves' support is more martial. They offer up a full company of elves to augment the nation's army. Stefan uses the elves as his bodyguard, as they are loyal to none of the Traladaran families or Thyatian nobles to the east.

Cities

Castellan Keep is located on the borderlands between Karameikos and Rockhome. It is near a complex of humanoid-filled caves and is looking for heroic types to clear them out.

Fort Doom is run by Stefan's distant cousin, Baron Ludwig von Hendricks. With the help of his wizard, Bargle, von Hendricks imposes a reign of terror over the Black Eagle Barony. No one is allowed to leave, and visitors are turned away by force.

Highforge is the largest gnomish settlement in the nation. Technically it is a small kingdom of its own, but the gnomes pay lip service to the duke. The gnomes mostly keep to themselves. The exception being their caravans leave to bring goods to all parts of Karameikos and beyond.

Kelvin is one of the most important trade cities in Karameikos. Run by the highly competent Baron Kelvin II, the town prospers from the trade flowing into and out of the nation.

Luln is on the edge of the Black Eagle Barony and is in constant fear of it. It is a peaceful town, but it experiences frequent raids from the Baron's thugs and guards.

Marilenev is home to the ancestral lands of Lady Marilenev, whose husband and sons were killed trying to assassinate Grand Duke Stefan. Now the grounds rot away as she has no desire to maintain them.

Penhaligon is a northern trading post that is quickly growing into a large town. Led by the daughter of the original Baron Penhaligon, it brings in enough trade to hire guards to fend off constant orc attacks.

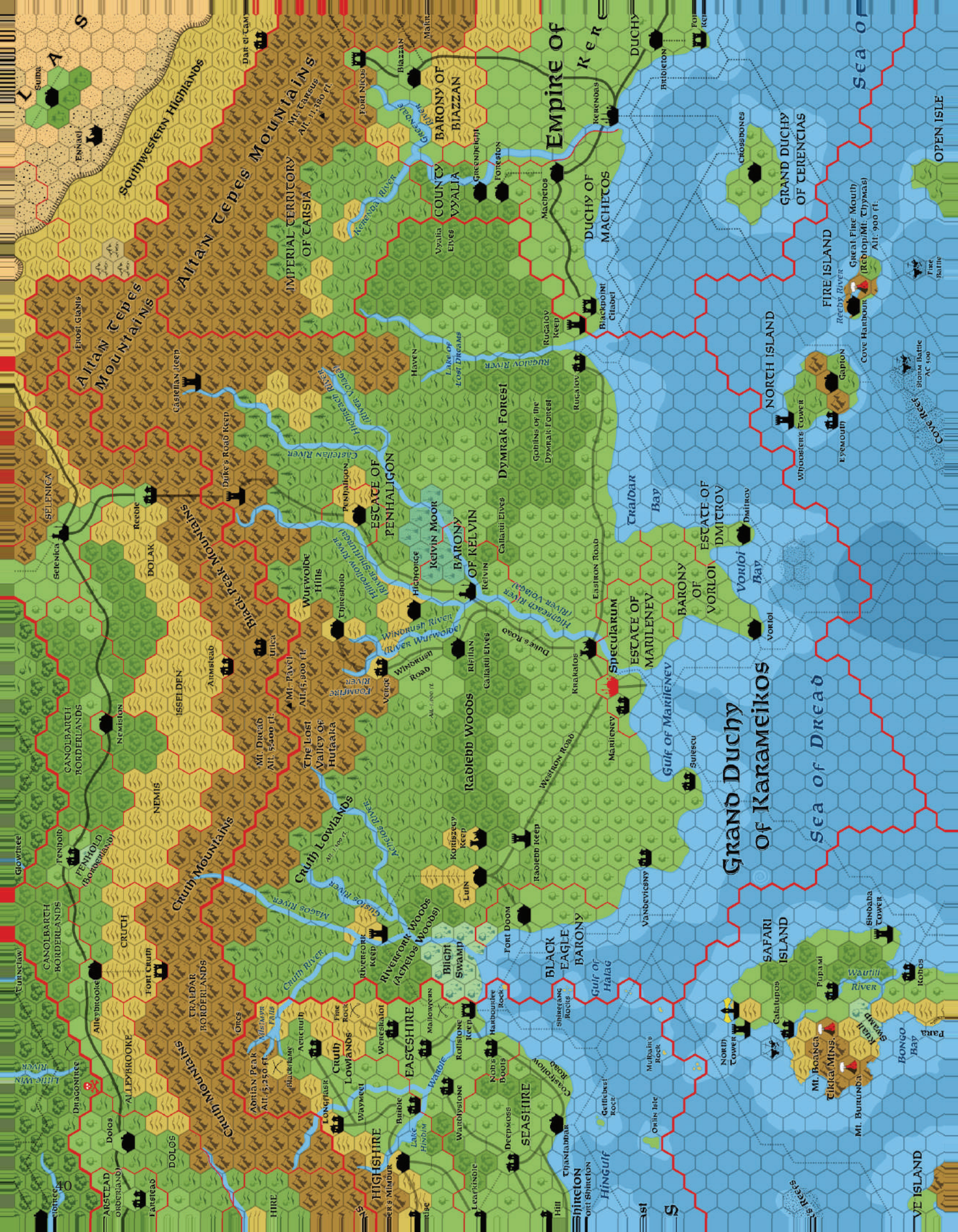
Rifilian is a trading post set up by the Callarii elves to trade elven goods for raw materials and livestock. The elves follow the laws of their people, while all others follow the Duke's Law.

Rugalov, on the Thyatian border, is the primary entry point for goods coming from the east. It handles most of the caravans coming from Thyatis. It also supports itself through a large fishing fleet.

Specularum is the capital, named for its mirror-like bay. The city has its share of cultural strife, but outright violence is rare. Various wealthy Traladaran families try to maintain their power under the Grand Duke. However, under Stefan's rule, the rest of the city is becoming quite wealthy.

Sulescu is a peaceful town, though it has a voluntary curfew at dusk. Many villagers live in fear of the local Lord Sulescu, who they believe is undead and possibly a vampire, though he has never acted maliciously.

Threshold is a large city for its size because houses are required to be spread out. It is an active logging community, always in need of help from adventurers due to threats from nearby monsters.



Minrothad Guilds



Government: Plutocracy

Capital: Minrothad City

Language: Minrothad, Elvish, Dwarvish

Size: 8,120 sq. miles

The most powerful naval trading nation, Minrothad is also the most racially diverse country in Mystara. Elves, humans, hins, and dwarves work together to increase the nation's wealth, each tasked with a different aspect of the economy. Minrothad is ruled by its guilds, with each guild dominated by a different race. It is home to two clans of elves and is considered by some to be the second elven nation in Mystara.

Minrothad is not a military power, but it does have a sizable navy and a small land force. Its ability to field large numbers of mercenaries has kept hostiles at bay. Minrothad also uses many guild wizards—its Merchant Princes—to give them an edge on the sea and at the trading bazaars.

Minrothad is governed by a council of guild leaders, led by the head of Guild Meditor. The commission handles the protection of the islands. They also deal with impediments to trade and disputes between the guilds. The guilds are split between the family guilds and the political guilds, with Guild Meditor acting as an impartial mediator. In reality, Meditor favors the political guilds over the established family guilds, and it has transferred considerable power to the newer political guilds.

Religion in Minrothad is generally a private affair. The natives tolerate almost any religion, but open proselytizing is considered rude. The state religion follows the Immortal Minroth, which holds the islands

sacred. It is known for its strange belief that clerics must use only things found or manufactured in the nation. The dwarves primarily follow the religion of Augrism, named for a visionary dwarf named Auger. Augrism is a faith of craftsmen and laborers, requiring excellence among followers in their craft. The elves follow two different churches: Elendaen and Dainrouw. Elendaen is the faith of the water elves and calls upon Calitha Starbow to keep passages to other lands safe. Dainrouw is the faith of the wood elves and teaches the followers of Ordana to tend the forest of Minrothad and preserve its history as best they can.

Magic is considered an essential asset to the Guilds. The elves naturally embrace it and use it in their daily lives. The guilds use magic extensively to increase the profitability of their shipments. The Tutorial Guild licenses all wizards and teaches any that would do business inside the Guilds. The Guilds make heavy use of the Merchant Princes to gain an advantage over their trading rivals, especially Darokin. To that effect, Minrothad will accept any wizard into the Tutorial Guild, regardless of the wizard's home country. Only a willingness to earn a profit for Minrothad is required.

Minrothad's thieves' guild is unique in that it has full public support and sanction from the government. Instead of stealing from merchants on the islands, the guild is set up on the mainland, where it monitors rival merchants and occasionally sabotages ships owned by foreign merchants. The guild serves as Minrothad's unofficial spy network. In exchange, the government looks the other way when it comes to minor crimes. As a result, Minrothad has little organized crime in its cities proper, and the thieves' guild keeps out foreign thieves.

Minrothad is a remarkably civilized nation. The islands have long been purged of hostile creatures except on the few unoccupied islands. Fire Island and Blackrock Island are known to have several foul creatures, but few ever visit it in the first place due to the active volcanos. Most of the islands' food comes from hin farms or the large fishing fleet. Minrothad can produce more food than it needs, allowing it to export quite a few dried foods.

The islands are one of the most volcanically active locations in the world. As such, several islands are shrouded continuously in smoke. Piracy is a threat to shipping around the islands, but the professional nature of the Mercenaries' Guild makes for a quick response to pirates working in local waters. Nonetheless, tales of sunken or hidden cities abound, and the stories of hidden pirate lairs have often proven true.

Natives from the Minrothad Guilds are generally looked upon by outsiders as workaholics. The entire nation is given over to trade and manufacturing, and its demi-human races in no way resemble what outsiders expect of the same races on the mainland. Minrothad is the most diverse of all Mystaran nations, with races of all types living side-by-side in ports and cities. While the races aren't always next-door neighbors, they are integrated here more than anywhere else.

While Minrothad is known for its work ethic, on the few days it takes off for holidays, the population knows how to cut loose. The holiday after tax day, known as All's Reckless Day, becomes a massive party, as everyone from human to dwarf to hin to elf loses inhibitions in a drunken celebration. All's Reckless Day is widely considered to be the most fabulous party in the Known World, but parties are also frequently thrown when a ship arrives or leaves on a trading mission. The day after is an official day of silence, where loud noises are prohibited.

One aspect of Minrothad life that permeates its interactions with outsiders is the love of secrecy. With rampant political intrigue between the guilds, Minrothadians are notoriously tight-lipped. They do not openly talk about their religion, and only discuss guild matters with other members of their guild. They prefer settling affairs in the courts rather than public displays of violence. Wizards do not openly identify themselves, except for the Merchant Princes, and it is a crime to falsely identify as a guild member. Minrothad has many trading partners but few friends. Despite this, Darokin is the only nation considered to be a hostile rival, but the conflict is merely a trade war, as both sides know how destructive a real war would be. Minrothad trades with every nation on the coast, even as far away as the Turtle Clan of Atruaghin. Ambassadors from all its trading

partners are also found in Minrothad. Even the flying city of Serraine has full trading privileges here. Despite the expansionist aims of Thyatis and Alphatia, Minrothad's wealth allows it to hire mercenaries and privateers in bulk, making any invasion attempt too costly. Thus, both empires welcome Minrothad ships and the taxable goods they provide.

The Minrothad Guilds occupy an unusual place in international affairs. They are not very friendly to visitors except as merchants, but they expect open trading with all the other nations they can reach. They tend to be insular inside their borders, but their sailors are renowned for their boisterous antics in every port city in every nation. Minrothad rules the oceans because of its wealth, which it spreads to other countries through its trade. While the islands are not known for their scenic beauty or strategic assets, the goods produced do make other countries pay plenty of attention.

Islands

Alfeisle is a long and heavily wooded isle, home to the water elves and some wood elves. Their structures are all works of art, and the elves try and show off their skills by creating elaborate and intricate structures from wood.

Blackrock Island is home to the very active volcano, Halfpeak. It has little of interest except for a small community of mystics and a small fishing village that harvests exotic sea creatures drawn to the heat.

Fire Island is another island home to a live volcano, Mount Thymas, which is notoriously dangerous. Amidst the constant fog and mist, few venture close to the island. There is a rumor of a pirate base, but no one will get near enough to find out.

Fortress Island is home to an active volcano and a large population of dwarves. The dwarves use the volcano to create high-quality metal items. Due to the hazard of the island's volcano, the dwarves are left to work in peace.

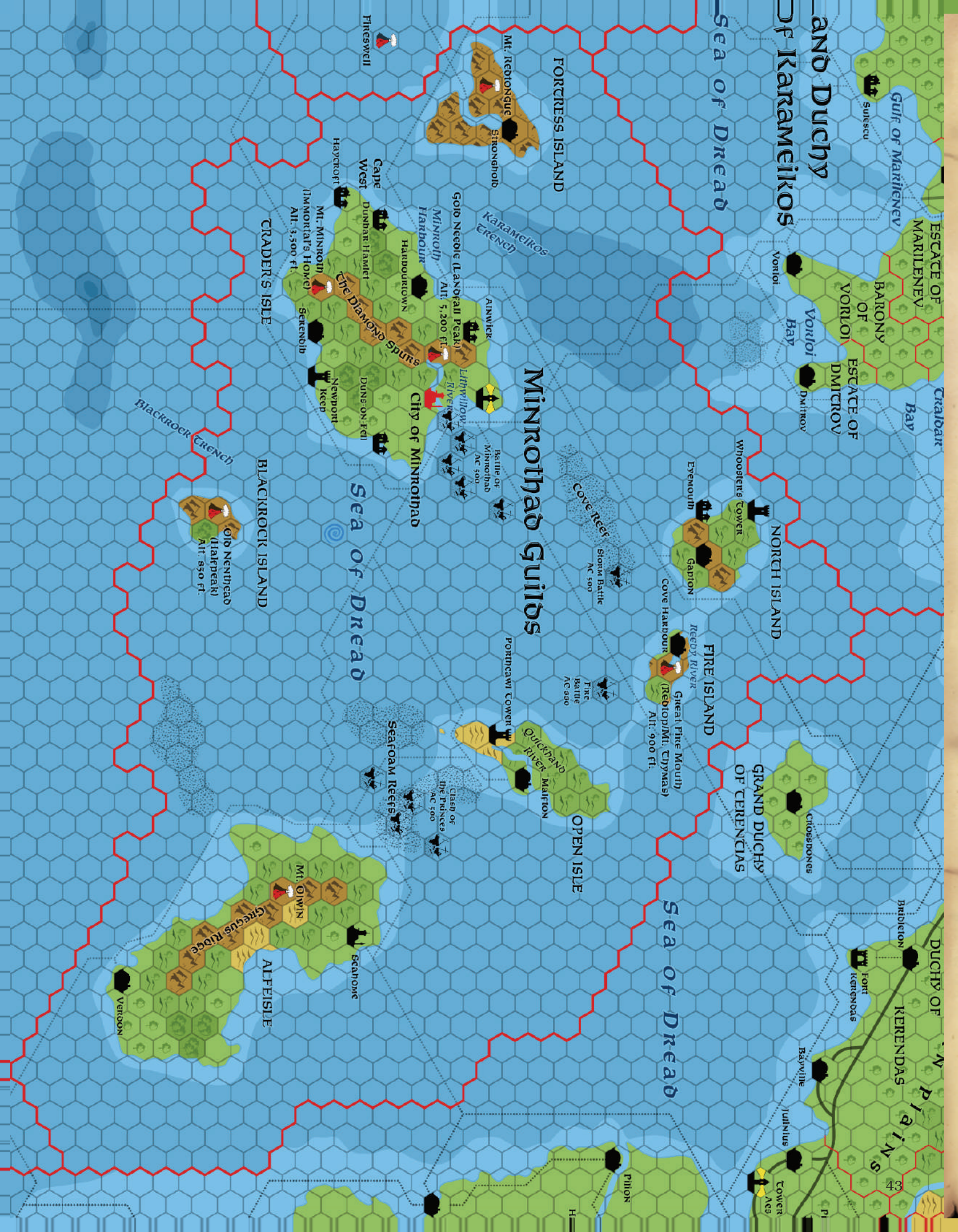
Open Isle is the home of the largest population of hin outside the Shires. It's also the most exposed of the islands to storms, but the hin's submerged houses allow them to weather the worst of them. The cities there are neat and orderly, as the hin prefer.

North Island is home to a single settlement due to its lack of a natural harbor. The island is primarily used in emergencies and keeps a well-stocked fortress to help in disasters. The town also has a large population of clerics of all faiths.

Trader's Isle is the largest island in the chain, surrounded by the Nithian Reefs and shrouded in fog. Just getting to the island is a hazard. Here you will find the metropolis of Minrothad and the shantytown of Harbortown.

Sea of Dread

Minrothad Guilds



The Northern Reaches



Government: Monarchy

Capital: Zeaburg (Ostland)

Soderfjord (Soderfjord)

Norrvik (Vestland)

Language: Heldannic

Size: 8,920 (Ostland) sq. miles

31,060 (Soderfjord) sq. miles

21,060 (Vestland) sq. miles

The Northern Reaches is a land of harsh climates and mountainous terrain, where three nations share a common culture. Each nation is indebted to its warrior roots. The Antalian people make up most of the humans there, but the lands are known to harbor humanoids of all shapes and sizes, from kobolds to giants. Because of the rugged terrain, the nations are mostly seafaring.

The nations continuously fight each other and occasionally raid up and down the coast when they think they can escape without repercussions. Antalians share their lands with many dwarves and are home to the Modrigswerg, a clan of mad dwarves that create powerful yet cursed magical artifacts. Northmen are frequently found outside their homelands in search of glory. Many are hired locally by nobles to handle the numerous monsters that live in the mountains.

The Northern Reaches are all feudal nations, with Vestland and Ostland being proper monarchies. Soderfjord is comprised of a league of jarls that attempt to rule the deeply divided country. Each jarl has lesser jarls that have sworn allegiance, and the greater jarl tries to reward his vassals with spoils of war or

increasing their wealth through trade.

The people of the Northern Reaches are profoundly religious and follow the Aesir pantheon. The nobles are advised by a godi, or cleric, of the northern religions. The godi are present across the lands, performing duties such as accompanying raiding parties, performing civil rituals and predicting the future of newborns. The Norse Immortals are a numerous bunch and are frequently worshiped as a collective pantheon. Even the Entropic Immortals such as Loki and Hel find themselves honored only if to avoid their ire.

Any magic outside of clerical magic is distrusted and often considered evil by the northerners. Only Vestland allows wizards to walk openly. A mage in Soderfjord and Ostland must be powerful or have influential friends to avoid being accosted. Highly magical creatures such as sidhe or elves are distrusted but not generally met with hostility.

Justice in the Reaches is swift and final. The law is what the ruling noble declares it to be, and many socially unacceptable behaviors, such as cowardice, are punishable as crimes in the Reaches. The most common punishment is for the offender to be pressed into involuntary service to the offended party or the ruling noble. If the aggrieved party declines the offender's service, the death penalty is applied instead. Individuals subject to impressment are often used in raiding parties as a chance to regain their honor or die trying. However, Soderfjord does not resort to impressment. Its penal system is brutal, and the criminal is beaten until the judge decides justice is served.

The lands of the Northern Reaches are filled with all sorts of foul and hungry creatures. Outside of the few cities, the mountains and forests are teeming with monsters and humanoids that prey on northerners. Fell creatures can be seen circling the peaks looking for prey, and dragons are seen here more than anywhere else. Trolls plague Vestland to the point that the king has placed a bounty on all their heads. Kobolds overran the underground gnomish kingdom in Ostland and took it for themselves. Ridding the lands of some of these creatures is a common rite of passage for local youth.

The mountains and valleys of the Northern Reaches hold many hidden secrets, both mystic and infernal. Mysterious temples to Hel are found deep inside caves, hidden from view. The mad rot dwarves hammer out ensorcelled weapons for those that want them, but at a terrible price in the form of powerful curses. Such is the skill of the Modrigswerg that even the Immortals are said to implore their aid. Somewhere in the deepest caves are said to lie the Shattenalfen, a degenerate race of elves. They are used by mothers everywhere to threaten disobedient children. Godi also scour lost tombs and ancient keeps, trying to find new runes to learn and master.

The three nations are tied together through their shared culture, but they can barely stand each other. Both Vestland and Soderfjord broke away from Ostland just decades ago. Vestland looks at Soderfjord as a bunch of backward savages who've fallen into fighting amongst themselves. In return, the jarls of Soderfjord see Vestlanders as turning their backs on their ancestors and their culture. Ostland views both of them as breakaway traitors and frequently targets them for raiding. Both Vestland and Soderfjord see Ostland as a hostile power, but its military is stronger and more organized, so their response has been mostly defensive. Outside the Reaches, northerners are more commonly encountered than other nationalities. They often pursue glory as mercenaries in other nations, and they get along surprisingly well with several countries with a similar love of combat and distrust of magic. Ostland and Soderfjord raiders make several nations such as Thyatis and Ylaruam distrust them. Vestland is actively trying to increase its standing with surrounding countries, even going so far as to approach Darokin and Minrothad to increase trade. This strategy has been risky, as the large troll population in Vestland makes overland travel dangerous.

Nations

King Hord, an old traditionalist, rules **Ostland**. Cultures run deep here, so Ostland is militarily strong but socially stagnant. Dominant influence is split between the king's chief advisor, the honor-bound priest of Odin, Asgrim

the Bowed, and his new wife, Yrsa. Yrsa represents a change in the way Ostland is run, and she and Asgrim butt heads continuously.

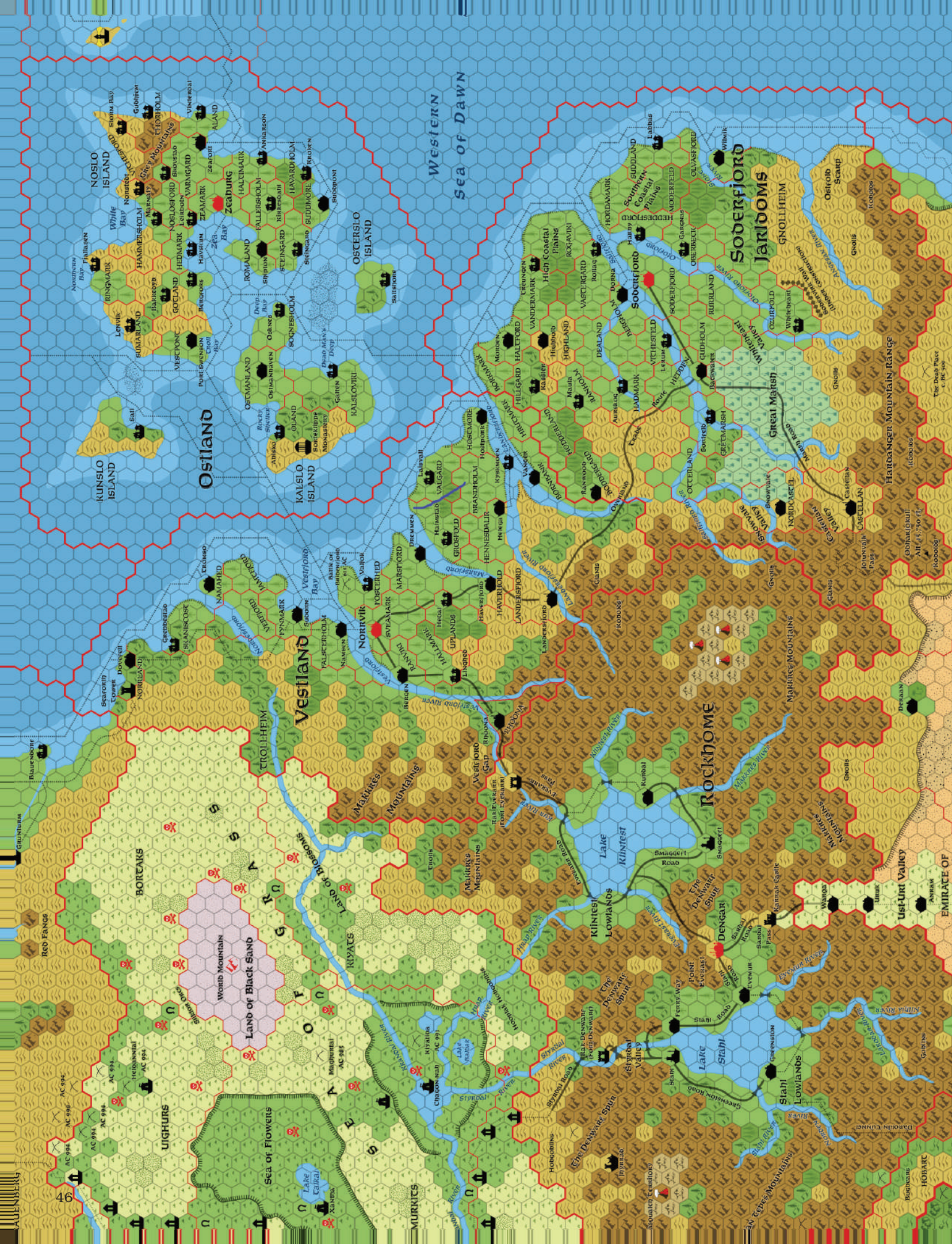
Ostland is the most powerful of the three northern nations, but its power is waning because of its desire to maintain its traditional ways. Many of its warriors stifle under the strict hierarchy that has been in place for centuries. To many, the country is stagnating because of it refuses to change. To strengthen his nation's position, King Hord has turned to Thyatis for help in case Ostland needs to defend itself—a decision he may learn to regret.

Soderfjord is less a nation and more a group of allied nobles. It is the poorest and weakest of the northern kingdoms, splintered and divisive. Ragnar the Stout, the current war leader of Soderfjord, is trying to unite the various jarls into a cohesive government, but it isn't proving easy. With no central government, Soderfjord collects no taxes and raises no troops, so it lacks in wealth and military might. Ragnar's attempt to unify his nation is considered risky. The jarldoms do not look favorably on self-appointed kings.

Soderfjord is a minor player on the international scene. Merchants make deals with specific jarls to bring in goods, which causes other jarls to attempt to seize the ships before they can dock. The jarls have no unified voice and thus cannot negotiate treaties with adjacent nations. The army consists only of troops from jarls willing to commit them. The fractured nature of Soderfjord makes the country one of the largest sources of mercenaries.

Vestland is the most modern of the Northern Reaches. The nation has begun to move away from raiding and more toward trade and commerce. The massive troll population hampers it in its borders, which must be addressed before Vestland takes its place among the modern nations. It is the only northern kingdom that supports wizards and has banned slavery.

The nation is struggling to expand its coffers while defending itself from internal and external threats. It has a proud, warlike past it is trying to leave behind, but turning warriors into farmers and merchants is proving difficult. The abolition of slavery has created a new class of Vestlander with little in the way of skills. Vestland has turned to selling mineral rights to adjacent Rockhome and opening up its ports and markets to Minrothad and Darokin. But until the interior of the country is made safe for caravans and the shipping lanes are cleared of raiders, Vestland will have problems with its transition.



Kingdom of Rockhome



Government: Monarchy

Capital: Dengar

Language: Dwarvish

Size: 41,140 sq. miles

Rockhome is the kingdom of the dwarves, static and unchanging for centuries. It is split evenly between those that live above ground and those that live below it. The dwarves here are neutral to most other nations. As long as their caravans move unmolested, they don't care about external politics. The one exception is their hatred of Glantri because the wizards are known for dissecting dwarves to find the source of their magical resistance. In return, the dwarves often ally with nations hostile to Glantri to show the wizards their actions will not be tolerated. Currently, Rockhome keeps diplomatic ties with all other nearby nations, including Thyatis and even Alfheim, although the latter relationship is strained because of mutual distrust. Rockhome is allied with Ethengar and is training its warriors in the way of siege weaponry for use on Glantri.

Cities in Rockhome are things of architectural wonder, as the dwarves' natural creative abilities allow them to build in any direction. Often they have gigantic mechanical contraptions enabling greater access to the caverns spread throughout each city. Despite their lack of magic, they rival Alphonatia in means of transportation.

Rockhome is an ancient monarchy with a line of kings that goes back centuries before the founding of Thyatis. The dwarves are organized by clan, and the clan elders advise the king directly. Clan Everast has ruled Rockhome since the founding of the nation, having secured its rule by driving out humanoids from Rockhome into surrounding lands. While the law of the

king is absolute, he must heed the desires of the clans. Given the dwarves' natural stubbornness, few things get changed quickly. The status quo is preferred above all else. Only disaster or war can get the dwarves to move swiftly and even then only grudgingly.

Rockhome honors only one Immortal: Kagyar the Artisan. Clan Buhrodar is devoted to honoring him and making sure that other dwarves follow his teachings. Kagyar's influence causes the dwarves to be industrious, and distrusting of all things arcane. His clerics have significant power over the rest of the kingdom and can often be found outside it, especially if there are evil wizards to defeat.

Dwarves, by design, are naturally resistant to magic. Their magic resistance is so ingrained that they cannot practice the arcane arts. Because of this, arcane magic is distrusted here more than any other nation. Wizards need to have earned the dwarves' trust to be allowed entry, but that is difficult. The dwarves can, however, craft magic items. Their love of crafting has given them the ability to twist magical ores and metals into fantastic creations.

The Dwarves have a strange system of justice as viewed by outsiders. The most hated punishment for a dwarf is to be made idle. The dwarf is cut off from all work and is not allowed to craft anything or do menial work. For the dwarves, work is one of the holiest tenets of Kagyar, and being made idle is torture. The agony is often enough to return any dwarf to the path of law and justice. For truly intolerable crimes or wanton criminals, the punishment is exile or death. Many a dwarf has started down the road to adventure after being closed out of Rockhome.

In reality, Rockhome is two nations in one. The land above ground is untamed, with settlements few and far

between. It's teeming with wildlife and monsters, although it is mostly devoid of humanoids since the dwarves drove them out fifteen hundred years ago. However, there is a large population of humans, who are allowed to stay, so the dwarves have allies directly above them. Below ground is solely the domain of the dwarves. There the dwarves have to deal with unknown creatures they encounter while mining or searching for new caverns. As a result, dwarven monster hunters are an honored and well-regarded profession.

Rockhome is full of wonders above and below. Many are natural, but the dwarves and their master craftsmen have created several. The Singing Chambers are created by gigantic fans that push the already significant underground winds to rapidly recycle the air. Massive pumps inside the capital of Dengar keep the water flowing and fresh. The waters of Lake Klintest are rumored to be home to a ferocious monster that is said to swallow lone dwarves whole, right off the lake shore. Many dwarves dismiss the story outright, but it is still considered foolish to walk the shores of the lake alone.

Rockhome enjoys decent relations with most nations. The fact the dwarves produce high-quality goods for trade makes them a preferred partner with the trade nations, and their history of martial prowess impresses warlike nations such as Ethengar or Ylaruam. Only Glantri and the Five Shires hold Rockhome in low regard. Glantri has banned dwarves from its borders. Reports that the wizards will often dissect dwarves whom they catch inside the boundaries are not unfounded. The hin of the Shires have little love for the dwarves. When gold was discovered in the Shires' northern mountains, the dwarves flooded in and effectively took over the nation until the hin finally drove them out. Since then, relations between the countries have been cold.

The dwarves are considered isolationists and relatively unpleasant by outsiders. They drive hard bargains and will haggle over copper pieces. Outsiders can feel unwelcome in Rockhome, and the dwarves have a terrible habit of claiming stakes of any mineral veins they can find, regardless of the location. This has led to conflict with other races in the past. But for those that earn the trust of the dwarves, more dependable friends cannot be found.

Clans

Buhrodar is the religious caste of Rockhome. It is a numerically small clan but wields significant influence over the other clans because all dwarves pay homage to the Immortal Kagyar. Buhrodar's primary goals are to expand the power of the clergy and push King Everast to allow its clerics to enforce Kagyar's tenets on dwarves they don't feel are pious enough.

Everast is the ruling clan and makes up the vast majority of all government officials. Its members serve the king as diplomats and bureaucrats, believing the king is only as strong as his weakest servant. They can be found in every town or settlement. They collect taxes, check for smuggling, or do any number of boring jobs that the rest of the clans would consider tedious.

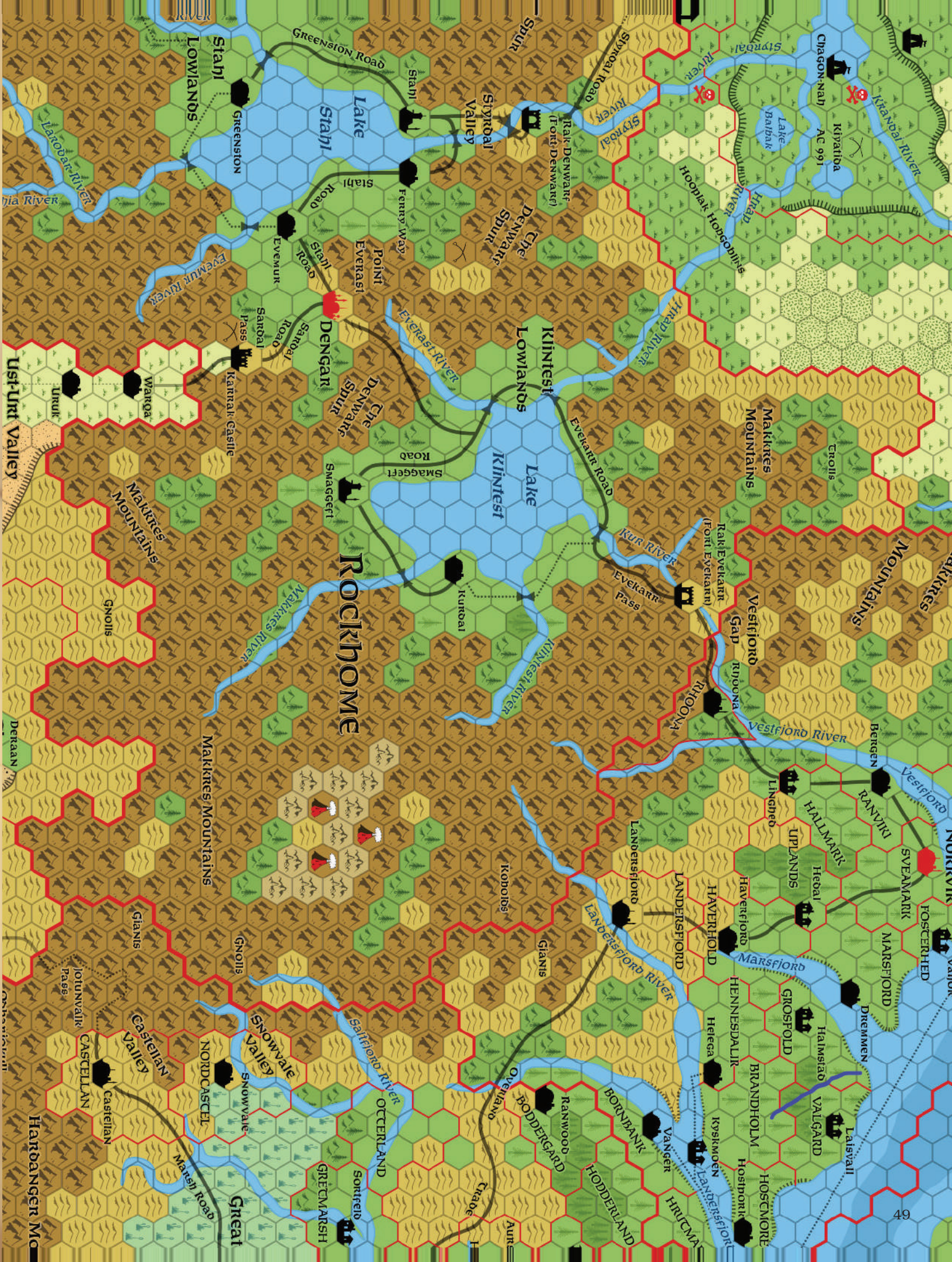
Hurwarf is a clan of zealous isolationists. They oppose trade outside of Rockhome and seek to shut down the borders to other nations. Hurwarf stands alone in its goals: all the other clans agree that only disaster awaits Rockhome if it shuts its borders. It is no secret that Clan Hurwarf knows it cannot achieve its goals with Everast on the throne. All the other clans are waiting for Hurwarf to try to force the issue.

Skarrad does most of the construction in Rockhome. Clan members are considered untiring workers, even among other dwarves. They are famed for the mechanical wonders that they create to help the nation. Clan Skarrad has enormous power, but as long as it is left alone to build new structures, it doesn't exercise that influence, something other clans that envy the throne are grateful for.

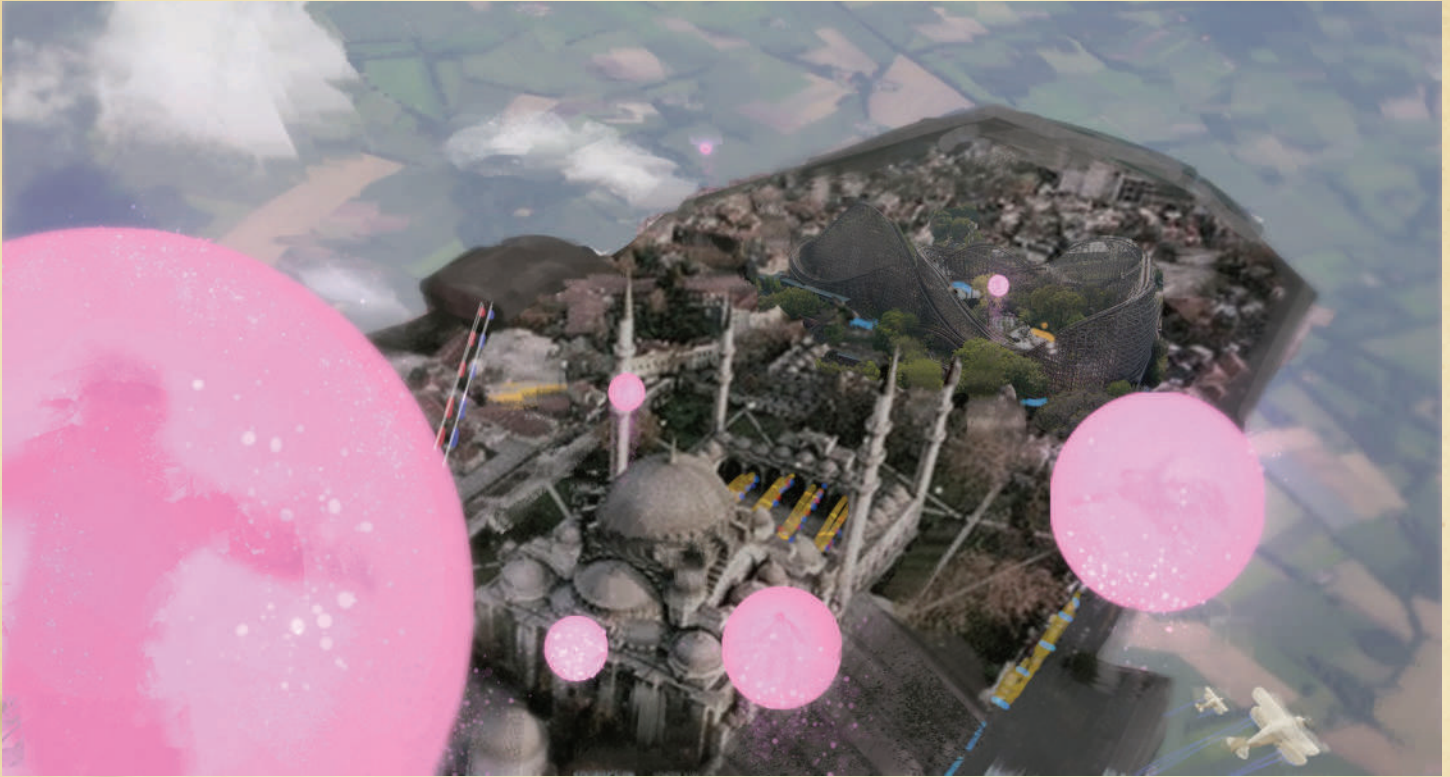
Syrklist is a clan devoted to mining. Members are politically neutral to all other clans, preferring to ignore everything but their work. The clan is one of the most wealthy, with even its poorest dwarves enjoying a higher standard of living than those of other clans with higher social standing. It takes a lot for Clan Syrklist to become involved in politics, but due to the importance of mining among the dwarves, the amount of political weight it possesses is staggering.

Torkrest is heavily involved in the military. Its members keep Rockhome free of hostiles and provide military aid to nations battling Glantri. Clan Torkrest is always on the lookout for weakness, taking it upon itself to replace weak leaders with strong ones. The clan has removed dwarven kings in the past, but not without reason. Its hatred of Clan Wyrwarf is well-known and vocal.

Wyrwarf is the lowest-regarded clan, consisting of farmers. Dwarves hold food growers in contempt, but Clan Wyrwarf doesn't care as long as it is left alone. The clan is descended from criminals and outcasts who could only obtain positions in society as farmers. While the clan faces discrimination from other clans, especially Torkrest, Clan Wyrwarf does not shirk from its duty.



City of Serraine



Government: Democracy

Capital: N/A

Language: Gnomish

Size: .6 sq. miles

A masterpiece of science and magic, Serraine is a flying city built by gnomes using lost Blackmoor technology. The city flies around the Known World in set patterns, trading machinery, art, and finely cut gems in exchange for needed food and supplies. The city bustles with all sorts of flying creatures. Nagpa, harpies, pegataur, sphinxes, and faenore all have substantial populations here. Additionally, the city has multiple attractions that show off gnomish inventions, making tourism a major source of income.

Serraine's government is technically a democracy, but the city's bylaws are so complex that no one is sure how the government works. Its residents don't know who is running for what. They just cast their vote and hope for the best, and somehow it works.

Serraine is a representative democracy with a mayor and eleven city council members. The council is open to any permanent citizen of Serraine but has traditionally been dominated by gnomes. City government is convoluted to the extreme, with voting laws alone taking up twenty-five leather-bound tomes with over four thousand laws. Few have ever read the full extent of Serraine's laws, and most of the time, the council can handle any problems.

When an election is called, it is often processed quickly, and the vote is held the next day. Democracy moves swiftly in Serraine, even if the voters aren't quite sure what they are voting for.

Space is notoriously limited in Serraine, so there is not much room to build places of worship. Most gnomes keep a small shrine to Garal Glitterlode in their home, and some public services are held at Lake Glitterlode. Most of the creatures that make up the rest of Serraine's population practice their religion in the privacy of their own home. The exception is the atheistic nagpa, who scoff at public displays of piety.

Magic is a significant part of Serraine. The city is held aloft by the lost techno-magic of Blackmoor, and the flying crafts that keep Serraine safe are powered by magic. Most of the city's attractions are magical as well. The city is famous for its fleet of magical flying craft, which it maintains and uses to protect and supply itself.

Serraine is a relatively peaceful city, but its citizens will protect their home at any cost. Most of the crimes committed are by tourists who have had a little too much to drink. Gnomish patrols sweep the streets looking for drunkards, and those who are apprehended get to sleep it off at the local guardhouse and then pay a fine or perform community service. Guests who disturb the peace too often are left at the nearest port of call.

The surface of Serraine is what many would imagine for a flying resort town. The streets are kept clean, the buildings are spotless, and the constabulary is ever-present to make tourists feel entirely safe in the maze of shops and museums. However, the underbelly of the city hides a more dangerous side. Here lurk escaped creatures from past experiments who search for unsuspecting prey. The city council sends patrols down to the underbelly to keep the pest population down, but it never provides enough time to wipe them out.

The entire city is considered a giant tourist attraction, and the gnomes love to put on a show for their visitors since tourism accounts for most of the city's wealth. The gnomes are always tinkering and building new wonders, trying to outdo each other. They take pride in creating an attraction considered to be the most breathtaking, so the city is always under construction.

While the city is predominantly gnomish, other races have sizable populations as well. Humans and elves are familiar sights around the city, but most of the community consists of natural fliers. Pegataurs were brought in years ago to provide security, but after years of service, they were given permanent citizenship and houses of their own. They still patrol the skies but now as equal citizens. The current mayor of Serraine is a pegataur. Other races found commonly in Serraine include nagpa, tabi, and faenare. Even the occasional sphinx makes an extended visit. Strangely enough, one of the most famous citizens of Serraine is a cloud giant. He took up residence after a visit, and the gnomes couldn't bring themselves to tell him to leave.

Serraine's biggest flaw is that it can't grow enough food to feed its people. As a result, it spends the majority of its taxes buying food, and Serraine visits numerous farming communities to purchase the majority of its crops. The city trades away some of its magical creations but never weapons. Several nations have offered to be a home port for Serraine, but the town has turned all of them down.

The popularity of Serraine depends on the country it is visiting. Several nations have eyes on the city for their use. Thyatis and Glantri are avoided, lest they seize control of the town. Other countries such as the Northern Reaches and Ylaruam distrust magic, so Serraine avoids them. All of the trading nations, including Rockhome, welcome the gnomes when they visit. The arrival of Serraine in Darokin is a cause for celebration. Ierendi is one of the most popular locations to visit because of its similar focus on tourism. Most of the time, Serraine only visits the capitals of the various nations unless it knows its presence is welcome in other outlying areas.

The rest of the Known World views Serraine as weird at best. Gnomes are known as mad tinkers and not for their adventuring spirit. The concept of a gnomish city flying directly overhead is disconcerting to a large number of people on the ground. When Serraine stops to send down crews to collect supplies, towns find themselves under siege by a small army of hundreds of gnomes trying to finish all their tasks at once. The Humans who live in Serraine come off as a bit odd due to their immersion with the gnomish lifestyle. While almost every town finds the city bizarre, the money Serraine brings to the local economy in a single visit can fill the coffers of any small village.

Locations of Interest

Lake Glitterlode was created to keep the water supply fresh. It is a popular recreation spot and is known for its excellent fishing.

The **Museum of Culture** is an egregiously biased museum of Serraine's history. The gnomish clans frequently change the displays to show their side of the city's origins.

The **Museum of Gnomish Crafts** showcases the many gnomish contraptions and inventions. Gnomes sell small wonders to tourists and children here.

Onyx Tower is the home of Serraine's wizards. Here the magic users work to fortify the city's enchantments and defend Serraine if needed. The Tower is also one of the chief food creation sources of the town, as all wizards over a certain power level are required to memorize *create food and water*.

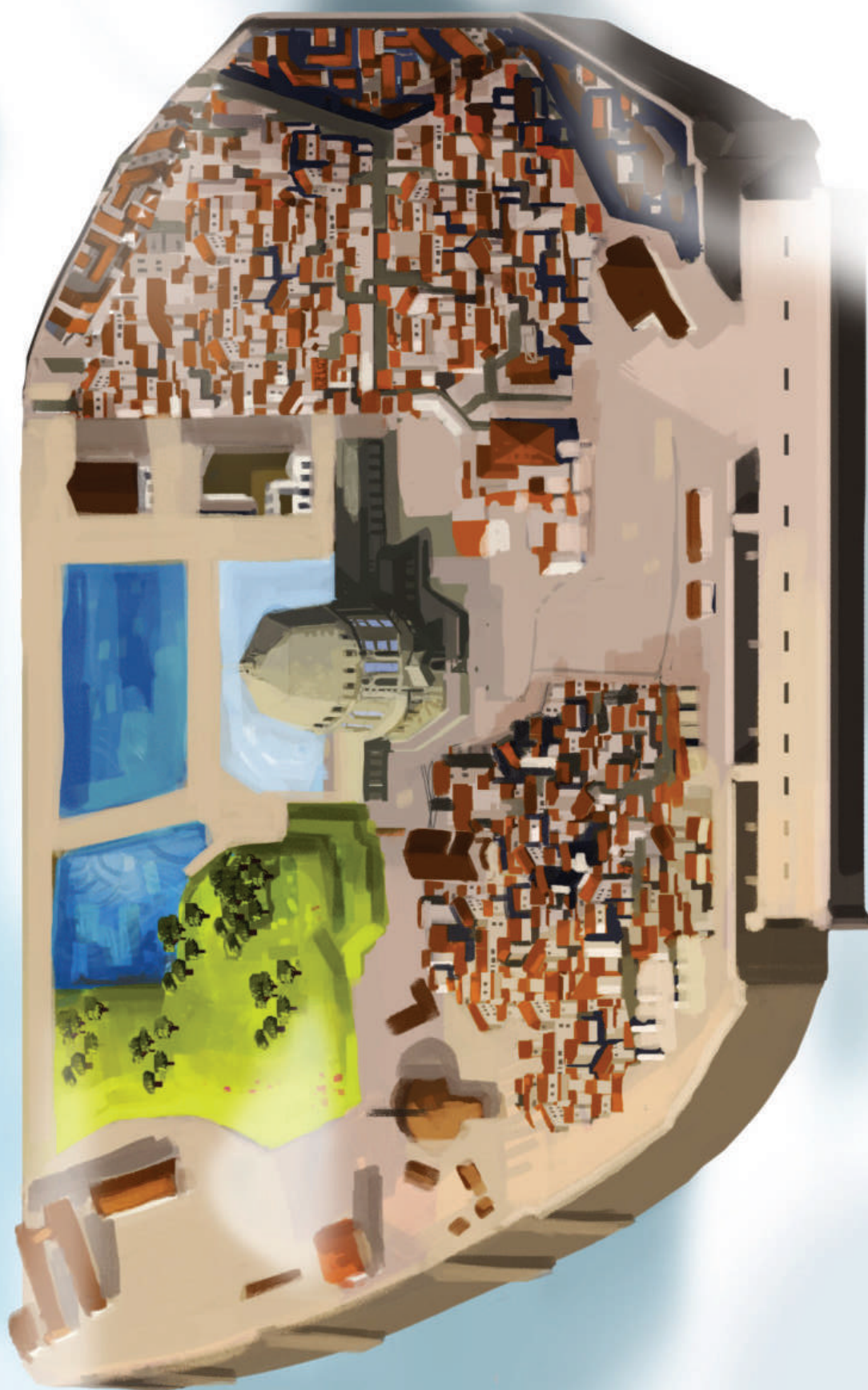
The **Plaza of Triumph** is an open-air park that also serves as the parade ground for the pegataurs to display aerial formations. There are regular air shows performed daily.

Science Park is another area devoted to showing off gnomish inventions. More gigantic contraptions are displayed to the public here. It is also a popular spot for tourists looking for souvenirs of their trip.

Skypilot Tavern is the favorite tavern for Serraine's fighter pilots. While few outsiders can stand the smell, you can find pilots here continually bragging about their exploits and adventures with their planes.

Top Ballista Flying School is where Serraine trains its aircraft pilots to defend it from dragons and hostile nations. This is a huge tourist attraction, and the gnome pilots like to entertain visitors with risky maneuvers.

Tumbling Fields is another park, but it has a permanent reverse gravity effect, so visitors float around like dandelion seeds. It is one of the few tourist spots popular with the locals.



Empire of Thyatis



Government: Feudal Empire

Capital: Thyatis City

Language: Thyatian

Size: 42,300 sq. miles (mainland)

Thyatis is the most powerful nation on the mainland. At one point in its history, it held half the Known World in its empire before being pushed back. While it is in decline, it is still very much a force to be reckoned with.

Thyatis is led by Emperor Thincol I, who personally turned the tide against Alphatia when it invaded several decades ago. He has tried to turn around his country's decline, with mixed results. Thyatis still maintains an active military, and its occupation of the Hinterlands in northeast Davania shows its expansionist policies have not changed. Thyatis is one of the last nations to embrace slavery still, and its reputation for treachery and intrigue is well-deserved.

Thyatis is a feudal empire with a Senate that represents its cities and towns. The Senate creates laws, while the Emperor has veto power. The Emperor grants titles of nobility to govern domains and appoints ministers that run the massive bureaucracy that handles the daily task of running the government. The Emperor's word also establishes the judiciary and manages the military.

Thyatis has a staggering number of temples devoted to the Immortals. While the temples do not exert much influence over the government, they have tremendous authority over Thyatian citizens. Thyatians tend to be very religious and pray to numerous Immortals for guidance. No single Immortal dominates worship, but Thyatis prefers Immortals with a flair for passion and action, such as Valeria or Vanya.

Despite its rivalry with Alphatia, Thyatis does not revile magic and instead respects it for its power. Thyatians see

magic as a tool and embrace it as such. The nation makes sure its armies are well-supported by both arcane and divine magical assistance. Thyatis also enjoys traditionally friendly relations with the Vyalia elves, from whom it learns the ways of the Forester to patrol the Thyatian borders and woodlands.

Crime in Thyatis is a complicated affair. Judges must determine the crime and the motive before they recommend punishment. The more depraved the reason for the offense, the harsher the penalty. Justice is swift, and the sentence is often carried out in less than a week. Wealthier defendants can push to have a trial delayed to mount a better defense, but not often.

The sheer size of Thyatis means that all sorts of animals and monsters can be found within its borders. From the deserts of Tel Akbir to the Dymrak Forest, Thyatis has almost every type of climate. The Duchy of Retebius is famous for its Air Fleet, comprised entirely of flying creatures and riders. Pegasi, griffons, and rocs are common in the fleet, and even dragons have been known to volunteer for service in exchange for treasure. The Thyatian military, as well as the Foresters, keeps the monster levels down in the more settled areas, but in remote areas, there are always monstrous dangers.

Thyatis is filled with all sorts of wonders and mysteries within its vast borders. Lost pyramids of the forgotten Nithian empire are scattered throughout Tel Akbir. The Hinterlands are unexplored and defended by their native tribes. Ochalea and the Pearl Islands are home to strange warriors and magic. Adventurers never lack for work when exploring Thyatis.

Thyatians are known for two things: treachery and efficiency. The Thyatian people are not on good terms with most of their neighbors because of their expansionism. Promotion through murder is a time-honored tradition in the Thyatian Senate, and many

younger sons have inherited their father's station after the "tragic death" of older siblings. While assassination is frowned upon, it is also a quietly accepted part of Thyatis culture. Few dare move against a high-ranking noble such as the Emperor or a duke, but advisers, senators, and lesser nobles are often targets of envious rivals.

Thyatis is also renowned for its love of all things exotic. Foreigners, and especially those from far away lands or uncommon races, are often the center of attention in the courts of Thyatis. Nobles often entertain visitors from areas as far away as Glantri or Ierendi. The more important the visitor, the more prestigious it is for the noble. Gladiatorial games also feature combatants who model their fighting styles after the warriors of conquered lands or even long-vanquished empires.

Slaves in Thyatis have a complicated and delicate standing in Thyatian law. Their masters are forbidden to mistreat them or force them into gladiatorial combat, but otherwise, the masters are free to do what they want. Criminals reduced to slavery do not share these protections. Slaves do most physical labor, and servants are frequently slaves of some kind.

Thyatis' numerous city dwellers strain the empire's ability to feed them. To counter this, Thyatis redistributes food from its more fertile regions and gives bread and wine to its poor. Many of the nation's overcrowded cities rely on this charity to prevent their people from starving. The nobles also provide for the less fortunate by holding banquets where they invite the poor to feast on foods they usually could not afford. This is done less out of charity and more to one-up other nobles.

On an international level, Thyatis occupies a tenuous position with other countries. It has conquered many of its neighbors in past centuries, and its influence can be felt around the continent. While other nations fear its expansionist history, Thyatian gold and goods are desired in most markets. Some countries despise the Thyatians for their past conquest, but others tolerate them for the financial benefits they bring.

The Thyatian empire is quite diverse. Humans of every color and shape walk the streets of Thyatis City. Dusky natives of Tel Akbir stand shoulder-to-shoulder with blond Hattians and olive-skinned Ochaleans in local markets. Despite its expansionist tendencies, Thyatis openly embraces the populations it conquers.

Provinces

Hattias is an island south of the Thyatian mainland. Hattians are known for their racial purity, and they despise other races. Due to a past rebellion, they are forbidden from building defenses.

Thyatian legions are currently invading the **Hinterlands**. The local tribal folk are a proud warrior race, but their tactics fail against the highly organized Thyatian troops.

Kantrium is the smallest and oldest duchy in the empire. Comprised of a narrow strip of coastal farmlands and possessing a thriving fishing fleet, it is considered a safe but boring place to live.

Kerendas is known for its horses and provides most of the cavalry support for Thyatis. Such is its love of equestrian activities that all its cities have to make space for horses.

Machetos comprises the former lands of Stefan Karameikos, who relinquished them to become duke of his nation of Karameikos. Emperor Thincol stripped the old areas of their value and gave them to a new duke. Duke Jowdynite restored the lands, but rebuilding them from nothing left him a bitter man.

Ochalea is an island long occupied by Thyatis. Its natives are famous for both their unarmed fighting style and exotic foods. However, their strict sexual mores cause many women to become adventurers.

The **Pearl Islands** are a chain of islands under Thyatian occupation. They are populated by ebony-skinned natives who are regarded for their devotion to both physical and mental perfection.

Retebius is home to the Air Fleet, a collection of monster riders that serve as a counter to Alpathia's air fleet. The rest of the province is rolling grazing land that provides some of the finest beef in the empire.

Tel Akbir is the last of Thyatis' northern territories. The Akbir are former citizens of Ylaruam, but they assimilated long ago. They are laid-back people and have little use for Thyatis' constant conflicts.

Terentias is an island that was seized from the Minrothad Guilds centuries ago. While Thyatis maintains a garrison to protect it, the Guilds still lay claim to the island.

Thyatis on the mainland features rolling hills and verdant farmland. The duchy considers itself an extension of its capital, which is easily the largest city on the continent. If you want to become powerful here, you must make a name for yourself in the capital.

Vyalia occupies most of the Dymrak Forest and is populated mostly by elves. The elves have long trained the Thyatian foresters to help patrol the empire. In return, they are left to their own devices. Vyalia has some overlap with Karameikos, but the elves are welcome in both nations, so conflict is avoided.

Emirates of Ylaruam



Government: Monarchy

Capital: Ylaruam City

Language: Ylari

Size: 54,180 sq. miles

A deeply religious people, the Ylari honor the Immortal Al-Kalim more than all others. Their culture and history are inescapably wrapped around his teachings. Ylaruam is also a land divided in a theological debate on how to interpret Al-Kalim's meanings. The Preceptors favor a more modern interpretation and strive to bring Ylaruam in line with its neighbors. The Kin believe in a more conservative interpretation and believe outsiders need to be treated with hostility and removed from the nation.

Ylaruam now is in the process of modernizing its culture, switching from a nomadic lifestyle to that of urban culture, which is still a bit of a shock to most Ylari. Many of the people refuse to settle down and instead keep to their traditional lifestyles.

Ylaruam's government comprises of the Sultan, who makes declarations and creates laws, and the Grand Vizier, who attempts to carry them out. Below the Sultan are the emirs, who maintain their territories and answer directly to the Sultan. The Sultan and emirs can appoint minor nobility under them, but this tends to be rare. The major exception to this is the Vouchery of the Provinces. This agency allows any adventurer who can defeat the dangers of an unclaimed territory to petition to be given governance of that area. By a tradition handed down by Al-Kalim himself, if the petition is proven right, it is always granted.

A significant part of the Ylaruam government is the Tribal Convocation, a centralized bureaucracy that runs the primary functions of the internal government. These bureaus, called "voucheries", handle most of the duties that the emirs find tedious or beneath them. The voucheries cover such things as mine safety, temple maintenance, and merchant disputes. The emirs allow the voucheries to exercise these powers, and in return, the voucheries make sure all taxes are collected and appropriately distributed.

Religion is a significant part of Ylari life: the nation honors but one Immortal: its patron Al-Khalim. Al-Khalim was a great warlord and religious leader two centuries ago. He was able to convince his most bitter enemies to work with him to free Ylaruam. He frequently entreated with djinn and efreet to lend their aid to his cause, including some that are still bound by oath to protect Ylaruam. Al-Khalim united the tribes of his nation to push out the Alphatian Empire and the Thyatian empire. After liberating his land from all foreign invaders, Al-Khalim set up the Emirates in their current version. He ruled justly and helped the new nation prosper until he left to complete his quest for immortality.

Al-Khalim's word is law, but the priesthood that serves him has split into two different interpretations of his teachings. The Preceptors believe in more open and friendly relations with outsiders and encourage Ylari to adopt an urban culture and focus on mercantile endeavors. The Kin faction is much more conservative and prefers the nation to follow its nomadic past. The Kin are less tolerant of outsiders and are disdainful of city dwellers over desert-dwelling nomads. Al-Khalim has

expressed through his clerics that he supports both factions and that they both serve to keep Ylaruam healthy. Each camp is supposed to rule in turn, reigning when the nation needs its philosophy more.

Arcane magic is generally not tolerated in Ylaruam. The nation remembers the horrors that the wizards of Alpathia unleashed upon it. Fire magic and necromancy are especially forbidden and carry the harshest sentences. Wizards are required to wear bright robes that announce their spellcasting ability. A tax must then be paid to the Vouchery of Sorcery for the wizard to be able to cast spells in the nation.

The teachings of Al-Khalim heavily influence the laws of Ylaruam. Many things that were once legal, such as slavery or fire magic, were banned by Al-Khalim when he presented his laws. Many of Ylaruam's rules are religious and dictate what is moral and tolerated in polite society. Many activities that would be common in other nations, such as revealing clothing or gambling, are banned outright in Ylaruam. One of the worst punishments is to be cut off from the faith. It is a form of social death where no one will aid or entreat with the criminal. Most receiving this punishment beg for forgiveness or leave the nation in shame.

Ylaruam is predominantly desert terrain and has most of the wildlife found in such biomes. The nomads have large numbers of camels, goats, and sheep. In cities, the wealthier nobles own horses. Fantastic creatures that are often seen include blue dragons, rocs, and the dreaded sandworm. Lamps and rings containing trapped djinn or efreet are also found, including some trapped by Al-Khalim himself. In the deepest deserts, the lizardmen known as the sis-thik or desert scourge are a constant menace.

Ylaruam is known for its lost pyramids and temples. The sands have claimed entire cities, and temples to ancient Immortals are hidden in mountains and valleys forgotten by all. These ancient ruins are legally off-limits by decree of the Ylaruam government, but the promise of treasure draws many to search out and plunder tombs.

Ylari are considered unusual by most outsiders. While the dwarves find them kindred spirits, their perceived humorless nature makes them less well-received in other lands. Ylaruam despises Glantri and its atheistic ways, as well as its embrace of foul magics. The Ylari often provide Rockhome aid in their fight against Glantiri's mages.

Emirates

Alasiya is home to the capital of Ylaruam City. While Alasiya is the most urban of all of the provinces, it does have a large share of nomads. The natives here pride themselves on their haggling skills. Dwarves are

relatively common here, selling their wares in the markets. Alasiya is famed for its horses, which are considered some of the fastest mounts alive. The Sultan holds his court almost daily in Ylaruam City, though only those permitted by his vizier can attend. While the sultan rules, the vizier is nearly as powerful. The Dream of the Desert Garden University is also located in the capital city and was established by Al-Khalim.

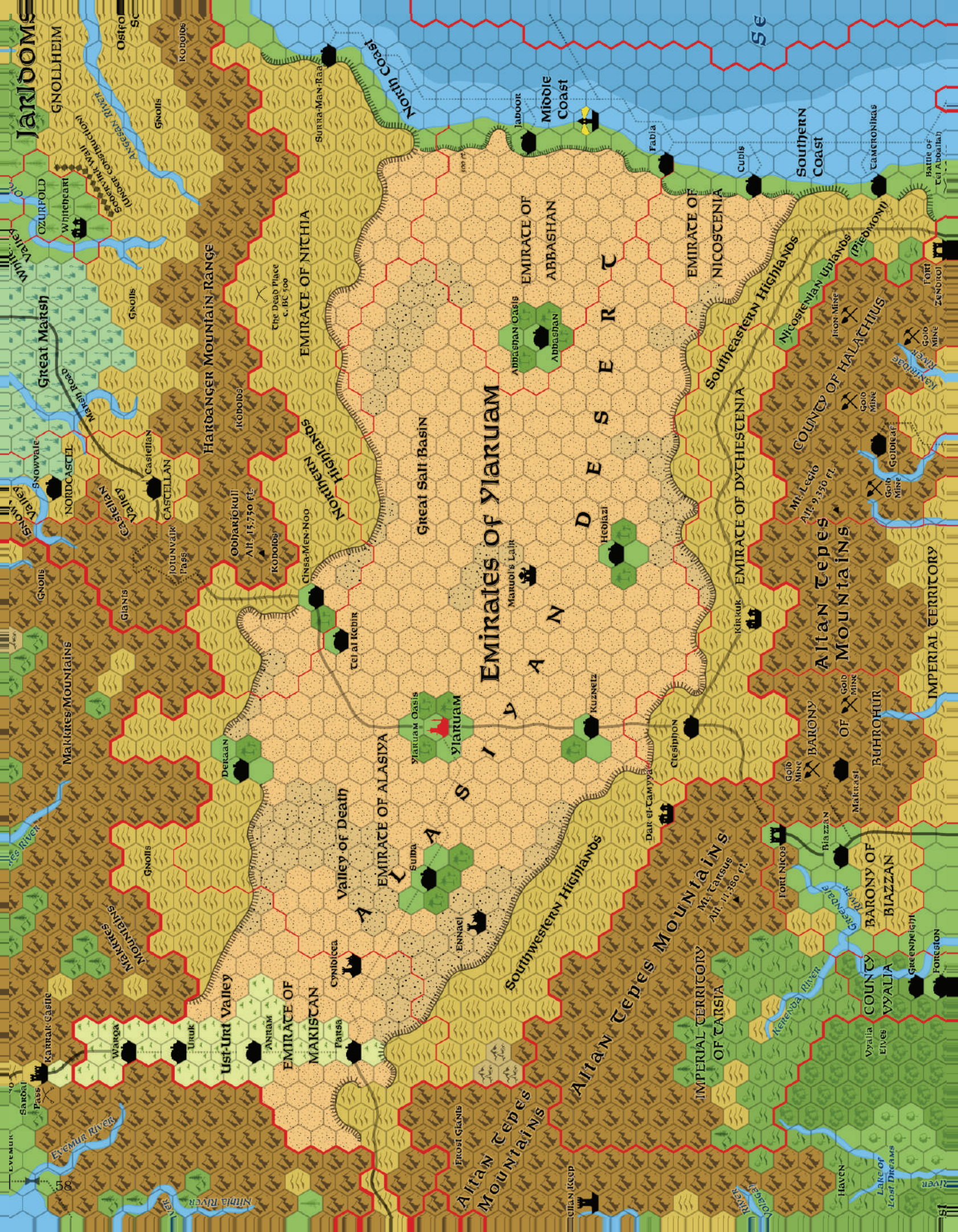
Abbashan is generally hostile towards foreigners. The emir is trying desperately to change that because Abbashan is lagging behind other provinces economically. Until something changes, Abbashan will remain poor. The trading cities are known for their low prices to encourage more caravans. However, the nomads remain intolerant of foreign caravans and provide them little assistance on the roads.

Nithia is by far the poorest emirate in Ylaruam. Here the land seems infertile, the people reject the words of Al-Kalim, and the leaders are little more than bandit lords. There is an illegal and robust trade smuggling out artifacts. The land is mineral-rich, but the local population's hostility means most of the ore goes unclaimed. The Vouchery of Provinces is offering generous rewards to anyone who can tame the land.

Makistan is the breadbasket of Ylaruam. The soil is fertile, and the crops are plentiful here. The Makistani are much more laid back than their countrymen; they refrain from the aggressive haggling for which their nation is famous. The land is also impoverished, and two-story buildings are considered extravagant. The crops it provides are not very profitable, but it produces enough to export throughout the nation.

Nicostenia is where most of Ylaruam's goods leave for other lands. The emirate is dotted with trading towns up and down its coast. It also has the most extensive forests in Ylaruam, but the wood taken from the trees is not as good as other nations. It produces most of the trade goods that Ylaruam exports, but the products are considered of poor quality by other countries. Still, the merchants here bring quite a bit of gold into Nicostenia's coffers.

Dythestenia is mainly unpopulated except for its capital of Cresiphon. But the land has massive mineral reserves, and its iron ores are exceptionally pure and treasured by sword makers. Nomads primarily populate the emirate, and the entire region is infested with monsters. Dythestenia also suffers from raids from both Thyatis and Ostland, forcing the military to be located on the coast and leaving the interior vulnerable to bandits. As a result, the emirate has resorted to sellswords to solve its problems.



Cities of Mystara

Alfheim Town is set up in the middle of the Canolbarth forest as a trading outpost. This unofficial capital of Alfheim is what most people see when they visit the elven kingdom.

Awinagehi is the largest of the Elk Clan villages in Atruaghin. Comprised of numerous longhouses and farms, it is large enough to provide shelter to other tribes during times of trouble.

City of Stars is the largest city of the Shadow Elves. Unknown to outsiders, the entire town is built in a pocket of reverse gravity on the roof of a cavern. Surrounded by hostile environments and creatures, it is a testament to the Shadow Elves will to survive.

Darokin City is the largest trade city on the Known World mainland. Home to the Merchant's Guild Hall, there is nothing you cannot buy in Darokin City. The largest financiers also reside here, making this city an economic powerhouse.

Dengar, the capital of Rockhome, is two cities in one. On the surface is where the dwarves meet with other races. But below ground is where everything happens. Built by dwarves for dwarves, the sheer size of it makes it intimidating for other races.

Glantri City is the heart of fractious Glantri, comprised of canals and bickering wizard citizens. Magic is the norm here, where even the most mundane tasks are accomplished with the arcane.

Great Court of the Khan is not a real, permanent city but is the heart of the Ethengar government. Wherever it is located, you can find all the power players of Ethengar. Most caravans make it a point to stop here at least once.

Helskir is an independent city-state on the Isle of Dawn, sandwiched between the rival Thyatian and Alpathian holdings. It remains this way because both powers claim the city, and view an attack on it as an act of war.

Ierendi is the scenic capital of the island nation of the same name. It is a spectacular marvel filled with resorts and entertainment. Everything happens at a leisurely pace, precisely as its people like it.

Minrothad is the capital city of the nautical trading powerhouse, the Minrothad Guilds. Set in a caldera, its protected position allowed it to flourish as a trading port. The city is filled with shops of all types, and it is one of the largest shipbuilders in the Known World.

Norvikk is the pride of Vestland. It represents the nation's attempt to become a modern state. Merchants have replaced warriors as the most common sight, and new buildings are being erected regularly.

Oceansend is a former Thyatian colony in Norwold and gained its independence decades ago. Officially neutral in international affairs, it is known for its large number of mercenary armies for hire.

Serraine is rarely seen but often discussed. A magical flying city built by the sky gnomes, it travels the continent engaging in mad experiments and trading exotic materials with the nations below. It is also a popular destination for nobles.

Shireton is the heart of hin culture. Here you find a city with little bustle, no great intrigues, and a people who are content with life. Most find the spread-out city dull, but the hin would not have it any other way. It is a popular port for merchants looking for cheap food and drink to sell in other ports.

Soderfjord is a poor town, reflecting the Jarldoms' fortunes. It is a sprawling mess of poorly constructed buildings with little organization. Its reputation as a dangerous place after dark is very well-deserved.

Specularum is the capital of Karamaikos. It is a blending of two cities and peoples: the newer Thyatian settlers are slowly replacing the older Traladaran culture. It is a fascinating place to watch these cultures clash and merge.

Sundsvall is the magical capital of Alpathia. Here the marvelous is mundane, as skyships fill the air. Buildings float above the ground, reachable only with magic. It is a city built by wizards for wizards.

Tanaroa is the largest village on the Isle of Dread. Best known for its two-mile-long great wall, it keeps the worst monsters on the island from rampaging over what little civilization has been carved from the jungle.

Thyatis City is the largest city on the mainland and is the busiest as well. Everything in Thyatis is more significant—from the slums to the mansions. Always in motion, there is nothing and no one you cannot find in Thyatis City. Politics is the city's chief focus, and a lack of allies while visiting can be hazardous to your health.

Ylaruam is a relatively new city compared to the rest of the world. Built by Al-Kalim, Ylaruam is an oddity of nomadic culture in a long-term settlement. Famed for its markets and temples, it is not often friendly to outsiders.

Zeaburg is the capital of Ostland and is comprised of wealthy nobles and impoverished peasants. The city is more of a place for the army to camp than for people to live. Only the presence of the King and his court keeps the town from being impoverished.

Centers of Learning

The **College of Wizardry** is not as impressive as it sounds. Since shadow elf shamans do not allow wizards any formal education, it is a small school in the City of Stars, in the back of a magic supply shop.

The **Collegium Arcanum** is the official school of magic in Thyatis. While not as impressive as others of its type, it is still one of the largest.

The **Darokin Diplomatic Corps** runs a series of colleges to teach its new officers how to negotiate with outsiders. It focuses heavily on languages, business, and foreign culture. It also teaches Merchant Prince spells related to finance.

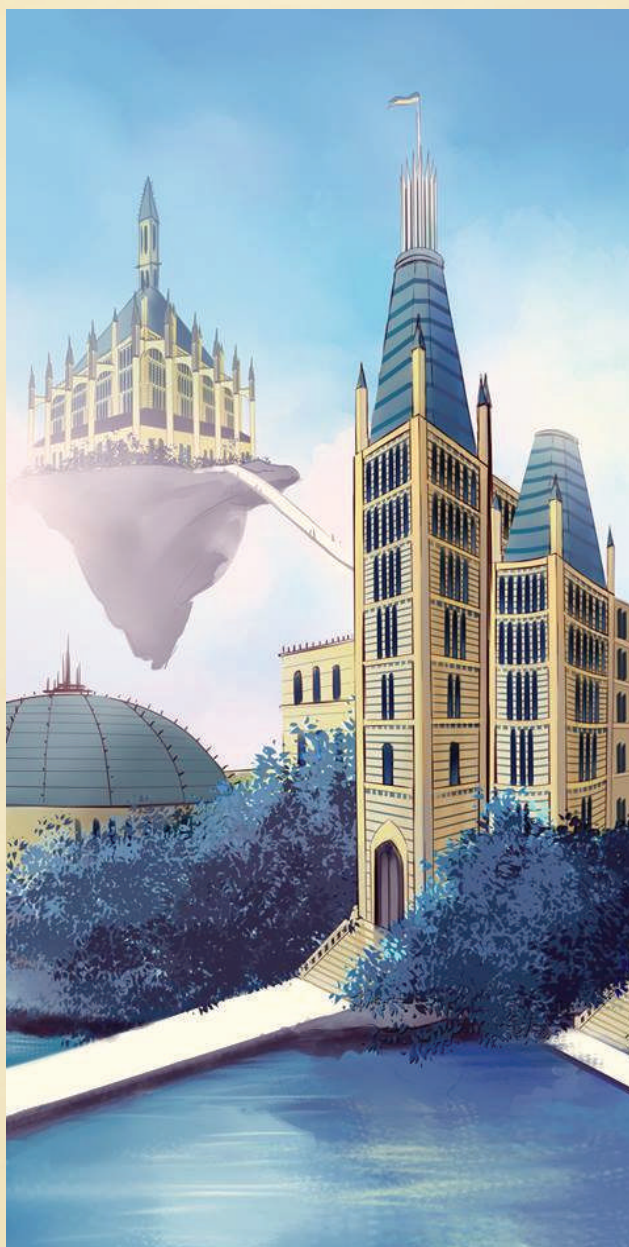
Dream of the Desert Garden University in Ylaruam is home to numerous Ylari sages and scholars, all trying to find the true meaning behind Al-Kalim's teachings. The sultan spares no expense in bringing the university teachers and tomes.

The **Great Library** of Serraine is the greatest repository of knowledge in the world. It contains not just tomes but magical fonts of memories and illusions of historical events.

While the library is expansive, its undead librarian is a bit wary of visitors.

The **Great School of Magic** in Glantri City is possibly the most famous school in the Known World. It is filled with wizards of all sorts, from apprentices to archmages, with rumors of hidden lore everywhere. However, its internal politics can be quite deadly.

Ierendi **Public School** is where the islanders go for primary education. It is the only public school for the entire nation, but it is more than adequate for the nation's population. Because of this school, Ierendi enjoys the highest rate of literacy in the world.



The Mealidor **Library Tree** is an actual tree, filled with scrolls and books dating back thousands of years. Exclusive to Clan Mealidor, few outside elves and even fewer humans are allowed entry.

The **School of Art** in Ierendi is the largest bardic school in the Known World. While it teaches other arts, it is the leading source for classically trained bards. Painters, writers, and sculptors also flock to the school. Even learned bards from different nations attend.

The **Skarrad High Seminary** is the most prestigious engineering school in the Known World. Located in Lower Dengar in Rockhome, it teaches mostly dwarves but occasionally accepts human students.

The **Thyatis Great Library** has the most extensive collection of books and scrolls known. All things mundane and historical can be learned here. It is open to the nobles of Thyatis and those with enough coin to gain entry.

The **Tutorial Guild** is the largest school in Minrothad. It teaches many nautical trades

but is most famous as the source of many Merchant Prince spells related to maritime trade. It is on constant guard against spies from Darokin's rival Merchant Guild.

The **University of Sundsvall**, at twenty city blocks, is unquestionably the largest known university. Every wizard in Alphatia receives training here, with entire wings devoted to magical research.

Uppsala College is relatively new and was built as part of Vestland's modernization efforts. It serves as a bardic college for skalds as well as a repository of the history of the Northern Reaches.



LOCATIONS OF ILL REPUTE

Black Eagle Barony, at the western edge of Karamaikos, is the home of Fort Doom. Here, Baron von Hendricks terrorizes all that live in his domain with the help of the evil wizard, Bargle.

Barimoor's Complex is an enormous underground building created by the wizard Barimoor, on his quest for Immortality. Nobody knows what goes on inside, as no trespasser has ever survived.

Blackheart, in the middle of Alphatia, is a place where wizards gather to perform dark experiments. Nothing is forbidden, and magics of the worst sort are common.

The Comeback Inn is an abandoned tavern strangely located in the Broken Lands. The building is impervious to harm, and all who enter never leave. The isolated building is permeated with ancient magic.

Cynidecia is a legendary lost city supposedly located somewhere in the sands of Ylaruam. Stories say it was built by a long-dead civilization and ruled by madmen worshipping forgotten immortals.

The **Hagiarchy of Hule** lies far to the west of the Atruaghin Clans and is ruled with an iron fist by a despot best known as the Master. There he raises vast armies and looks eastward for new lands to conquer.

Hattias, in the Empire of Thyatis, is known for its fanatical hatred of outsiders. They believe themselves to be superior to all other races and ethnicities. Hattians plot to bring the lesser races under their rule.

Honor Island is one of the two forbidden islands in Ierendi. Home to the enigmatic fire wizards, they turn away all visitors with their unsinkable fire ships. Dragons can periodically be seen overhead as well.

Itheldown Castle, in the middle of Lake Amsorak, is a cursed place. None in Darokin know what caused the keep to twist and bend. But everyone nearby heard screams from within.

The Land of Black Sand is a haunted place in Ethengar. Nothing grows there, and no animals cross the blackened desert. When the wind blows strongly from there, madness follows in its wake.

Landfall is found on the southern coast of Norwold and is known for both its rampant crime and its no-questions-asked black market. It's an excellent place to find forbidden magic or a knife in the back.

Malpeggi Swamp, between Darokin and the Five Shires, is a massive, fetid marsh home to countless monsters, horrors, and great treasure. The legends of lost treasures contained within are beyond count.

Thornbrush is a Bad Magic Spot in Alfheim where the plants grow gnarled and blackened. Monsters spontaneously appear here, and a constant vigil must be kept against them.

White Island is the other forbidden island of Ierendi. Home to insane monks and white apes, the island causes madness to all who land there, and no one knows the cause, or how to stop it.

Lands of Intrigue

The Good Kingdom



Located in a narrow region of the ethereal plane, the Good Kingdom lies sandwiched between the sinister evils of the Shadowfell and the pure bedlam of the Andevärlden. Here in an all too perfect copy of the Prime Material Plane does King Oberon of the sidhe hold court. All manner of fey can be found in the Good Kingdom, from the haughtiest sidhe noble to the most base wood imp. King Oberon rules his court through mercurial whim, in a twisted copy of worldly politics in the royal courts of the mortal races.

Finding entrances to the Good Kingdom is both easy and frustrating. Portals to the realm can be anything, from a pool of purest water, a ring of mushrooms, to a path through the deepest wood. The most famous is a henge called Dreamtime, where Oberon and his court will often venture into the world to revel. It is the best place to find Oberon in the mortal world, but risky because of his mercurial nature.

Once a mortal finds the Good Kingdom, then all laws of reality are suspended. Mortals can experience anomalies of time, either spending minutes in the kingdom and decades in the mortal realm, or spending their entire lives inside the Fey Court to return just minutes later. There is no rhyme or reason to the laws of the Good Kingdom. The distance between regions can be different depending on the direction traveled. A traveler that ventures too close to the Shadowfell can fall victim to any number of foul creatures while approaching the

Andevärlden courts madness. The kingdom itself is a twisted imitation of the mortal world. Fey have no real cities or settlements; instead, they live in a perpetual world of entertainment. There have been faires and festivals that have lasted for centuries. Oberon's court participates in a masked ball that started long before the rise of Blackmoor. The fey spend their lives pursuing their passions, long past the time mortals would have grown bored or tired.

On one side of the kingdom, the Andevärlden flora and fauna to grow to enormous size. The noon sun blazes overhead untouched by time. Forests grow faster than they can be chopped down. Here the fey become manic and restless, foregoing all rational thought and performing any deed that comes to mind.

On the opposite end, Shadowfell taints the Good Kingdom, casting a perpetual night over the land. Plants become twisted; animals grow savage. Fey that venture too close often have their minds warped to do foul deeds; many in the Unseelie court congregate here.

In the middle of it all is King Oberon's court. There you can find the sidhe king with his fantastic retinue, ruling from his alabaster throne, all the while an endless masquerade dances around him. Crones hide behind masks while sprites and pixies dance nonstop. The most potent fey are the sidhe, everyone with their agenda and pet mortals.

Fighting Pits of Thyatis



The largest nation on the continent is Thyatis, and their primary entertainment is the gladiatorial arena. From the massive Colosseum in Thyatis City to the crudest fighting pits in the far-flung Hinterlands, Thyatians love to watch warriors fighting to the death for the entertainment of the masses. The popularity of the games has even created an entire culture around the gladiators that permeates Thyatian society.

There are three types of individuals that fight in the arena, criminals, slaves, and freemen. Criminals that have been condemned to death will often take part in grossly unfair combat designed to delight the crowds and ensure the deaths of the condemned. Rarely will a criminal survive the battle, but if the fight was entertaining enough, he might earn a pardon; otherwise, the criminal will be forced to fight another rigged contest until he dies. Criminals are rarely given any training at all; they are given a weapon and forced to fight better-armed gladiators or beasts.

Slaves are often debtors or prisoners of war that are trained to fight. They live only to bring their master profits. A good master ensures his gladiators are well fed, well trained, and taken care of medically. A poor master buys low-quality slaves and throws them into meat grinders to sate the crowd's bloodlust. Slaves are allowed to keep a portion of their winnings, allowing them to purchase their freedom.

Freemen fight in the games for glory and profit, unlike the slaves they can choose when and where to fight. However, freemen have to pay for their training and must

regularly fight to keep up the crowd's adoration. A gladiator that chooses to fight only weak opponents or in rigged contests will quickly find no arena will sign him. Free gladiators who are successful in the arena often become celebrities in Thyatis.

Games are common but expensive affairs. Nobles will spend vast amounts of gold to host spectacular games that serve to increase the nobles' prestige. The risk of financial ruin is great, as the sponsor of games has to reimburse slave owners for gladiators that perish in the games, and crowds will avoid games if they are seen as bloodless. Finding a balance in the games is crucial; condemned criminals are disposable but can't fight very well. Free gladiators are often the best around but will refuse to fight in matches rigged against them. A poorly organized game can bankrupt a sponsor, while a well-produced game can earn back the original cost several times.

The gladiators are separated into different fighting schools, each teaching a different style. Various training facilities called *ludus* are used by both slave and freeman, instructing them in all the tricks of the style. By law, only certain schools may face each other, but sponsors can pay a fee to waive the rule for specific matches. Likewise, events are usually segregated by sex, but that can also be waived with a fee. Gladiators are required to dress according to their school so the audience can tell what schools are fighting. This also has the advantage of showing off the gladiator's bodies.

Isle of Dawn



Caught between two mighty empires, the Isle of Dawn is occupied to the east by militaristic Thyatis and to the west by the magocracy of Alphatia. Both nations have fought multiple wars in the past but now have reached a stalemate. Instead of waging massive campaigns against each other, they concentrate their efforts on the Isle of Dawn. The island currently serves as the chief point of contention between the empires. While proxy wars occasionally flare up, most of the conflict is now done in the shadows. Spies on both sides try to gain any leverage to increase their empire's power and claim to the island.

The Isle was initially a collection of independent kingdoms and city-states until Alphatia conquered it shortly after the empire's arrival on Mystara. Alphatia ruled the island until Thyatis revolted in 2 BC, capturing the western half of the island. Through the course of the next millennium, control over parts of the island has changed hands several times, but neither empire has been able to push the other entirely off. After the Alphatian Spike invasion, overt military action has stopped, with both Emperor Thincol and Empress Eriadna content with the current borders for now.

The island is strategically important, as it lies directly between both empires in the Sea of Dawn. Sailing around the island to directly attack the rival empire would add weeks to the trip, so the only practical way to stage an invasion would be through the Isle of Dawn. The narrowed part of the island is controlled by two cities, East and West Portage, each town controlled by a

different empire. Large portions of the southern half of the island lay unclaimed; both empires give out domains in the region to anyone who can carve out their territory from the wilderness.

The settlements on the Isle of Dawn are a varied mix of cultures. Because of the number of times the island's territories have changed hands, there are few real 'pure' Thyatian or Alphatian settlements. In many places, the common tongue is a mixture of both Thyatian and Alphatian. A culture called the Thothians is present in the Alphatian territories, though they are not native to the island. Thothians settled the island hundreds of years before the arrival of the Alphatians and have their own unique culture; This involves worshiping their pharaohs as Immortals and building monuments like pyramids across their lands. While not Alphatian, Thothians are loyal to Eriadna.

Between the territories of both empires is the free city of Helskir, which declared its independence after being conquered multiple times by both empires. Eruul Zaar, the leader of Helskir, tired of his second-class citizenship in Alphatia due to his lack of magic. After Eriadna rewarded her son King Ericall the kingdom of Norwold despite his lack of magic, Zaar demanded equal status only to be denied. Now he plays a perilous game, trying to maintain his neutrality while caught between two powerful empires that could easily crush his city like a bug.

ISLE OF DREAD



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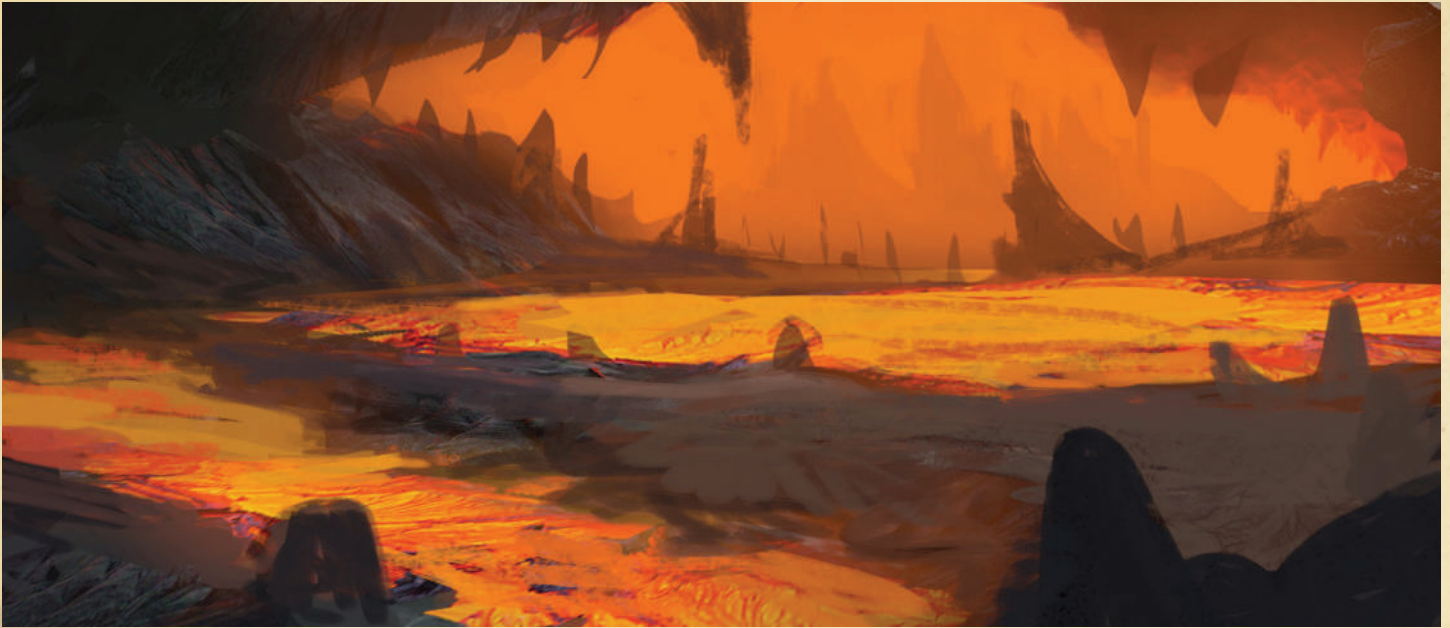
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The World Below



Located hundreds of miles below the surface, the caverns known as the World Below is a mineral-rich but legendarily dangerous series of caves and tunnels directly under most of the Known World's nations. It is sparsely populated except by the hardest of creatures due to the hostile and unstable environment and lack of food and potable water.

Reaching the World Below is rather challenging to begin with. The easiest way to access the World Below is through the caves of the Broken Lands or directly through Rockhome. The Broken Lands' humanoids fiercely guard the entrances in their domain, claiming the caverns below for themselves. The dwarves jealously restrict access through their kingdom to the caverns, intent on keeping the mineral wealth below. The reason nations guard stable entrances to the World Below is that the caves are often filled with veins of precious metals and gemstones. Scholars have speculated that parts of the cavern complex are a nexus to the quasi-elemental plane of minerals, explaining why the wealth has never panned out no matter how many centuries the dwarves have mined it. The mineral wealth in a single cavern alone is often equal to a year's worth of a single nation's income.

The most considerable danger in the cavern system is the fact the entire area is continuously shifting. Rivers of lava make it almost impossible to travel from one cavern to the next. Pockets of poison gas suffocate entire

expeditions in minutes. Earthquakes frequently collapse caves while opening up others. Stable caverns are often claimed by monsters or dwarves, who defend their rare find ferociously. The distance to the caverns and the hazards of the caverns make most mining operations unfeasible.

The other significant hazard of the World Below is the creatures that dwell there. Humanoids like orcs and goblins live in the poorer upper caverns by the thousands, hiding from the harsh sun above, though often ignorant of the vast amount of wealth just below them in the deeper caverns. Foul monsters found only in the World Below also hide away from the unwary.

Dread creatures like dragons often claim the stable caverns for their own, basking in the mineral wealth around them. Creatures native to the World Below like the boneless, deep glaurant, and fyrasnaca lie in wait for unsuspecting explorers. From their respective planes, earth and mineral elementals are not uncommon in the deeper parts of the World Below, as portals to the Elemental Planes sporadically appear.

In addition to the natural hazards and the hostility of the creatures dwelling in the caverns, there are also several hidden dangers that are unknown to strangers to the area. Pockets of reverse gravity are found randomly in some of the larger cavities. Strange crystals called soulstones in large numbers create a harmful energy that causes miners to sicken and die.

Crimes and Punishment

Nation	Assault	Incitement	Fraud	Murder	Slander	Tax Evasion	Theft	Rape	Treason
Alfheim	Fine	Fine	Fine	Exile	Fine	Exile	Fine	Exile	Exile
Alphatia	Fine	Slavery	Fine	Fine or Death	Fine	Fine or Slavery	Fine or Slavery	Fine or Death	Fine or Curse
Atruaghin	Censure	Not Crime	Censure	Exile or Death	Censure	Not Crime	Not Crime	Exile	Exile or Death
Darokin	Fine	Fine	Fine	Death	Fine	Fine	Fine	Death	Death
Ethengar	Caning	Death	Caning	Death	Death	Death	Caning	Death	Death
Five Shires	Quest	Quest	Quest	Quest or Death	Quest	Quest	Quest	Quest or Death	Quest or Death
Glantri	Maiming	Maiming	Maiming	Death	Flogging	Up to 10 Years	Maiming	Baleful Polymorph	Death
Ierendi	Up to 3 Years	Up to 3 Years	Up to 4 Years	Up to 30 Years	Up to 4 Years	Up to 4 Years	Up to 4 Years	Up to 30 Years	Up to 30 Years
Karameikos	Feature Up to 1 Year	Up to 1 Year	Up to 6 Years	1 Year up to Death	Up to 6 Months	Up to 6 Years	Up to 6 Years	1 Year up to Death	Death
Minrothad	Loss of Hand	Loss of Tongue	Up to 20 Years	Death	Pilloried	Flogging	Loss of Hand	Death	Death
Ostland	Slavery	Slavery	Slavery	Slavery or Death	Beating	Slavery or Beating	Slavery or Beating	Slavery or Death	Death
Rockhome	Exile	Exile	Exile	Life, Death or Exile	Inactivity	Inactivity	Inactivity	Life, Death or Exile	Life, Death or Exile
Soderfjord	Beating	Beasting or Conscript	Beating	Beating or Death	Beating	Beating or Death	Beating	Beating or Death	Death
Thyatis*	Flogging	1 Month up to Death	Flogging	1 Month to Death	Flogging	1 Month up to Death	Flogging	Flogging	Death
Vestland	Fine or Conscript	Fine or Conscript	Fine	Death or Conscript	Flogging	Flogging	Fine or Conscript	Death or Flogging	Death
Ylaruam	Flogging	Censure or Death	Censure	Death	Censure	Death	Flogging	Death	Death

Unusual Punishments:

Baleful Polymorph: Convicted is cursed into a new form, being turned into the opposite sex is the most common.

Beating: The convicted is set upon by the victim and their kin and savagely assaulted but cannot be killed.

Caning/Flogging: The criminal is struck in public a number of times determined by the judge. Each blow does 1 point of bludgeoning damage. This can kill the convicted.

Censure: The convict is scorned in public, and cannot make purchases from shops or expect help from temples.

Inactivity: This only applies to dwarves; the convicted is not allowed to work or forge new items.

Maiming: A limb is amputated, traditionally with a black pudding.

Pilloried: The criminal is put in stocks for up to a month in a public location.

Quest: The criminal is exiled from the Shires until a quest is fulfilled.

Thyatis: All crimes punishable by death are also punishable by slavery.

Months and Dates

Nuwmont

Gold indicates holiday

Lunadain	Gromdain	Tserdain	Moldain	Nytdain	Loshdain	Soladain
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Vatermont

Lunadain	Gromdain	Tserdain	Moldain	Nytdain	Loshdain	Soladain
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Thaumont

Lunadain	Gromdain	Tserdain	Moldain	Nytdain	Loshdain	Soladain
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Flaurmont

Lunadain	Gromdain	Tserdain	Moldain	Nytdain	Loshdain	Soladain
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Yarthmont

Lunadain	Gromdain	Tserdain	Moldain	Nytdain	Loshdain	Soladain
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Klarmont

Lunadain	Gromdain	Tserdain	Moldain	Nytdain	Loshdain	Soladain
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Felmont

Lunadain	Gromdain	Tserdain	Moldain	Nytdain	Loshdain	Soladain
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Thaumont

Lunadain	Gromdain	Tserdain	Moldain	Nytdain	Loshdain	Soladain
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Ambyrmont

Lunadain	Gromdain	Tserdain	Moldain	Nytdain	Loshdain	Soladain
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Sviftmont

Lunadain	Gromdain	Tserdain	Moldain	Nytdain	Loshdain	Soladain
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Eirmont

Lunadain	Gromdain	Tserdain	Moldain	Nytdain	Loshdain	Soladain
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Kaldmont

Lunadain	Gromdain	Tserdain	Moldain	Nytdain	Loshdain	Soladain
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Calendars of Other Nations

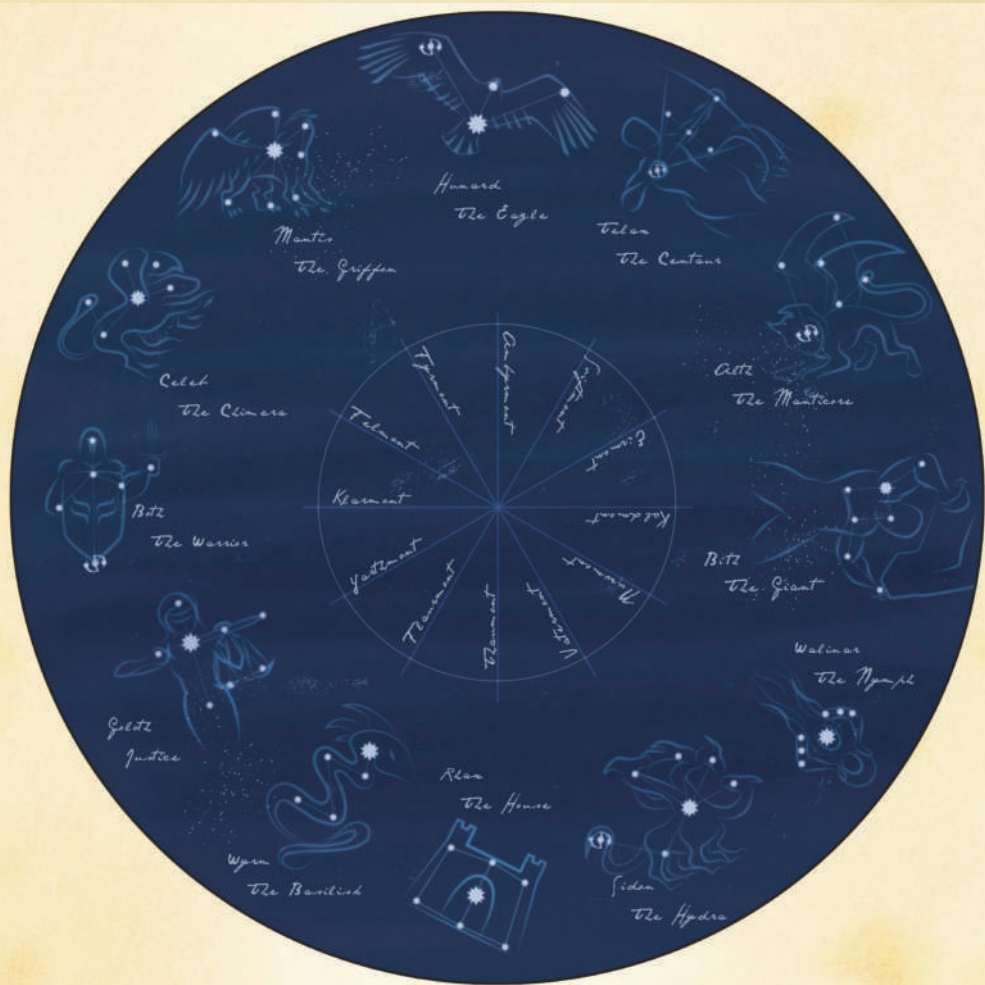
*Indicates start of the year

Alphatia	Ethengar	Five Shires	Rockhome	Ylaruam
Nyxmir*	Amai	Clabbas*	Wharlin	Muharram
Amphimir	Hiskmai	Vuuldiir	Morlin	Safar
Alphamir	Yalmai	Maehin	Hralin*	Rabi al Awwal
Sulamir	Haimai	Odelin	Hwyrlyn	Rabi al Thani
Sudmir	Kevamai	Gondulrim	Styrlyn	Jamada'l Awwal
Vertmir	Seimai	Mithintle	Bahrlyn	Jumada'l Thani*
Islamir	Lingmai	Goldaun	Buhrlyn	Rajab
Andrumir	Tringmai	Fyrtal	Klintlin	Shaban
Cyprimir	Demai	Aumbyr	Birrlin	Ramadan
Hastmir	Chagai*	Ssantiir	Biflin	Shawwal
Eimir	Rinpoch	Tembiir	Jhyrlyn	Dhu'l-Qadah
Burymir	Komai	Dauntil	Kuldlin	Dhu'l-Hijjah

Days of the Week

Thyatis	Alphatia	Ethengar	Five Shires	Rockhome	Ylaruam
Lunadain	Majhur	Xingqiri	Lunadain	Syhardan	Yaum al-ahad
Gromdain	Tijhur	Xingqiyi	Gromdain	Thradan	Yaum al-athnen
Tserdain	Wojur	Xingqier	Tserdain	Evedan	Yaum al-talit
Moldain	Thajhur	Xingqisi	Moldain	Dorfdan	Yaum al-arba
Nytdain	Flajhur	Xingqitii	Nytdain	Duldan	Yaum al-hamis
Loshdain	Sejhur	Xingqiwi	Loshdain	Sythdan	Yaum al-jum'at
Soladain	Lahjur	Xingqiliu	Soladain	Fildan	Yaum as-sabt

Note that the Mystara day is 26 hours, while the year is only 328 days, the extra hours make the year the equivalent of 364 days.



Minrothad Calendar (Current Year 300)

The Minrothad Guilds use the Thyatian calendar for trade purposes, but use their own calendar for national date reckoning. They divide their year into 11 months of 30 days, each with five six-day weeks. To balance the year, they add a special six day week to the end. The current year is 311 by Minrothad Dating.

Onmun (Nuwmont 1-Vatermont 2)
 Tomun (Vatermont 3-Thaumont 4)
 Dreimun (Thaumont 5-Flaurmont 6)
 Firmun (Flaurmont 7-Yarthmont 8)
 Birmun (Yarthmont 9-Klarmont 10)
 Sagmun (Klarmont 11-Felmont 12)
 Sebmun (Felmont 13-Fyrmont 14)
 Oxmun (Fyrmont 15-Ambyrmont 16)
 Nomun (Ambyrmont 17-Sviftmont 18)
 Decmun (Sviftmont 19-Eirmont 20)
 Elfmun (Eirmont 21-Kaldmont 22)
 Mitwok (Kaldmont 23-28)

Shadow Elves Calendar (Current Year 2105)

The shadow elves divide their year into 14 months of 24 days each. Each month takes its name from a verse of the Refuge of Stone, an important historical text. There are no weeks, and days are not named. The shadow elves' current year is 2116.

Gathering (Nuwmont 1-24)
 Name (Nuwmont 25-Vatermont 20)
 Refuge (Vatermont 21-Thaumont 16)
 Shaman (Thaumont 17-Flaurmont 12)
 Crystal (Flaurmont 13-Yarthmont 8)
 Birth (Yarthmont 9-Klarmont 4)
 Wanderers (Klarmont 4-28)
 Temple (Felmont 1-24)
 Food (Felmont 25-Fyrmont 20)
 Days (Fyrmont 21-Ambyrmont 16)
 Army (Ambyrmont 17-Sviftmont 12)
 King (Sviftmont 13-Eirmont 8)
 Others (Eirmont 9-Kaldmont 4)
 Bounty (Kaldmont 5-28)



Holidays of the Known World

Good Sprite Day (Nuwmont 1). Glantrians play harmless pranks on each other all day.

Breaking Day (Nuwmont 14). The students of the Great School of Magic break up the ice in the canals with their newly learned spells.

New Years (Nuwmont 1). Typically celebrated around the continent with gift-giving, parades, and festivals.

Alphatian New Year (Vatermont 1). Alphatia rings in their year with art shows, parades, and parties.

Winter Festival (Vatermont 1-7). For a week, the Ethengar compete and feast, all to honor the Golden Khan.

Day of the Golden Khan (Vatermont 7). The Ethengar celebrate the uniting of the tribes with a great feast.

Feast of the Silver Purge (Vatermont 10). Minrothadans tell scary stories and are grateful for good luck. Not a safe place for lycanthropes on that day.

Monsters' Fair (Vatermont 18). Monsters are paraded through Glantri City on the way to the auction block.

The Drowning (Vatermont 21). Pearl Islanders launch toy canoes with candles to appease the sea.

Chancellor's Day (Vatermont 23). Working holiday in celebration of Darokin's first Chancellor.

Dance of the Serpents (Thaumont 1-8). The Bear Clan of Atruaghin bless crops with a sacred dance.

The Discovery (Thaumont 1). Shadow elves celebrate the discovery of their home with songs and food.

Independence Day (Thaumont 1). A day of remembrance of Ylari martyred by foreign invaders.

The Rebirth (Thaumont 1-7). Week-long holiday in Ierendi alongside planting of new crops.

Landfall Day (Thaumont 7). Solemn celebration of Alphatian arrival in the new world.

Spring Break (Thaumont 10-16). Glantri students cut loose in a week of frivolity and debauchery.

Opening Day (Thaumont 15). Alphatian universities have their first day of class.

White Horse Ceremony (Thaumont 15). Shamans sacrifice a white horse to protect herds in the new year.

Caravan Day (Thaumont 17, Eirmont 15). Caravans leave and return to Rockhome, those left behind feast, and toast the merchants' departure and return.

Arcanium (Thaumont 25-28). Four day fair in Glantri to learn spells, buy magic items, and mingle.

Day of the Dead (Thaumont 28). Traladarans clean their houses, then feast merrily at night.

Day of Adulthood (Flaurmont 1). Ethengar children at the age of majority are presented as adults.

Parliament Day (Flaurmont 3). Glantri politicians take a day off while the rest of the nation works.

Arrangements Day (Flaurmont 7). Dwarves propose marriage traditionally on this day.

Merchant Prince Day (Flaurmont 10). Wizards in Minrothad create magical fireworks while parents throw out old clothes. Parents hide presents in old clothes for children to find.

Empress Eriadna's Birthday (Flaurmont 13). Nobles give gifts to the Empress or a coins to beggars.

Day of Blessings (Flaurmont 15). Ethengar khans divide up their wealth among their followers.

Day of Partings (Flaurmont 16). Ethengar tribes split up and go their ways.

First Flowering (Flaurmont 16). Hin gather up seeds to be planted in the fall.

Parade Day (Flaurmont 20). Glantri army marches in parades and hosts mock games. The holiday is especially prevalent in Aalban.

Darokin Masked Ball (Flaurmont 21). Annual ball in the capital, with proceeds going to charity. The total cost of tickets would bankrupt some nations.

Birthday of Thincol I (Flaurmont 22). The Imperial family hosts games, parades and throw coins to the poor.

Day of Magic (Yarthmont 1). Alpatia celebrates with magical displays for the crowds, businesses close.

Day of First Births (Yarthmont 9). Shadow elves consider all births for a month lucky.

Mawlid an-Nabi (Yarthmont 12). Ylari clerics spend the day telling crowds about Al-Kalim's teaching.

Gondola Games (Yarthmont 14). Gondoliers host mock jousts all day, no business is done.

Day of Birth Blessings (Yarthmont 15). The shaman pray to the White Horse to watch over the birth of the foals in Ethengar.

Howling Day (Yarthmont 15). Alpatians run wild, having just one huge party.

Clerics Forum (Yarthmont 21-27). Priests of Kagyar meet to discuss the status of their order.

Minrothad Day (Yarthmont 27). Election day, celebrated with regattas and picnics.

Day of the Straw Man (Klarmont 1). Traladarans burn little straw men in effigy to absolve their sins.

Freedom Day/Crown Tourney (Klarmont 1). Ierendi elects a new King and Queen with much fanfare.

Great Patshatl (Klarmont 1). The Turtle Clan of Atruaghin celebrate the Summer Solstice with a feast.

Ilsundal Day (Klarmont 1). Celebrating Ilsundal's ascension, each elf tribe holds a different celebration.

The Thing (Klarmont 1-7). Soderfjord jarls meet to enact new laws and settle old scores. Feasts, duels, and games are held every night.

Weddings Day (Klarmont 7). The most popular day for dwarves to marry.

Night of the Red Moon (Klarmont 15). Glantri wizards celebrate a red full moon. Magic is considered especially potent on that night.

Day of the Hoof (Klarmont 15). Kerendas host a week of equestrian events.

Laylat Al-Baraa (Klarmont 15). Dinners are held where past slights are forgiven in Ylaruam.

The Rejection (Klarmont 15). Shadow elves fast to reflect on their betrayal by Alfheim.

The Unsheathing (Klarmont 22). The Shires remember the Thyatian invasion by arming themselves and refusing service to Thyatians.

Lailat al Miraj (Klarmont 27). Holy day at the temple celebrating Al-Kalim's Immortality.

Night of Fire (Klarmont 28). Traladarans everywhere go looking for lost treasure. Legends say undead are most active on this night.

Beasts Day (Felmont 1). Traladarans dress up in costumes to remember defeating the beast-men of old.

Day of Heroes (Fyrmont 1). Hin spend the entire day cleaning up war memorials and battlefields.

Vanya's Dance (Felmont 6). Hattians and Heldannic Knights perform ritual dances in full armor. After resting, the knights feast until dawn.

Ashura' Shi'a (Felmont 10). The Ylari lose their restrained nature and cut loose; alcohol is even tolerated.

The Cornerstone (Felmont 14). Shadow elves celebrate the creation of their temple by starting new repairs.

Feria de Toros (Felmont 14). Belcadiz elves release bulls in their streets and run alongside them.

Day of Valerias (Felmont 15). Followers of Valerias get engaged, marry, or otherwise engage in trysts.

Doggerel Days (Felmont 15). Alpatian schools celebrate drama, music, and other arts

The Gathering (Felmont 15). Ethengar celebrate summer by decorating camp with garlands. The garlands are later fed to animals as treats.

Highsummer (Felmont 15-28). Hin feast and perform plays for a fortnight, burning a dead orc for luck.

Battle of Sardal Pass (Felmont 16). Dwarves relive their most famous battle with military celebrations.

Beggar's Hope (Felmont 25). For one day, beggars in Glantri are allowed on the city streets legally.

All's Reckless Day (Felmont 27). Minrothad celebrates the end of tax day with an wild party.

Lailat al Qadr (Felmont 27). Ylari pray at their homes, hoping to be blessed with good fortune.

Day of Silence (Felmont 28). Silence is mandated in Minrothad for one full day under legal penalty. A massive cleanup of yesterday's party is held.

'Id al Fitr (Fyrmont 1). A children's holiday of gift-giving and general merrymaking.

Ack-Ack Day (Fyrmont 9). Celebrating victory against red dragons, citizens of Serraine wear a red pin and tell stories of the battle.

Darokin Day (Fyrmont 13). Darokin closes all shops and celebrates the birthday of its founder. Parades and plays are common.

Vyonnese Carnival (Fyrmont 15). New Averoigne celebrates with bright costumes and loud noises in hopes of scaring away werewolves.

Great Horse Fair (Fyrmont 22-28). For a week, Ethengar warriors trade horses and shaman convene.

Ancestor's Day (Ambyrmont 1). Alphatians set aside a table setting for dead ancestors and visit graves.

Celebration of the Sea (Ambyrmont 1-2). Ierendi tie their boats together into a flotilla to host a massive party.

The Fast and the Feast (Ambyrmont 1-12). For twelve days, hin first fast for six days then feast for six days.

First Day of Riding (Ambyrmont 1). Ethengar children receive their first horse.

Freedom Days (Ambyrmont 1-2). Serraine celebrates its lift off with numerous parades and events.

Showing Day (Ambyrmont 3). Dwarves get together to show off new wares and discuss new techniques.

Mustering Day (Ambyrmont 17). Shadow Elves take a census and perform military demonstrations.

Fire Night (Ambyrmont 26). Celebrated by the Flaemish of Glantri, the people honor their heritage with a torchlit parade.

Bask Day (Ambyrmont 27). A day of laziness, no one in Minrothad works.

Best Wishes of Krondahar (Swiftmont 6). Native Ethengar in Glantri celebrate the new year.

Ethengar New Year (Swiftmont 6). A quiet family gathering with ceremonial bread celebrating surviving another year.

Vanya's Day (Swiftmont 8). Thyatis celebrates victory by Vanya with good-natured duels and feasts.

Wine Festivals (Swiftmont 8-15). A week-long wine festival with new wine presentations and tastings. A good showing can guarantee a vintner profits for years.

Birthday of Tarasfir (Swiftmont 13). Shadow elves celebrate their first king with feasts and revels.

Raising of the Walls (Swiftmont 13). Glantrian wizards try to one-up each other, creating defenses for their city. New spells are debuted on this day.

Day of Counting (Swiftmont 15). Ethengar count their herds to gain favor with the khan.

Great Reckoning (Swiftmont 15). Occurring once every four years, the entire nation of Darokin audits itself and assigns new social status and taxes based entirely on net worth.

Day of Naming and Welcoming (Swiftmont 23). Ethengar present children and get engaged.

Duke Stefan's Birthday (Swiftmont 28). A day of parades and military games, with petty crimes being pardoned.

Cretia's Day (Eirmont 1). Ethengar play harmless pranks on each other all day.

Necromantia (Eirmont 5). Klantyre celebrates its fallen heroes, cleaning up graves and battlefields. Undead are hunted at night by entire villages.

Harvest Day (Eirmont 6). Darokinians dress up as farmers and celebrate the harvest.

Crafts and Guilds Day (Eirmont 8). Inventors in Serraine present their creations to the elders for judging in a prestigious contest.

Night of Spirits (Eirmont 15). Ethengar fast as the boundary between the spirit world weakens for a day. Few go outside on this day.

Protius' Day (Eirmont 22). Thyatis coastal cities celebrate with clerical rituals and quiet feasts.

The Reaping (Eirmont 22). Last hin holiday of the year with feasting, romance, and rest.

Days of Right (Kaldmont 1-4). Traditional Ierendi days of engagements and marriage. Tourism surges as nobles come to attend ceremonies.

Id al Adha (Kaldmont 10). A somber day of remembrance and sacrifice to the Immortals.

Ice Games (Kaldmont 14-15). Glantri City shuts down for two days of winter games and balls.

Blessing of the Golden Khan (Kaldmont 15). The Ethengar host games at the winter camp of their khan.

Boldavian Procession (Kaldmont 15). Peasants march the streets till dawn, holding torches and garlic. Technically an unofficial holiday.

Closing Day (Kaldmont 15). Alphatians schools close, and the children return home.

Footman's Games (Kaldmont 15-21). A week-long celebration of weaponsmithing and war games across Thyatis.

Alexander Day (27 Kaldmont). Glantrians hold an hour of silence then look for a good omen.

Day of Law (Kaldmont 27). Ethengar recite their laws given by Tubok; all crime is punishable by death.

Bells of Fate (Kaldmont 28). Glantrians ring bells all night to ward away evil spirits.

'Midwinter Festival (Kaldmont 28). Minrothaddans celebrate with gift-giving and merry-making.

Mystaran Heads of State

Sultan **Muhammed Al-Kalim** rules over the Emirates of Ylaruam. He is distrustful of foreigners, and his stubbornness is legendary. He is regarded as being highly educated and cultured among his people.

Prince **Etienne D'Amberville** is the most famous of the Princes of Glantri as he controls the Great School of Magic. Ancient by any standard, he is renowned for his sharp mind and even sharper tongue.

King **Hord Dark-Eye** of Ostland has ruled longer than any other human king. He is happy with his reign, content to watch his sons grow up to replace him. His people love him, and his foes fear him.

King **Doriath Erendyl** has ruled the elven realm of Alfheim for two centuries now. When ruling, he is solemn and without emotion. When he is away from his duties, he can be friendly and personable.

Empress **Eriadna** rules the Alpathian Empire. She is a fair ruler, having the unenviable task of trying to organize the Alpathian nobles into a functioning government. She can quite stern if necessary.

King **Everast XV** is the latest in a long line of Rockhome kings. He is known for being well versed in all manner of topics. He rules conservatively as expected from a dwarf, but keeps his options open.

King **Harald Gudmundson** is the forward-thinking ruler of Vestland, who is trying to establish his nation as a modern state. He is more diplomatic than his predecessors but still maintains a strong military.

Dorfus Hilltopper is the gnomish king of Highforge, in the middle of Karameikos. He is not fond of humans, preferring to work through proxies. He obeys the duke, but inside his realm, gnome law rules.

Hosadus, the Master of Hule, rules his distant land with greedy eyes turned towards the wealth of the

Known World. He commands legions of humanoids in addition to his own forces and is rumored to be goading the nearby desert nomads into attacking Darokin.

J'Kal is the most respected of all the Tanaroan matriarchs on the Isle of Dread. She is calculating yet friendly; her villagers love her for her combination of skill and charisma. Tanaroa survives because of her.

Grand Duke **Stephan Karameikos** was granted the nation that bears his name by Emperor Thincol. He is earnestly trying to stabilize the country, dealing with racial tensions and untamed wilderness.

Mayor **Santarian Keltander** is the new mayor of Serraine. Unusual in that he's a pegataur ruling a gnomish city, he does his best running the day to day operations. He does frequently get tired of the constant ceremony required.

Moglai Khan is the first khan in decades to unite all of the Ethengar tribes. He is a fearsome warrior, but it is his diplomacy that is his strongest trait. He keeps the restless tribes under his control and his neighbors scared.

Sheriff **Maeragh Littlelaughs** was selected to represent Eastshire by the hin. She serves as the chief judge and tries to be impartial in her role. She is quiet and shy in public and values her privacy.

President **Corwin Mauntea** serves as the chief diplomat for the Republic of Darokin. He is a masterful politician that keeps his economy healthy and Darokin's international power untouchable.

Guild Master **Oran Meditor** has shaped the Minrothad Guilds into the mercantile powerhouse it is today. He is ruthless and driven, grabbing unprecedented executive power for himself.

King **Oberon** leads the Fey Court in the Good Kingdom. He is a puppet

master without peer; his power rivals that of the Immortals. Unlike them, he is all too ready to involve himself in mortal lives.

King **Palfrit** serves as the honorary king to Ierendi though he is from Darokin and clashes with the Ierendi queen frequently. He enjoys playing the part of the king, though his advancing age means his position is in danger.

Jarl **Ragnar the Stout** represents the fractious Soderfjord Jarldoms. His position is a thankless one, as the jarls do nothing but bicker and plot. He plans to declare himself king if he can gather enough support.

Chief **Ahote Rockhopper** leads the Atruaghin Bear clan and is the most accessible chief to the outside world. He has opened up trade with the Atruaghin with the help of Darokin, though he worries about foreign influence.

King **Telemon** is the sovereign leader of the City of Stars, deep below the surface. He has promised his people he will overthrow the surface elves and take their kingdom. His zealotry does tend to blind him.

King **Thar** has united the Broken Lands under his iron fist. He has his eyes set firmly on Darokin, but his forces lack the discipline right now for a successful attack. Thar bides his time and drills his troops until the time is right.

Emperor **Thincol I** took the Thyatian throne with his defeat of Alpathia. Now he rules the empire with a firm grip, letting no one get close to him in power. He is the most powerful ruler in Mystara, and he knows it.

Lord **Eruul Zaar** rules the independent city-state of Helskir on the Isle of Dawn. He is an intelligent leader, having to play both empires off each other to maintain independence. Fortunately, he is quite good at this.



Mystara's Most Wanted

Yasir al-Achmed (10,000 GP)

Crimes: Rape, Arson, Murder, Health code violations, Extortion, Assault, Robbery, Horse theft, Kidnapping

The most wanted bandit in Ylaruam, Yasir leads a large group of bandits that roam the wilderness areas with impunity. He reportedly has the ear of several nobles.

Bargle (5,000 GP)

Crimes: Murder, Spellcasting without a license, Theft, Graverobbing, Arson, Kidnapping, Animal cruelty

The wizard is a master of disguise, never appearing the same way twice, with aliases too numerous to count. Protected by Baron Von Hendricks of Karameikos.

Nosmo Beldan (1,000 GP)

Crimes: Tax evasion, Fraud, Counterfeiting, Smuggling, Operating a business without a license, Bribery

Beldan is only wanted outside of his native Minrothad. He has been accused of substituting poor quality goods, not delivering on sales, and overcharging customers.

Quint Bostitch (500 GP)

Crimes: Theft, Receiving stolen goods, Selling stolen products, Smuggling, Tax evasion, Public drunkenness

Bostitch has recently served time for his crimes; he is wanted for questioning for several crimes that copy his methods. He has cooperated with authorities before.

Candella (1,500 GP)

Crimes: Burglary, Theft, Impersonating clergy, Fraud, Embezzlement, Trespassing, Public drunkenness

Known associate of Duchess. She has successfully pulled off numerous robberies and con jobs in the past. She is much more intelligent than she presents herself.

Duchess (1,500 GP)

Crimes: Burglary, Theft, Impersonating nobility, Fraud, Public lewdness, Trespassing, Counterfeiting

Known associate of Candella. The excellent planner of the duo's schemes. She is known for using looks to avoid prison and being able to drink a dwarf under the table.

Flameflicker (5,000 GP)

Crimes: Burglary, Theft, Fraud, Impersonating royalty, Forgery, Counterfeiting, Escape from pursuit

An accomplished thief, real name, and appearance unknown. Many of the crimes associated with him might not be his handiwork.

Milos Formiesias (40,000 GP)

Crimes: Possession of an illegal artifact, Ignoring order of confiscation, Smuggling, Impersonating a gnome

The Kerendian performer owns the gargantuan construct known as the Earthshaker. He is wanted in Caurenze, or more precisely the Earthshaker is.

Jalassa Longwinkle (3,000 GP)

Crimes: Piracy, Theft, Tax evasion, Operating a seagoing vessel under the influence, Noise violations.

The most notorious of the hin pirates, Longwinkle has terrorized shipping primarily in Thyatis and Minrothad waters. She is considered a national hero in the Shires.

Jaquan (5,000 GP)

Crimes: Horse theft, Assault, Robbery, Rustling, Banditry, Desecration of a church, Flight from pursuit.

Jacquan is a raider from the Atruaghin Clans who somehow found a way to raid from the plateau. He strikes fast with his raiders but avoids killing.

Pingo the Dark (10,000 GP)

Crimes: Murder, Assassination without a license, Murder for hire, Mass murder, Attempted murder

A Glantrian of unknown heritage, Pingo is the preeminent assassin in the Principalities. Despite his record, he is protected by numerous nobles.

Song-Anh (50,000 GP)

Crimes: Unlawful proselytizing, Casting spells without a license, Possession of religious materials

The most wanted person in Glantri, Song-Anh is an Ethengarian who defies the Glantrian ban on religion. He allegedly receives support from outside nations.

Dread Creatures of Mystara

Black Ball or **Deadly Sphere** is quite possibly the deadliest creature in the multiverse. A featureless black orb approximately 5' in diameter, the black ball destroys whatever it touches. Seemingly bereft of intelligence, the creature moves randomly, disintegrating everything in its path. Its origins and motives are a complete mystery. It is believed to be a creation of the Immortals, but for what reason cannot be ascertained.

The **Brain Collector**, or **Neh-thalggu** in their tongue, is an abomination from the Demiplane of Nightmares. An amorphous body with four yellow orbs for eyes, six crab legs, and a row of sharp teeth, the brain collector is beyond comprehension. It exists to kill sentient creatures and take their brains. The creature does not seem to even view its victims as alive.

The **Decapus** is an arboreal creature known for its ten limbs. Not much more than a torso and tentacles ending in sharp hooks, the decapus lies in ambush above their prey. A lone decapus can depopulate a forest in a matter of weeks. The creature also makes itself at home in abandoned buildings, hanging from the rafters. An aquatic version exists, floating with the tide and menacing all it comes across.

Dragonne are magical creatures with the head of a lion and the body of a gold dragon. Found almost anywhere except arctic regions, these solitary hunters are some of the most dominant hunters around. Known for their fearsome roar and deadly attack, dragonne are often sought by some knights as mounts. While challenging to tame, they are loyal steeds if captured young.

Drolems are a cross between a dragon and a flesh golem. Created by only the most powerful wizards, drolems are the height of golem crafting. Immensely powerful, drolems are immune to most magic and magic items. Their weakness is their lack of intelligence. Living dragons hate them with a burning passion, attacking the drolems without pause.

Druj are an incredibly powerful undead abomination that appears as body parts, specifically a skull, eye, and two hands. All four forms must be destroyed to kill the druj. Druj delight in spreading misery and suffering and kill for pleasure. They prefer to toy with their prey, relishing the fear they cause.

Hivebrood represent one of the greatest threats in the Known World. An insectoid race of parasites, they infect captured sentient beings and transform them into hivebrood. If left unchecked, hivebrood will completely strip a region of all its population and move on to the next area. Hivebrood infestations are often met with a military response.

The **Leviathan** is considered a creature of myth and fables, as few who encounter one survives to tell the tale. They are found in the arid wastes of the Great Salt Basin and other deserts or lurking beneath the waters of the deep ocean. Leviathans swallow entire ships and caravans, leaving nothing to show their devastation.

Mujina are powerful creatures known for their ability to change their face to match their victim's appearance. A mujina's face is smooth and featureless. They often hire out as assassins, something they excel at. When the mujina attacks, it typically shows its true form to frighten its target. The mujina's great strength allows them to wield great swords one-handed.

Kal-Maru are the bane of sailing ships everywhere. Also known appropriately as Shipbane, these vicious creatures from the Plane of Air descend on ocean-going vessels and attack the crew mercilessly. They are even more feared as the fog they create around them causes confusion among the stricken sailors. Ships that travel in areas that have had kal-maru sightings make sure to hire wizards to fend off the creatures.

Nuckalavee are disgusting centaur-like creatures. With oversized heads and transparent skin, they are dedicated to creating misery where they can. Commonly allied with free-willed undead, the nuckalavee are a threat to the very environment they live in. Their mere presence kills off native fauna, turning their swamps into a lifeless bog. Sylvan creatures loathe and fear the nuckalavee, and will stop at nothing to kill one.

Thouls were a magical combination of a ghoul, hobgoblin, and troll. Despite their ghoulish origins, thouls are very much alive. While not a numerous race, thouls are known for being hard to kill and are often found hired as bodyguards to hobgoblins and other evil races. Thouls make for vicious combatants, due to their ability to paralyze like a ghoul.

Wyrds are the possessed bodies of dead elves. Unusual for the undead as they draw from the power of the positive energy plane, wyrds are known for the exploding orbs they create as weapons and their undying hatred of elves and fey. More powerful wyrds possess an aura of fear and actively hunt the good creatures of a forest.



Coins of the Known World

Nation	1/100 CP	1/10 SP	½ Elec- trum	1 GP	5 GP
Alfheim	Passem	Tentrid	Half Daro	Daro	Leaf (Rare)
Alphatia	Judge	Mirror	N/A	Crown	N/A
Atruaghin	Land	Cloud	N/A	N/A	N/A
Darokin	Passem	Tentrid	Half Daro	Daro	N/A
Ethengar	Tang	Tang	Tang	Tang	Tang
Five Shires	Sunset	Star	N/A	Yellow	N/A
Glantri	Penny (5 CP)	Sovereign	N/A	Ducat	Crown (50 GP)
Ierendi	Cokip	Sana	N/A	Geleva	Pali (10 GP)
Karameikos	Kopec	Crona	N/A	Royal	N/A
Minrothad	Plen	Quert	Byd	Crona	N/A
Ostland	Oren	Eyrir	N/A	Krona	N/A
Rockhome	Stone	Star	N/A	Trader/Moon	Sun (10 GP)
Soderfjord	Oren	Gundar	Penne	Markka	N/A
Thyatis	Denarius	Asterius	N/A	Lucin	N/A
Vestland	Oren	Floren	Hellar	Guldan	Schilder
Ylaruam	Fal	Dirham	N/A	Dinar	N/A

Special Currencies

Glantri's Penny is worth 5cp, the Crown is enchanted platinum worth 5pp. If the enchantment is dispelled the coin is only worth 1pp

Rockhome's Sun is worth 2pp. They have a silver trade coin they use worth 1gp with other nations.

Ethengar's Tang is multiple stamped coins, each worth 1, 5 or 10 of its respective type.

Alfheim's Leaf is a gold piece, but is considered collectible and worth more than its metal content.

Factions

The nations of the Known World are often at each other's throats. It can be from an economic rivalry like Minrothad and Darokin, cultural differences such as Rockhome and Alfheim, or even outright hatred in the case of Ethengar and Glantri. Open warfare is heavily frowned on by the neutral nations due to the delicate economic and trade structure of the continent. Much of the conflict instead is done by proxy organizations, leaving their sponsors with a degree of deniability. Many of the smaller factions are concerned with issues inside their borders and have little influence internationally.

This is just a partial list of some of the smaller factions of Mystara.

Brotherhood of the Radiance. Pro magic secret society in Glantri promoting the study of unknown magics.

Elven Liberation Front. Separatist group of elves looking to bring part of Glantri under Alfheim control.

Faris. A group of warriors and paladins devoted to keeping Ylaruam safe from all threats within and without.

Followers of the Claymore. Warriors from the Principality of Klantyre, these fierce highlanders strive to overthrow the tyranny of the Princes.

Grand Council of Almathia. An organization of high-level wizards that serve as both advisors and protectors to the Empress of Almathia.

Iron Ring. The largest organization of slavers, the Iron Ring is both ruthless and brutal in protecting their profits and interests.

Knights of the Air. Created by former members of the Thyatis Air Fleet, the knights promote the use of flying creatures to protect the populous.

Krondor. The duly appointed peacekeepers of the Five Shires, their sole purpose is to keep the nation tranquil.

Sisters of the Sword. A small order in Thyatis dedicated to teaching other women the way of the sword.

Storm Soldiers. The fanatical loyalists to the Thyatian region of Hattias. Their one desire is to keep their land racially pure.

The Thorns. A radical dwarven organization devoted to causing trouble in Alfheim with acts of vandalism.

Veiled Society. A highly organized group of extortionists and thugs operating in Karameikos.

Adventurer's Club

The Adventurer's Club was created to help select the ruling monarchs of Ierendi by recruiting the best adventurers in the realms. To qualify to participate, the Society requires its members to help the less fortunate and keep the forces of evil at bay.

While headquartered in Ierendi City, members of the Club can be found where ever they are needed.

Society halls are located anywhere Ierendi has a presence, and in most large towns as well. The Club is found in most major port cities, and most capital cities are even as far away as Vestland and Alfheim.

The Club is open about its goals; they reward their members with increased benefits and free passage on ships; in return, the Club members have to perform quests to make the world safer. Each member is required to undertake two adventures a year without reward to maintain their membership. This altruistic requirement causes a lot of good will toward the club in other nations.

The Club is generally welcomed in all nations, their goals are benevolent and encouraged throughout the world. The Adventurer's Club is funded mainly through the dues of its members. Several foreign countries such as Darokin, the Five Shires, and Karameikos provide funding in exchange for protecting their citizens. As an added benefit, all members are eligible to compete for the annual contest to become the ceremonial king or queen of Ierendi.

Motto. Til All Are Safe

Beliefs. The Adventurer's Club's beliefs can be summarized as follows:

- The strong must protect the weak.
- There is no one unworthy of protection.
- Through sacrifice, we become greater.

Goals. Bring stability throughout the lands. Protect Ierendi from all enemies.

Typical Quests. Drive marauding humanoids or brigands from an area. Put down undead threats.

Renown	Rank
1	K'iai (Sir)
3	Naiku (Knight)
10	Haku (Lord)
25	Keiki (Prince)
50	Mō ī (King)

Darokin Diplomatic Corps

One of the most recognizable institutions in the Known World, the Diplomatic Corps is found in every nation with diplomatic ties. Dedicated to finding peaceful solutions to delicate situations, the DDC helps maintain a safe environment for Darokin's goods.

The DDC is viewed by many to be a partially neutral arbiter for many disputes, offering mediators for local disputes for a price. If diplomacy fails, the DDC is authorized to use force to stabilize a situation.

DDC members are technically employees of the nation of Darokin, though they will take anyone with talent. The Corps pays well and is quick to defend its members from undue harm. In allied nations, Darokin goes out of its way to hire locals to help with their negotiations, especially in demihuman nations. Darokin is especially careful not to cross their trading partners when hiring locals, though.

The Corps has a representative in every nation in the Known World and even has a branch in Alphatia. Everywhere Darokin's products are sold, they make sure the Corps is there to protect their assets. As war is terrible for business, Darokin makes sure that it has diplomats in all areas that could turn into battlefields.

Motto. We Will Find a Way

Beliefs. The Darokin Diplomatic Corps beliefs can be summarized as follows:

- Peace is more profitable than conflict.
- If all else fails, money speaks louder than words.
- Sometimes you have to remove the obstacle to achieve peace.

Goals. Lessen international tensions. Keep the trade routes open.

Typical Quests. Settle territorial disputes. Remove highwaymen from a trade route.

Renown	Rank
1	Copper
3	Silver
10	Electrum
25	Gold
50	Platinum

Heldannic Order

The Heldannic Ordng of the Church of Vanya. They are devoted to stamping out chaos in all its forms. The Order is less concerned with good or evil than it is about maintaining order. The Order despises anarchy, and would instead see a country be led by a despot than fall into disorder.

The Heldannic Order is looked on by nations with apprehension. While they fight against humanoids with zeal, they are also strong-willed allies. Even nations that worship Vanya keep an eye on the Order to prevent any challenges to the current government.

The Order recruits those it feels represent the lawful nature of the order. Anyone is welcome, but followers of Vanya are favored. Because of their religious life, the Order is almost entirely human. The Order draws most of its followers from the eastern nations but does pull in members from anywhere where law and order are highly valued.

The Heldannic Order is not well received in many nations because of their aggressive nature. The Order does maintain a small standing order to enforce order in the case of public unrest. While they claim to be tolerant of other religions, they do enforce Vanya's Worship in regions they are dominant in. Because of this, they do not operate in large groups in most places.

Motto. By Vanya's Will

Beliefs. The Heldannic Order's beliefs can be summarized as follows:

- Only the law matters.
- Chaos must be replaced with order.
- Those that cannot lead must be replaced by those that can.

Goals. Maintain law and order. Spread the worship of Vanya.

Typical Quests. Put down an uprising, overthrow a weak ruler. Drive out a humanoid war party.

Renown	Rank
1	Soldat
3	Doppelsoldat
10	Fähnrich
25	Hauptmainn
50	Oberste

Knights of Ebony

The Immortals of Mystara are sworn to protect the mortals from the predations of outer planar creatures and deities. These include servants like fiends or celestials and creatures they have tainted, like the aasimar and tieflings. To help them in their tasks, the Immortals have organized chosen mortals in the Knights of Ebony, a quasi-religious order tasked with keeping these threats at bay.

The Knights also fight creatures that have proven to be a dire threat to the world and civilization as a whole. Beings like illithids and the gith fight an eternal war and do not care about the destruction they wreak on innocents when they clash. The loathsome abolith seek to dominate all life and threaten the will of the Immortals, and must be destroyed. The Knights look out for these threats and will not hesitate to kill them or drive them out when discovered.

Knights are chosen from their peers; if someone shows promise and has proven themselves against threats from the outer planes, they will be secretly asked about joining the Knights. Once a member, they will be covertly given information about possible breaches of the Barrier and tasked with investigating and handling any creatures that have violated Mystara space. How they do it is left to them.

Occasionally, creatures that would normally be banned are permitted to visit for various reasons. Then, the Knights are tasked with escorting them to make sure they don't overstay their welcome.

Motto. The Barrier Must Be Preserved

Beliefs. The Knights of Ebony beliefs can be summarized as follows:

- The Outer Planes are hostile to Mystara.
- The Gods seek to corrupt mortals.
- The world must be protected from outsiders.

Goals. Prevent extra-planar creatures from infiltrating or threatening Mystara.

Typical Quests. Hunt down trespassers, supervise the few outsiders that are allowed to visit.

Renown	Rank
1	Initiate
3	Knight
10	Reeve
25	Custodian
50	Master

Pragmati

The most elite assassin's guild in the Known World, to most, the Pragmati are a tale used to scare children to sleep. Rather than just greedy killers, the Pragmati are known for their selective nature. They focus on removing individuals that would upset the balance.

Originally the Executioner's Guild formed right after the founding of Glantri; the Pragmati separated themselves from the nation's politics after a Prince attempted to make them his assassins. The leadership of the Pragmati concluded in their rebuilding that there must be a balance in the world, that chaos and stagnation are a bane to civilized life, and that they must do anything necessary to maintain the balance.

There is no stereotypical Pragmati. The organization recruits people from all walks of life, profession, or morality. As long as the balance is maintained, the Pragmati don't care who works for it. Some of their members don't even know the true scope of the group that employs them.

The Pragmati live up to their name, being practical in their methods. They do not condone wanton slaughter, eliminating a target's guards is acceptable, but not an entire family. Death isn't always necessary; removing a corrupt noble through scandal is often just as effective. Other tools at their disposal include bribery, blackmail, kidnapping, public outrage, or replacing the target with a political rival.

Motto. Solo Affari (Just Business)

Beliefs. The Pragmati's beliefs can be summarized as follows:

- Kill one to save a hundred.
- A single dagger is more effective than a thousand swords.
- Stability is the goal; the method doesn't matter.

Goals. Maintain the balance through the removal of threats. Remove threats before they gain power.

Typical Quests. Remove a corrupt noble from power. Eliminate a threat to civilization early.

Renown	Rank
1	Smussato
3	Mano
10	Fiducia
25	Precettore
50	Raggrinzito



Races and Heroes



Races of Mystara

Dwarven Subraces

Dwarves in the Known World are separated between the dwarves that live deep underground in Rockhome and those that live above ground in various human cities. Rockborn dwarves are highly resistant to magic, an ability given to them by the Immortal Kagyar. This gift, however, leaves them without the ability to use arcane magic. High in the mountains of the Northlands live the Modrigswerg. They are a cursed and twisted race, able to wield magic like the most powerful of wizards, but cannot leave their mountains or else they sicken and die. These insane mountain folk are not suitable for player characters. **The Rockborn subrace replaces both the hill and mountain dwarf subraces.**

Rockborn Dwarf

Ability Score Increase. Your Strength score increases by 1.

Dwarven Resistance. You have advantage on all saving throws versus magic.

Restricted Classes. You cannot take a class, archetype, or feat that grants arcane spells.

Elven Subraces

Elves in Mystara are hugely varied, being from several different origins. The more populous sylvan elves emigrated from Evergrun before the Great Rain of Fire. The shadow elves traveled underground to escape the disaster and settled in vast caverns underneath the continent. Another group of elves, the Belcadiz, split from other elves millennia ago and settled in Glantri. Two different groups of elves settled in Minrothad.

There are no drow in Mystara. Sylvan, and high elves have different names. Elves lose the Trance ability, but are the only race that can take feats that

grant spells, as well as exclusive access to several subclasses. See rules on page #162 for more details.

Belcadiz Elves

Located exclusively in Glantri, Belcadiz are known for their fiery passions and extravagant clothing. Their men are noted for sporting short, thin beards. Belcadiz elves are shorter than normal elves, and possess darker skin and almost always black hair, though brown and red hair can be found. Belcadiz Elves use the High Elf Subrace but replace the Cantrip feature with Hot Blooded.

Hot Blooded. Your Charisma score increases by 2, this replaces the normal increase of Intelligence.

Shadow Elves

As a shadow elf, you have lived underground, waiting for your people's return to the surface. Your people were split off from the rest of your race in the Great Rain of Fire and have spent thousands of years underground, not knowing what was left of the surface world. You come from a religious people who are just now discovering there are entire civilizations above you. Shadow elves are known for their pale skin and light hair. Their ears are longer than other elves; it is a giveaway in the company of others of their type. They tend to speak faster than other elves, but not noticeably.

Ability Score Increase. Your Wisdom score increases by 1.

Superior Dark Vision: You can see in dark or twilight conditions up to 180 feet as if you were in bright daylight if you are underground or indoors..

Sylvan Elves

Comprising the elves of Alfheim, the Callarii of Karamaikos, the Erewan of Glantri, the wood elves of Minrothad, and the Shiye of Alphonatia. Sylvan elf males

tend to grow long white beards late in life. They use the default Wood Elf Subrace.

Vyalia Elves

Located in Thyatis and Karameikos, the reclusive Vyalia are expert foresters, known for their ability to disappear into the forest without a trace. While they keep to themselves mostly, the Empire of Thyatis has contracted with them on multiple occasions to teach the way of the eldritch knight to human soldiers. The Vyalia otherwise stay by themselves and are remote enough that the countries they live in leave them alone.

Ability Score Increase: Your Intelligence score increases by 1.

Hidden Trails: You gain a climb speed equal to your movement speed. In addition your movement speed is increased to 35 feet.

Water Elves

The water elves are a tribe of elves native to the Minrothad Guilds. They are known for their uncanny sense of direction, ingrained from years at sea. They are adventurous people, spending more of their time at sea than on land. There is some minor distrust among sylvan elves for a resemblance to shadow elves, but the similarity is purely coincidental.

Ability Score Increase: Your Intelligence score increases by 1.

Sense of Direction: You gain advantage on all Wisdom (Survival) tests you make for navigation.

Gnomes

Gnomes are the only primary demihuman race without a homeland in the Known World. They had a homeland in the mountains of Vestland, but lost it centuries ago to kobolds. They do possess a flying city known as Serraine, but most of them live in settlements in the human and dwarven kingdoms. While not known for being the adventuring type, some gnomes set off to see the world.

Hill gnomes: Use forest gnome subrace, replacing the Natural Illusionist feature with Underfoot. All gnomes can take the Artificer Initiate feat.

Underfoot: For purposes of moving through you in combat, you are treated as medium sized.

Sky gnomes: Use rock gnome subrace.

Halfling Subrace

The hin of Mystara are a stout and proud race. They value freedom and family more than anything else. Frequently attacked in the past, the hin have become known for their stealth and adventurous spirits. Located primarily in the Five Shires, but they have a significant presence in Minrothad. They do possess, on occasion,

the ability to countermagic, based on their relationship with the land of the Shires. **The Hin subrace replaces all other halfling subraces.**

Hin

Ability Score Increase. Your Constitution score increases by 1.

Unobtrusive. You can, when you move through other creatures, treat them as normal terrain.

Human Ethnicities

All humans can speak, read, and write their native languages.

Alasiyans are the smaller of the major ethnicities of Ylaruam and are also present in territories held by Thyatis. They are considered a good-natured people, merging the cultures of Thyatis and Ylaruam. They prefer dialogue to violence and have adjusted their traditional garb for fashion and practicality over religious reasons. They possess dusky skin and dark hair. Their native languages are Thyatian and Ylari.

Alphatians are found in the Empire of Alpathia. Highly magical, their land is ruled by wizards. They have two different ethnic makeups; the commoners have coppery skin and hair ranging from red to black. Noble Alphatians have black hair and blue-toned skin. The native language is Alpathian, which is considered Common in all parts of the Alpathian Empire.

Antalians comprise the population of the Northern Reaches. They are a rugged people, with a large build, fair hair and heavy beards. Their native language is Heldan in all three nations.

Atruaghin are native to the plateau of the same name. They are an isolated people and behind other nations in terms of technology. The easternmost tribe is known for their savagery. They have reddish skin and black hair. The native language is Atruaghin.

Averoigne are found in Glantri. They are from another world resembling that of France. They have been plagued by lycanthropy in the past, and their nobles are known for being very eccentric. They share a history with the Klantyre. They tend to have fair skin and blond to brown hair. Native languages are Averoigne and Thyatian.

Darokin is a mixed-race from all the various peoples that have come to live in the country of the same name. They are wealthy and industrious people, built on trade, and because of this, they are found all over the continent. They tend to have tan skin and dark hair. The native language is Darokinian.

Ethengar are proud warriors of the steppes on the Sea of Grass. They are nomadic and family-oriented. It is

said they learned to ride before they learned to walk. Ethengar have dark copper-toned skin and black hair and tend to be shorter than usual with a slight build. Native Language is Ethengarian.

Flaemish were the original settlers of Glantri, originally from Alpathia. They are a volatile people, descendants of the fire-worshippers of old. Many feel they are the rightful rulers of Glantri. Flaemish have copper-toned skin and red hair. Native languages are Alpathian and Thyatian.

Hattians are from an island off the coast of Thyatis. They were once an equal part of the empire until an ill-fated revolt caused them to be conquered. They are known for their superiority complex. They tend to have olive skin and hair ranging from light to dark. The native language is Thyatian.

Heldannic Freeholders come from the lands to the far north. They are fiercely independent to the point of being disorganized. They have resisted attempts at conquest and refused to be assimilated by the other Northern nations. Freeholders have fair hair and pale skin. Their native language is Helden.

Hinterlanders relish life, whether they are fighting or carousing. Their lands are at war with the Thyatian Empire, though some of them have changed sides. Hinterlanders value individual achievement over all else. They tend to be larger than others, with fair skin and hair that ranges from light to red. The native language is Hinterland and Thyatian.

Jennites from Esterhold are a conquered people. Overrun by Alpathia and used for slave labor, the Jennites look to escape their wizard overlords. The free Jennites are found deep in the continent of Skothar. Jennites are of average height but large build. They have dark brown skin, with dark hair. Native languages are Alpathian and Jenn.

Klantlyre are found in Glantri. They were brought over by the people that brought over the Averaigne, from a land resembling Scotland. They tend to be a haunted people with a large number of ghosts in their region. Klantlyre on average are larger than normal humans, with pale skin and brown to red hair. Native languages are Klantlyre and Thyatian.

Makai are the native islanders to Ierendi. Playful in times of peace, fearsome in times of war, the Makai never do something halfway. They are a simple people, living

Special Rules for Races:

In Mystara, there are no half races. In the case of a mixed couple, the race of the child is the race of the same sex parent.

Mystara does not have tieflings, genasi, aasimar or dragonborn. Mystara does not have many races found in other settings. Check with your DM to see if a race is available.

There are a myriad of languages found in Mystara, with two versions of the common tongue depending character's origin.

All players start with their ethnicity's languages. Alpathian Common and Thyatian Common are mutually exclusive of each other.

off the vast bounty the isles have to offer. Their skin tone is typically bronze, with straight or curly black hair. The native language is Makai.

Makistani are the largest ethnic group in Ylaruam. A deeply religious people, they are considered stern and unforgiving by other cultures. They were mostly nomadic until recently when they began to form cities. They hold honor above all and have strict sex roles. Makistani have brown skin and black hair and tend to have a lot of body hair. Their native language is Ylari.

Nuari are dark-skinned peoples from the Pearl Islands. Conquered by Thyatis at the start of the empire,

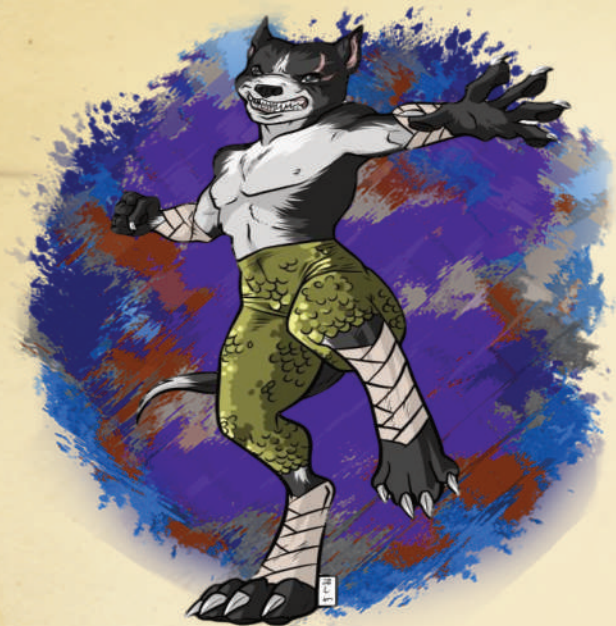
they have acclimated with the empire while keeping their own culture. Nuari strive for perfection no matter their task; they strive to be great warriors and scholars. Nuari have almost coal-black eyes and black hair, though a significant portion of them are born with blond hair. Native languages are Nuari and Thyatian.

Ochaleans are a conquered people in the Empire of Thyatis. They are exotic compared to the rest of the empire, with yellow skin and dark hair. Ochaleans are known for their artistry, food, and their unarmed fighting styles. Their women are found outside their nation more often than men. Native languages are Ochaelan and Thyatian.

Thothians come from the Isle of Dawn, unlike other people native to the island, Thothians have dark skin and hair. Though they share the same language as the reclusive Nithians of Ylaruam, their culture is vastly different. They are a secretive people, even among their nation. Native languages are Nithian and Ylari.

Thyatians are the majority in the Thyatian empire and have spread throughout the known world. They are found in neighboring countries and as far away as Ostland and Glantri. They are known for their treacherous politics. Thyatians have a light olive skin tone and light to dark brown hair. The native language is Thyatian, which is considered Common for most of the Known World.

Traladarans are native to what is now Karameikos. They are a superstitious people, living in a land plagued by monsters. Their tastes run simple, valuing function over form, though they do dress brightly. Their hair tends to be dark and their skin pale. They are shorter than other nationalities. Their native tongues are Thyatian and Traladaran.



There is no glory to be had alone, cub. True glory comes from the pack. Together we hunt, together we prosper. All lupin know their roles, from our swiftest scouts to our strongest warriors to our wildest trackers. You cannot fault another for being bigger, nor can he blame you for being small of frame. Remember, you can rely on his strength to aid you as much as he must rely on your speed to help him. Differences are only weaknesses if you do not work towards the same goal. Together we are stronger than alone. That is the way of the lupin.

-Horr the Scarred, lupin elder

Lupin

A fierce and nomadic people, the noble lupin travel the wilderness in family packs following the herds they hunt. A friendly people, lupin get along with humans and demihumans, though the canine race prefers open spaces to crowded cities. Lupin are the natural foe of werewolves, hunting them without mercy when found.

Stout and Rugged

Lupin are covered head to toe in fur, though the fur can be short to the point of barely covering the skin, too thick and hairy for the northern tribes. The heavier coated lupin, for obvious reasons, avoid heavy armor. They tend to travel light and don't carry a lot of possessions. Excess equipment is given to the pack to be used as needed.

Lupin value loyalty more than other races. They are pack creatures; to them, the family is all-important. A lone lupin that is an outcast or a sole survivor of his pack can go mad from loneliness. Lupin such as these tends to become adventurers to form a new pack and are fiercely loyal to their newfound family.

Loyal to a Fault

Lupin packs are well known and welcomed in most nations of the Known World. They live off of the land, trading for what they need with the furs and food they gather in their travels. While they are not allied with any nation, lupin will not think twice about protecting innocents under attack. The lupin packs are not associated with each other, but when they meet, it is a time of celebration. Many betrothals are created this way to keep the pack's blood fresh.

Various communities can approach lupin for trade, assistance, or to hire out as mercenaries as needed. Often if werewolves beset a town, lupin will descend to root out their hated enemy. While they are welcome in most parts, lupin are nomads and seldom stay for long. When they come to an area with ample game, they will set up a temporary village to hunt for more extended periods.

Lone Wolves

Lupin often become adventurers when they have left a pack for whatever reason. Some cubs grow enamored of the world and wish to see more than what following their pack can offer. Others are exiled for some crime, and others are the survivors of some catastrophe. An orphaned lupin will often bond with the first sentient creature to show it friendship, regardless of species, or reason, the lupin bond with adventurers like family.

Lupin Traits

Ability Score Increase. Your Constitution score increases by 2.

Age: Lupin reach maturity quickly, around 10 years old. They live on average for about 90 years.

Alignment: Most lupin are lawful, and most are good as well.

Size: Lupin average 5'5. They average 180 lbs fully grown. Your size is medium.

Speed: Your base speed is 30 feet.

Languages: You can speak, read, and write Common and Lupin.

Darkvision: You can see in the dark 60 feet.

Keen Senses: You gain proficiency in the Perception skill.

Werewolf Animosity: You automatically know if someone is a lycanthrope when looking at them, regardless of their form. You don't know what type of lycanthrope they are unless they are a werewolf. You are immune to the Curse of Lycanthropy.

Bull Lupin

The hardiest of the lupin, the bull varieties are known for their strength and courage. The bull lupin is

considered the best warriors of the breed, looking for trouble when the pack arrives at a new hunting ground.

Ability Score Increase. Your Strength increases by 1.

Size of the Fight. You have advantage on all saving throws to resist being Frightened.

Hound Lupin

The scouts of the lupin, hound lupin are responsible for hunting down game and finding new places to hunt. Their sense of smell is legendary, and they are feared for their tenacity when they detect a foe.

Ability Score Increase. Your Wisdom increases by 1.

Heightened Sense of Smell. You have advantage on all Perception skill checks using smell.

Hunter Lupin

One of the most numerous types of lupin, the hunter lupin are smaller than other lupin, but make up for it by being much more agile. Skilled wolf riders, known for their archery skills, form most of the lupin outriders on the hunt.

Ability Score Increase. Your Dexterity increases by 1.

Danger Sense. You add your proficiency bonus when rolling for initiative.

Phanaton

I crossed the ocean and saw what my people had never seen. I have seen the men in iron skin, the great trees of the elves, the dwarves under the mountain, and the vast fields of the hin. I want to see more, for a full share, of course.

-Foray the Clever, phanaton ranger

Originating from distant and exotic lands, phanatons are small mammals known for their ability to glide through the air and their prehensile tails. Phanaton are rare on the mainland continent but can be brought over by slavers

or by stowing away on merchant ships. Phanatons possess a strong sense of adventure and are naturally curious. While normally shy, there are a few that become enamored of the cities and have to see for themselves the mysteries to be found there. Some of the more strong-willed phanatons travel the world in search of adventure.

Arboreal Gliders

Phanatons are small humanoid creatures that possess a flap of skin that stretches between their arms and legs that allow them to glide for long distances. Phanatons are typically around 3 feet tall and weigh only 40

pounds. They also possess a prehensile tail that is nearly three feet long.

Most phanaton are brown or grey with patches of white. They often have black stripes down their body and black fur on their face like a burglar's mask. They resemble a cross between flying squirrels and raccoons. They possess small claws that they use to cling to trees in the forests they call home.

Tropical Survivors

Phanatons are mostly found on the Isle of Dread, or the Savage Coast where they form tribes based on family lines. The phanatons get along peacefully with many of their neighbors like the lupin or rakasta. They are the mortal enemy of the aranea, who find phanaton children a delicacy. In addition to the aranea, the phanaton share their forests with several natural predators like giant eagles, wood imps, or dire wolves.

Because of their small sizes and a large number of creatures that prey upon them, phanatons are always on the lookout for danger. Their large eyes allow them superior night vision letting them stay alert at all times.

Naturally Adventurous

While phanaton value their family units, they also born with a curious and stalwart nature. They will not think twice about attacking a creature several times their size to protect their families. They work well with others and coordinate with other clans to drive off threats.

Some phanaton find the call of adventure too much and will hire on as adventurers on passing Ierendi or

Minrothad ships, stowing away if necessary.

While phanaton adventurers aren't common on the mainland, they are becoming well known for their heroics.

Phanaton Traits

Ability Score Increase. Your Dexterity score increases by 2, and your Constitution increases by 1.

Age. Phanaton reach maturity after only 5 years. They are a short-lived race, living on average 40 years.

Alignment. Phanatons tend to be lawful good in alignment.

Size. Phanatons reach about three feet tall and weigh around 40 pounds. You are a small creature.

Speed. Your speed is 30 feet.



Arboreal. You have proficiency with the Perception skill and have a climb speed equal to your normal speed.

Darkvision. You can see in the dark 60 feet.

Patagia: If you are not encumbered and wearing light armor or no armor, you can glide when you jump. You gain a flying speed of 30 feet until you land. At the end of each of your turns, your altitude drops by 5 feet. Your altitude immediately drops to 0 at the end of your turn if you don't fly at least 30 feet horizontally. You are immune to falling damage unless restrained or incapacitated.

Prehensile Tail: You can manipulate and pick up items with your tail, but you cannot use it to attack.

Rakasta

If you want me in on your little heist, I want double. You want the best; you pay for the best. Plus, I get first pick of the loot and top billing on the wanted poster.

-Neulla Marta- Acquisitions Specialist

Rakasta are a race of nomadic feline humanoids found on the Isle of Dread and in other parts of the Known World. They are a warlike race, priding themselves on their martial skills. They are also known for their artistic nature, with their pottery and art being quite collectible among the nobles of various human kingdoms. Most rakasta travel in family groups, always looking for new prey. Except for greater rakasta, they place a high value on their families. They are valued as trading partners among the Darokin and Minrothad merchant princes.

Lithe and Agile

Rakasta are as varied as lupin, but all rakasta share an almost unnatural grace. They are varied in size, from around 5 feet for the domestic rakasta to nearly 7 feet tall for the greater rakasta. Likewise, their weight can be anywhere from 90 lbs for the smaller versions, to almost 500 lbs for the largest greater rakasta.

Rakasta appear as furry humanoids with feline heads. The smaller rakasta seem to have heads of ordinary house cats, where the largest of rakasta have heads resembling lions or tigers. Their coats can be any variety of colors, though the greater rakasta often have coats similar to tigers or leopards.

Fickle Creatures

Rakasta travel in family groups usually. They are not tied down to the family group but owe allegiance to their chief. Many of the rakasta seek glory on the battlefield, but if their chief does not provide them with enough glory, they will challenge the chief or seek it for themselves.

Rakasta are known for their excellent craftsmanship; when they are not at war, they turn to making high-quality works of art. Many merchants seek them out for trade, bringing weapons in exchange for valuable furs, jewelry, and tapestries. Rakasta prefer to trade rather than steal; there is no honor for them in robbery.

Highly Curious

Rakasta are well known for their curiosity, and its ability to lead them into trouble. Many rakasta grow tired of the pack life and seek out friends to take them to more exciting places. While many rakasta return, some become devoted to adventuring and never settle down at all.

Rakasta Traits

Ability Score Increase. Your Dexterity score increases by 2.

Age. Rakasta reach maturity around 12 years old. They live on average 90 years.

Alignment. Most rakasta are neutral in alignment.

Size. Rakasta are from 5-7 feet tall and weigh from 90 to 500 lbs. You are a medium creature.

Speed. Your speed is 35 feet.

Languages. You can speak, read, and write Common and Rakasta.

Darkvision. You can see in the dark 60 feet.



Catfall. You have resistance to damage taken from falling.

Natural Weapons. Your claws deal 1d4 slashing damage on an unarmed strike and have the finesse property.

Weapon Proficiency. You have proficiency in the *kasas*, a form of short sword you wear over your claws. See weapons on page 212.

Domestic Rakasta.

Giving up living in the wilds for the comforts of urban living, domestic rakasta are an uncommon sight in the larger cities. While they have lost some of the savageries of their kin, they are also known for their almost supernatural luck.

Ability Score Increase. Your Charisma increases by 1.

Nine Lives. You have advantage on death saving throws.

Greater Rakasta.

The largest of the rakasta, greater rakasta are solitary hulking brutes. Unlike other rakasta, the greater rakasta live alone, hunting prey for themselves. They tend to be irritable and suspicious of outsiders. They can be found in any wilderness, often as hunters or rangers.

Ability Score Increase. Your Strength increases by 1.

Roar. You can use a bonus action to Roar. All enemies within 10 feet must make a Charisma save DC 8 + proficiency bonus + your Charisma modifier, becoming Frightened for 1d6+1 rounds on a failure; they can make an additional save at the end of their turns to break the effect early. You cannot use this ability again until you take a short rest.

Wild Rakasta.

The most common rakasta, wild rakasta are found in packs in secluded areas or wide-open spaces. Known for their ability to leap great distances, they surprise their foes by closing faster than expected.

Ability Score Increase. Your Constitution increases by 1.

Pounce. You always count as having moved 10 feet before you jump. You can take a bonus action to make a long or high jump. You have advantage on Dexterity checks to land in difficult terrain.

Sidhe

This is my treasure. This pebble. What good is hoarding coin if you never let it shine? Beauty is meant to be displayed, not locked away in a dark room.

-Aranaeth Greeneyes

In ages past, two groups of immortals existed. One became the Immortals venerated by the clerics. The other became the fey, with their magics owing no allegiance to the other Immortals. Sidhe are the most human of the fey creatures, a separate race of Immortals of Mystara. The sidhe are highly magical creatures that are known for their curiosity of mortal races.

Ethereal and Timeless

The appearance of the sidhe is as varied as the humans. Sidhe appear to be a hybrid of man and elf, though they are related to neither race. They can usually pass as human easily. Sidhe range from 5'8 to well over 6' on average, though they tend to be of slight build, weighing less than a human of similar size. Hair color for the sidhe can range from standard human colors to unusual like dark green or bright pink. Their eyes are the same way and can be any color and need not even match. Sidhe are virtually immortal, they do not age and if slain instead reincarnate back in the Good Kingdom.

Sidhe skin color tends to be the same shade of humans, though they can go to extremes, with skin white as snow or black as onyx. Facial hair is rare on sidhe men, but not unheard of. Both sexes tend to adorn themselves with jewelry, the more extravagant, the better. Their clothing ranges from simple furs to gowns more beautiful than what emperors could even dream of.

Stranger in a Strange Land

Despite their human appearance, sidhe are foreign to the Known World. For them, everything is quite unusual. The lack of magic, the static nature around them, and the short-lived creatures they encounter intrigue them. Sidhe are driven to experience all they can in the ordinary world. They are not attracted by gold or power, but by new experiences. A sidhe will agree to go on an adventure that pays nothing if it sounds exciting to her.

To outsiders, the sidhe seem overly generous but foolish. Mortals don't understand the inhuman motivations of the sidhe. They are immortal; they do not need riches or power. When they return to the Good Kingdom, their stories are their currency. To the fey, memories are coin and excitement its reward. Especially confounding is the sidhe's utter lack of religion. Some are as old as the world itself, and many are older than all but the most ancient Immortals. Sidhe view Immortals as powerful equals, but not worthy of worship.

Eldritch Origins

Sidhe come from another realm called the Good Kingdom. The most well-known portal is in Alfheim, but others do exist. The Good Kingdom is a place without time, where everything seems to change, but nothing truly does. Oberon has been king for longer than man

has walked the face of the planet. The sidhe have watched mountains rise and fall; it is no surprise that many of them get bored with their immortal existence. Sidhe have existed since before the Immortals, and as such, need nothing from them. Their power comes from their realm; Immortal magics offer them nothing. They enjoying blending in with human societies, their neighbors none the wiser. Sidhe even get married and learn about love, but they are doomed to watch their spouse wither and die. Because of their alien origins, sidhe have a difficult time adapting to mortal society. They mimic how they think the mortals would act, but fail to grasp the nuances. They tend to dress very garishly and act flamboyantly.

Exploring the new world

Sidhe, when entering the mortal world, tend to seek out the largest population center they can find. Many become adventurers because of the excitement it brings. Their lack of desire for wealth causes many to think they are naive, but few understand the mysterious creatures well. The sidhe's thirst for adventure is overwhelming.

Sidhe Traits

Ability Score Increase. Your Charisma increases by 2, and your Dexterity increases by 1.

Age. Sidhe have no concept of age as they are an immortal race, reincarnating back in their native land after death. The average sidhe appears fully grown after 20 years.

Alignment. Most sidhe are chaotic by nature, though some of their rulers are lawful.

Size. Sidhe average 5'6 to over 6' tall and have a lithe build. You are a medium creature.

Speed. Your base speed is 30 feet.

Languages. You can speak, read, and write Common, Elven, and Fey.

Eternal Creatures. Your creature type is fey. You are not a creature of this world; your magic is your own; you have no use for the magic of Immortals. You cannot gain take classes, archetypes, or feats that grant divine magic such as cleric, druid, ranger, or paladin. You generate your magic from your ties to the Good Kingdom, offers

of power from outside influences are meaningless to you, so you cannot take levels in the warlock class.

Fey Magic. At 2nd level, you learn a cantrip from the Illusion and Enchantment schools from the wizard's spell list. At 4th level, you learn a 1st level spell from one of those schools. Every other level after, you learn one spell of the next level until level 20 when you learn a 9th level spell. You can cast each of these spells once per long rest (use Charisma as your spellcasting ability). You lose this ability while wearing or carrying iron.

Water Breathing. You can breathe water as well as you can breathe the air.

Iron Allergy. You cannot stand the touch of iron. You cannot cast spells while wearing or touching iron weapons or armor. Items with a +2 enchantment or better are not considered to be made of iron. You take an additional 1d4 damage from iron weapons.

True Fey. You are immune to nonmagical diseases, aging and can see other fey that are invisible. As you reincarnate quickly into a new form in the Good Kingdom, spells that raise you from the dead only work if cast within 10 minutes of your death. You can never become free-willed undead.

Tortle

This is the life I tell you. No worries, no fretting. Just fishing all day and lounging around in the sun. This is how a tortle is meant to live, leave all the running around to the other races. Here we live in peace and harmony with all other things. Just fishing and sunning. That's the life. Of course, if you feel obliged to take up arms and go live a short, brutal life before some orc pries open your shell and eats you, that's up to you. I won't stop you, who knows, maybe the change of scenery might do you some good. Because if I catch you with my niece again, I'm gonna throw you in the ocean.

-Flash Yellowbeard, concerned uncle.

Turtles are a stoic and calm race, content to live in their shoreline villages fishing. With natural heavy armor and nothing of real value, most other races are content to leave them alone.



Slow and Ponderous

Turtles have little in the way in variety; they have coloration ranging from brown to green but are hard to tell apart except for their shells. Each turtle shell is a unique pattern on the back, and the turtles will occasionally paint them for decoration. The average turtle stands 6' tall, weighing in at almost 700lbs or more.

Bound by Tradition

Turtles, above all else, value their peace and quiet. Most Turtles live alone, fishing and keeping their huts tidy. They are not known for being craftsmen or warriors. Turtles farm communally, coming together as a group in times of need. While turtles are known as kind and caring creatures, they are not the most friendly. Rarely will you find a turtle going to trade with other races, and rarely will you find one living inside a city. Only in times of great peril or severe weather will the turtles leave their villages. A trail of turtles on their wagons is considered a bad omen.

Coastal Creatures

Turtles are found almost exclusively on the shores of the mainland and the islands in the Sea of Dread. They build fishing villages where they can also maintain their farms. They don't build up fortifications but rely on their natural armor. They tend to have peaceful relations with their neighbors. Because of their austere lifestyles they have little actual wealth, and their natural defenses usually dissuade any attackers.

Natural Guardian

For some turtles living solitary lives until they die isn't enough. Once in a long while, a turtle will put down his hoe and fishing pole, pick up a weapon and go and make the world a better place.



Turtle Traits

Ability Score Increase.

Your Strength score increases by 2, and your Wisdom score increases by 2.

Age. Turtles reach maturity around 50 years old. They are a very long-lived race, sometimes reaching up to 1,000 years old.

Alignment. Almost all turtles are lawful in alignment.

Size. Turtles are usually 6' tall; you weigh on average 700lbs. You are a medium creature.

Speed. Your base speed is 25 feet.

Languages. You can speak, read, and write Common and Turtle.

Natural Armor. You have a shell that hardens as you grow older. Your armor class equals 14 + Constitution bonus. You can use a shield and still gain the benefit, but you gain no benefit from wearing armor. Due to your

ponderous size, you never add your Dexterity modifier to your armor class.

Personal Shelter. As a bonus action, you can withdraw into your shell. Until you emerge, your AC is +2, and you have advantage to all saving throws. While in your shell, your speed is 0 and can't be increased, you are Blind, you can't take reactions, and the only action you can take is a bonus action to emerge from your shell.

Increased Lung Capacity. You can hold your breath for 2 hours.

Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Classes of Mystara

Barbarians

Skeggi Helfvir positioned himself carefully between the elven maiden he had just rescued and the three trolls that had caught up with them. He shouted at the elf to run as he pulled his axes from his belt. He hoped she got far enough away from the melee to be safe. His last thought before his rage took hold as he wasn't worried about the trolls hurting her, he was worried he would harm her on accident.

On the furthest reaches of the Known World where civilization ends, you will find fierce warriors fighting for survival. From the isolated Atruaghin Plateau to the savage Hinterlands at war with Thyatis to the berserkers that are ever-present in the Northern Reaches, barbarians can be found waging war with foul creatures and the elements. The type of barbarians is heavily regionally influenced. Berserkers are rarely seen outside the Northern Reaches, other lands like Atruaghin and Ethengar lean more towards Totem Warriors.

However, with the spread of civilization, the lifestyles of the barbarians are being challenged. As nations like Vestland and Ylaruam look to modernize their lands, the lawless tribes and savage warriors are being pushed further and further away. Only the savage **Reavers**, drug-fueled murderers commonly found on pirate ships, are increasing in number.

Bards

Dwarves are notoriously tough crowds. They don't dance, care little for displays of magic, and their songs tend to be monotone and tuneless. Fortunately, Tim the Bard came prepared. A smart bard knows his audience, and this audience was about to be thrilled by a recital of the last fifteen generations of the Smithing Guildmaster's family tree.

There is not a nation in the Known World where bards are not welcomed with open arms. Even the magic-hating Ylaruam and Rockhome appreciate the tales and recitals of traveling bards. Bards for many areas are the only reliable source for news or entertainment; when a wandering minstrel arrives, it becomes almost like a holiday. Bards are especially welcomed in the Empire of Thyatis, where the **College of Philosophy** is currently enjoying high demand in the home of the wealthy patricians.

Bardic colleges are rarely a physical location; often, new techniques are learned by word of mouth. However, the

nation of Ierendi fully embraces the works of the bards and dedicates an actual school to teaching all bardic colleges, as well as having their own local **College of the Islands**.

Musical Instruments

In addition to the standard musical instruments listed in chapter 5

"Equipment," of the Player's Handbook, bards in Mystara play the following instruments:

Aeethria: A woodwind from Elven lands, the aeethria is a long stick with large air holes on either end. The elf plays the instrument by rapidly spinning it around while changing the pitch and tone by changing where the aeethria is gripped.

Griggordon: A dwarven war drum consisting of nine drum skins stretched over an ornate frame. The griggordon can create anything from a marching beat up to the sound of an avalanche when played fast and loud enough.

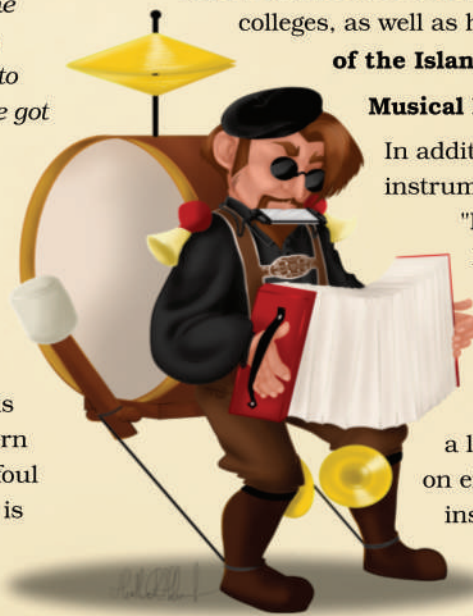
Kōauau: A short flute created by the Makai and famous for its haunting tune. Its music is considered incredibly romantic by Makai women, and many Toa are skilled in its use.

Morin Khuur: An Ethengar stringed instrument with two strings that are played with a bow. Traditionally topped with the image of a horse, it is considered good luck, and its droning sound can be heard where ever Ethengar set up camp.

Ganun: A court instrument from Ylaruam, this trapezoidal-shaped stringed instrument is played by plucking its twenty-six strings often four at a time, giving it a full sound, and making it quite challenging to learn.

Ripplestick: A standard percussion instrument found in the Five Shires, it consists of a wooden board of varying thickness that runs from the elbow to the wrist. The performer then uses two sticks held in the other hand to drum out a fast-paced rhythm.

Snappytaps: A gnomish instrument of dubious reputation, snappytaps are inherently musical shoes designed to make as much noise as possible as they



walk. Each pair is unique, and so is the music they make.

Clerics

In Mystara, there are no actual gods, but rather mortals that have transcended after a grand quest to join the ranks of the Immortals. Each Immortal can grant spells but are restricted from directly interacting with mortals by their fellow Immortals.

Instead of clerics worshiping a single Immortal, many times clerics instead will represent the philosophy of the Spheres of Energy, Entropy, Matter, Thought, or Time. Pantheon worship is the standard practice in most nations of the Known World.

Several Immortals, however, have worshipers loyal to only them. **Hin Masters** follow the High Heroes of the Five Shires and are granted protective abilities in return. **Kagyar** rewards his dwarven clerics with unprecedented resistance to magic. Rafiel's **Shadow Elf Shaman** have greater control over life and death in return for service to him. The Atruaghin **Shamani** worship their pantheon and tribal animal spirits and are known for their powerful rituals. The **Godor** of the Northern Realms worship multiple Immortals and confer with them frequently to guide their followers.

Druids

Druids in the Known World follow Immortals known for their affiliation with nature. They are found in every nation, trying to preserve the natural order. They are most common in the land of Alfheim, but even the underground kingdom of Rockhome or the atheistic Glantri has pockets of druids.

The Circles are not organized groups but rather nature worshipers with a shared philosophy. Many druids in the same area will be part of different circles but will work together to protect the wilderness. Even the most desolate and remote areas have their protectors.

Dervishes can be found in the Ylaraum deserts, manifesting the fury of the desert's sand, winds, and heat.

Fighters

Halvoric set the butt of his halberd firmly in place as the wolf rider smashed into the polearm. He quickly pulled the weapon free of both the ground and the dead goblin and swung the blade right into the chest of another approaching

goblin. As the mercenary glanced around the battlefield, he couldn't help but smile for two reasons. His side was winning handily, and that he was getting paid so well for this.

Fighters are a constant no matter where you go from the gray-haired veterans of the Northern Reaches to the cold and tactical centurions of Thyatis. Somewhere something needs stabbing, and there are always people ready to oblige.

Work is never far for a fighting type, as violence is a constant in many nations. In nations like Thyatis and the Northern Reaches, the warrior is held up as an ideal. In Karameikos, the untamed wilderness holds monsters galore. The trading nations of Darokin and Minrothad always need guards, and all countries bordering the Broken Lands need every sword arm they can get. Alfheim created the Eldritch Knights; even today, they are infrequent outside of elves.

In many nations, different fighting archetypes have emerged because of regional needs or cultural traditions. The **Braves** of Atruaghin are masters of guerrilla warfare, striking from ambush to fade into the wilderness. Thyatian **Centurions** showcase their nation's highly coordinated tactics to significant effect. Ethengar **Horse Warriors** personify their nation's love of cavalry with their mounted expertise. The **Gallowglass** of Glantri stifle under the wizards' rule. **Gallants** are found across Mystara, leading from the front with their natural charisma. The **Toa Makai** are Ierendi's feared native warriors, their war songs striking fear in the hearts of their enemies. **Armigers** are found in every nation, sacrificing versatility for lethality in a single weapon.

Monks

More commonly known as Mystics in Mystara, monks are a rare sight. Mystics are known to just a few areas; most of the cultures around the Known World have no idea they even exist. Most consider the idea of an unarmed warrior suicidal until they see one in action.

The monastic traditions in Mystara are mostly regional. The mystics that espouse the Way of



the Four Elements are found almost exclusively in Glantri at their compound in the village of Lhamsa. There the monks learn to incorporate elemental magic into their attacks. The Way of the Shadow has a sinister reputation as it is mostly known for being employed by the assassins of the Master of Hule. The Way of the Open-Hand is the most well known, as its practitioners come from the island of Ochalea. The province's habit of stifling nonconformists causes numerous monks to travel the world.

Paladins

Algo Rengate's eyes narrowed as he approached the Thanatos cultists, his voulge clutched firmly ready to strike. He had finally tracked down the people responsible for all the deaths along Vestland's southern border. Now they would learn that this area was protected. That evil will not go unpunished. That good was not always nice.

The Known World is a dangerous place, where bandits and monsters wait in the wilds, and even in the cities cults and conspiracies lurk. It is no surprise that many are drawn to the role of the paladin. All types of paladins can be found, from those that follow the Oath of the Ancients in Alfheim to hin paladins following the Oath of Devotion.

Two paladin orders are regionally exclusive. The **Order of the Griffon** is the militant wing of the Church of Karameikos. Though of Thyatian origin, they are beloved by the population as being fair-minded and devoted to the land and its people. The **Heldannic Knights**, however, are less charitable. Fanatical warriors of the Immortal Vanya, the knights exist only for war. It is their sworn duty to wage war on Vanya's foes, and she accepts nothing less than complete victory from her followers.

Rangers

Norse had been to High Forge many times he told the travelers that had stopped him. The scarred old Ostlander told them of the gnome's expert tinkers, pushy merchants, and awful cooks. The group leader offered to cut Norse in on a robbery they had planned of the caravan coming from the town. Norse scoffed as the men went for their weapons. Before they had cleared their swords from the scabbards, Norse had put a bolt in each of them with his crossbow that could reload itself. The same crossbow High Forge gave him years ago.

With so much of the world unmapped and uncharted rangers are always needed no matter where they are. Whether exploring lost ruins in Karameikos, mapping tunnels for the shadow elves, or serving as Thyatian scouts in the Hinterlands, there is always someone

willing to pay for a ranger's service.

Thyatis personifies the need for rangers through their **Foresters**. Comprised entirely of Vyalia elves and their human protégées, they are known for their incredible speed and stealth inside the forests of Thyatis. Where people are willing to pay for the capture of others, **Bounty Hunters** will always have a job waiting for them.

Rogues

Where there are people, there is wealth, and where there is wealth, there are rogues. Found everywhere possible, there is no single nation that does not have a legion of cutpurses, spies, and burglars within its borders.

Most thieves belong to a guild, but very few guilds cross city borders, much less national ones. Some nations like Ethengar and Ierendi press thieves into service when caught, while others like Glantri take almost a sadistic pleasure in punishing them in horrific ways.

Not all rogues are common criminals though, in the courts of Thyatis and Alphatia **Rakes** are a common sight. Instead of gold or jewelry, they use their social position to try and steal minds or hearts.

Troubleshooters focus their efforts on ancient ruins and lost tombs, keeping an eye out for traps. Some are simple grave robbers, while others are seasoned dungeon delvers.

Sorcerers

Subatai had many questions for the Glantri mage. That the necromancer had made it so far into Ethengar without notice was disturbing. The Wokani wanted to know how many graves he had defiled, and was he alone. He was curious if the wizard was embarrassed by the fact an untrained sorcerer bested him, but that was something he would never know, as smoking holes don't talk back.

Mystara sorcery is not like that of other settings. There are no draconic sorcerers or wild magic to take advantage of. Sorcery is rare as those born with it are more geographically isolated. Sorcerers are the most common in the nation of Glantri, though the shadow elves have a substantial number as well.

There are only two known forms of sorcery in Mystara.

Disciples of the Radiance are found almost exclusively in Glantri, harnessing the Radiance, a magical source of energy far beneath the earth. **Wokani** can channel pure primal magic. These magic-users lack training, using just raw instinct.

Warlocks

Despite a plethora of Immortals influencing the Known World, there are always those that seek power outside the usual channels. Fortunately for them, there are otherworldly sources of magical power waiting for them to make a deal.

Warlocks are rare in Mystara. The Immortals do not share power willingly, and outside sources of magic are quickly dealt with. Only the most powerful outsiders can offer a warlock power without fear of reprisal.

Patrons in Mystara

The beings that can offer pacts are few and far between. To get around the will of the Immortals, the patrons must be Immortals themselves, or powerful enough to defy them. The only patron native to Mystara itself are the Aesir, the patron Immortals of the north landers. They preserved lost lore by handing it to the Volva, or **Wise Women**, who act as protectors of runic lore. The **Spirit Shaman** of Ethengar spend their lives in contact with the spirit world, gaining power from otherworldly creatures.

Archfey

The only place to seek power from the fey is the Sidhe Court. There King Oberon or Queen Titania will listen to petitioners and decide who to grant power to for a price. Other powerful sidhe such as Gwyn ap Nudd the Ashen Faced or Creddeledd the Lady of Passions can also offer power to mortals, though their price is often much higher. Truly desperate can seek out the Unseelie fey, but those bargains rarely work out to the favor of the petitioner.

The Fiend

The Immortals keep a constant vigil to keep the influences of the outer planes out of Mystara. However, Immortals of the Sphere of Entropy are willing to grant extradimensional power to those that would make a pact with them.

Demogorgon is the twin-souled Patron of Necromancy and Witchcraft. Trapped in a hidden temple in the Broken Lands, she is always willing to help in return for obtaining her freedom.

Loki grants boons whenever it pleases him. Always looking to create chaos and strife, he enjoys watching people abuse their power until karma intervenes.

Talitha is interested only in self-gratification. She grants boons only if the person petitioning for it helps out her plans in some way.

The Great Old One

There is a single source of power from the outer realms that warlocks appeal to, the Dimension of Nightmares. There where the laws of reality have no meaning are all sorts of fell creatures. There the Diabolus hold power in their mad way. Brain Collectors look for prey from races they don't consider sentient. Only a genuinely desperate warlock would try and seek power from the nightmare realm.

Wizards

The enchantress couldn't help but laugh at the success of her spell. Her two comrades fought over the staff, each thinking it was far more potent than it was. They never noticed her slipping the wand in her robe. She had been looking for it for months. As the argument grew louder, she couldn't help but feel a bit guilty when they realized it was nowhere near as powerful as they suspected. Yes, she thought to herself, Tarla's Enhanced Glamour was an excellent name for her latest enchantment.

Those that practice magic hold an enormous amount of power in many parts of the world. The Empire of Alphatia is ruled by wizards, as are the Principalities of Glantri. Every nation has some wizard's guild except the wizard-hating Ylaraum and the magicless dwarves of Rockhome. Whether they serve as rulers or advisers, the influence of wizards is found everywhere.

Not all wizards are the studious types most expect. In Alfheim, the **Treekeepers** mix druidic lore with ancient magic to keep the Canolbarth forest healthy and well. The **Merchant Princes** of Minrothad and Darokin have sold their services for coin. Enigmatic **Fire Wizards**

devote their lives to the study of flames. Glantri's princes have learned new forms of magic in the Secret Crafts, secrets they keep only for themselves.



You sure you want to go there, son? I've been swinging this orc sticker longer than your dad's been alive. I've killed more men than you will ever know. So go home grizzfarb and start a family or whatever it is you people do these days. But if you think you could take me, I'll be more than happy to show you new ways to bleed.

-Lazur Stick-In-The-Mud, Master at Arms



Armiger

Fighter Archetype

Trained in the use of a single weapon, you devote your entire life to mastering a particular style of fighting. As you improve your training, the lethality of your fighting style grows beyond measure. As a weapon specialist, your skill is unparalleled; you can cut through entire mobs effortlessly. Even the most fearsome of villains fear your prowess.

Armigers can be found in every country in the Known World, even those that favor magic over martial skills. Masters of the simple weapons often start as part of a peasant levy in the army. Adventurers prefer the more martial weapons, as they can inflict more damage. In the fighting pits of Thyatis, net masters are commonly found entertaining crowds while they immobilize their opponents. Nations that value warriors have armigers in abundance.

Extension of your Arm

At 3rd level, you gain proficiency in Weaponsmithing tools.

Martial Skill

At 3rd level, you learn how to apply new properties to your weapon. Select three new properties, one of which must be a basic property. When you select a property, choose one of the weapons allowed by the property, and that property is applied to all weapons of that type when you wield them. Properties are cumulative; you can add as many properties to a weapon as allowed. You can only apply a property once to a weapon unless noted; if you select a property again, it must be applied to a different weapon. You can choose two new properties of your choice at 7th, 10th, and 15th level.

Improved Critical

Beginning at 7th level, when you attack with a weapon that has an advanced property, you score a critical hit on a roll of 19 or 20.

Finely Honed

At 10th level, your skill with your weapon allows you to inflict more damage than the less skilled. You add your proficiency bonus to your damage rolls.

Additional Fighting Styles

At 15th level, you can choose two additional options from the Fighting Style Class Feature.

I'm Not Left-Handed

When you reach 18th level, you have learned how to imitate all the various fighting styles you have seen in your lifetime. You can change to a fighting style you haven't studied with a bonus action. You can only imitate one fighting style at a time.

Basic Properties:

Bleeder (Slashing): On a critical hit with a slashing weapon against a living target, the target gains the Bleeding condition. At the end of the round, they take damage equal to your proficiency bonus. This effect lasts a number of rounds equal to your Intelligence bonus. The effect ends with a DC10 Medicine check or the use of a healing kit.

Concussive (Bludgeoning): When a creature has to make a saving throw to maintain concentration, they do not halve the damage when determining the DC of the saving throw.

Pinpoint (Piercing): When attacking with the weapon you can choose to attack with disadvantage; on a hit, you ignore any resistances the creature has to piercing damage. This property has no effect against immunity.

Advanced Properties:

Balanced. The weapon is quick to swing and quick to recover. When this weapon is equipped, you gain +1 on initiative rolls. Dagger, Longsword, Quarterstaff, Rapier, Scimitar, Shortsword

Brutal. The weapon inflicts devastating criticals. On a critical hit, roll one additional die of damage and drop the lowest. Battleaxe, Glaive, Greataxe, Handaxe, Warpick, Trident

Defending. When using two identical weapons, the secondary weapon can be used as a shield. If it is used in this way, it cannot be used to attack this round. Any one-handed weapon that deals 1d8 damage.

Feint. This weapon is quick enough to distract your opponent from your actual attack. On a critical hit, when this weapon is used for a bonus attack, you can choose to hit with the other weapon instead. Dagger, Rapier, Scimitar, Shortsword.

Hurler. You can throw weapons like they were launched from a bow. Weapons with the Thrown property are treated as missile weapons for all applicable rules. Any weapon with the thrown property.

Impacting. This weapon can send opponents flying. When using this weapon to perform a shove attack, you have advantage on the Strength check. Flail, Greatclub, Maul, Morningstar, Warhammer

Impaling. Once you've connected, it becomes easier to continue the damage. You can sacrifice additional attacks with the weapon this turn to add an additional die of weapon damage per attack sacrificed. Lance, Shortsword, Trident, Warpick

Multipurpose. Attachments to the weapon allow for new damage types. Your weapon can alternate its damage type to a new one specified when you select this property. Any one-handed weapon that deals 1d6, 1d8, or 1d10 damage.

Opportunist. You distract an opponent long enough for an ally to take advantage. On a hit, an ally within 5 feet of the enemy can use a reaction to attack the enemy. Net, Whip

Overdraw. Your bow is difficult to draw but increases its damage. You add your strength bonus to damage, but no one with a lower strength score can fire your bow. Longbow, Shortbow

Quickshot. You can rapidly reload and fire, at the expense of accuracy. If you attack with this weapon you can use your bonus action to attack again, the bonus attack is made with disadvantage. Sling, Shortbow

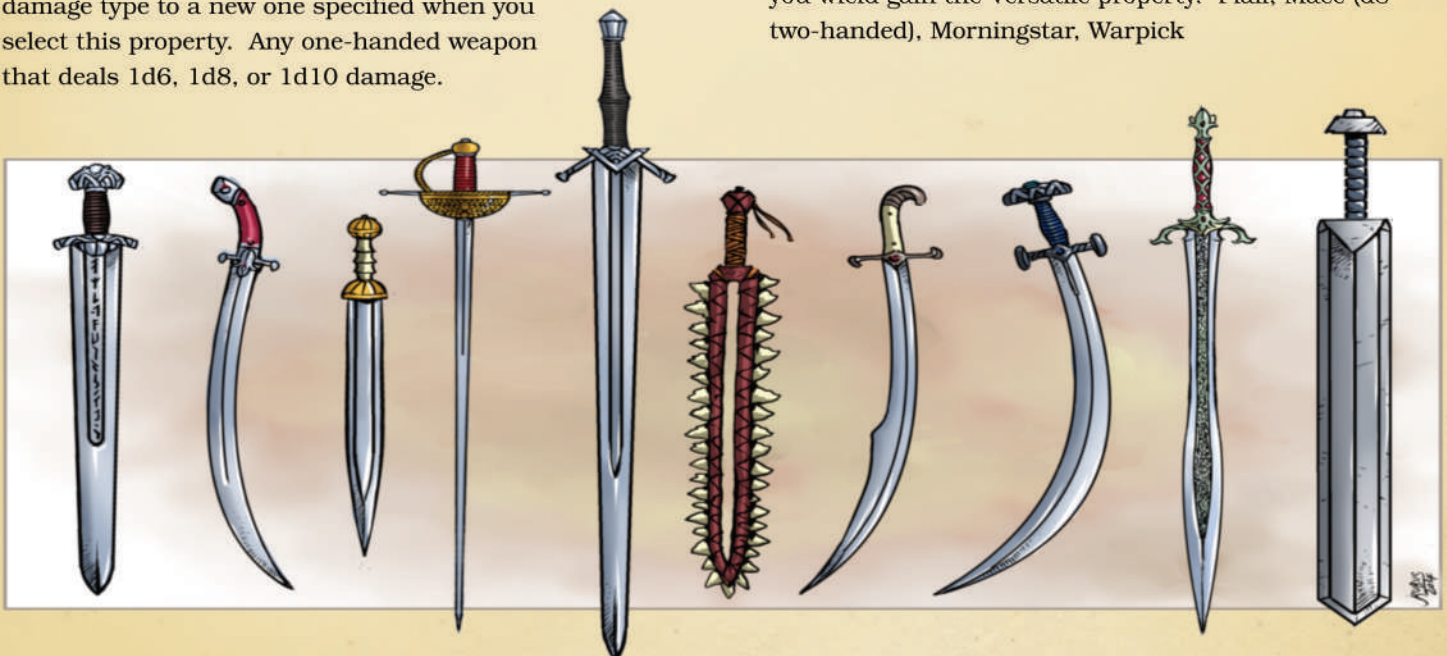
Ranked Attack. You are trained in fighting in ranks, allowing you to fight near with an ally against a shared foe. If you are within 5 feet of an ally, your weapons gain reach when attacking an enemy within 5 feet of your ally. Greataxe, Greatsword, Maul, Spear

Scoped. You have added a superior sight to your crossbow, allowing for increased accuracy. While you are within short range of a target, you do not attack with disadvantage when using the Pinpoint Property. Hand crossbow, Heavy crossbow, Light crossbow

Set Defense. You gain extra defense waiting for an enemy to close. When you use the Ready Action, until the end of the turn, you gain +2 AC against melee attacks. This effect ends if you use your action. Greatsword, Pike, Spear

Twin Throw. You can follow one successful throw with another. When you hit with the weapon with a ranged attack, you can use your bonus action to make another attack with the same type of weapon. Dart, Dagger

Vanguard. You are a line breaker, using modified weapons two-handed to increase your damage. Weapons you wield gain the Versatile property. Flail, Mace (d8 two-handed), Morningstar, Warpick



Rathor Irongut and company! Wasn't expecting you here, seriously I thought you would have skipped around the open trails instead of walking right into my ambush. I mean, you are supposed to be one of the most feared bandits in the west, not one to just blindly stumble into an apparent ambush. No matter, you're wanted on several counts of brigandry, theft, assault, murder, and tax evasion. And that's just in this nation! I'm sure if I shop you around to Thyatis or Ylaruam, your price is going to go through the roof. The good news is they do want you alive, so no reason for me to shoot you down. There are two ways we can handle this, the easy way, and my favorite way. Please say the favorite way. Pretty please!

-Geegi Hammerlander, Minrothad Bounty Hunter

Bounty Hunter

Ranger Archetype

Not all rangers hunt inhuman monsters; some seek out the monsters of the sentient variety. Emulating the Bounty Hunter means focusing your talents on hunting intelligent prey, and using your skills for hunting beasts for stalking those with a price on their head. As your reputation grows, so does your list of prey and your price. The best bounty hunters can bag their prey just by announcing their presence, though others still prefer to shoot first and check wanted posters later. Whether you are ambushing bandits on a trail or subduing criminals in a seedy tavern, you will always find an opportunity to corner your prey.

Bounty Hunters are found in every nation, some are little more than brigands that hunt their own, and some are licensed agents of the local lord. Often when a wanted criminal has escaped from a city, it is up to the bounty hunters to bring them to justice. Once a criminal is caught, the bounty hunter must bring them back to the nearest city that can take custody. That is often the most dangerous part as others will try to free the prisoner for their use.

To acquire targets legally, other nations employ their own bounter hunters to track down escaped prisoners. Whether as a freelancer, a licensed tracker, or in the crown's employ, you will never lack for work.

Most Dangerous Game

At 3rd level, you have learned to apply the tactics of hunting your favored enemies to specific individuals. You can declare a number of intelligent creatures as your bounties equal to your Intelligence modifier plus your proficiency bonus. They have to be wanted by an individual or group that has put a bounty on them. You don't need to know their name, just their position (the goblin king of the Caves of Chaos, the lich lord of Blackwood, etc.). You can treat your bounties as a favored enemy for tracking purposes, and you can detect them with primeval awareness. You can replace all captured or killed bounties with new ones after a long rest.

Getting Close

At 7th level, if you are within 1 mile of a bounty and you are aware of them, your move speed increases by 5 feet. At level 14, the bonus increases to 10 feet.

Exploit Weakness

When you reach 11th level, you add your proficiency bonus to all damage you inflict against your bounty.

Sucker Punch

At 15th level, you have learned to take down an unaware target hard. When you attack a bounty from surprise if your first attack hits, it is a critical hit and inflicts maximum damage.



Our sacred plateau is invaded. Outsiders have come to kill our children and take our horses. But we will stop them. We will kill them. We are shadow and wind. We are fire and storm. We are the children of Atruaghin, and we will let no one wrong us. Sharpen your tomahawks and ready your arrows, for today we hunt orc.

-Richard Stormcrow, Elk Brave

Brave

Fighter Archetype

You were born in the lands of the mighty Atruaghin, to one of the great tribes. You follow the way of the Bear, Elk, Horse, Turtle, or Tiger. You strike from the shadows, unleashing your attacks, then fading back into the darkness. You need no magic; your skill is your weapon. With tomahawk and bow, you stalk the enemies of your people. Let the outsiders hide behind their steel skin like a turtle; you need only your weapon and your training. You are the death that stalks all that would bring harm to your people. You are Atruaghin.

Braves are found almost exclusively on the Atruaghin plateau. They are the warriors of the Atruaghin, fighting alongside the roguish scouts. Their fighting style relies on stealth and ambush by necessity; heavy armor is unheard of on the metal-poor Great Plateau. Braves rarely use metal weapons even if they are available because of cultural beliefs, except for the Tiger Clan. Since the construction of the World Elevator, braves have started to venture into the surrounding nations. Braves are considered exotic, and many scoff at their lightly armored nature. Their focus on light fighting and stealth, even while in the world of heavily armored knights and men at arms, is considered a curiosity. They have gained some respect among elven clans for the similarity in the styles of combat, but others think of them insane for refusing to protect themselves with armor. Those that see a brave in action do not hold their fighting style in contempt afterward.

Restriction: Must be Atruaghin.

Counting Coup

You are trained to toy with your opponent, to strike them suddenly but harmlessly to humiliate and intimidate them. You can perform a special shove action against a humanoid enemy; if you are successful, you gain a d6 spirit die. You can use a Spirit die to add the result of a single attack roll, damage roll, saving throw, or skill check. You can have a number of Spirit dice equal to your proficiency bonus. You cannot gain more than one Spirit die from the same humanoid per combat.

Guerrilla Warrior

At 7th level, if you are not wearing medium or heavy armor when you may use your bonus action to Dash or Hide. At 15th level, you can do both with a bonus action. In addition you gain expertise with the stealth and survival skills, you now add double your proficiency bonus on any ability check you make with them.

Ghost Who Walks

At 10th level, when you attack a foe that is surprised, you automatically inflict a critical hit on your first successful attack. You regain this ability after a short rest. Your spirit die increases to a d8.

Long Stride

Braves are rightly feared for their ability to move quickly across the plateau. At 15th level, if you are wearing no armor or light armor, your speed is increased by 10. Your spirit die increases to a d10.

Ghost Dance

The most feared warriors of Atruaghin have almost a supernatural ability to avoid arrows and bolts targeted at them. At 18th level, while you are wearing no armor or light armor, all ranged attacks targeting you have disadvantage. Your spirit die increases to a d12.



Calm yourself, wizard, they may outnumber us, but we have the position. Without bows, it doesn't matter how many orcs there are; these walls negate their numbers. Get behind the paladin and me and lay waste. Elf position yourself behind my shoulder and aim for their leaders. Everyone else wait for me to react and follow my lead. I've slaughtered Alpathian hordes by the hundreds, a few dozen orcs won't even muss my hair.

-Primus Antius Secundus Jennus

Centurion

Fighter Archetype

Veterans trained on the battlefields of Thyatis, centurions, are a common sight across the known world both as adventurers and mercenaries serving the militaries of other nations. Trained in the finer points of mass combat and tactical command, centurions comprise a large number of military officers advising troops in countries across the Known World.

Centurions start as lowly legionnaires but advance in rank after proving themselves worthy of command. While the cohorts of Thyatis are comprised of cavalry, artillery, and infantry units, centurions of note are promoted to lead the large numbers of infantry, commanding all aspects of the cohort to support the endless ranks of Thyatis' legions. As adventurers, centurions are a welcome addition to most parties because of their tactical knowledge. While they can handle large numbers of troops, they can also manage a half-dozen individuals and help them overcome the enemies they encounter in dungeons or caves just as well. Centurions frequently assume leadership of various adventuring groups because of their training and prior conditioning.

While most Centurions hail from Thyatis, because of their frequent use by other nations as military advisors mean quite a few nations possess centurions of their own. While nations like Karameikos, Minrothad, or Darokin use entirely different tactics, several adventurers have come from those countries using the Thyatian style of fighting.



All Thyatian military officers are required to have a solid knowledge of tactical formations and historical instances of various tactics. Because of this, all centurions are given copies of the Liber Tacticus that was written by Empress Aquillia X in the year 543 AC. She compiled the history of five centuries of war records and the tactics used to secure victories. The book was so comprehensive that centuries later, it is required reading by all officers of the Thyatian military, as well as officers of numerous other nations as well.

Scutum Optimus

At 3rd level, as long as you have a shield, you can use your reaction to add +4 to your armor class after you have been attacked by an enemy you can see. You can use this ability a number of times equal to your proficiency bonus, and it resets after a long rest.

Tactica Lexicanum

At 7th level, you gain proficiency in Cartography tools and the Liber Tacticus (a tool that adds your proficiency bonus for any tests involving tactics or mass combat).

Testudo

When you reach 10th level, as a reaction, you can give yourself, and all allies with shields within 30 feet resistance to damage from ranged attacks, and all ranged attacks against them or adjacent allies have disadvantage until the end of the round. You regain this ability after a short rest. Also, you gain either the defense or protection fighting style.

Praetor

At 15th level, with a bonus action, you grant all allies within 30 feet the ability to Dash, Dodge, or Disengage with a bonus action on their next turn. You regain this ability on a short rest. If you impose disadvantage with your shield on an attacker, your first attack against the same attacker on your next turn has advantage.

Legio Principes

When you reach 18th level, you and all allies in 30 feet use the highest initiative roll of you or any of your allies in range of this ability.

You can go that way if you wish ajaniib, I will not be held responsible for your passing, but I will offer a prayer in your memory. If you wish to pass through the vast sands and live, I recommend you acquire the services of a Dervish. Only the hardest of Ylari can live in this blasted desert; only the Dervish thrive in it.

-Aljari Al-Kaz, Ylari porter

Circle of the Dervish

Druid Circle

The Circle of the Dervish are the hermit guardians of the wilds of Ylaruam. The order rarely gathers as a whole. Instead, individuals meet to share insights. They embrace the harshness of the desert and view it as a test of their faith. They learn to conjure the elements of the desert, the shifting sand, deadly heat, and sudden whirlwinds. They learn to survive its harsh climes better than even the creatures born there.

The Dervish are found only in the desert sands of Ylaruam, though some may be found to the West in Sind. The Ylari revere the Dervish as possessors of great wisdom. The Dervish give up many of their possessions for unparalleled movement and elemental control.

Dervishes are rarely found outside of Ylaruam because of their ties to the land itself. They are located far from civilization, even in their land. Dervishes follow the teachings of Al-Khalim, and he promised that the deserts would be turned into gardens, and the sand will be replaced with soil. For this reason, Dervish will leave their homeland to find new magics that will help make this dream become a reality.

Restriction: Native of Ylaruam only.

Ylaruam Resilience

When you become a Dervish at 2nd level, you only need half as much water a day to survive and gain advantage on Wisdom (Survival) tests involving extreme heat. While you are wearing no armor, your AC equals 10+ your Dexterity modifier + your Wisdom modifier. You can use a non-metal shield and still gain this benefit.

Sand Storm

At level 2, you can use a wild shape to create a swirling mass of blinding sand centered on yourself. The 20-foot-tall and 20-foot radius storm appears around you. This storm moves with you and counts as heavy obscuring and difficult terrain. All creatures inside it are blinded. A creature that enters the storm or starts its turn in it, must make a Constitution saving throw, on a failed save the creature is blinded. The effect lasts for one hour, or

until you end it as a bonus action, you also ignore all effects of this ability.

Blade of the Circle

At 6th level, you can summon the heat of the desert to your hand. You may cast Flame Blade at your highest spell level without spending a spell slot a number of times equal to your Wisdom modifier. This ability resets after a short rest. Sand storm now does 1d8 force damage to creatures entering it or starting their turn in its effects.

Step Through Sand

At 10th level as a reaction, to being attacked, you turn into a swirling cloud of sand and fly across the area. You may teleport up to 30 feet, the attack automatically misses. Any metal armor or metal item larger than a dagger is not transported with you and stays behind. This ability resets after a short rest.

Haboob

At 14th level you can now summon the sand storm up to 60 feet away, the damage increases to 2d8, and your allies are also immune to the effects.



Listen to the spirits; they have been here as long as the islands have existed and will exist as long as there is an Ierendi. You need to listen to the spirits; they can answer all your questions, can show you their secrets and help you talk to everything that lives on the shore. All you need to do is be their friend, sing for them and speak for them. Ierendi loves its people, you have to love it back.

-Kiana Kalua, Uhane speaker

College of the Islands

Bard College

No other nation in Mystara loves its bards more than Ierendi. The small nation is known for its idyllic climate and its peace-loving islanders. Still most mainlanders do not know Ierendi also educates its entire population, which creates more bards than any other nation. Every night the community sits down to listen to the stories and songs of the students of the College of the Islands, and there are always enough stories to keep the entire nation entertained.

The core belief of the college is that islands are filled with nature spirits that remember everything that happens on the islands. The spirits are benevolent and love being around the islanders. In return, the islanders try to befriend the spirits by entertaining them with

song and ritual. While the Ierendi will often sing to the spirits while they work, the bards will compose songs and tales devoted to the long and peaceful relationship between the spirits and the islanders. The spirits do not talk to the bards, but the bards seem to know how to compose the songs and dances.

Ierendi bards take their stories and dances from the history of their people and the tales of the Immortals. For every Immortal to visit the islands in their mortal life, the bards have at least a dozen tales and parables associated with them. Ierendi uses bards to both entertain and educate, so many songs or dances are a lesson from the nation's history. Listeners do not have to understand Ierendi history to appreciate the performance.

The bards of the college often find themselves headed to the mainland when they finish their education. Ierendi bards are heavily sought after in the courts of many nobles, as well as taverns of the common folk. The bards are renowned for their colorful garb, frenetic performances, and gregarious natures. Whether they are performing in the front of emperors or beggars, the bards give the same amount of energy in all their performances. While they claim the source of their magic comes from the spirits of Ierendi, it works just fine on the mainland. While the college of the islands is associated with the nation of the Ierendi, anyone can attend the college to become a bard.

Bonus Cantrips

When you join the college at 3rd level, you gain the shape water and mold earth cantrips.

Mokupuni Hānau

At 3rd level, by using a bardic inspiration, you and all allies within 30 feet ignore penalties for rough terrain and can walk on water. When you reach 18th level, you have learned how to imitate all the various fighting styles you have seen in your lifetime. You can change to a fighting style you haven't studied with a bonus action. You can only imitate one fighting style at a time.

Hoa Manu

At 6th level, you learn the spells *speak with animal*, *animal friendship*, and *conjure animals*. The spells count as bard spells for you, but don't count against the number of bard spells you know. You can cast each spell once per short rest without using a spell slot.

Ka'ōlelo uhane

When you reach 14th level, you can let others hear the wisdom the spirits tell you. When you use a bardic inspiration to aid an ally on a skill check, the ally gains advantage on the roll.



Look at the Alphasians, for example, all that power, and they do nothing with it. If you have an Immortal given talent, it's a sin not to use it. Idleness is one of the greatest sins; this is not to be contested, for it should be evident to all. Take the Ylari, all that supposed wisdom, and they aren't smart enough to realize they live in a desert. That should be the first reflecting point they ask their clerics, why do I still live in this blasted wasteland? Thank you, I'm here till Moldain.

- Comedicus, Stand Up Philosopher

College of Philosophy

Bard College

Originating in mainland Thyatis, the College of Philosophy was initially a fad among the nobility to have a sage or scholar make profound statements and deep thoughts for the gathered nobility to contemplate. Over the years, the philosophers started to organize into a group devoted to recording and transcribing their observations for posterity. Soon what was a fad for the rich to show off how enlightened they were has become a depository for centuries of theories and arguments.

While the origin of the College of Philosophy can be traced back to Thyatis City, it did not stay confined inside the city's walls. As Thyatis expanded its power base, so did the College. Soon colleges appeared wherever Thyatis raised its flag. In Ylaruam, Ierendi, and Karamaikos, colleges were created, and when Thyatis withdrew from these nations, the colleges stayed.

Now it is hard to find a nation that does not support a College of Philosophy. While the philosophers do not resemble traditional bards, they perform the same role. Instead of history, philosophers spread new ideas and concepts. They have the ears of many of the most powerful nobles, guild masters and even members of royalty. Many cities use them as teachers for the poor.

In non-human lands, the philosophers are mostly welcomed for their knowledge and advice. The dwarves are incapable of arcane magic, keeping them from joining the College of Philosophy, but King Everast has several from surrounding lands in his employ. Clan Mealidel in Alfheim contains several

philosophers who share their ideas with the other clans of Alfheim. In the Five Shires, the hin have embraced the College, brought over from Ierendi after the Thyatian invasion. The hin love mind games and storytelling, and the College of Philosophy allows them to educate their kinfolk. Even in the otherworldly Good Kingdom, King Oberon keeps his vassals entertained by bringing in mortal thinkers to give their insights into the mortal realm.

Philosophers keep much of the traditional bard trappings, their use of instruments goes back to their origins when they used them as attention getters for the party guests they were there to entertain. The College teaches the arcane arts to its members, with their magic coming from an understanding of the multiverse rather than rote learning.

Bonus Skill Proficiencies

At 3rd you gain proficiencies in the Insight and Religion skills.

Forced Introspection

At 3rd level, you can use a Bardic Inspiration to force a creature that can hear you within 30 feet that understands a language you speak to succeed on a Charisma saving throw or become Stunned until the start of your next turn.

What is a Saving Throw?

You gain a greater understanding of the way the world works. At 6th level, you gain proficiency in the Wisdom saving throw. As a reaction, you can give advantage to an ally's next saving throw until the end of next turn.

Inspirational Musings

At 14th, level your ability to provide useful insights to your allies is invaluable. When you spend a bardic inspiration, it affects all allies in 30 feet.



Power? Do you call that power? I am no mere mage! You learn your spells through rote memorization and study; they came naturally to me! I command magic like no other! You struggle with your words while with a wave of my hand, I command the air to burn or your lungs to become ash. Speak no more to me of gaining power old man. I am power.

-Seamus McBannock, Disciple of the Radiance

Disciple of the Radiance

Sorcerer Origin

In the magic steeped land of Glantri and the subterranean halls of the shadow elves lies a strange power called the Radiance. The elves believe it a gift from the Immortals, while the atheist wizards of Glantri view it as just another tool. It is known that exposure to it over the years has caused a new breed of mage to appear, one that can create spells without memorizing them and can alter magic at will.

Disciples of the Radiance are almost unheard of; the Radiance is an unknown power source and a source of untold potential. The only people that even know of its existence are a handful of Glantrian mages and sorcerers, as well as a fraction of shadow elves.

Disciples try to keep the source of their power hidden, claiming their power comes from rote wizardry like the other magic users. Disciples of the Radiance in many nations would be made permanent prisoners. At the same time, rival wizards would try to unlock the secret of the Disciples or worse dissect them to see the origin of their powers. Even even in Glantri, knowledge of the Radiance and its abilities is quite rare. Wise disciples disguise Radiance magic and don't use it openly.



Restrictions. Radiance Adept is restricted to natives of Glantri and shadow elves. See page 163 for the full rules on using the Radiance.

Power of Rad

At 1st level, you generate a number of bonus Rad points equal to your Charisma bonus after a long rest. If you are in the boundaries of Glantri, you generate double the amount, and if within Glantri City, you generate triple the amount. You lose the bonus points if you leave the area. As a bonus action you can spend one Rad point to do the maximum damage of one die from spell damage. You can spend a number of rad die this way equal to the level of the spell. The Rad points last for 24 hours, until

spent or when you take a long rest. You cannot gain Rad if you are on another plane. You also are immune to Charisma loss from overuse of the Radiance, though other statistics may be affected. You do store the Rad in your body rather than a receptacle.

Control Flow

The source of the Radiance wants to be known; it fills your mind with the knowledge of how to use it, and to adapt it to meet your needs. At 6th level, you automatically learn all radiance spells in the sorcerer list as soon as you can cast them. You can use Power of the Rad to maximize damage dice without using a bonus action.

Control Flux

The Radiance enhances magic, makes it purer, more robust. At 14th level, you can push yourself to control the flow of magic, optimizing the damage yield as the spell is released. You can now spend 10 Rad Points when using Power of Rad to maximize the damage of your spells.

Control Fate

At 18th level, you can channel your magical energy into adjusting the winds of fortune. As a reaction when you fail a skill check or saving throw, you may spend Rad to make up the difference. You can only spend as many dice needed to bring the total up to the minimum needed to pass. You can spend 5 Rad points to automatically pass any test against Withering.

Fire is the ultimate element. It scorches earth, devours air, and evaporates water. It can save a life or destroy a city. It is neither good or evil; it all it does is feed. If you master the flame, you have no equal except your brethren. Learn to shape the blaze, and soon no one will stand in your way.

-Pytor Seager, Flaemish Noble

Fire Wizard

Wizard School

Fire has always had a lure of its own. Wizards have sought its power for reasons varying from intellectual to revenge. Fire Wizards can be found across the Known World, from Glantrian nobility to evil worshippers of Alphaks to the reclusive Fire Wizards of Ierendi. Due to their varied backgrounds, fire wizards tend to be treated differently by each nation. In Thyatis, they are valued for their destructive capabilities as well as their long-standing feud with Alpathia. In the Principality of Bergdhoven in Glantri, fire wizards are the norm for mages. Only in Alfheim are fire wizards viewed as dangerous to all, and unofficially banned from the nation. All incarnations of Fire Wizards try and master the element for their purposes.

Fire Wizards have been a part of the Known World for centuries. As such, they are found all over the continent in many nations. They are considered highly mysterious, but not necessarily evil. Some study fire to use as a weapon against their foes, others to learn more about the Elemental Plane of Fire, and yet more have made the study of fire part of their cultural heritage. No other element is studied more than fire, save maybe the air wizards of Alpathia. Because of the destructive nature of their mastery, most fire wizards are reclusive, not wanting to hurt others accidentally or so they can research the element uninterrupted. Fire wizards often become adventurers to test their theories or gain experience to increase their skills.

Pyromancer

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a spell that manipulates fire, creates fire or deals fire damage is halved.

Born in Fire

When you reach 2nd level, you gain immunity to fire damage unless it is from a magical source like magic items or spells. At 14th level, you become immune to fire damage all sources.

Also, when you cast a damaging spell, you can change the damage to fire damage. Spells altered this way do not qualify for the Inferno ability.

Stifle the Blaze

You have begun to master the fire, controlling it with just a thought. At 6th level, as a reaction, any allies you choose within 20 feet of you gain resistance to fire for one round. You ignore any target's resistance to fire, if you can already ignore fire resistance you ignore immunity to fire.

Summon Elemental

When you reach 10th level, you can conjure any elemental that speaks Ignan with a CR of 5 or less. The elemental is considered friendly, and if you lose concentration, the elemental returns to the Plane of Fire rather than becoming hostile. You regain the use of this ability after a long rest or by spending a 5th level or higher spell slot. The CR of the elemental increases with the spell slot expended as if it was a spell.

Inferno

Now your flames burn white-hot, you can exert yourself to turn a simple flame into a conflagration. At 14th level, you can choose to do maximum damage with any spell of 5th level or lower that does fire damage. You regain the use of this ability after a long rest.





Orcs. A full raiding party, at least four dozen judging by the tracks. Look to be heading to Karameikos from the way they are headed. Go on ahead and warn the others, we will need reinforcements for this. Tell everyone the ambush is the Crooked Tree Crossroads in two hours. You know your places, and you know your positions. Don't start firing until I do, and no flashy magic to give away your location. We can't risk them crossing the border and thus becoming a bigger problem.

-Septimus Altari, Thyatian Forester

Forester

Ranger Archetype

Protectors of the Vyalia Forest, foresters are a secretive group of protectors inside of Thyatis. Charged with keeping the Empire's savage enemies at bay from across the borders of Karameikos, foresters strike from ambushes from the treetops. Generally comprised of Vyalia elves, Thyatis paid the elves a princely sum to train humans in the way of the forester.

Foresters are generally restricted to Thyatis and the Dymrak forest. They are occasionally found inside of Karameikos, where the Dymrak forest also extends. While their presence doesn't have any official standing, Duke Stefan allows it as they hunt the humanoids that

plague his domain. Foresters serve for a term much like the army. Once a forester has finished his term, he is free to use his skills for his purposes. Many foresters go on to sell their skills to other nations or become adventurers. Their renowned stealth and magical ability make them sought after outside of Thyatis' borders. Groups of foresters are known to work as mercenaries hunting down bandits in other lands, or serving as scouts in heavily forested areas. In particular, Alfheim is very tolerant of foresters, even though many of them are human. Because the Vyalian elves keep the secret of the forester, all foresters must be trained in their territory.

Restrictions. Vyalian elves or Thyatian humans only. Must have forest as Natural Explorer terrain.

Expertise

At 3rd level, you gain proficiency in the Stealth and Acrobatics skills or two other skills if you are already proficient. Your proficiency bonus is doubled when making ability checks using the Stealth skill. You gain one additional spell per level, this spell can be any Illusion spell of the appropriate level, can be changed every time you memorize your spells.

The Trees Are Speaking Elvish

The stealthiness of foresters is both legendary and terrifying. Orc hordes have been slaughtered without a single humanoid even seeing their attackers.

At 7th level, if you take a Hide action while in a forest and are at least 15 feet away from an enemy and in concealment instead you become invisible. This invisibility lasts until you take damage, leave concealment, choose to end it, or at the end of any round in which you attacked or cast a spell.

Treewalker

At 11th level, you gain a climb speed equal to your base move. When attacking with a ranged weapon, if you are 10 feet or more above your target, you can reroll your first missed attack each turn.

Seven League Striders

At 15th level, you can teleport from your location to any part of the forest provided that the beginning and endpoints lie within the same living forest. This is treated as a Tree Stride spell, except the range is increased to any location inside the forest. You must take a long rest before using this feature again.

You can also use your bonus action to cast *misty step* after you have made an attack. You can do this a number of times equal to your Wisdom modifier before needing a long rest.

Oh no, I've offended your fragile little ego, and now you want to satisfy your honor by trying to match blades with me. Well, let me tell you who you are dealing with before you ruin my tunic by bleeding all over it. I've defeated a nameless horror at the bottom of a lost city. Freed the last dragon knight from his amber prison. Saved an elven maiden from the would-be ravages of a dark priest and his coven of hags. Rescued a Glantrian Prince trapped in time. And you think you can even scratch me? This is the part where you run away.

-Manfred Von Ludwigberg, Phanaton Dandy

Gallant

Fighter Archetype

From the plucky yallaren of the Five Shires to the heroes of Ostlandic epics, to the Minrothadian privateers on the high seas, Mystara inspires heroes to lead from the front. That is the life of the gallant, charismatic warriors who lead from the front. Gallants are found leading anything from armies to adventuring parties, using their brains as well as their brawn to significant effect.

Gallants are found in every nation and every race. Anyone who learns to use their natural charm and panache in combat qualifies. They tend to be considered heroes by the local populace and can become some of the most beloved adventurers in taverns and guildhalls thanks to the bards that follow their exploits. They are noticeably prevalent in Ierendi with their penchant for hero worship. The Five Shires and Thyatian Empire also contain a large number of them because of their love of charismatic heroes. Nations that people would not expect to have a use for popular heroes like Rockhome and Ylaruam have their fair number of gallants.

I Shall Taunt You A Second Time

At 3rd level, you gain proficiency with the Persuasion skill and Charisma Saving Throws. As a reaction before an enemy attacks you can add your Charisma Modifier to your Armor Class. If your opponent misses, you can add the same modifier to your next attack roll against that opponent. You can use this ability a number of times equal to your proficiency bonus before needing a long rest.

How Appropriate, You Fight Like A Cow

Your well-timed taunts and barbs cause enemies to become distracted, allowing you to get in the first blow.

At 7th level, you add your Charisma modifier to your initiative. At 15th level, all allies within 30 feet can add your Charisma modifier to their initiative rolls.

Stay Frosty

Your leadership inspires others. At 10th level, as a reaction, you can use your Indomitable ability on an ally within 30 feet that just failed a saving throw who can see or hear you. If they pass the saving throw, you do not lose your use of the ability.

Your Shoelaces Are Untied

Your blatant lies can distract an enemy long enough for you to land a solid blow. At 15th level, you can use a bonus action to reduce an enemy's AC an amount equal to your Charisma modifier until the end of your next turn. You can use this feature a number of times equal to your Charisma modifier times (minimum 1) per short rest.

Any Questions?

Your fighting style inspires allies and terrifies enemies. At 18th level, when you reduce an enemy to 0 hp, you can choose one from the following effects, the effects are not magical. If your attack was a critical hit, all of the abilities activate.

- All allies in 30 feet gain 30 temporary hit points, this effect lasts until the end of combat.
- Any ally under the effects of a condition can immediately reroll the saving throw.
- All enemies with a challenge rating equal or less than the enemy just defeated within 30 feet of you are frightened unless they can make a Charisma saving throw. Treat this as a *fear* spell only the Saving Throw DC is Charisma and the effect doesn't require concentration.



The wizards force us to live like slaves, using us as fodder in their petty conflicts. Who here has not had a loved one taken to Crownward never to be seen again? The cursed dead walk our moors, yet our prince does nothing! We are Klantyre; it is not our lot in life to live in fear from the foul magics the cruel wizards use to rule us. I say we fight! Who here stands with me? A true warrior of Klantyre? Who here will be a gallowglass?

-Duncan McIntyre, Follower of the Claymore

Gallowglass

Fighter Archetype

Born in a land that is ruled by wizards, the gallowglass are the rebels that seek to free their lands from the Magocracy — wielding their gigantic claymore swords; gallowglass charge headlong into danger. They are feared for their brutal assaults, for they know they must quickly slay their foes or die in a storm of spellfire. The rebel group calling itself the Followers of the Claymore are willing to take any warrior that is willing to learn its ways. As such lupin, rakasta, elves, and even dwarves are not strangers to their numbers. No one who fights the wizard princes will be turned away from the Followers of the Claymore as long as they can hold a sword.

Gallowglasses are culturally unique to Klantyre. The vast majority of them are human, but occasionally other races will take up the claymore and learn the ways of the gallowglass. Followers of the Claymore are outlawed in Glantri; their members are forced to find shelter in other lands. Some seek assistance from

those that oppose the wizard princes. There they recruit foreigners into their ranks and with it increase the number of gallowglasses.

Restrictions. Must be from the Klantyre principality of Glantri or a Follower of the Claymore.

Claymore

The trademark of the gallowglass, claymore swords are massive blades. The warriors learn to wield with just a single hand, freeing up the other for a shield or even another weapon. At 3rd level when wielding a greatsword, the weapon loses the two-handed property and has its damage reduced to 1d10 when used 1-handed. The damage is increased to 2d6 at 7th level.

No One Wounds Me With Impunity

Born of pure stubbornness, simple spells cannot hold back your wrath. At 7th level, you have advantage on all Wisdom saving throws against spells cast by enemies you are aware of. Also, your move speed is increased by 5 feet.

Line Breaker

You have learned that to kill the wizards, you must reach them before they can stop you. At 10th level, when you use an action surge, your move speed is increased by 10 feet for your turn and you ignore any spell effect that would increase the target's AC or grant disadvantage against melee attacks.

Bloodied

When you reach 15th level, when you take damage in combat from a spell or attack, you can use your reaction to take a turn immediately after the creature that damaged you ends its turn. You regain the use of this ability after a long rest.

Braveheart

At 18th level, if you are reduced to 0 hit points but not killed, you may spend any number of hit dice to heal. You gain resistance to all damage types except psychic until the end of your next turn. You regain the use of this ability after a long rest.



Do not ask of me, ask of the Immortals. I can only tell you what their words mean; I cannot speak their words for them. Wise Odin calls for patience, brave Thor demands action, duplicitous Loki calls for war, dark Hel wants blood, just Forsetta says the law must be upheld, and fair Frey warns you to think of your people. Knowing all this, I would advise you to martial your troops and let the army be well-fed, heavily armed and well trained this season, then slaughter the orcs in their caves without mercy.

-Tikiari Svenson, godi of Ostland

Godi

Cleric Domain

Sacred advisors to the jarls of the Northern Reaches from time immemorial, a godi (plural: godar) serves as a messenger from the patron Immortals to those that would heed their words. While fierce warriors on their own, godar are valued more for their wisdom and auguries than their sword arm. Serving as diviners, mystics, and oracles, the godar are feared for their ability to commune with the Immortals more than other clerics. However, the patrons of the godar require a sacrifice for their wisdom.



Godar are found almost exclusively in Ostland, Soderfjord, or Vestland, though they can be found anywhere the Northern Immortals (Odin, Thor, Frey, Freyja, Loki, Hel or Forsetta) are worshiped. Godar are often ordered by the Immortals to travel the world for unknown reasons. The northern clerics are easily recognized outside their native homelands by the amount of scarring required of their patrons.

Restriction: Cleric of Northern Realms Immortals only.

Bonus Weapon Proficiency

At 1st level, you gain proficiency in Martial Weapons.

Channel Divinity: Voice of the Immortals

At 2nd level, you can spend a Channel Divinity use to commune with the Immortals. You spend ten minutes performing the ceremony, allowing you to ask a yes or no question that will be answered truthfully. The ceremony is incredibly stressful; you are at disadvantage on Constitution saving throws for 24 hours. This ability can be used once every 24 hours.

Channel Divinity: Fortitude of the North

At 6th level, as a reaction to being hit by an attack, you can spend a Channel Divinity use to gain resistance to bludgeoning, piercing, or slashing damage until the end of your next turn. At 14th level, you gain immunity to the damage.

You also gain the ability to perform Runic Ceremonies (see page 172).

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns, when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 cold damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Blessing of Valhalla

The Immortals of the Æsir and Vanir favor you with their protection. When you reach 17th level, you gain resistance to cold and either lightning, thunder, poison, necrotic, or radiant. You may change the second resistance to another on the list after a long rest.

Level	Godi Expanded Spell List
1st	Bless, Fog
3rd	Augury, Enhance Ability
5th	Speak with Death, Glyph of Warding
7th	Divination, Ice Storm
9th	Legend Lore, Geas

Save your bluster for someone who cares burgomaster. Either oppose me or surrender, I am not here to entertain idle threats. You have neither the will nor the strength to resist me, and deception will avail you not. Vanya requires only victory; your survival is not her concern.

-Gunter Wulfson, Heldannic Knight

Heldannic Knight

Paladin Oath

The sworn religious order of the Immortal Vanya, the Heldannic Knights, are known for their prowess at arms and their militancy. The Knights are at constant war, whether with the humanoids that plague the north, the Ethengar nomads, and even their neighbors. It is the will of Vanya that her knights seek conflict. The knights are devoted to one focus, victory at all costs. They have no desire for conquest, holding land means nothing to them. Where Vanya demands it, there they fight.

The Heldannic Knights are restrictive in who joins them. While the order itself allows any who follow Vanya's teachings, the knights only allow humans to enter. The knights are not welcome in many lands; their militancy makes them a dangerous threat to a nation's safety. They are found mostly where worship of Vanya is most influential.

Restrictions: Must be human and worship Vanya.

Tenets of Vanya

Heldannic Knights seek battle for their patron Immortal. They never show fear or accept less than total surrender. Victory. Do not stop until you are victorious or dead. Loyalty. Never betray those that fight alongside you. Prowess. War is life, be prepared at all times. Stoicism. Do not let others know of your troubles.



Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Will of Vanya. As an action, you can invoke the name of Vanya to remove the stunned condition from an ally within 30 feet.

Aegis of Victory. As a bonus action, you can give one ally within 30 feet advantage on their next attack roll this combat.

Aura of Victory

The patroness of victory guides your blade. When you reach 7th level, you and all your allies within 10 feet of you count as having magic melee weapons and gain +1 to hit with melee weapons while you are conscious. At 18th level, the range of this aura increases to 30 feet.

Blessed of Vanya

At 15th level, Vanya charges you with leading her followers into battle and to greatness. You are always under the effect of a crusader's mantle spell without the need to concentrate on it. If the effect is removed for any reason, it will immediately return as soon as possible.

Eternal Champion

Champions of Vanya are rewarded with her blessing. At 20th level, you can shrug off damage that would easily fell lesser heroes. Using your action, you gain the following benefits for five minutes:

- Resistance to all damage types except psychic
- Advantage on all saving throws

You regain this ability after a long rest.

Oath Spells

You gain oath spells at the paladin levels listed.

Level	Heldannic Knight Spells
3rd	Command, Compelled Duel
5th	Aid, Remove Curse
9th	Find Steed, Magic Weapon
13th	Aura of Vitality, Elemental Weapon
17th	Destructive Wave, Geas

It's good to see the raspberries are coming in well this year! Bodes well for the Brandypot's ales. So how is the missus? Got another one on the way? That's fantastic, what's that, number eight now? Mother was worried that you were going to have a small family, just getting started late, that's all. Wait, you smell that? Let me cast a spell real quick as I suspected, gnolls over in the rolling hills. Sigh. Fetch me my hand ax, the one that catches on fire by itself, yes that one. Keep the food warm for me; I don't want to miss supper.

-Rose Cobblecreek, Hin Master

Hin Master

Cleric Domain

The keepers of the Five Shires, the masters, follow the hin pantheon of Immortals. The Immortals Nob Nar, Coberham Shadowglint, and Brindorhin bequeathed certain hin with the power to defend the Shires from all enemies. Much of the master's power comes from the land itself, though masters charged with protecting hin across borders can freely travel to defend their folk. Masters are known for their ability to sniff out danger, and for their willingness to put themselves in harm's way to protect others.

Hin masters are almost always found inside the Five Shires, but since they are tasked with looking out for all hin, they can be found on missions to other lands.

Wandering masters are allowed to leave the Shires only with permission from their sheriff and a cleric of the High Heroes.

A master that goes without the permission finds that the powers granted to him are stripped away. Once a master

has permission to wander, however, the restriction is completely removed.

Wandering masters can be found anywhere there are hin settlements. Minrothad, Karamaikos, and Thyatis all have several masters walking their borders. The masters do not hold any real power outside of the Shires. Because of their benevolent nature, their presence is tolerated at worst and often encouraged.



Restriction. You must be a hin from the Five Shires.

Extra Skill Proficiencies

Masters protect both the land and its people. At 1st level, you gain proficiency in Nature and Medicine skills. You can use your Nature skill in place of Survival when making foraging checks. You can still forage when moving at a fast pace, and when traveling at a slow or normal pace you find twice as much food as rolled.

Channel Divinity: Sense Danger

Starting at 2nd level, you can spend a Channel Divinity to know the number and direction of all hostile creatures within 120 feet.

Channel Divinity: Enhanced Denial

At 6th level, you can use a reaction to add your Wisdom modifier to a saving throw against magic for an ally that you can see. You can see the result of the saving throw before using this ability. You can use this a number of times equal to your proficiency bonus. You regain the use of this ability after a long rest.

Evasion

At 8th level, when you are subjected to an effect that allows you to make a Dexterity saving throw to only take half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail.

Danger Sense

At 17th level, you cannot be surprised and are immune to critical hits.

Level Hin Master Expanded Spell List

1st	Locate Animals or Plants, Cure Wounds
3rd	Calm Emotions, Locate Object
5th	Beacon of Hope, Sending
7th	Guardian of Faith, Locate Creature
9th	Hallow, Greater Restoration

Concentrate on your attack, for the Heldann, Glantrian, and orc will not hesitate to kill you. Remember what you were taught when you were young, and your steed was just a colt. Ready your bow, your lance, and your saber. Attack in that order. First from afar, then with your lance and then with your sword. You must strike quickly, then fade. Do not present yourself as a target, pepper them with arrows, and when they are exhausted beyond all measure, only then do you close in and kill. Fight as if you and your horse are one.

-Damotai, Ethengar Horse Warrior

Horse Warrior

Fighter Archetype

The feared warriors of the Ethengar steppes are unparalleled in their mastery of mounted combat. Almost as one with their horse, they can fight at range or up close from the saddle. While astride their horse, few can match them in the field of combat. Horse warriors can also be found in the Horse Clan of Atruaghin, where the rapid attack suits the warriors there perfectly. While the nations have little in common, their warriors are very much alike.

Horse warriors are ubiquitous anywhere there are extensive open plains where cavalry is free to move. While most famous are in Ethengar, the ranks of the Horse Clans in Atruaghin are almost entirely comprised of horse warriors. Horse warriors are trained to fight on horseback from the time they can ride. While most stay to protect their land, others seek fortune and glory in other nations. Other areas try to recruit horse warriors as scouts or skirmishers. The lands of Kerandas in Thyatis has approached multiple warriors from Ethengar to teach their horsemen the ways of the horse warrior. Only nations that possess terrain hostile to horses do not see many horse warriors. The mountains of Rockhome or tightly packed trees of Alfheim restrict the movement of the Ethengar, while Atruaghin's steep walls keep the Horse Clan from riding down and raiding nearby lands.

Light Cavalry

At 3rd level, you gain proficiency in Animal Handling if you did not already have it. When you wield a spear, it gains the reach property and you can use your horse's strength modifier instead of your own if mounted. If you have a shortbow equipped, you can use your bonus action to make an additional attack, though with disadvantage. Switching between weapons doesn't require you to drop one if mounted.

No Horse, No Man

As the name suggests, horse warriors are almost one in combat. At 7th level, your horse gains temporary hit points equal to half your total hit points. These hit points lasts until a new rider mounts the horse or the horse sleeps. You regain the use of this ability after a long rest. You also add double your proficiency bonus to Animal Handling checks.

Steady Mount

You are able to guide your horse through any hostile magics or traps the enemy has set. At 10th level, When your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw and only half damage if it fails.

Combat Rider

At 15th level, you can spend a bonus action while you are mounted to gain +2AC until the start of your next turn. If dismounted you automatically land on your feet.

Flurry of Death

The most feared horse warriors are a blur of death from their mount, with both arrow, spear, and blade. At 18th level, if you score a hit against an enemy, you may immediately make an attack against another enemy within 5 feet of the original target. The bonus attack does not generate additional attacks.



Do you wish to threaten me mage? I am no mere peasant cowed by your feeble parlor trick. I am a servant of Kagyar the Stone Lord. The very creator of the dwarven race. He knew of your trickery and your spells and prepared his children well. Cast your magics wizard. Cast them and die.

-Ravena Hjellstjurm, Cleric of Kagyar

Kagyar Domain

Cleric Domain

Dwarves are traditionally monotheistic; they tend to follow the teachings of their first Immortal. In return, Kagyar gives them powers unknown by the other races. His clerics provide aid and comfort to his charges and bolster the dwarven armies when needed. Clerics of Kagyar trade a cleric's normal abilities against the undead for excellent resistance to magic. They are capable of standing toe to toe with dark foes, right alongside their warrior kin. To follow Kagyar is to inspire from the front, not sit in the back of the battle waiting to provide aid only after the fight is over. You can provide assistance and healing where ever you are needed.

The clerics of Kagyar are found wherever there are dwarves. While they are a significant part of the dwarven culture and politics in Rockhome, they also are located across the continent where the stout folk may be found. They are forbidden inside of Glantri, being both clerics and dwarves, but the Kagyar clerics make it a point to assist those that would see the magocracy fall. Outside of Rockhome, the clerics take a behind the scenes approach. The clerics help shape and guide dwarves everywhere, keeping them on Kagyar's vision. The clerics help promote crafting and manufacturing among the dwarves, helping find masters for apprentices when needed and protecting their charges against foul magics when pressed.



Restriction: Cleric must be a dwarf.

Arms of Kagyar

You pick up the weapons and armor of your people, so you can fight beside dwarven warriors without being a burden on them. At 1st level, you gain proficiency in heavy armor, great axe, and maul. You have advantage when using the tool you gained from dwarven tool proficiency.

Channel Divinity: Gift of Kagyar

At 2nd level, you can use a bonus action or a reaction to use your channel divinity to use one of the following abilities:

You are proficient with all saving throws against magic until the end of your next turn.

You can dispel all spells of 3rd level or less on yourself or an ally within 5 feet. At 5th level, this increases to 10 feet. At 15th level, this increases to 30 feet.

Aegis of Kagyar

At 6th level, you may use your reaction to add double your proficiency to saving throws made against spells.

Channel Divinity:

Blessing of Kagyar

Your ability to protect your allies expands further as you can shield them from foul sorceries. At 8th level, you may use a channel divinity as a reaction to allow another ally to add your Wisdom modifier to any saving throws against spells. This effect lasts for one round.

Champion of Kagyar

Kagyar's protections against foul magics have given you the ability to shrug off wizards fire. At 17th level, you have resistance to damaging spells.

Level Kagyar Expanded Spell List

1st	Thunderous Smite, Bless
3rd	Aid, Find Traps
5th	Counterspell, Protection from Energy
7th	Fabricate, Stoneskin
9th	Animate Objects, Hold Monster

So you've been accepted to the Great School of Magic in Glantri? Congratulations. I'm sure in twenty years you will be a proud wizard with the knowledge of any spell you can pry from the books of those self-centered mages. The Glantri Princes rarely share their knowledge, and never share their secrets. But what if I could offer you another way, a better way? Forget the Principalities with their intrigues and their politics and their daggers. Darokin could use a talented individual such as yourself. Join the guilds; become a prince yourself, only instead of making enemies and rivals you will be making contacts and money. We will give you a real education, teach you languages and numbers and of course, magic. Instead of begging for your mentor to show you the simplest cantrip when they get the chance, we will provide you with all the knowledge you need to succeed. All we ask in return is you help the nation that has given you the opportunity. Yes, you will have to go to a warehouse once in a while and cast a spell to see if anyone is skimming profits, and you might have to accompany a caravan to scare off bandits with a flashy spell. A small cost to gain unfettered access to your arcane training.

Are you interested? Excellent, sign here.

-Josephine DuMont, Darokin Merchant Prince

Merchant Prince

Wizard School

Darokin and Minrothad live by their economic strength. They have to protect their trade routes by any means. Both nations have employed a group of wizards, the merchant princes, to ensure economic superiority. While the wizards aren't as focused on a school of magic as their counterparts, in exchange, they have greater access to spells and specialized training in magic items. The vast wealth they tend to acquire also helps.

While merchant princes work exclusively with Darokin and Minrothad, they are found in every single country in

the Known World. From the plateau of Atruaghin, where Darokin enjoys a monopoly to the Isle of Dread, where Minrothad trades exclusively with the coastal villages, merchant princes are everywhere. Devoted to increasing and protecting trades for their guilds, the princes can be found in every major city, trading house, and port. Even in hostile territory, they will be accompanying their caravans and ships to keep hostile bandits or monsters at bay. Because they are well compensated for their skills, they are typically found in the nicer parts of towns, though they will be found everywhere if there is money to be made.

Great Library

At 2nd level, the cost to scribe all spells is reduced by half. You gain an additional spell every time you level up.

Appraiser

At 2nd level, you gain the ability to cast identify without using a spell slot or components.

Mercantile Training

When you reach 6th level, you add double your wizard level when rolling on the Running a Business and Selling a Magic Item downtime charts. You also gain

proficiency in the Insight skill. A number of times equal to your proficiency bonus you can spend the gold piece equivalent of a spell component rather than using the actual spell component. The ability resets after a long rest.

Zone of Truth

At 10th level, anyone attempting to lie to you must pass a Charisma saving throw against your spell save DC or be forced to tell the whole truth.

Wealth is Power

When you reach 14th level, you can attune an additional magic item.



Do you think you can take this village groll? I will warn you that I alone stand vigil, and while I draw breath, not one of you will step foot inside. I possess the combined might of the Immortals. All you have are a paltry few dozen minions. Enough banter, lay on.

-Aliana Illescu, Order of the Griffon

Order of the Griffon

Paladin Oath

The knightly order of the Church of Karameikos, the Order of the Griffon, is sworn to protect the people of Karameikos against all enemies. They are a self-sacrificing order, using their powers granted by the Immortals to put themselves between danger and their charges. Their selfless acts have done much to bring the divided people of Karameikos together as one.

The Order is a small group, found only in the borders of Karameikos typically. As paladins, however, they often travel to stop those that threaten the Grand Duchy. The Order is welcome anywhere law and justice are welcomed. Most of the border nations do not restrict the movement of the Order; they are openly embraced in the Five Shires and Darokin. Thyatis allows them as they follow a variant of the local religion. Other nations find them curious but helpful.

Restrictions: Must follow the Church of Karameikos.

Tenets of the Griffon

The Order of the Griffon are the sworn protectors of the Grand Duchy of Karameikos, pledging their lives to defend their country. They are beloved in their homeland, emphasizing the equality of all the people before the eyes of the Immortals.

Selflessness. Protect the weak.

Justice. All are equal in the eyes of the law.

Charity. Help the less fortunate with deeds.

Succor. Heal the sick, and break foul magics.



Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Chardestes' Mercy. You gain the ability to remove foul hexes. You may use a Channel Divinity to remove a single curse or curse effect from a creature.

Fury of Tarastia. You can call on your order's ancient enmities to drive back the hated humanoids. Spend a Channel Divinity to cause all evil humanoids in 30 feet to make a Charisma saving throw or become Frightened for a number of rounds equal to your Charisma modifier or until they take damage.

Aura of Sanctity

Starting at 7th level, you and your allies within 10 feet are considered to be proficient in any saving throw against a spell or spell effect from an evil opponent. At 18th level, this aura extends to 30 feet. You regain this ability after a short rest.

Blessing of the Immortals

At 15th level, you automatically succeed on any saving throws against Enchantment spells.

Paragon of Karameikos

At 20th level, you invoke the power of the patron Immortals of the church. For one minute, all enemies that can see you must attack only you, ignoring others. While under this effect, you gain one extra attack, gain temporary hit points equal to your 6 + Charisma modifier each round, and have advantage on all saving throws. Once you use this feature, you can't use it again until you finish a long rest.

Oath Spells

You gain oath spells at the paladin levels listed.

Level	Order of the Griffon Spells
3rd	Compelled Duel, Goodberry
5th	Aid, Remove Curse
9th	Glyph of Warding, Daylight
13th	Locate Creature, Death Ward
17th	Circle of Power, Greater Restoration

You want to duel me? Here? How quaint! You want to finish with blades what your mouth could not finish! Is that how you mortals respond when humiliated? Dear sir, I recommend you put away your sword before you hurt yourself with it. What I have said is not the worst I could have mentioned, why I could have brought up your dubious transactions with various individuals of nefarious intent. How about a detailed list of your mistresses? I can destroy your reputation long before your blade clears leather, sir.

-Yannos the Sly, Sidhe Rake.

Rake

Rogue Archetype

A common sight in the courts of Alphantia and Thyatis, rakes are famed for their glib tongue and courtly intrigues. Your weapons are a quick mind and keen intellect. Where other rogues study locks, you learn secrets. You are ready to make friends and even quicker to use them to your advantage. Contacts are your weapon of choice. Knowledge is a definite asset, and one you never pass up an opportunity to expand upon.

Rakes are usually found in the courts and noble houses of the more civilized nations. They are especially prevalent in the empires of Alphantia and Thyatis. Many rakes are minor nobles and are often second sons or daughters of the nobility. Most are content playing games of intrigue as courtiers, to increase their family's power or their own. Some rakes decide to explore the world, either to improve their power through adventuring or because they have been exiled for any number of indiscretions. Rakes rely on charm and wits rather than a strength of arms, making them far more useful in urban settings than dungeons. Their ability to make allies and gain support from authorities makes them indispensable.



Courtly Indiscretion

Because of your need for disguise, or for less savory activities, you can get dressed or undressed quickly. At 3rd level, you halve the time needed to don or doff light armor, with help, you reduce the time to a single round. You can also take an outfit on or off in a single round. When you roll on the carousing chart during your downtime, roll twice and take the result of your choice.

Social Butterfly

You have learned how to gain aid from the crowds found at social gatherings. At 3rd level, you can sway crowds, so people will assist you in hiding or finding something. When you are in a group of ten or more people, you add your Charisma modifier to Stealth, Perception, or Investigation skill checks.

Extra Panache

At 9th level, you can use a bonus action to interact with a creature you share a language with. The creature has to make a Charisma save against DC 8 + your Charisma modifier + your Proficiency bonus. If the creature fails, it becomes either Charmed, Stunned, or Frightened for 10 minutes or until they take damage. The creature can attempt a new save at the end of each turn, ending the effect on a success. You can use Extra Panache once per day per creature.

Legend in Your Own Mind

At 13th level you have become a beacon of self confidence. You have developed mental defenses because of your assuredness. You cannot be charmed, and you have advantage on any saving throw against Psychic damage.

Name Level

At 17th level your reputation precedes you. Any non-hostile intelligent NPC that comes within 30 feet of you must pass a Charisma save against DC 8 + your Charisma modifier + your proficiency bonus. If the NPC fails they are charmed for a number of hours equal to your proficiency bonus. This effect ends if you leave the area, insult or harm the NPC. A creature only has to make a single saving throw once per day.

You don't pay me to think; you pay me to kill. I'll go on your boat, I'll lead your boarding party, and I'll fill their bilge with their blood. But that's all I'll do. Don't expect me to swab the deck, salute your officers, or pay attention when you return your dead to the sea. I'm not a sailor. I'm a weapon. Remember that when your stomach turns upside down while you watch me work.

-Dragoth Slaughterborn, Blackheart Reaver

Reaver

Barbarian Path

Piracy is a grave threat in the Known World. Whether privateers sponsored in secret by various nations or criminals engaging in high seas robbery, anyone setting foot on a ship runs the risk of encountering pirates. The most feared pirates on the sea are the reavers, drug-fueled madmen who exist only to slaughter.

No one nation can lay claim to reavers, anyone with a deathwish that can bury an axe into an enemy sailor can be a reaver. To help them with their slaughter, they imbibe a large number of narcotics that give them almost supernatural abilities. The drugs they take before battle inflict a terrible toll on their bodies, many of them have survived a fierce battle only to drop dead from the effects of the toxic drugs that gave them their prowess in combat.

While most reavers are human, anyone desperate enough to risk their health for any advantage in combat is capable of becoming one. Elf and dwarf reavers are rare but not unheard of, even the hin pirates from the Five Shires have been known to have one or two reavers in their crews. Raiders can be found off the coasts of Ierendi and Minrothad, even as far east as Alphatia or up the coast of the Northern Reaches. A ship known to carry reavers will often have targeted ships strike their colors rather than face the horrors of the reavers.

Despite their undeniable effectiveness in combat, most ships fear reavers among their crew. Raiders have but one purpose, to kill who they are told to kill. Raiders that go too long without combat become irritable and quick-tempered, more

than willing to take out their frustrations on their fellow crew. Most captains, for this reason, consider reavers expendable.

Run Amok

Starting at 3rd level, when you enter a rage, you can choose to run amok. To run amok, you take a single dose of the following drugs and apply the effects for the duration of the rage. You can only take each drug once per rage, and you can take a number of different doses equal to your Constitution modifier. While you are running amok after the turn you started your rage, you take 1d4 damage per dose taken, ignoring all resistances, immunities, and temporary hit points. You have to spend 10 GP per week to restock your stash of drugs. You also gain a climb and swim speed equal to your normal move.

Drugs:

Black Fury: You add your Proficiency Bonus to damage rolls when using melee weapons.

Coward's Bane: At the start of each round, you gain a number of temporary hit points equal to your Constitution modifier plus your proficiency bonus. Remember that temporary hit points do not stack.

Gorgon Tears: You gain resistance to all forms of damage except psychic.

Quickling Essence: You may use your bonus action to make another attack.

Tempus Fugitive: You have advantage on all saving throws.

Boarding Party

At 6th level, you can't wait to get into combat. When you roll initiative you can move up to your normal movement for free.

Knave to Chops

When you critically hit an opponent, you hit *hard*. When you reached 10th level when you critically hit a creature, you gain an additional attack that must be against the same creature. If that creature is dead you gain advantage on your next attack this combat.

Feel No Pain

Starting at 14th level while in a rage, you can use your reaction to take no damage from one attack that hits you. You can use this ability once per rage.



We offer praise to the wise Rafiel, for without him, we would be lost. We wait for him to give us the sign to return to the surface. Then we will take what is ours and bask in the glow of the sun once again. We offer ourselves as his vessel as he has chosen us to be his faithful. Through the Soul Stones, our race grows strong, and soon we shall return to take our place among the nations above.

-Tajaria, Life Shaman

Shadow Elf Shaman

Cleric Archetype

The chosen of Rafiel, shaman, are keepers of the soul stones, the sacred artifacts of the Shadow Elves. With them, they can cast powerful magic, though they have to keep questing for more powerful soul stones to cast the more powerful spells. A majority of the shaman are female but not enough to make male shaman rare. Each shaman is marked with a symmetrical purple birthmark on their head, a sign of favor of the Immortal Rafiel.

Shadow Elf Shaman are found almost exclusively in the City of Stars and surrounding areas. On rare occasions, they are sent to the surface world or decide to see the world on their own. Because their kind is so uncommon, most shaman pretend to be surface elves.

Restriction. Shadow elf only.

Bonus Cantrip and Skill

When you choose this domain at 1st level, you gain the *spare the dying* cantrip if you don't already know it. You gain proficiency in the Survival skill. You gain advantage on Survival skill checks in an underground

area. When you cast *spare the dying* you may heal the target 1 hp. You can do this a number of times equal to your proficiency bonus. This ability resets on a long rest.

Channel Divinity: Marked Shaman

At 2nd level, you can use a bonus action or a reaction to use your channel divinity to use one of the following abilities:

- Sense magic up to 90 feet away. You cannot tell what kind it is unless it is a soul stone, otherwise only its presence.
- Heal all allies within 30 feet a number of hit points equal to your cleric level.

Channel Divinity: Death Shaman

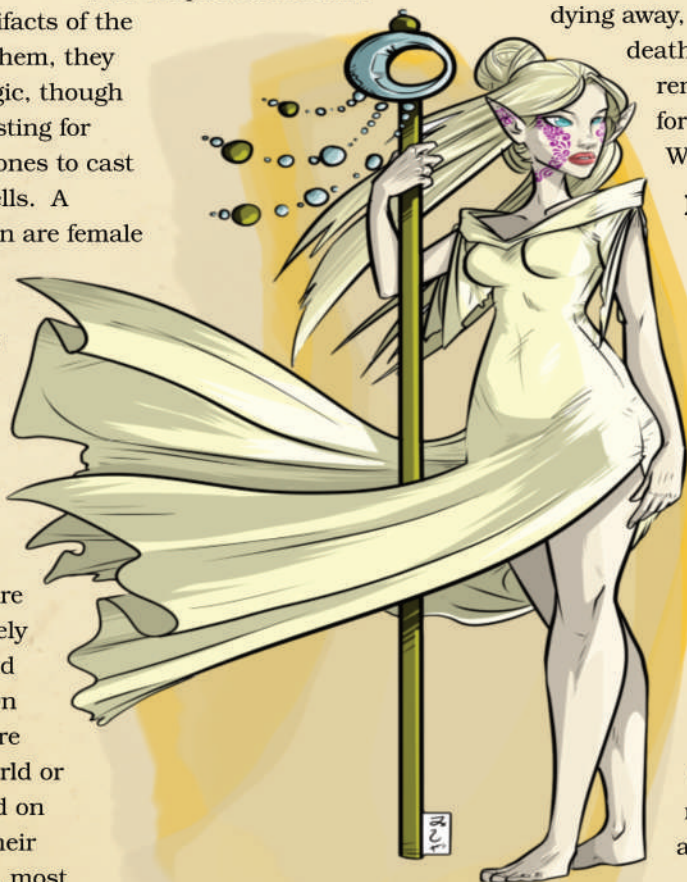
At 6th level, you gain the duties to take the dead and dying away, as well as help creatures along to their deaths. You can use a channel divinity to remove resistance from a creature in 30 feet for one minute unless it can succeed on a Wisdom saving throw.

Life Shaman

At 8th level, you gain the duties to care for the sick and injured. When you cast a healing spell, treat any result on a die less than 4 as a 4.

Colorless Shaman

At 17th level, you gain the duties to raise from the dead those Rafiel still sees a need for. You can keep fallen allies from death's door and return them to the fight quickly. All allies within 30 feet of you have advantage on all death saves, and if they become stable, can spend Hit Dice to regain hit points as if they had finished a short rest. Someone revived in this manner must take a long rest to benefit from the ability again.



Level	Shaman Expanded Spell List
1st	Guiding Bolt, Healing Word
3rd	Augury, Gentle Repose
5th	Revivify, Speak with Dead
7th	Banishment, Death Ward
9th	Commune, Raise Dead

Wear this marking with pride young brave, for you are the chosen of our people. You will show courage! You will show ferocity! You will be victorious! The spirits of our tribe ride to war with you, let them guide you to your destiny. Show them why the bear is feared. We are its children, guided by its wisdom. Trust the spirits, trust mighty Atruaghin, for he has never led us astray.

-Tomas Fastclaw, Bear Shamani

Shamani

Cleric Domain

The holy men of the Atruaghin Clans, shamani lead their people into rituals, provide for the sick, and tend to the animals. Though they shun armor and the ability to turn undead, shamani make up for it with unrivaled healing powers and rituals. Shamani are used by all the tribes of the Atruaghin Clans, except the Tiger Clan which has long turned to the powers of Entropy. When they have to leave the plateau, they bring the power of their totems with them. Shamani are more in touch with nature than many druids, able to calm wild beasts and even bend their will.

Shamani are typically found in Atruaghin guiding their tribe, but with the plateau opening to the rest of the world, they are becoming more common in other nations. Shamani are found in the Bear, Elk, Horse, and Turtle Clans and often worship the entire pantheon.

Restriction: Atruaghin only. Shamani cannot use Channel Divinity or domain abilities while wearing metal armor. Shamani cannot use metal weapons.

Sense Illness.

Atruaghin despises the use of poison as a weapon and gives his clerics the ability to spot its use easily. At 1st level, shamani can cast Detect Poison and Disease without using a spell slot. Also, you gain proficiency in either Animal Handling or Survival skills.



Channel Divinity: Nature's Touch

Because of the dangers of Atruaghin, shamani focus on healing over repelling undead. At 2nd level, you can spend a Channel Divinity to increase the range of healing spells (including touch) by 15 feet.

Channel Divinity: Beast Dominance

At 2nd level, you can use Channel Divinity to cause all beasts in 30 feet to make a Wisdom saving throw or be compelled to obey a single word command such as "flee" or "follow." The animals will follow your command for one minute or until they take damage. The animals cannot be compelled to attack. At

5th level, instead of destroying undead, that ability is replaced by the ability to compel beasts to attack with Beast Dominance. You can compel animals of a CR rating equal to that of the undead you would normally destroy at that level.

Nature's Ally

At 6th level, beasts will not attack you unless attacked first. This includes giant versions of beasts. This protection does not extend to your allies.

Spirit Ritual

At 8th level, you can cast any spell available as a ritual a number of times equal to your Wisdom modifier. You cannot perform Spirit Ritual again until after a long rest. You do not need to have the spell prepared. This takes the same amount of time it would take to cast the ritual normally, or one minute per spell level if not stated.

Spirit Master

You have learned all the great rituals and can perform all the needed preparations in a fraction of the time. At 17th level, all rituals take half the time stated. Spirit ritual casts normally now instead of ritual casting time.

Level Shamani Expanded Spell List

- | | |
|-----|---------------------------------------|
| 1st | Animal Friendship, Speak with Animals |
| 3rd | Animal Messenger, Beast Sense |
| 5th | Bestow Curse, Conjure Animals |
| 7th | Conjure Animals, Spirit Guardians |
| 9th | Commune with Nature, Geas |

No, now is not the time for war. Horse has told me of a harsh winter coming. He is strong, and he is fast, if he fears the coming snows, then we must prepare for them and not waste energy on a war we cannot finish. In the Spring, when the snows are melted, then Horse says we go to war. But first, we must survive Winter.

-Uktai the Swift, Spirit Shaman

Spirit Shaman

Warlock Pact

Considered as terrifying examples of the foreign nature of the Ethengar, their shaman serve as holy men. The spirit shaman gain their powers not from the Immortals, but instead, take guidance from the Spirit Lords. The spirit shaman are more concerned with the spirit world than the mortal world and are known for their eccentric behavior. The spirits talk to the shaman, giving t guidance in matters known to the spirit. While the shaman live apart from their people, they are often sought out by the Ethengar who value their wisdom.

Spirit shaman are most often found in Ethengar, where the wall between the physical world and spirit world is thin. The spirits provide aid to the shaman in numerous forms, from whispering secrets into the shaman's ear to possessing livestock or twisting the forms of the shaman's enemies.

The shaman are found throughout Ethengar, and have the ear of all the khans. Spirits are most common in Ethengar, so the shaman rarely leave, but sometimes they are directed into other lands. They are considered quite odd, even by Ethengar standards, due to talking to spirits only they can see.

Restriction: Must be Ethengarian

Mystara summon spells use different rules, see page 163 for further information.

Expanded Spell List

The Knowledge of the Spirit Shaman lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the Warlock list for you:

Level	Spirit Shaman Expanded Spell List
1st	Alarm, Tasha's Hideous Laughter
2nd	Enhance Ability, Locate Object
3rd	Bestow Curse, Conjure Animals
4th	Dominate Beast, Polymorph
5th	Commune with Nature, Geas

Spirit Guide

At 1st level, you can speak the language of the spirit, and they find it impossible to disguise themselves from you. You can speak the languages of spirits and automatically recognize a spirit even if it is disguised or polymorphed.

Invoke Spirit

At 6th level, you can call on spirits to guide you through a task or to help you out when you are in danger. As a reaction to taking a saving throw or before taking a skill check, you gain proficiency in the saving throw or the skill.

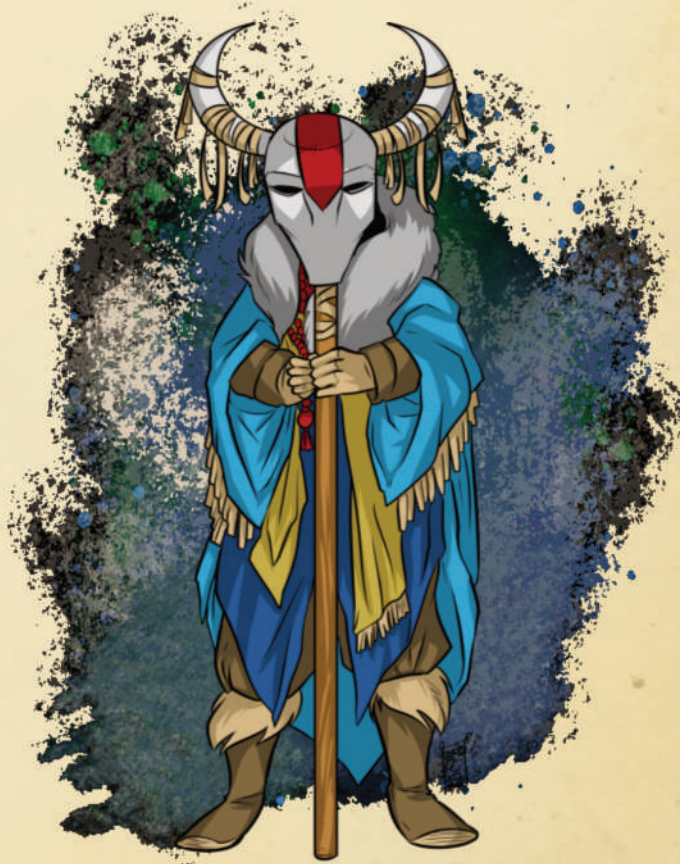
Once you use this feature, you can't use it again until you finish a short or long rest.

Rebuke the Spirits

At 10th level, you can force out unnatural creatures. As an action, you can automatically dismiss any summoned spirits within 30 feet of you. The spirits return to the spirit world. Undead spirits must make a Charisma saving throw or be sent to the negative energy plane.

Spirit Foci

At 14th level, you have become known to the powerful spirit lords, and they are favorable to your summons. When you conjure spirit animals with a spell, they automatically have full hit points.



Kara-kara? This close to Ierendi? Those inbred savages must be getting desperate to try and attack our ship. Let's give those waterlogged orcs a reminder on why Ierendi rules the seas. Master of the Marines, tell the Toa to start the haka. Show those swine men the true meaning of savagery.

-Thana Koori, Ierendi Captain

Toa Makai

Fighter Archetype

Most Makai of the Ierendi islands are content leading pastoral lives without worry or conflict on their native islands. A handful however long for the old days when the Makai were known for their warrior savagery. These heavily tattooed warriors, called Toa, embrace the ancient fighting styles of their ancestors.

The Toa are predominately found in Ierendi, even though they are a seagoing culture they do not like to venture far from their homeland. Toa adventurers are uncommon, but some young Makai develop a desire to go walkabout, booking passage at the first port.

Restriction: Must be Makai.

Haka

At 3rd level, as an action once per combat, you can begin a haka lasting one minute as long as you are not otherwise silenced. Choose one of the following abilities. As a bonus action, you can add a second haka until the end of the round. To use the haka, you have to be wearing no armor or light armor and using simple weapons. You cannot rage or concentrate on spells while using the haka. You add your Constitution modifier to your armor class while using the haka. You learn new hakas when you gain a Toa feature.

- **Te Aukati.** Simple melee weapons deal an additional +2 damage.
- **Te Patu.** Ranged attacks against you have disadvantage.
- **Toto.** Bludgeoning, piercing, and slashing damage you take from non-magical weapons is reduced by 3.

Ta Moko

Blooded Makai are allowed the facial tattoos they are famous for as a sign of becoming a true warrior. When you reach 7th level, you are immune to being frightened and can use martial weapons with a haka. You can switch your primary haka with a bonus action.

- **Hihiri.** Weapons you attack with are considered magical weapons.
- **Kore Wehi.** You cannot be stunned, charmed and have resistance to psychic damage.

Pakanga Waiata

At 10th level, when you start a haka allies that can hear you gain the benefits of the haka until the start of your next turn.

- **Pepa Pai.** When you are damaged, you can spend a reaction to use a hit die to heal exactly like if it was spent in a short rest.
- **Korekore.** At the start of the haka and each turn afterward, you gain temporary hit points equal to your Constitution modifier and proficiency bonus.

War Song

At 15th level, Singing the haka has become innate to you. You can start a haka without an action and can perform the haka even if silenced.

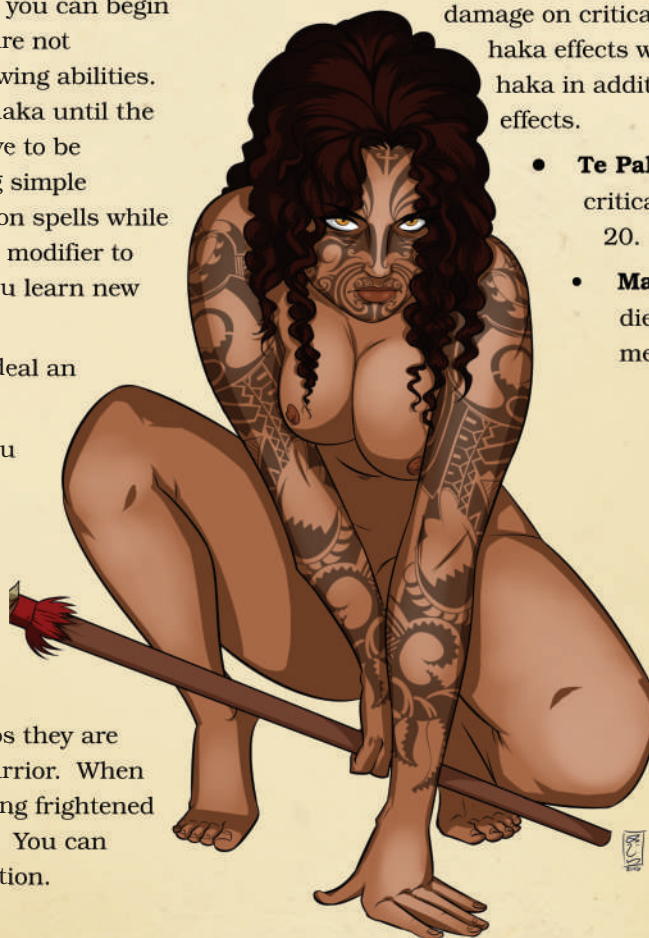
Waimarie. You gain proficiency in all saving throws.

Rapu Kai. You ignore enemy resistances when dealing damage.

Skullcrusher

At 18th level, while using a Haka you do maximum damage on critical hits. You can use two haka effects when you start your haka in addition to the bonus action effects.

- **Te Pakura.** You score a critical hit on an 18, 19, or 20.
- **Mate.** You roll an extra die of damage with simple melee weapons.



Friend squirrel, please tell Maple Bark if she could move so we may plant a new Sentinel Tree? I know she is stubborn, but that is the best place for the tree. Treants can move where they like; we can only build our fortresses where needed. Of course, she will be cross, but tell her you are just my messenger. She can talk to me directly if she would like. Now go, I have to memorize my spells of the day.

-Brightleaf, Treekeeper of Alfheim

Treekeeper

Wizard Archetype

Sacred wizards of the Canolbarth forest, treekeepers are responsible for maintaining the magic of the great forest. Though their powers are arcane, not divine, the elves are often mistaken for druids. Their harmony with nature is so innate they can change the very climate around them. While not divine casters, the elves mimic the druids' spells with similar magics created to maintain the Canolbarth forest. Indeed, treekeepers are longtime allies of druids and the fey that walk the glades of the woods. Together they protect the elven nation from those that would harm or exploit it.

Treekeepers are most commonly found in Alfheim wandering the trails and walking among the home trees there. Those that follow the path of the treekeeper rarely have any reason to leave their homeland, for it is the source of their power. Though treekeepers are sworn to protect the wood from all threats, some more prescient treekeepers know that there is danger outside of Alfheim that threatens their homeland. Many elf tribes outside of Alfheim use treekeepers to maintain their forests, learning the secrets from Alfheim wizards. While elven forests outside of Alfheim are far less impressive, the magic of the treekeepers still works. Some treekeepers wander into the human lands, or even into the wild growth timber forests that dot the top of Rockhome. Treekeepers are often what outsiders think of when they think of elven wizards, a perspective that most elves are happy to maintain.

Restriction: Must be a sylvan elf.

Treewalker

At 2nd level, you ignore difficult terrain while in a forest.

Magic of the Canolbarth

Treekeepers are often confused with clerics or druids because they can tap into the primordial magic that the Canolbarth forest contains. While you are not a true druid, some of their secrets are revealed to you by the sylvan realm. When you learn new spells for gaining a level, you may substitute one druid spell for one of your wizard spells. Only treekeepers can learn druid spells this way; they cannot be taught to other wizards, not even other Treekeepers.

Wise in the Old Ways

At 6th level, you gain advantage on all Animal Handling, Nature and Medicine skill checks. You learn the Sylvan language.

Protector of the Woods

You are starting to become one with the forest. Now when you focus, you can see what the

trees can see and have learned to harmonize your magic to avoid hurting the trees and other plants native to the Canolbarth. At 10th level, you can see through trees as if they were not there and can cast a spell without harming plants if they are caught in an area of effect spell. You can cast spells as if trees were not in the way.

One with Nature

You can speak to the flora and the fauna as if they were just another person. You have also learned to move through the forest effortlessly with only the force of your will. At 14th level, you can cast *speak with animal or plant* without using a spell slot. You can cast *tree stride* a number of times equal to your Wisdom modifier per day.



I've got a pressure-activated deadfall rigged to at least two load-bearing rafters, both keyed to a triple-redundant counterweight that anyone of you could set off while you take out the orcs. That's not taking into account the fact there are no fewer than a dozen poison dart launchers ready to fire all around the room. So I can drop what I'm doing and stab an orc for you, or I can sit here and do what you are paying me quite handsomely to do. So I will tell you what, you take care of the orcs, and I will take care of the traps.

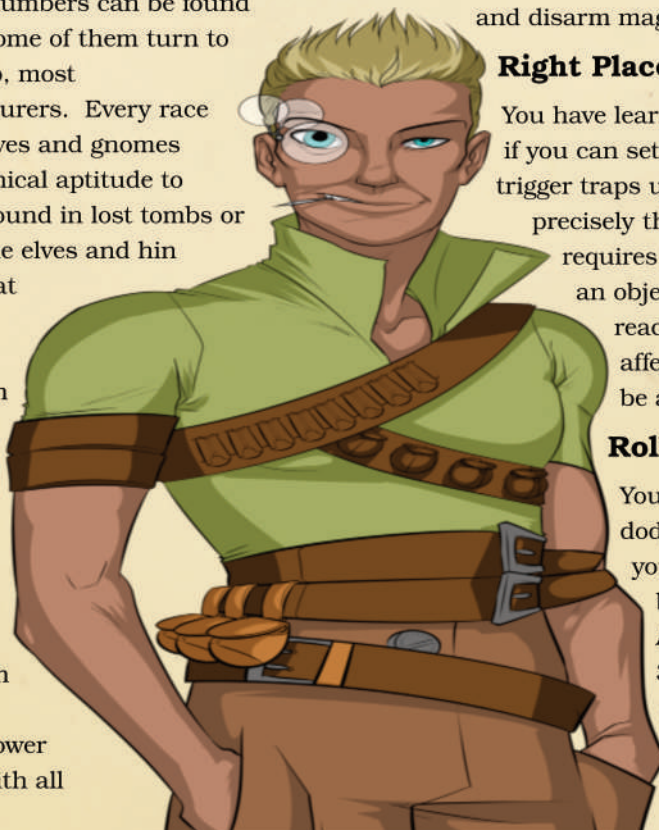
-Skexus Strangehat, Serraine Troubleshooter

Troubleshooter

Rogue Archetype

You have spent all your training learning the inner workings of traps and hazards common in dungeons and ruins. You can disarm the most complex mechanisms with your eyes closed while thinking of how you will spend your share of the loot. You have also learned how to set off traps. You can activate a pitfall with the simple toss of a stone, catching your enemies in the effects. While you don't have the knack for larceny other rogues possess, your mechanical expertise makes for a constant demand for your services among adventuring parties.

Troubleshooters are among of the more openly accepted kinds of rogue, and their numbers can be found almost anywhere. While some of them turn to burglary to earn their keep, most troubleshooters are adventurers. Every race has troubleshooters; dwarves and gnomes primarily use their mechanical aptitude to disarm the ancient traps found in lost tombs or forgotten temples. Even the elves and hin have those of their race that love to tinker with the mechanisms they find. Troubleshooters are in high demand among adventuring parties, especially when the party is facing dungeons known to be heavily trapped. Troubleshooters are sometimes used by local law enforcement when they have to raid a local thieves guild, or wizard's tower they know will be rigged with all sorts of countermeasures.



Eye For Trouble

You are a trapsmith extraordinaire, and you are already very good at what you do. Starting at 3rd level, your proficiency bonus with Perception or Thieves Tools is doubled when making an ability check to spot or disarm a trap.

Booby Trap

At 3rd level you gain the ability to create makeshift traps. As an action you place the trap in a 5 foot square area, any creature moving into the square unaware of the trap must make a Dexterity saving throw with a DC of 8 + Proficiency Bonus + Intelligence bonus or suffer the effects of the trap. The DC to detect your trap is equal to the saving throw DC. You can set each trap once per long rest.

- Spike: Deals impaling damage, the number of d6s rolled is equal to your proficiency bonus.
- Snare: The target is restrained a number of rounds equal to your proficiency bonus.
- Flash: The target is blinded a number of rounds equal to your proficiency bonus.

Total Professional

At this point, you can disassemble a trap with your eyes closed, one hand tied behind your back, and while singing a dirty sea shanty. Traveling at a fast pace doesn't cause a penalty to detect traps. You can detect and disarm magical traps with normal thieves' tools.

Right Place, Wrong Time

You have learned that traps can be used offensively if you can set them off. At 13th level, you can trigger traps up to 30 feet away if you know where precisely the trap's trigger mechanism is. This requires you to perform a use object action with an object that can be thrown or otherwise reach the trigger. Anyone in the area affected by the trap must save normally or be affected by the trap.

Roll With It

You have become so accustomed to dodging traps when you hear the click you're already outside the danger zone before the trip can finish making noise. At 17th level, if a trap is set off within 30 feet of you, as a reaction, you can make a full move before the trap's effects are applied. If you are now outside of the trap's area of effect, you avoid any ill effects.

So how desperate must the powerful Jarl of Saltshore be to climb Isyxberg in the dead of winter? No need to answer that Rolf, son of Havard, the Volur know of your predicament. A nameless horror stalks your people. A horror with no name. One that cannot be killed with fire or blade. The answer is yes; I can provide you with the information you desire, but you know there is a price. There is always a price; the Aesir never provide aid without sacrifice. But you are ready for your answer. You will know what horror stalks your people. Now we will see if your mind can handle the cost of this revelation.

-Ingrid the Dour, Volva of Isyxberg

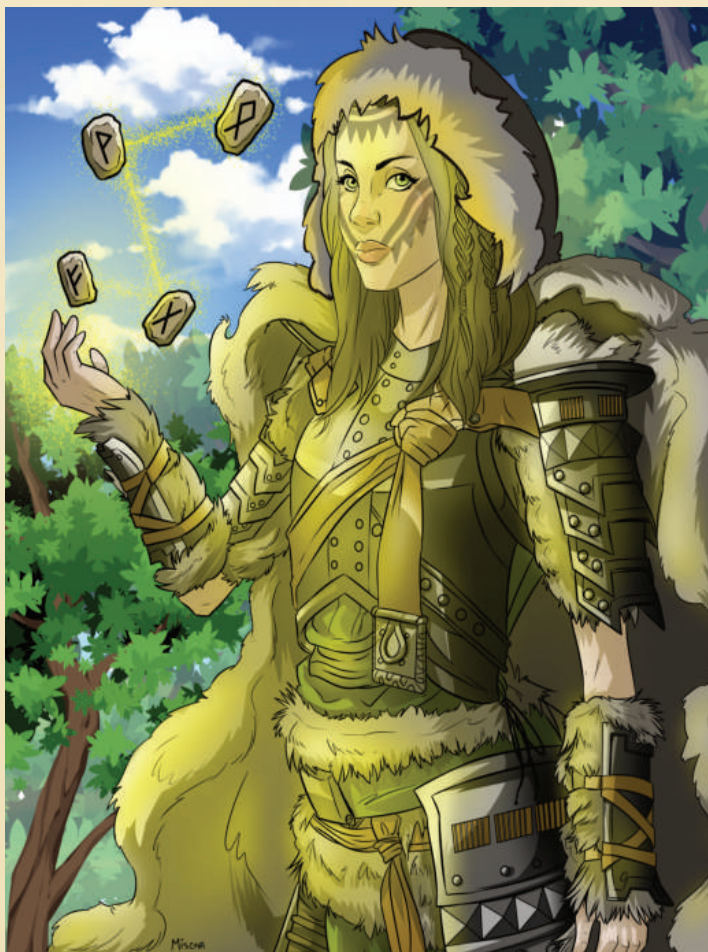
Wise Woman

Warlock Pact

In the distant past of the Northern Reaches, several women calling themselves the Volur petitioned their pantheon of Immortals, the Aesir, for the knowledge needed to guide their holds to safety. The Immortals agreed to the request but added a dire condition. While each Volva could answer any question, every answer would bring with it its madness. Only those willing to risk insanity will have their answer from the Volur. These women are known throughout the realms as Wise Women.

For much of the Northern Reaches, the Wise Women are considered essential members of their communities. However, because of the dangerous knowledge, they tend to isolate themselves from communities, only helping when needed. The rest of the time they spend with others of their kind, sharing knowledge and learning from the older Volva who took the Pact of the Volur decades past.

When a great crisis is approaching, the Wise Women will pick one of their own to travel the world and shape events to the liking of the Volur. These women are the ones that are known to the rest of Mystara. The chosen Wise Women spread both knowledge and fear, for they know what must be done and care little for what others think.



Restriction: Must be female.

Knowledge Is Its Own Reward

You have learned to channel your vast knowledge into positive energy to heal yourself. When you select this pact at 1st level when you perform a Help action that affects an Intelligence or Wisdom ability check, you can spend a hit die to heal exactly as if you had during a short rest.

Expanded Spell List

The Knowledge of the Vulur lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the Warlock list for you:

Level	Wise Woman Expanded Spell List
1st	Cure Wounds, Speak with Animals
2nd	Detect Thoughts, Silence
3rd	Sending, Speak with Plants
4th	Arcane Eye, Divination
5th	Legend Lore, Seeming

See the Unseen

When you reach 6th level, you gain the ability to cast the spell *see invisibility*. You regain this ability after a short rest.

Eyes of the Wind

At 10th level, you can never be surprised.

Curse of Omniscience

When you reach 14th level as an action or reaction, you can assist a willing creature with a secret bit of lore or wisdom if the creature is within 30 feet and can hear you. As a bonus action you give a creature advantage on a saving throw or skill check. The creature can automatically roll a 20 if it wants but has to make an Intelligence saving throw against your spell save

DC. On a success, nothing happens; on a failure, the creature has to roll on the short term insanity chart. If the creature rolls a 1, it has to roll on the long-term insanity chart instead.

I am Wokani. I am she who speaks with magic. Through my will, I can create fire to warm our camp or slay our enemies. I am sworn to protect my tribe with my power, and I will not shirk my duty. I will resist the call to use my power for selfish reasons, or to waste my energy on trivial needs. My power is to be shared for the benefit of my tribe. If my tribe prospers, I prevail. Through the magic of my people, I gain power. Through the power of my clan, I become stronger. Through the strength of my ancestors, I will prevail. With my victory, my people will endure.

-Speaks-With-Fire, Rakasta Wokani

Wokani

Sorcerer Archetype

Practicing ancient magic, your control of magic is from ritual and tradition, not study and rote memorization. You learned your magic from the wokani before you, as the tradition was passed from teacher to student. This is not subtle or civilized magic; it is loud and savage. Your methods resemble that of a tribal shaman more than an archmage, but no one confuses the destruction you can call forth.

Wokani are found almost entirely in the wilderness regions of the known world, far from where wizards study inside their libraries. Wokani are mostly humanoids, with no formal magical training at all. Human wokani exist, especially in the northern regions. Wokani are located all over the Broken Lands, and Trollhattan in Alphatian among the humanoid creatures. Wokani among humans are often found in Atruaghin, Ethengar, and even more remote areas of the Northern Reaches. Even Clan Long Runner in Alfheim have elven wokani, though they are rather rare. The wandering lupin and rakasta have numerous wokani in their ranks, and tortle wokani are rare but not unheard of. Most civilized nations look upon wokani with a mixture of fear and distrust, wokani are considered to possess uncontrolled magics, barely able to contain their magical energies.



Wokani are in high demand the lands where wizards are rare; instead of being feared, they are looked upon with respect and awe. The amount of damage a wokani can deal through magic can dwarf that of even the Glantrian wizard princes. The jarls of the Northern Reaches may distrust magic, but the ability to destroy an entire army with just a word is too valuable to ignore. For this reason alone, wokani will always find someone willing to offer them succor.

Bonus Proficiencies

When you chose this archetype at 1st level, you become proficient in Nature and Survival skills.

Dark Tongue of Magic

You have learned the true language of magic, the very language the Immortals spoke when they used their world-shaping magics. Starting at 1st level, when you begin to cast a spell, you can ignore the somatic and material components without a cost by spending sorcery points equal to half the spells level rounded down (minimum 0). Verbal components cannot be ignored, and any spell you cast gains a verbal component if it did not have one.

Unbridled Potential

You are unfettered by the restrictions placed on more civilized magic users, you wield a powerful magical force and are not hesitant to use it. At 6th level when you cast a damaging spell, you can reroll double the number of dice equal to your Charisma modifier (minimum of one). This is cumulative with the Empowered Spell metamagic ability. You can use this ability a number of times equal to your proficiency bonus per long rest.

Raw Power

At 14th level, you gain a number of bonus sorcery points equal to your Charisma modifier. You regain any bonus sorcery points spent after a long rest.

Unfettered Sorcery

Now you can show everyone the true meaning of power by overcharging your magic. At 18th level, you can spend double a spell's level in sorcery points to do maximum damage with that spell. You cannot add any metamagic options to the spell.

Backgrounds

Caravan Traveler

The lifeblood of the Known World is trade. Across the nations, convoys of traders set out to bring trade and wealth to distant lands. You grew up as part of the support staff needed to maintain the mile-long caravans, whether as a drover, merchant, or guard. Your skills remain greatly in demand even today.

Life on the road can be quite treacherous. Not only do you have to worry about bandits and monsters, but also the risk of not getting paid by the caravan masters, animals going wild and wrecking the wagons, or tempers flaring on the long caravans between towns. Fortunately, you have the training that lets you handle most problems before they occur.

Skill Proficiencies: Animal Handling, Perception

Tool Proficiency: Land Vehicle (Wagon)

Language: One language of your choice.

Equipment: Work clothes, block and tackle, 50' hemp rope, shovel, sledgehammer, 15 GP.

Feature: Merchant Contacts

You know where to find almost anything for trade from

d8	Convoy Position
1	Drover
2	Cook
3	Guard
4	Master
5	Escort
6	Merchant
7	Scout
8	Tag Along

your many trips to various markets in faraway lands. Though you are not a member of them, you can instantly recognize the markings of the various merchant guilds you've encountered.

Suggested Characteristics

You have a bit of a nomadic streak in you, but not to the point of wanderlust. You know opportunities dry up if you stay too long, so you never settle down at any one location.

d8	Personality Trait
1	I have little patience for slow movers
2	I am always scanning the horizon
3	I prefer animals to people
4	I have a persistent odor from the road
5	I have no respect for slackers
6	I cannot stand those who complain constantly
7	I don't trust people I don't know.
8	I hum to myself constantly
d6	Ideals
1	Greed: The only reason I do this is money (Evil)
2	Duty: I was hired to do a job and that's what I will do (Lawful)
3	Stability: My job is stable and that's the way I like it (Lawful)
4	Travel: I want to see the world. (Any)
5	Freedom: I don't like being tied down to one place (Chaotic)
6	Quiet: I like to be left alone to my thoughts. (Any)
d6	Bond
1	My job is the reason I keep going.
2	Those that travel with me are my family.
3	I respect the guildmaster for backing me up.
4	I have a family waiting for me when I get back.
5	There's a barmaid I always make time to visit when I set out.
6	I trust the guards to keep us safe, and I have their back when its payday
d6	Flaws
1	I am a bit of a loner.
2	I have a short temper with people.
3	I tend to over analyze things for flaws.
4	I have little patience for people who make mistakes.
5	I relate more with animals than people.
6	I tend to lose small things from the caravan like good drink



Krondar

You are one of the protectors of the Five Shires. Though generally reserved for hin, they do, on occasion, trust the position to tall folk they respect and trust.

You patrol the Shires looking for troublemakers and threats to the peace. While the hin definition of a troublemaker is a little tame compared to other nations, it is your responsibility to see home those that have drunk too much and escort rowdy children back to their parents.

The position is not all funny moments and moral lessons, many creatures think the hin are easy prey because of their small size. You must turn back all threats to your sworn charges.

Skill Proficiencies: Insight, Investigation

Languages: You speak hin and Thyatian.

Equipment: Top hat, uniform, club, lantern, flask of oil, tinderbox and signal whistle, 15 GP.

Feature: Guardian of the Shires

The hin respect the Krondar as keepers of their much-loved peace, even if the Krondar is one of the tall folk. You can expect to eat for free at most hin taverns, and hin merchants often offer you free samples of their best fruits while you are on patrol. Many hin parents will owe you favors for letting their children off with a warning.

Suggested Characteristics

You are firm but friendly. The Shires is not a dangerous land, but the hin love their tranquility more than anything else. You are sworn to uphold the law, but you also have a lot of leeway in how to pursue it. Often you can let them off with a warning, but if there is an actual physical danger, you become deadly serious.

d6	Area Protected
1	Seashire
2	Heartshire
3	Eastshire
4	Southshire
5	High Shire
6	Patrolled the border

d8	Personality Trait
1	I time my rounds to be near food during meals
2	I let the children play with my whistle as I patrol
3	I make drunks sleep it off at the jail
4	I patrol at night looking for action
5	I see if all the pretty hin are doing okay every day
6	I catch up on all the gossip every night
7	I take time to smoke my pipe while I'm patrolling
8	I am never found without some sort of snack

d6	Ideals
1	Order: Everybody has to obey the law (Lawful)
2	Power: Anyone who defies me gets a crack on the head (Evil)
3	Mercy: Everybody deserves a second chance (Good)
4	Food: I never miss a meal (Any)
5	Friendship: I prefer to be on good terms with everybody (Good)
6	Humor: I try to find what's funny in every situation (Good)
d6	Bond
1	My town is under my protection.
2	There's a particular hin that has caught my eye.
3	The tavern keeper goes out of her way to make sure I get fed.
4	The other Krondar are my family.
5	I make sure all the children don't get into trouble.
6	I can't stand to see someone down and out.
d6	Flaw
1	I don't handle backtalk well.
2	Sometimes I'm too soft.
3	I'm always looking for trouble.
4	I tend to enforce the law exactly as written.
5	I let my friends slide when I shouldn't.
6	I let people bribe me with small gifts.

Mixed Blood

You were born of two races, a rarity in Mystara. Though you only have one of your parents' features, you have a bond with both of your cultures. You are accepted as the heritage of your appearance, but you surprise people with your knowledge of your other parentage.

Choose races for your heritage, human and elf are the most common, but other combinations are not unheard of, even human and hin. You have all the traits of the parent of your sex; you are considered their race for all purposes. For example if you are playing a female, you have the same race as your mother. You have some of the behavior traits of the other parent, a hin's hunger, an elf's patience, or a dwarf's gruffness.

Skill Proficiencies: History, Insight

Language and Tool: Your other parent's language and one tool of your choice.

Equipment: A piece of jewelry (an heirloom from your parents), 2 books about your races, set of common clothes, 5 sheets of paper, pen, ink, 15 GP.

Feature: Best of Both Worlds

As a half-breed, you are afforded a bit more trust than people outside your race. While strangers might not trust you, you are given the benefit of the doubt by members of both races. A dwarven tavern might make your friends wait outside while you are permitted entrance, or you can enter a grove sacred to elves for a ritual because of your heritage.

Suggested Characteristics

Half breeds are caught between two worlds. Though they completely pass as one race, they will frequently carry mementos of their other race. Their flaws might be a preference or denial of one race over another.

d8	Racial Behavior
1	I am known for my great appetite.
2	I am rather short/tall for my age.
3	I have a lot/almost no body hair.
4	I can't stop tinkering with things.
5	I have pronounced teeth.
6	I am known for my flawless skin.
7	I feel at home underground/outside.
8	People say I resemble an animal.
d8	Personality Trait
1	I switch languages on accident when talking to friends.
2	I am obsessed with trivia about my hidden heritage.
3	I try not to mention the fact I am mixed race.
4	I try not to mention the fact I am mixed race.
5	I go out of my way to make friends with my other race.
6	I cannot stand prejudice of any sort.
7	It annoys me when people assume I know about my cultures.
8	I want to see the lands of my parents.
d6	Ideals
1	Curiosity: The world is meant to be explored. (Chaotic)
2	Harmony: We must all live together as one people to thrive. (Good)
3	Revenge: I will have my due for my heritage. (Evil)
4	Isolation: I never fit in either culture, I want to be left alone. (Any)
5	Friendship: There's no reason you can't be a cheerful sort! (Good)
6	Bitter: I was left alone in a world that did not want me (Evil)
d6	Bond
1	My friends are my family now.
2	I will never forget the village that openly took me in.
3	I was considered exotic, but there was one that liked me for who I was.
4	I only ever knew one parent.
5	Though we didn't share the same parents, it didn't matter to my siblings.
6	I promised my family I would do them proud.
d6	Flaw
1	I hate one of my races.
2	My openness gets me into trouble.
3	I tend to become obsessed with relics of my ancestors.
4	I don't want people to know about my mixed blood.
5	I trust members of my other race too easily.
6	I tend to be quite indecisive.

Sheared

You have undergone the traditional Traladaran Shearing ritual. In your mid-teen years, you set off from your family to find a trade and learn about the world under the guidance of a master or teacher that took you in. Because of this, you are trained in any variety of trades and are considered world-wise by your people.

While the practice is expected of Traladaran men, most women have been sheared as well. Even demihumans living in Karameikos tend to undergo the shearing. Other nationalities residing in the country often have their children volunteer to be sheared if only to get away from their family in their rebellious years.

Skill Proficiencies: Perception, Persuasion

Tool Proficiencies: Any two tools or vehicles.

Equipment: Your original tunic with the bottom still sheared off, the tools of your profession, a haversack filled with food, a letter from your master stating your journeyman status in your trade, 20 GP.

Feature: Prodigal Child

You returned to your family filled with stories of your days apprenticing or working. You left a child and returned an adult. In your community, your voice will carry weight when you speak, and in your chosen trade, you will never lack for employment. You have all the rights of an adult in human Karameikos society.

Suggested Characteristics

You effectively have two families, your birth family and your master that you studied under during your shearing. You are wise beyond your years, having experienced a taste of life outside your hometown. You are not a stranger to hard work.

d8	Your mentor
1	A gruff man, but knowledgeable
2	Was like another parent
3	Used you for cheap labor
4	Taught you how to read
5	Made you prove your worth
6	Was wanted for scamming people
7	A friend of the family
8	Was from another nation or race
d8	Personality Trait
1	I picked up a phrase from my master.
2	I didn't want to go back to my family.
3	I learned how to swear on my shearing.
4	I get quite homesick.
5	I cut loose way more than I should.
6	I happened during my shearing stayed there.
7	I love traveling to places I've never been before.
8	I kept souvenirs of all my travels.
d6	Ideals
1	Loyalty: My family depends on me. (Good)
2	Opportunity: You should take what you can, when you can. (Evil)
3	Knowledge: You should learn as much as possible. (Any)
4	Work: We are only as good as what we can contribute to society. (Lawful)
5	Freedom: My first taste of no supervision will not be my last. (Chaotic)
6	Productivity: I'm wasting time if idle. (Any)

d6	Bond
1	While you weren't supposed, I wrote to my family.
2	My fellow workers at my apprenticeship are like a second family to me.
3	I will take my Master's advice to my grave.
4	I met a fellow youth being sheared on my travels, we are still friends.
5	My sibling snuck me my favorite toy as I left.
6	Another apprentice taught me more than my Master.

d6	Flaw
1	I don't think I need other people for support.
2	I can do things better than other people.
3	I use people to get what I want.
4	I have cut ties with my family.
5	I am always looking for approval of my work.
6	I value my work more than it's worth.

Slave

Another sentient being owned you. Either in a land where slavery is allowed like Thyatis, or kidnapped by a criminal group like the Iron Ring, or humanoids took you. You only recently regained your freedom.

Choose who was your master: a noble from a nation where slavery is allowed, a crime boss, or a tribe of humanoids that held you as a prisoner. They may have been kind, but more than likely, they were brutal. You know you will never give up your freedom again, however. You are free now, and that is never going to change.

Skill Proficiencies: Deception and Survival

Language and Tool Proficiencies: The language of your Master and one type of Artisan's tools

Equipment: One set of poor clothes, broken manacles, a small personal heirloom blanket, sack, small pouch containing 10sp.

Feature: Not a Number

As a slave, you performed whatever task your master demanded of you. Now that you are free, you have let it be known that you will not be controlled again. Because of your history, there are quite a few that give you a lot of leeway. Thieves will not attempt to cross an escaped pit fighter, and many temples offer aid to those that have suffered, such as yourself. You may not want their assistance, but it's yours for the asking.

Suggested Characteristics

Slaves tend to be either withdrawn or resentful of their past. Perhaps your master still lives and wants you returned. How you respond is up to you. Do you fight, or do you flee?

d6	Favored Possession
1	A wooden rudus given to you as a symbol of freedom.
2	A piece of jewelry from your parent.
3	A tool given to you by your master.
4	The first coin you made when you were free.
5	The dagger you won your freedom with.
6	A fine jacket you stole when you escaped.

d8	Personality Trait
1	I wake up in the middle of the night from bad dreams.
2	The sound of a whip makes me flinch.
3	My master was kind, but I will never admit that.
4	If I'm not told what to do, I don't know how to act.
5	I don't like taking orders.
6	I hoard little things so they can't be taken from me.
7	If struck, I fight back with all my might.
8	I don't like to be touched.

d6	Ideals
1	Abolition: I will free all that I find being held unjustly.. (Good)
2	Revenge. Those that wronged me will pay in kind. (Evil)
3	Liberty. Now that I am free, I live my life as I see fit. (Chaotic)
4	Conformity. I need someone giving me orders. (Lawful)
5	Forgiveness. You will not let those who wronged you control you any further. (Good)
6	Hedonism: You were denied your wishes when you were in bondage, now you will live it up. (Chaotic)

d6	Bond
1	I owe my life to the person that liberated me.
2	Those that toiled with me get my undying loyalty.
3	There was a slave that taught me to read, I swear I will find them and free them.
4	My master one day freed me without explanation. I will never forget that.
5	I swore loyalty to the noble who brought my master to justice.
6	The only thing of value is the heirloom my mother left me.

d6	Flaw
1	Any attempt to hold me down will be met with force.
2	I am paranoid my former master is still after me.
3	I hate the people of my master's race.
4	I rarely get a good night's sleep.
5	My temper gets the best of me when I'm forced to do something I don't want to do.
6	I left behind people I could have saved when I escaped slavery.

New Feats

Battle Chanter

An ancient dwarven tradition, you use music and rhythm to inspire your allies. While created by dwarves, Battle Chanters can be of any race.

- Increase your Charisma by 1, to a maximum of 20.
- You gain proficiency in one musical instrument of your choice.
- You may use a bonus action to allow an ally in 30 feet and Frightened to retest on a saving throw to end the effect.
- You can use your action to give all allies within 30 feet advantage on Wisdom saving throws until your next turn.

Denial

Restriction: Hin only

Tapping into the magic that is woven into the very geography of the Five Shires, you can alter the flow of magic through sheer force of will.

- As a reaction, you may attempt to stop a magic spell as it is being cast. When a spell is cast at you or an ally within 30 feet, you can make a Wisdom saving throw to counter the magic exactly as if you had cast *counterspell*. If you are inside the Five Shires, the DC is 10; if not, the DC is 25. You can use this ability every 24 hours.

Extra Attunement

Through arcane training or sheer force of will, you have learned to attune more magic items to yourself. This feat can be taken multiple times, and its effect is cumulative.

- You may attune an additional one magic item.

Street Fighter

You are deadly with smaller weapons.

- When attacking with a club, dagger, or sickle, if you roll maximum damage on a die, you may double that die's damage.
- You roll an extra die of damage when you critically hit with a club, dagger, or sickle.
- All attacks with a club, dagger, or sickle against surprised creatures have advantage.

Keeper of Memories

Originally a dwarven tradition, a Keeper was entrusted to learning the history and tales of a specific era. This tradition has been passed on to other races.

- Increase your Intelligence by 1, to a maximum of 20.
- You gain proficiency in the History skill.
- Select one subject to have studied (a city, a line of kings, a war) all tests that require you to remember something about your topic has advantage.

Master Trader

You have the golden touch; all your endeavors seem to turn a profit. You never have a problem finding buyers for your spoils and quickly learn to spot a lie. You gain the following benefits:

- Increase your Intelligence or Charisma by 1, to a maximum of 20.
- When rolling on the Running a Business or Selling a Magic Item chart in your downtime, roll twice and take the higher result.
- You know the value of any non-magic item within 10% of its actual value.
- Deception checks against you have disadvantage.

Strong Man

You are renowned for your physique and muscles. You have increased your brawn through exercise allowing you to perform amazing feats of strength.

- Increase your Strength by 1, to a maximum of 20.
- You can use your Strength modifier in place of the standard modifier for Intimidate, Acrobatics, or Performance checks.
- You can use a two-handed weapon with one hand; you suffer disadvantage on all attacks with it.
- You are treated as one size larger when calculating encumbrance. (If using the alternate encumbrance method instead increase the multipliers to 10 and 15)

Venator

You have learned the fighting style of the famous gladiators from Thyatis that are forced to fight ferocious beasts day after day.

- If you reduce a beast to 0 hit points with a melee weapon, you may take a bonus action you can only use to attack another beast.
- You can use your reaction when a beast attacks you to give it disadvantage for the attack.
- Once per round, you can add your proficiency bonus to a damage roll against a beast.

Thyatis Gladiatorial Schools



Thyatis entertains its masses through a large variety of distractions and amusements. With sports such as wrestling and chariot races, the nation has a long-standing tradition of gladiatorial combat. There, slaves, convicts, and even free citizens fight to the death for the entertainment of the populace. The ultimate goal of the slaves or the convicts is to gain enough public support to be granted their freedom. The free citizens that partake of the games do so to earn wealth and fame. The gladiators fight using time-honored styles, each a unique mix of weapons and armor. The styles face off against each other often, though it is rare for gladiators of the same style to contend against each other.

Thyatian laws regarding gladiatorial contests are incredibly complicated and taxed by the government. All gladiators except for condemned criminals have certain rights, such as the ability to appeal for mercy. The owner of slaves is compensated for deaths that occur in the arena. Matches have to be declared in advance, and contracts are negotiated well before the match. Free gladiators get some say in the competitions they are scheduled in, but slaves often are put in matches where they are at a disadvantage. A slave or convict that impresses the organizer of the event or a noble can be freed. The owner of a slave is compensated for the cost, and many freed gladiators continue in the arena as free gladiators.

Gladiators can become quite the celebrity, primarily if they are known for winning matches spectacularly. Famous gladiators are rewarded in a variety of ways. At the very least, they receive gifts from their fans. Popular slave gladiators will often be bought as trophies, or even rented for trysts by lonely patricians. In the best-case scenarios, gladiators are awarded their freedom by the

Emperor himself, or have their freedom purchased by a wealthy fan.

In formal contests, the gladiators are often equipped with gear designed to cause them to fight quickly or become tired and vulnerable. Crowds want blood, so organizers increase the chance of injury. In many events, the organizers do not allow the gladiators to wear armor to increase the chance of injury and death. Gladiators in other matches are forced to wear armor that weighs much more than they can bear for long periods. Their large decorative helmets restrict their breathing and they fight in arenas that are deliberately designed to cause the arena floor to be sweltering with no shade. To reflect this in a formal, organized gladiatorial match every ten rounds each gladiator must succeed on a DC 10 Constitution saving throw, or gain a level of fatigue.

Gladiatorial schools are treated precisely like feats; they can be selected instead of an attribute increase. To use the abilities of each school, you must be wearing either the armor (if allowed by the event) specified or none at all and wielding the primary weapons and shields if permitted. You can also use the secondary weapons if listed, but cannot use another weapon or shield if not listed. Gladiators are heavily trained to fight in a particular style wearing a specific type of armor; they have a tough time recreating the movements of their school if not outfitted precisely as they were trained.

Saving Throws: Some schools require your target to make a saving throw to resist the effects. The saving throw DC is calculated as follows:

Save DC = 8 + your proficiency bonus + your Strength modifier.

Corvus

The newest school in the empire, Corvus was created by forcing the captured warriors from the Hinterlands to fight in the arenas. The sheer barbarity of the style causes it to be popular with the masses. The gladiators fight with oversized great clubs instead of the greatswords the Hinterlanders wield. Corvus gladiators dress in styles copying the Raven Tribe of the Hinterlands.

Armor: Studded leather

Primary: Great club

- Increase your Strength score by 1 to a maximum of 20.
- You can attack with disadvantage to make your opponent take a Strength saving throw if hit, becoming prone on a failure.
- If your attack misses an opponent with a shield by 2 or less on the roll, your opponent takes 1d4 bludgeoning plus your strength bonus.
- If you have multiple attacks in a round, you can sacrifice attacks to gain advantage on your attack and add your strength bonus again for each attack you sacrificed that turn.

Flavus

A style taken from the territory of Ochalea, it is a highly theatrical school, with brightly colored heavy armor combined with a sizable two-handed flail called a kusari by the Ochaleans. The school is considered a grave insult in Ochalea, as it mocks their elegant fighting styles by forcing the combatant to fight in restrictive armor, typically ring mail. To further insult the island province, the mask worn by their gladiators resembles that of an oni, a hated enemy of the Ochaleans. Flavus armor is designed to counter the Gemman's net.

Armor: Ring mail

Primary: Kusari (treat as a flail with two-handed and reach properties)

Secondary: Dagger

- Increase your Strength score by 1 to a maximum of 20.
- You may make a trip attack by attacking with disadvantage. On a success, your opponent must succeed on a Strength saving throw or be knocked prone.
- Attacks against you with a net have disadvantage.
- Your attacks against prone opponents deal maximum damage.

Gemman

Styled after the fishermen on the Pearl Islands, the Gemman school uses a trident and net to trap and spear their opponents. The school is lightly armored, using a form of leather armor that covers the arms and legs mostly. It is one of the more memorable styles, popular with the citizens but held in low standing by other gladiators. It is frequently pitted against the Flavus school.

Armor: Leather

Primary: Trident, net

Secondary: Dagger

- Increase your Dexterity score by 1 to a maximum of 20.
- The one handed damage of your trident is increased to 1d8.
- You can use a net as a melee weapon.
- If you hit with the net, you can use your bonus action to attack with a trident with advantage.

Harenama

Inspired by the desert raiders of the Ylaruam campaigns centuries ago, Harenama is a flashy school filled with leaping attacks and two scimitars slashing seemingly out of control. It is a difficult school to master, but one of the more popular because of its fancy armor and exotic movements. They wear an inferior form of scale armor that traditionally is made from coins. It is also unusual that a large number of its gladiators are women.

Armor: Scale Mail

Primary: Scimitars

- Increase your Dexterity score by 1 to a maximum of 20.
- When you wield two scimitars, they gain the light property.
- When wielding a scimitar in your offhand, it provides +2 AC as a shield.
- If you critically hit an enemy, you automatically hit with the offhand scimitar as well.
- If an opponent misses you, as a reaction, you can move 5 feet times your Dexterity bonus.

Iernus

Based on the tales of warriors of old from Redstone, Iernus are lightly armored combatants that rely on speed rather than power. Armed with a shield and small ax called anascia, these gladiators use their speed to maneuver around for a kill. Iernus aren't very common, though they are the crowd favorite in Redstone. Iernus frequently taunt their opponent, attempting to goad them. They tend to draw a fight out, waiting for their foe to become fatigued before closing for the kill. Iernus do not have a traditional opponent, but they are often paired with Maegos.

Armor: None

Primary: Hand axe, shield or additional hand axe

- Increase your Dexterity score by 1 to a maximum of 20.
- Your movement increases by 5 feet.
- You test for fatigue every 15 rounds instead of every 10.
- When you use the Disengage action, you can use a bonus action you can use only to Dodge.

Legio

Comprising the most significant number of gladiators, the Legio school mimics the combat formation of the Thyatis army. Adorned in splint mail and wielding a long sword called a spatha and an oversized shield called a scutum, Legio gladiators mimic Thyatian heroes of old. Their fighting stance allows them to press their enemies with their shield and exploit any opening. The enormous scutum, while highly impractical outside the arena, shields them from many attacks.

Armor: Splint mail

Primary: Longsword, scutum

- Increase your Strength score by 1 to a maximum of 20.
- You gain proficiency with the scutum (+3 AC, weighs 20 lbs)
- You may use a reaction to force an attack against you made with a melee weapon wielded with two hands to be made with disadvantage. This can be declared after the roll but before adding modifiers.
- When you attack with a long sword, you critically hit on a 19 or 20.

Maegos

After the Alphetian invasion in 960 AC was repulsed, as a punitive measure, Thyatis forced captured Alphetian mages to fight in the coliseum using the ends of their broken staves as a weapon. After Thyatis ran out of captive wizards, the style was refined to use iron-shod clubs. Maegos is a brutal style; its practitioners have to win quickly before their lack of armor puts them at a disadvantage. The gladiators of the Maegos school are looked down on by the populous, who see them as a reminder of a hated foe. Many gladiators play up this hatred as part of their public persona. Maegos gladiators frequently fight against Legio gladiators to recreate the war.

Armor: None

Primary: Maces

- Increase your Strength score by 1 to a maximum of 20.
- You treat a mace as a light weapon when wielding two of them.
- If you hit an enemy with both maces on your turn, they take additional damage equal to your Strength bonus.
- If you score a critical hit against an opponent, they must succeed on a Constitution saving throw or become stunned for one round.

Milenex

The oldest known style, Milenex gladiators fight using tactics from the failed Milenian empire over a thousand years before. Ancient records remember the empire fighting with spears and shields, with bronze breastplates to protect them. The style is both an up-tempo offensive style using a spear to attack from a distance, but also heavily defensive using its shield to protect against the worst attacks. Milenex gladiators are most often found fighting Legio gladiators.

Armor: Breastplate

Primary: Spear, shield

Secondary: Short sword

- Increase your Constitution score by 1 to a maximum of 20.
- You can use a bonus action to attack with your shield. It does 1d4 bludgeoning damage.
- When attacking with your spear, it gains the reach property.
- When wielding a shield, you can use your reaction to change a critical hit against you to a normal hit.



Immortals and the Divine

Pantheons of Mystara

Unlike the realms that worship gods, in Mystara, it is uncommon for a cleric to worship just one Immortal. Because of the Spheres of Power, both clerics and laypeople tend to follow a large number of Immortals in their worship. Typical pantheons consist of Immortals from a single sphere, with services once a week discussing how the philosophy reflects on current events. Parables from the Immortals known to the clergy are presented as lessons to provide wisdom.

It is not uncommon for more massive temples to have priests devoted to a specific Immortal present at a service. Smaller temples rely on wandering clerics for services, with the clerics providing services at multiple temples or churches in a given area. On holy days the service is usually devoted to just a single Immortal for that service, some temples will have holidays almost weekly. The more significant temples also frequently serve as sources for education for the population. This is true with temples to the Thought and Time spheres, which often double as libraries and publishing houses.

The **Aesir** are the Immortals that protect and watch over the nations of the Northern Reaches. Many of the Immortals have taken the identity of gods from across the multiverse. This is the only pantheon that also includes Entropic Immortals in their ranks. The Immortals frequently contact their clerics with portents.

The **Balance in All Things** is a loosely allied group of druids that honor Immortal patrons of nature and animals. They are a popular organization, with large numbers in Alfheim and allied nations, and they are even tolerated in Rockhome and Glantiri. They have few clerics in their ranks, being mostly allied druidic orders.

The **Church of Karameikos** was created as a fusion of Traladaran and Thyatian churches to try and unite the newly formed nation of Karameikos. The church has a significant focus on order and penance. The church has stern warnings about the danger of Entropy. The pantheon's influence is slowly spreading in their nation.

The **Church of Traladara** is one of the oldest pantheons in the Known World, honoring the three patron Immortals of the Traldar people. The focus of the pantheon is on honor, mercy, and wisdom, and possesses a large number of paladins in its ranks. The pantheon is the unofficial religion of Karameikos.

The **Church of Universal Harmony** is a small pantheon charged with teaching knowledge and tolerance of the patron Immortals of all the demihuman races. The clerics are trained in the teachings of the most important Immortals of most demihuman races and are often advisors in dealings between races.

While the majority of the pantheons are based on the Spheres of Power, several pantheons consist of Immortals from different spheres. Often the Immortals knew each other in their mortal lives and continued their association after their ascension. Other pantheons consist of Immortals from a specific region who still have interests in that area. These pantheons are often official religions of a nation. Immortals from a single race often band together to assist their original race. In rare cases, the pantheon consists of Immortals who attempt to gain new followers among races or locations they are not generally associated with.

These pantheons tend to have their temples possess the same layout and structure with their services. Unlike the Sphere pantheons, these pantheons do not separate their immortals on holy days, the celebrations honor every member of the pantheon at once, to avoid offending any of them. It is far more common for temples to have a single cleric for a pantheon than a temple to a Sphere, as the number of Immortals in the smaller pantheons rarely number more than a dozen.

The **High Heroes** are the patrons of the hin race and is considered the official religion of the Five Shires. This pantheon is the smallest of any of the pantheons, worshiping only three Immortals. The High Heroes exemplify what most hin aspire to be, representing the traits of loyalty, curiosity, and heroics.

The **Order of the Dragons** is the most unusual of the pantheons because the clerics worship the dragon Immortals. The order was created by the Great One, the Immortal ruler of all dragons, to help facilitate peace between dragons and other races. Its clerics and paladins attempt to ease conflicts involving dragons.

The **Olympians** serve as an example of what happens when Immortals break their own rules. Consisting of several minor Immortals who mimicked the identity of a pantheon of gods from another world, they attempted to openly punish mortals before other Immortals imprisoned them for abusing their powers.

The **People's Temple** is an unusual pantheon as it's practitioners worship no Immortals at all. Located entirely in Ierendi, the temple says it gains its power from its followers' faith in their combined wisdom. The clerics of the temple do receive spells, so an unknown Immortal is sponsoring the temple.

The **Twelve Watchers** were revealed to a dwarven cleric in Minrothad in a vision. The twelve unnamed Immortals are each devoted to a craft, calling themselves like the Mason, Smith, or Potter. They guide their industrious followers to create nearly perfect items, which furthers Minrothad's goals.

Immortals of Mystara

Immortal	Alignment	Sphere	Domains	Symbol
Ahamanni Turtlerider , lady of the Turtle Clan	LG	Thought	Nature, Tempest	Necklace of whalebone
Al-Khalim , patron of Ylaruam	LN	Time	Knowledge, War	Palm tree in front of moon
Alphaks , lord of oppression	CE	Entropy	Death ¹ , War	Horned skull on fire
Alphatia , lady of harmony	LG	Energy	Life, Light	Shield with spots of paint
Asterius , protector of merchants and thieves	NG	Thought	Knowledge, Trickery	Full moon or silver coin
Atruaghin , father of the Atruaghin Clans	LG	Matter	Life, Nature	Warbonnet and tomahawk
Atzanteotl , patron of corruption	NE	Entropy	Tempest, Trickery	Silhouette of winged viper
Brindorhin , High Hero of abundance	LG	Time	Life, Nature	Golden ear of wheat
Chardastes , patron of healing and medicine	NG	Time	Knowledge, Life	Silver bell
Coberham Shadowglint , High Hero of Magic	TN	Energy	Arcana ² , Knowledge	Black flame
Cretia , the trouble starter	CN	Thought	Tempest, Trickery	Grinning face
Danel Tigerstripes , patron of the Tiger Clan	NE	Entropy	Tempest, War	Cat's eyes
Demogorgon , the twice damned	CE	Entropy	Death, War	Black pentacle on red field
Diulanna , patroness of hunting	NG	Thought	Nature, War	War spear in a rock
Eiryndul , patron of cleverness	CG	Energy	Nature, Trickery	White teeth smiling
Forsetta , patron of law and justice	LG	Matter	Knowledge, Light	Golden scepter with rubies
Frey , patron of friendship and fertility	NG	Thought	Light, Nature	Boar under a sickle
Freyja , patroness of love and beauty	NG	Thought	Life, Light	White winged horse
Fugit , patron of memory and history	LN	Time	Arcana, Knowledge	Ouroborous
Garal Glitterlode , patron of gnomes	CG	Matter	Knowledge, Trickery	Two faceted cogs
Halav , patron of warfare	LN	Thought	Life, War	Sword in an anvil
Hattani Stoneclaw , patron of the Bear Clan	NG	Matter	Life, Nature	Claws of a bear
Hel , Keeper of the Netherworld	NE	Entropy	Death, Knowledge	Black throne of bones
Ilsundal the Wise , patron of elves	LG	Energy	Knowledge, Nature	Tree of Life silhouette
Ixion , lord of light and energy	NG	Energy	Knowledge, Ligh	Flaming wheel
Ka , the Preserver	LG	Matter	Knowledge, Life	Amber coatl
Kagyar the Artisan , patron of dwarves	TN	Matter	Kagyar ³ , Knowledge	Hammer and chisel crossed
Khoronus , keeper of the gates of time	TN	Time	Arcana, Knowledge	Hourglass
Korotiku , the cheat	CG	Thought	Life, Trickery	Black spider
Koryis , patron of peace	LG	Thought	Life, Light	Hand raised in peace
Loki , prince of lies and deceit	CE	Entropy	Life, Light	Bubbling goblet
Mahmatti Running Elk , patron of the Elk Clan	TN	Energy	Forge ⁶ , Light	Clay pipe
Mealiden Starwatcher , caretaker of elves	NG	Energy	Life, War	Rainbow with two stars
Minroth , patron of prosperity	LG	Matter	Knowledge, Tempest	Four feathered arrow
Nob Nar , High Hero of adventure and audacity	NG	Thought	Life, War	Sword in shape of fang
Odin , patron of fair rulership and nobility	NG	Thought	Knowledge, Tempest	Rainbow with two stars

Immortal	Alignment	Sphere	Domains	Symbol
Orcus , lord of demons and undead	CE	Entropy	Death, Trickery	Goat skull with ram horns
Minroth , patron of prosperity	LG	Matter	Knowledge, Tempest	Four feathered arrow
Nob Nar , High Hero of adventure and audacity	NG	Thought	Life, War	Sword in shape of fang
Odin , patron of fair rulership and nobility	NG	Thought	Knowledge, Tempest	Ravens talking to man
Orcus , lord of demons and undead	CE	Entropy	Death, Trickery	Goat skull with ram horns
Ordana , mother of elves	NG	Thought	Life, Nature	Oak leaf
Petra , warden of Traladara	LN	Matter	Life, Light	Shield with potter's wheel
Protius , sovereign of oceans and water	TN	Entropy	Nature, Tempest	Blue trident
Rad , patron of magic	LN	Energy	Arcana, Knowledge	Triangle of half circles
Rafiel , patron of science	LG	Energy	Knowledge, Shaman ⁴	Book with star on its cover
Rathanos , lord of fire	CN	Energy	Light, Tempest	Flaming brand
Raven , patron of practical jokes	CN	Thought	Life, Trickery	Black raven in flight
Razud , patron of self-determination	NG	Energy	Life, Trickery	Tree made of stone
Ruaidhri Hawkbane , lord of hunters	LE	Thought	Nature, War	Hawk pierced by an arrow
Sinbad , patron of travelers and explorers	NG	Thought	Knowledge, Tempest	White wind blown sail
Tahkati Storm-Tamer , patron of the Horse Clan	CN	Energy	Nature, War	Buffalo bone knife
Talitha , queen of treachery and vice	NE	Entropy	Knowledge, Trickery	Crying child
Tarastia , mistress of truth and order	LN	Energy	Knowledge, War	Black executioner's axe
Terra , patroness of life and fertility	LG	Matter	Life, Nature	Stone circle around plant
Thanatos , patron of death and destruction	CE	Entropy	Death, Trickery	Black scythe
Thor , lord of battle and honor	NG	Energy	Tempest, War	Warhammer
Twelve Watchers , patrons of craft	TN	Matter	Forge ⁶ , Knowledge	Medallion with two eyes
Tyche , lady of luck	CN	Thought	Knowledge, Trickery	Two headed coin
Valerias , lady of charity	CG	Matter	Life, Trickery	Rose with pointed thorns
Vanya , patron of war and conquerors	TN	Energy	Tempest, War	Gladius over a spear
Zirchev , patron of hunting	TN	Energy	Arcana ² , Nature	Hawk riding a wolf

Specialist Domain	Pantheon	Immortals
Godi	Northern Reaches	Forsetta, Frey, Freyja, Hel, Ixion (Tyr), Loki, Odin, Thor
Hin Master	High Heroes	Brindorhin, Coberham Shadowglint, Nob Nar
Shamani	Atruaghin Clans	Ahamanni Turtlerider, Atruaghin, Danel Tigerstripes, Hattani Stoneclaw, Mahmatti Running Elk, Tahkati Storm-Tamer

Notes:

1. The Death Domain can be found in the Dungeon Master's Guide.
2. The Arcana Domain can be found in the Sword Coast Adventurer's Guild.
3. Kagyar is most commonly worshiped by dwarves, clerics of other races use the Knowledge Domain.
4. Shadow Elves worship Rafiel almost exclusively, to become a cleric of another Immortal they must first learn of them.
5. The specialist domain is available to clerics that venerate the pantheon. Clerics of a single immortal use their domains.
6. The Forge Domain can be found in Xanathar's Guide to Everything.

Prominent Immortals

AHAMANNI TURTLEIDER

Patroness of the Clan of the Turtle

Ahmanni is a beautiful, tall, slim, copper-skinned woman, with long black hair gathered in a plait and colorful paints on her face. She carries a harpoon and is dressed in simple clothes of doeskin. She emerges standing on a canoe near the sea, preceded by a bank of fog.

Ahmanni is as unpredictable as the sea, changing by the moment from gentle to impetuous. She is exceptionally faithful to Atruaghin and is also a reliable ally of Hattani and Mahmatti. She profoundly hates Danel and Atzanteotl, who continuously attack her people (the only tribe to not live on the plateau of Atruaghin), and any other Immortal patrons of the humanoids.

AL-KALIM

The Peacemaker, Patron of Ylaruam, Holy Prophet of the Eternal Truth, Patron of Tactics and Warfare.

Al-Kalim's primary form is an elderly patriarch wearing poor clerical robes, with a firm outlook, wise and intelligent eyes, and a long white beard. His second form is that of a youthful, dashing desert warrior with a hawk's nose and a well-trimmed black beard. Al-Kalim is, at the same time, a ruthless warrior and a merciful sage, a possessed dreamer, and a realistic scholar. He usually is tolerant of diversity and foreign customs. However, he can prove stiff and unforgiving when it comes to the safety of his protégés and followers. His followers act much the same, with some zealots reaching peaks of blind intolerance. He preaches unity, the sanctity of life, and protection of nature, all teachings that come from an existence found in places where death and drought are hated life companions.

For this reason, all Alasiyans follow the Eternal Truth. Al-Kalim is a loyal ally of Protius who sponsored his ascension. He feels in debt towards the Old Man of the Sea, since he has not yet kept his promise to make the Alasiyan Desert a lush garden in his honor.

ALPHAHS

Hui Da-Zhi, The Roaring Demon, Patron of Hatred, Lord of Oppression, Bane of Alphatia

Alphahs is a 10 feet tall horned demon with black bat wings, holding a great sword in his right hand and a barbed whip in his left.

Alphahs is an intelligent and cultured creature, but he is hugely egocentric and prone to maniacal fits of rage. He considers himself a disciple of Thanatos, but he lacks his patron's patience and corruptive charisma. Instead, he often tries to corrupt mortals using brute force, violence, and threats.

When he becomes exceptionally furious, he expresses his frustration with open acts of mass destruction and massacres. He is a relentless enemy of all Alphatian Immortals and a bitter rival of Orcus, with whom he competes for the crown of Prince of Destruction. He has no stable alliances, and he sometimes likes to cooperate with Talitha to torment and destroy the Alphatians.

ALPHATIA

Patroness of Alphatia, Patroness of Arts, Lady of Harmony

Alphatia is a beautiful copper-skinned Alphatian woman clad in a simple white tunic, lacking jewelry and shoes (embodying pure beauty).

Alphatia is not interested in conquest or power (unlike the majority of the Alphatian nobles). She is fascinated by beauty and arts, something she tries to preserve with all her efforts. She's a confirmed pacifist, but she does not hesitate to use strength to defend her followers and the Alphatian Empire. She is in favor of defensive wars but refuses any imperialism or war for conquest. She believes that an expansionist foreign policy distracts the Alphatians from their real goal: the study of magic and art in all forms.



She's a staunch ally of Razud and Koryis (the other good-aligned Alpathian immortals). She has befriended other Immortals who share her love for harmony, arts, beauty, and the Shaper's pacifism. Her only enemies are Alphaks and Talitha.

ASTERIUS

Belnos, Hermod, Kudesha, The Merchant, Murtijai, Zephyr, Patron of Trade and Money, Patron of Communication, Protector of Merchants and Thieves

Asterius appears to be a stocky middle-aged man with jet-black hair wearing an ancient robe, sporting keen eyesight, and an ever-present beguiling smile.

Asterius is quite friendly and charming at first sight, but he hides a dangerous side that he rarely shows. This tactic helps him achieve his goals by taking his enemies by surprise. He considers himself the universal patron of thieves and merchants because they are two sides of the same coin. He despises those who act merely for self-gratification or envy. For this reason, he hates Talitha with a passion. He is also associated with travelers and those who carry information since knowledge is a valuable good on Mystara. His most loyal ally is his old patron, Korotiku. Asterius can count Ixion and Valerias among his friends since they share his crusade against their common enemy Thanatos.

ATRUAGHIN

Quetzalcoatl, Father of the Atruaghin Clans, Patron of Good and Wisdom, Saviour of the Azcans

Atruaghin usually appears as a middle-aged copper-skinned human with wide dark eyes and a hawk's nose, wearing a war bonnet adorned with colorful plumes on his head. He can also take on the form of a 7-foot tall, well-muscled warrior engulfed by flames.

Atruaghin is known for his humility, mercy, and patience despite all the battles and wars he fought. After decades spent wandering around the world, he came to understand that real strength comes from knowledge and determination. He prefers dialogue to solve any matter, even though he knows that sometimes brute force is the only thing that will reach some people. He refuses to use deceit or lies to achieve his goals and is a shining example of respect for law and justice. For this reason, he has gathered many followers and allies around the world.

ATZANTEOTL

Ivaldi, Menlil, Skorprios. Patron of Corruption and Treachery

Atzanteotl's first form is that of a pale charming elfen adventurer wearing black clothes, with a sly grin. His second manifestation form is that of a jet-black winged viper with an elf's face and two arms concealed under the feathers.

Atzanteotl is fascinated by the process of corruption, and he especially loves to see how any kind-hearted person can fall into the abyss of evil and regret thanks to his machinations. He often loses interest in one project and starts looking for new ways to spread evil. His final goal is the complete annihilation of life in the outer world, and especially the destruction of all elves and the Children of Atruaghin.

BRINDORHIN

Patron of Halflings, High Hero, and Protector of the Five Shires, Patron of Abundance

Brindorhin is elderly hin with a noble appearance and a still healthy physique. He has curly white hair and long graying sideburns and is found barefoot yet clad in costly garments. He is always smoking his favorite pipe and flashing a reassuring and warm smile.

Brindorhin is a merry but pragmatic immortal. He is deeply fond of traditions and laws. He loves life profoundly and teaches his worshipers to enjoy the fruits of the earth and their job without trying to find cheap or unlawful ways to gain more wealth. The greatest treasure for any hin is the safety of his home and the love of his family. Coberham and Nob Nar are his inseparable allies, along with his protégé, Finidel. He strongly opposes the immortal patrons of goblins and orcs, remembering the suffering that the hin endured by the humanoids before his rise to power.

CHARDASTES

Patron of Medicine and Healing

Chardastes appears to be a tall man with a noble posture, high cheekbones, deep black eyes, a receding chin, and a snub nose. He is clean-shaven, wearing a Nithian white linen robe of and holding a small silver bell in his left hand.

Chardastes is principled, patient, and utterly obsessed with protecting life, which he holds to be the greatest mystery of the universe. He hates death and destruction with a passion. Undeath is the utmost

form of aberration to his eyes and those of his followers. He teaches his followers to protect life at all costs while still respecting the natural life-cycle. He encourages his worshipers to study the secrets of physiology and the soul to understand their nature better and cure them. He one of the few Immortals known by a single name, and he beloved across the Known World.

COBERHAM SHADOWGLINT

Patron of Hin, Protector of the Five Shires, First Master

Coberham appears as a middle-sized hin clad all in black, with an aura of blackflames constantly flickering around him, obscuring his features. The only distinct feature of his visage is his silver-sparkling eyes and his magnetic gaze.

Coberham is as wise as he is silent. He loves to ponder the deep issues of the Multiverse and to study all unique and innovative forms of magic. He has never stopped examining the Blackflame and learning about its origins and powers. He invites all his followers to partake in these mysteries with care and secrecy. He's a loyal friend of Brindorhin, who shared with him the epic deeds of the Time of Heroes. He finds Nob Nar and Raven to be the perfect embodiment of the typical merry and easygoing hin. He has a deep respect for Ixion and Zirchev, though he cannot count them among his allies. His only enemies are the immortal patrons of orcs and goblins.

DEMOGORGON

Angrboda, The Bane of Souls, The Dark Lady, The Lizard King, Patron of Necromancy, Patroness of Corruption and Diseases, Patroness of Witchery

Demogorgon always appears as an 18-foot tall creature with two monkey heads atop a pair of muscular necks, two long tentacles instead of arms, with a scaly torso with a brown spinal crest and a long forked tail.

Demogorgon's background is shrouded in mystery like that of the most ancient immortals. Some say it's a force of nature like Thanatos and Hel, the embodiment of evil from the Sphere of Entropy. Other rumors say it was a reptile being that reached immortality under Thanatos' sponsorship after corrupting its race.

Demogorgon cursed all its kin to extinction or exile before the coming of the human race. What is known for sure is that it was around long before the Great Rain

of Fire, that it has a liking in necromancy, witchery, and the sentient reptile races. Demogorgon has a double soul and double aspect; as a female, it's the patroness of corruption, deceit, and witchery. As a male, it's the patron of necromancy and destruction.

Demogorgon opposes the forces of Law and Good but is in open competition with both Orcus and Alphaks for the crown of Absolute Lord of Destruction. It considers its rivals too brutish and savage, devoid of the necessary malice and cunning useful to corrupt the mortal souls. And bring the annihilation of living beings to their completion. In its opinion, Alphaks and Orcus focus too much on the physical aspect of destruction, instead of breaking mortal souls.

CRETIA

Patron of Jokes, Lord of Trouble and Chaos, Patron of War, The Troublemaker

Cretia is a human with sallow skin, darting black eyes, a broad maniacal grin, and constant exaggerated movement. He is very attached to his patchwork clothes, which are comprised of many styles, materials, and colors. He resembles a mad mountebank with a rapier at his belt.

Dedicated to the philosophy of Chaos, Cretia sees this philosophy as the only way to avoid the corruption and the stasis generated by Order. His attention is on the Ethengar primarily. He will place

problems and obstacles in their road to spur them on in such a way to increase their diversity and still allow them to remain prosperous. The Ethengar worships him as the trickster, the bringer of chaos and jokes. He is also the patron of war as an instrument of lasting change. He is trying to expand his philosophy into the North, where he has clashed with the total order imposed by Vanya and Forsetta.

DANEL TIGERSTRIPES

Patron of the Clan of the Tiger

Danel is a slim human with prominent musculature, high speed, and graceful movements of a panther. He has slit eyes like those of a cat (vertical pupils and gold-streaked irises); Covered by long



scars, his body is similar to the stripes of a tiger. He wears a simple, short, sleeveless tunic and a short sword at his belt.

Danel is a victim of hate and resentment that Atzanteotl has made to grow within him. While he used to be compassionate and human, he no longer has any scruples and has become a cruel and sadistic Immortal. He never misses an opportunity to induce suffering on mortals.

DIULANNA

Arduinna, Patroness of Will and Courage, Patroness of Hunting

Diulanna is a young woman with a serious, almost severe expression, with clear skin and long fiery red hair. She dresses in a short hide tunic, a loincloth, a pair of ankle boots made of leather, and a lion's pelt hair band. She wields a short stone-tipped spear and long shield and a short sword at her side in typical Thyatian fashion.

Diulanna is the patroness of will, courage, freedom of action, and thought, especially among minorities. She mainly works against the oppressive machinations of Rathanos. Diulanna is a wild and free spirit and requires great determination and sacrifice from her followers since she never submitted to the injustices and will of despots. She much loves the hunt and is the ritualistic patroness of various cultures. Her most faithful ally is Tarastia, who admires Diulanna's determination and have a common hatred for Rathanos, and his mentor Korotiku. She despises Rathanos and every Immortal that threatens the cultures she protects.

EIRYNDUL

Eyris, the Adventurer, Patron of Cleverness, Patron of Shiye-Lawr, Patron of Adventure

Eiryndul is a tall elf with long silver hair, smartly clad in royal robes, and a golden engraved crown featuring several frolicking sylvan beings. He is frequently found in the company of various woodland creatures and is one of the few Immortals tolerated by the fey court.

Eiryndul is somewhat of a prankster and likes to taunt Immortals with tricks carefully planned to embarrass them without hurting them. He indulges in these jokes, mainly targeting Mealiden and Ilsundal. He is also famous for his romantic escapades, both with mortals and immortals. For this reason, he has a heated rivalry with Valerias, the patroness of love, who has refused

more than one of his advances and has ridiculed him in front of other immortals. To avenge himself, he sponsored Kythria, a young immortal similar to Valerias and her former cleric. Eiryndul is also in competition with Harrow, a young immortal of the Nightmare Dimension. Harrow has hindered Eiryndul's plans too many times and is now threatening his authority on the Daendur elves. Harrow is also an ally of Loki in the Hagiarchy of Hule. Eiryndul considers this despicable because Loki represents the negative aspect of Eiryndul: an immortal that uses trickery and deceit to bring cruelty and destruction.

FORSETTA

Porewit, Patron of Law and Justice, Patron of Loyalty, Patron of Vestland

Forsetta is a tall blond Norse man with a noble and calm attitude. He wears white plate mail and holds a polished round shield with his left arm and a golden scepter with four large rubies (symbol of the Law) in his right hand.

Forsetta is an honest and peaceable immortal, who pursues his goals of Order and Justice with near-obsessive strength. He thinks that Laws and Codes of Conduct are the only way to give order to the world and the only things that can bring harmony to mortals. He views these as leading humanity to social progress. Forsetta does not approve the chaotic teachings of Cretia and has argued with him in the past, although he does not consider him an actual enemy.

FREY

Brian, Fredar, Jarilo, Patron of Friendship and Fertility, Odin's Tactician

Frey is a tall blond and charming Antalian with a lithe figure (he fights more with cleverness than with raw force). He's dressed in typical Northern Reaches attire (chainmail, longsword at his side, horned helm, and a pelt cloak). His magical golden boar, Gullinbursti, is always found at his hand, especially when riding into battle. He owns Skipbladnir, a magic ship that can be folded to fit in his pockets.

Originally called Fredar, he became known among the Northmen as Frey, protector of the Antalian blood. He is currently Odin's trusted advisor and has many followers among the Northmen as patron of bravery in

battle, tactics, loyalty, and friendship. Given the legends of his romantic prowess, he is the patron of virility and fertility, and his cult is often associated with the cycle of seasons and agricultural productivity. Frey is particularly liked by the lower classes because he advocates avoiding fighting whenever possible (contrary to the typical warlike mentality of the Northmen). If a fight is unavoidable, he teaches it is better to use wisdom, cunning, and boldness than raw force to prevail.

FREYA

Brianna, Fredara, Lada, Patroness of Love and Beauty, Patroness of Family and Fertility, Mistress of Seidh, Keeper of Souls

Freya appears as an Antalian woman of unsurpassed beauty. She is tall, with a slender and curvaceous body. She keeps her blond hair in long braids with jewels. She clads herself in northern styles. Never seen without her beloved magical necklace, Brisingamen, an artifact created for her by the finest dwarven artisans.

First called Fredara, she became known among the Northmen as Freya after her ascension. Freya likes beautiful things and to show her beauty but has no hidden goals in doing so. She has a sensual, open, and passionate character but is not a manipulator. Freya has deep feelings for her brother Frey and her patron Odin, whom she considers her father. She has a strong following among the Northmen as patroness of warrior women, fertility, beauty, love and sexuality, and Seidh (prophecy).

FUGIT

Keeper of Memory, Patron of History, He Who Cannot Forget

Fugit looks lost to time; he appears so old. With a bald head and a short white beard, his many wrinkles frame a face with a wise and calm aspect. He has two bright, attentive, and curious eyes. Fugit wears a long blue robe that appears liquid due to its folds and the reflections that ripple through it continually.

The origins of Fugit and how he became an Immortal are quite bizarre. He came from the Temporal Prime (the plane of the temporal flow that surrounds each reality), in which he lived in symbiosis with others of his kind. Threatened by a race called the Carnifex, Fugit reached out to the Immortals of Mystara, who helped him free his people and imprison the Carnifex for all time.

However, the ritual that accomplished this destroyed much of Fugit's realm causing him to ascend to the ranks of the Immortals.

Fugit is an expert on the history of the Multiverse, a systematic student of the Temporal Plane and its characteristics, and has the critical responsibility entrusted to him by the Hierarchy of Time of watching the temporal paradoxes on Mystara. He is known as the Keeper of Memory, and he is a sort of supervisor and hunter for the Sphere of Time. Fugit's role is facing and eliminating anti-time practices. Things like the excessive use of spells of longevity, abuse of artifacts of time traveling, or temporal tunnels, oppose the natural creep of time. Fugit is implacable and methodical but steadfast in defense of his ideas and of the irresistible creep of time. He is an unrelenting executor in the study of paradoxes and how to find and punish those that threaten the known temporal reality.

GARAL GLITTERLODE

Garl Glittergold, Patron of Gnomes, Patron of Invention and Crafts, Supreme Technician

Garal appears to be a small gnome with a long thin nose, hairy sideburns, and eyebrows, unkempt hair and keen eyes. He has a cheerful attitude and is always wearing colorful but dirty clothes and carrying a toolkit.

Garal is a diligent person and is always doing something, usually performing several different tasks simultaneously to avoid wasting time. He is precise and ingenious and blessed with a creative spirit not often found among immortals. He hates both Kurtulmak (responsible for destroying the gnomish realm of Falun in the Soderfjord region) and Ranivorus (who represents the gnomes' greatest enemy). His only friend and ally is his former patron Kagyar, whom he still regards as a master artisan to be praised and imitated. He has cooperated with Wayland and Ilmarinen and with Frey and Freya.

HALAV

Redhair, Patron of Warfare, Patron of Weaponsmiths, Patron of Traladara, Protector of Milenia, Bane of the Humanoids

Halav is a well-muscled red-haired human warrior with a golden crown, of Traladarian origin, wearing a bronze cuirass and wielding a shortsword.

Halav is the fierce enemy of all immortal patrons of humanoids, except for Karaash, whom he respects significantly for his tactical skills and honor on the battlefield. He also despises Vanya for the hatred she shows towards his protégés (the Milenians) and tries to hinder her plans whenever they threaten the Milenians or the Traldars.

HATTANI STONECLAW

Patron of the Clan of the Bear

Hattani is a tall and imposing, copper-skinned human with a well-defined body in perfect condition. He has a wise face and his square features marked by war paint and a long black topknot. He wears at his neck a talisman with the claws of a bear hanging from a strip of leather and always hefting a war hammer with a stone head decorated with eagle feathers. His only other clothes are his deerskin trousers and boots.

Hattani is similar to Atruaghin, very reflective and just, but very quick to act and more of an expert in the tactics of war than his patron, whom he serves with unwavering devotion. He feels more pity than anger for Danel, recalling that once he was a just and capable leader, and concentrates all his resentment against Atzanteotl.

HEL

Erel, Kala, Nyt, Hiisi, Marzanna, Patroness of Reincarnation, Keeper of the Netherworld, Queen of Ice and Shadow

Hel appears as an ashen woman with a split face. One-half of Hel's face is smooth, the other stunningly beautiful. She clads herself in simple jet-black clothes.

Hel has plots going all over the Multiverse, and by mortals who know her are terrified of her. Together with Thanatos, she's the most powerful Immortal of the Sphere of Entropy, and they compete fiercely for dominion. She is fascinated by the cycle of life and death, and by the juxtaposition of Good and Evil.

She does not believe that death shall prevail in the end, as Thanatos hopes. Instead, she believes in the cosmic order, which gives Law and Chaos their time and place in the cycle of things. She knows that Law's predominance over the universe is nearing its end. It's just a matter of time before she achieves her final goal and brings Ragnarok to the Multiverse. After that, Entropy will rule, and she'll be the sole Queen of the universe. For this reason, it is of paramount importance

that she reincarnates evil beings into newborn creatures, increasing the chaos factor in the cosmos to accelerate Ragnarok.

Hel is particularly obsessed with shadows and cold energies, which she feels resemble her own. Because of this, she has more followers in areas where cold and darkness abound. Hel's only ally is Loki, even if their cooperation is not constant. She is Odin's sworn enemy and opposes the whole pantheon of the Aesir. She agrees with Odin's visions about the coming of the Ragnarok, but she does not intend to play along with the role that Odin's prophecy assigned her. Instead, she is trying to eliminate most of the Aesir before Ragnarok comes, to gain the upper hand.

ILSUNDAL THE WISE

Ayodhya, Dain, Tiuz, the Guide, Laksman, Sita, Tapio, Patron of Elves

Ilsundal is an elderly elf with a wise visage. His hair color and garments change according to the fashion of the elves he encounters (he represents them after all). Ilsundal is a patient and thoughtful Immortal blessed with high sensitivity and wisdom. All the centuries spent as an elf first, and Immortal afterward have only increased his quiet character and his slow and studied habits. He shows the most seraphic calm even in the middle of the most furious battles. He watches over his followers and assures the elves to still hold to the ancient sylvan ways, reminding them not to abuse the knowledge and arcane arts they master. Ilsundal's most trusted friend and ally is Mealiden, the first king of Alfheim, who always guards his patron. Ilsundal is also an ally of Calitha and Ordana, who share his love for nature and the elven race. He loathes Atzanteotl and Idris, two immortals bent on destroying and corrupting the elven race, and must always be on the watch against the evil schemes of these Entropic immortals.

IXION

Ayazi/Himayeti/Aksyri, Dazbog, Horon, Idu, Orisis, Oztzitiotl, Pyrak, Pyro, Solarios, Father Sun, Tabak, Tubak the Lawgiver, Tyr, Lord of Light and Energy

Ixion appears as a male whose race changes depending on those who observe him. No matter which race, he always has a long mane of shining golden hair, fiery eyes, and his skin tone has a golden-hued skin tone. He wears a golden silk robe

and carries a flaming sword at his belt, and always moves around on a giant fiery flying wheel.

Ixion is the embodiment of the sun in all its glory. Mortals have worshiped him since the beginning of time as patron of light, life, and the natural order of the universe in opposition to chaos and death. As Tubak the Lawgiver, he is revered for his ability to rule wisdom and common sense rather than through inflexible laws. Ixion promotes knowledge as a means to reach salvation. He teaches that the wise are to leave ignorance to gaze upon the light of consciousness. He strives for the victory of the positive Spheres (led by Energy) over the negative influence of Entropy. He believes the spirit is more important than the letter. The only rules he preaches to his faithful are to oppose Entropy and its followers, and maintain peace through any means.

Ixion embodies perfectly the Sphere of Energy. He is full of passion and vigor, iconic, hot-tempered, and always in motion. But he is also contemplative, thoughtful, wise, and lenient. His most trusted allies are Valerias (his eternal soul-mate), Asterius (the enemy of Entropy), and Ka (who shares Ixion's goal of protecting the universal balance. His most hated enemies, on the other hand, are the most powerful and ruthless among the Entropics, Thanatos, Hel, and Atzanteotl.

KA THE PROTECTOR

Genjoo, Ka'ar, Kalaktatla, Father Earth

Ka was born a carnivorous dinosaur, however he was unique among his species. He was given a superior intelligence and was the first being to discover the existence of magic. Through this he was also able to extend his life. He began to codify his study of the forces present in nature, including arcane energy, becoming a living receptacle of knowledge. After a while, he felt lonely and searched for other entities that could show the same intelligence. In this desperate quest, Terra noticed him, who offered him Immortality. He ascended into the Sphere of Matter long before the humans evolved from the Neanderthals.

Ka started to study all living species, rejoicing whenever a new one emerged. He intervened to protect those dying out, moving them to more suitable areas. Ka discovered the existence of a massive cavity at the heart of Mystara after a large meteor strike. Exploring the crater, Ka found some large cracks that descended and

found himself in a cavern thousands of miles wide in what had to be the planet's core. He realized Mystara was created hollow by some entity that preceded the Immortals. Ka had the idea of exploiting the hidden cavern in the heart of Mystara as a place to preserve the species in danger in the outer world. To protect species and later entire cultures, he imagined and ultimately constructed the magnificent Hollow World. In that hidden cavity, he formed true and proper continents to keep, in a state of perennial preservation, those cultures at risk of disappearing or being drastically altered.

KAGYAR THE ARTISAN

Belsamas, Ka-Gar, Modsognir, Nin-Agar, Flasheyes, Pater, Ptahr, Patron of Dwarves, Patron of Craftsmen, Protector of Miners

Kagyar is a sinewy human of average stature with greying black hair, small hollow eyes that burn with creativity, and a short, black immaculately kept chin beard. He wears a simple tunic of white linen, with a turban or drawn hood and a medallion around his neck that bears his symbol of a hammer and a chisel.

Kagyar is the patron of craftsmen and the dwarven race and has little interest in anything else. He grants creative inspiration to any individual who demonstrates an innate talent for arts or crafts. He tends to become distant and disinterested in anything other than the creation of great works but becomes infuriated at their destruction. His only real ally is Garal, who he considers a brother for their similarities. He occasionally collaborates with Ka, Wayland, and Polunius on ambitious projects that affect the Sphere of Matter or art in general but does not consider them friends, merely allies. Kagyar has no particular enemies, save for any Entropics sworn to destruction.

KHORONUS

Fu Shi Liu, Naabu, Father Time, Keeper of the Gates of Time, Patron of History and Philosophy

Khoronus is a tall solemn human of ancient mein. He appears ageless rather than elderly or hunchbacked. He has long white hair, an equally long white beard, and dresses in an elegant but straightforward robe.

In the course of millennia, Khoronus has always tried to spur mortals, especially government leaders, to consider their responsibilities carefully, and to use

wisdom and farsightedness in their decisions. He encourages the birth of different philosophic academies in which people may peacefully argue politics and good government. He carefully ponders any problem before taking a decision. This fact frustrates his equals, who instead want quicker and brave choices. Moreover, he advises his faithful and their allies to patient dialogue before acting. He believes that it is wiser and more useful to resolve the problems with dialectics rather than with a breach of trust.

Universally recognized as the patron of wisdom and the mysteries of Time, he is the supreme hierarch. He became the faithful companion of Djaea after her ascension and shares her interests and reflective nature. At the moment, he is particularly careful in monitoring the flow of time to prevent the creation of destabilizing paradoxes in the Prime Plane. He is most interested among the Immortals in researching the truth about the existence of the Old Ones, as well as discovering the hidden mystery that is behind the disappearance of the previous generation of Immortals. He is preoccupied with the idea that the catastrophic event that had caused their departure could happen again.

KOROTIKU

The Shapechanger, Saint Renard, The Supreme Spider, Yehm, The Cheat, Patron of the Pearl Islands and the Tanagoro, Patron of Spiders

Korotiku is a giant, comically plump, black spider with the smiling face of a human with dark features. His second form is that of a tall Tanagoro, stately and elegant, dressed in the royal garb typical of his people with the fur of a lion or tiger. He is known for his perpetual scornful grin.

Korotiku is the patron of the non-evil arachnids (in contrast with Arachne Prime), guile, and jokes that induce reflection. Because of this, he hates Loki, who instead creates evil tricks solely to cause pain and chaos. Korotiku is a heated rival of Masauwu and Harrow, masters of illusions that he seeks to smash. His cunning and exaggerated character makes him a nonstop whirlwind of ideas and resources. His objective is to drive others to use their intellect to survive and prosper. He wants to discredit clichés and illusions and

to reconsider the values of the society in which they live. They should strive never to do the predictable. His followers should accomplish these things by any means, the more amusing and embarrassing, the better. At first sight, it seems that his behavior is irrational and without aim. Korotiku always has an exact plan in mind. His actions are directed to stimulate thinking in mortals and Immortals, though most of them are not able to profit from the ingenuity of his deceptions properly. His cult finds proselytes among shrewd adventurers, more astute thieves, and reckless corsairs.

KORYIS

Patron of Peace and Prosperity, Patron of Ochalea

Koryis is a pure Alphantian with a gaunt physique, with a pallid complexion and hollow cheeks. He wears a simple tunic and an air of determination and suffering.

Koryis is a typical pacifist, faithful to the order that rejects any cutting instrument and to a creed that says that it is possible to resolve all problems and disagreements with dialogue. For this reason, he is not favored by the ardent and chaotic Alphantians and is not closely watched even by the more excitable and warlike Immortals. His only allies are Alphantia, the Shaper, and Razud (the third more on and off). All the Entropic bringers of chaos and destruction are his enemies. Alphaks, in particular, who he's known since they both were mortal and has never forgiven for the devastation caused to Old Alphantia.

LOKI

Bozdogan, Farbautides, Lokar, Veles, Patron of Hule, Prince of Lies and Deceit

Loki typically appears as a pale-skinned Antalian with red hair, a hawk's nose, and a maliciously shrewd gaze. He wears simple Antalian garments of animal pelts.

Loki is a master of deceit and betrayal. His goal is to set his enemies' against each other to provoke destruction and suffering. He often succeeds, thanks to his excellent manipulation skills.

He especially likes to pretend to be ready for redemption, luring good-willed immortals to befriend



him and fight for his cause. He then betrays their trust in the most critical moments. Loki does not actively seek new followers, as many other Immortals do, because he is particularly insensitive to the prayers of his worshippers. He believes that all people will follow his way eventually. He thinks that all mortals have a natural tendency toward evil and selfishness. The most evident proof of this is that the world is so rife with treachery and deceit that it causes the mortals' consistent downfall. He teaches his followers to increase entropy in the world and act for their gain at the same time. They must become master manipulators to avoid being deceived themselves.

Loki weaves his plots and deceits against Immortals and mortals alike, particularly as patron of Hule. Over the centuries, he has become an enemy of Odin, Thor, Frey and Freyja, Eiryndul and Korotiku, who all despise him for using cunning and deceit for destructive purposes. He particularly likes to torment allies of Hel. She does not consider this rivalry an actual enmity.

MAHMATTI RUNNING ELK

Patron of the Clan of the Elk, Protector of the Owl Tribe

Mahmatti appears as a wiry man of venerable age. His skin is tight to his bones and well darkened by the sun. There is a network of deep wrinkles on his face, and he possesses a wise and friendly look. The shaved sides of his head leave his remaining hair in a long ponytail reaching the middle of his back. He always carries a pipe and wears a simple hide shirt and trousers.

Mahmatti is the spiritual guide of the various Elk tribes, a sage always searching for new knowledge. His blessing keeps the magic-using Owl tribe from being destroyed by the Elk Clan. He doesn't like physical fights or hotheads and is loyal to Atruaghin and his mentor Ixion. Mahmatti shows a mixture of pity and contempt for Atzanteotl, who he considers a creature devoured by his hate.

MEALIDEN STARWATCHER

The Guardian, Milan, The Red Arrow, Patron of Alfheim, Caretaker of the Elves, Patron of Explorers and Adventurers

Mealiden usually appears as a young warrior elf with a daring grin, clad in practical hunting clothes of sylvan hue. He always carries a longbow on his back and has many sparks hovering around his head. The sparks' speed indicates his mood – the sparks move slowly

when he is calm and quickly when he's agitated.

Mealiden is Ilsundal's chief ally and bodyguard. He is the ever-watchful caretaker of the Alfheimers and of all those elves who worship him. Since he took on the responsibility of protecting and saving his kinsmen little remains of the lively and mocking character he had during his youth. He is a severe and strong-willed Immortal now, but he has not lost his love for adventure and epic challenges. He shows a preference for bold and light-spirited adventurers. He is utterly loyal to Ilsundal's cause and occasionally cooperates with Zirchev, as both share a love for the woods and woodland creatures. He hates Atzanteotl, the nemesis of all surface elves, and fights all Ilsundal's enemies.

MINROTH

Patron of Minrothad, Patron of Hope and Prosperity

Minroth usually takes the form of a 30-year-old athletic human with short jet-black hair tied with a leather circlet, a short and neat black beard and mustache, a typical Nithian nose, and tanned skin. His sparkling eyes are full of hope. He wears sailor's clothes and a bronze cuirass with a silvered mace tied at his belt.

Minroth is a wise and good-willed Immortal, who occasionally sends his followers omens to inspire them to peaceful cooperation. He prefers to watch over their lives without interfering and teaches them that the best way to happiness is through self-esteem, dedication to one's work, and hope. Hope is the central tenant of Minrothism: the faithful must hope for a better future created by the chosen of Minroth. This philosophy leads to a life where only those who work with honesty and passion can attain true happiness and wealth.

NOB NAR

Patron of Halflings, Protector of the Five Shires, Patron of Adventurers and Audacity

Nob Nar appears as a young halfling in the prime of his life. He is a little more than a yard tall but has a lean and handsome physique with sun-tanned skin. His long, black hair sits at the nape of his neck. His wide-eyed stare and mischievous grin proclaim his rebellious spirit and his big mouth. He is your prototypical rascal and troublemaker. He wears simple traveler's clothing, and he is never without his magical rapier Zanna that he created from the tooth

of a dragon. Nob Nar has never lost his penchant for entertaining and impossible adventure. He watches with favor all individuals who risk their lives to follow dreams of glory and for the good of the hin. He is a faithful ally of Brindorhin and Coberham, with whom he watches over the welfare of the hin of the Five Shires. Nob Nar stands along among the Immortals in the speed with which he achieved Immortality. He ascended during his yallarin, a feat no one has even come close to matching. He has never stopped admiring and helping his patron, Sinbad, who is everything Nob Nar aspires to be. Since becoming immortal, he has developed a strong attraction for Arnelee, a woman of great courage and cleverness, and who shares his passion for adventure.

ODIN

Wotan, Viuden, Taranos, Zephyr, Amon, He Who Watches, Grammaton, Jumal, Oloron, Father Sky, Perun, Patron of the Northlands, Patron of Fair Rulership and Nobility, Lord of Sky and Winds

Odin is a weathered, mature bearded man wearing an eyepatch over his right eye. He has broad shoulders and a straight back and clad in dusty gray clothes with an old hat and cloak. Odin wields a long spear that he uses as a walking staff. His two ravens, Hugin and Munin, are always following him, and he often appears riding his mythical eight-legged flying horse, Sleipnir.

Odin teaches his followers to use their wits and intelligence in life, to seek knowledge and wisdom through experience, and to keep in touch with the world around them. He urges his followers to become wise and fair leaders and to follow in the footsteps of their virtuous, just, and enlightened predecessors. Odin encourages his followers to savor the joys of life and learn from their mistakes. He surrounds himself with a group of immortals he has sponsored or helped during their quests for immortality, the so-called Aesir, who make up most of the Northern pantheon. He's also allied with a group of Immortals known as the Vanir by followers of the Antalian Cult.

His two enemies are Hel and Loki. Hel is his opposite. She reincarnates the souls of evildoers to spread chaos and evil as much as Odin reincarnates the good. They vie to rally more champions. Loki is one of the Aesir, but he's doomed to betray everyone much as he did with his former patron Rathanos. Despite knowing and foretelling this, Odin keeps Loki among his "children"

where Odin can keep an eye on him.

ORCUS

Oruguz, The Goat, The Black Prince, Lord of Demons and Undead, Patron of Violence

Orcus appears as a 15 foot tall humanoid with goat's head and cloven hooves, a pair of huge ram's horns, a blocked and hairy torso with two muscled arms.

During his mortal life, Orcus was a merciless Taymoran war leader who lived in the region later known as Traladara. His hatred towards all living beings and his thirst for blood caught Thanatos's attention, and soon he led Orcus onto the path of immortality, turning him into Mystara's first devil swine. Orcus became a legendary figure after his ascension in XVIII century BC, and Traladaran legends later incorporated his deeds as the perfect example of cruelty and horror. Orcus's cult then became widespread among the evil shapeshifters.

Orcus's primary goal is to destroy everything associated with beauty and life. He is obsessed with spreading terror and mass destruction in the cruelest way possible, and for this reason, he's in a race against Alphaks for the crown of King of Destruction. Despite his bestial appearance, he is intelligent, cynical, and cruel. He is a flawless sample of the cold logic of evil. Among his sphere of influences lies the patronage of the undead. It is a field where he competes with Nyx and Demogorgon to acquire the most followers.

ORDANA

Mother Forest, Thendara, Breig, Tawnia, Ui, Patroness of Sylvan Races, Mother of the Elves

Ordana manifests herself in various forms, each according to the cultures she is revered.

Mother Forest / Ui: An imposing oak treant.

Thendara / Tawnia: A beautiful elven maiden with long flowing hair and emerald green skin clad in woodsman clothes.

Ordana / Breig: A charming dryad with emerald green hair and eyes, clad in a simple thin shift made from the leaves of different trees.

Ordana is a force of nature, and thus she embodies the majesty and timeless strength of the forests and woodlands. For this reason, she views herself as

protector of all the races that dwell within, respect, and love the woods. Conversely, she passionately opposes all those civilizations that destroy woodlands or mindlessly use fire to change the environment. Despite losing many followers to the elven Immortals, she considers Ilsundal and Calitha loyal allies. She also knows she can always count on the Korrigans' protection, on Zirchev's aid, and Ka's wisdom.

PETRA

Warden of Traladara, Patroness of Defenders, Patroness of Besieged Cities

Petra is a petite woman with a light complexion and short dark hair. She has a determined and severe countenance. She wears an ancient bronze cuirass of Traldar or Milenian design and wields a round shield on her left arm and a heavy mace in her right hand.

Petra is a very practical Immortal who has no time for nonsense and trivialities. She does not feel pity for those who do not dare to challenge fate and adversity and prefer instead to cry and mourn. She prefers characters that go on despite the hardships and never fear to face the impossible. Petra is the patroness of many warrior clerics, those who defend besieged settlements, and of anyone of Traldar or Milenian blood around the world. She is often in open disagreement with Vanya for being the sworn enemy of the Milenians and because of Vanya's obsession for conquering everything (particularly Karamaikos). She despises Leptar, who helped in the collapse of the last Traldar cities.

PROTIUS

Ahti, Manadyn, Manwara, Nithys, Father Ocean, The Spuming Nooga, Old Man of the Sea, Sovereign of the Oceans and Water, Patron of Sailors, Protector of Marine Fauna

The race of Protius's manifestation form varies based on the type of follower that worships him, but all share specific characteristics. He always appears with the traits of a male individual of advanced age, with a beard, mustache, and greenish algae hair. He is naked or enveloped by algae that constantly drip salt water, and a trident clutched in his fist. His face betrays his mercurial nature, sometimes calm, happy, and seraphic, then suddenly enraged, passing then into stages of reflection or determination. He rarely has a fixed expression. He also manifests as a dolphin of

remarkable intelligence or a gigantic whale.

For millions of years, Protius has embodied the sea in all its aspects: beauty, abundance, unpredictability, danger, vastness, riches, and mystery. During the evolution of species, he has always presided and watched over the oceans. He causes storms and calms seas at his will to make mortals understand just one thing: he is the unchallenged lord of Mystaran waters. Protius is a loner and doesn't particularly love the human or humanoid races; not that he detests them, he has no interest in their fate. Usually, he receives the prayers of sailors and fishermen, and he either listens to or ignores them depending on his whim. What he is interested in and only truly values are the subaquatic races, animals, and plants. Even so, he can be persuaded to help a land-based human or demihuman if they have performed particularly generous acts towards the sea and the marine beings that Protius defends.

RAD

Etienne d'Ambreville, Patron of Glantri, Patron of Magic, Lord of Radiance

Rad appears to be a gruff elderly man with a long white beard, and keen piercing eyes. He wears a long robe embroidered with mysterious runes and magical symbols.

Rad is brilliant, unpredictable, lonely, and stubborn. When he acts as Etienne, he pretends to be absent-minded and curmudgeonly, to make others believe he is senile, though his mind is as keen as is ever was. Rad enjoys teasing people considered too proud by using his typical Averognese arrogance. He irritates Ixion every time he can, and has never acknowledged Ixion's leadership. His machinations are the reason Immortals are kept mainly out of Glantri, much to the displeasure of rivals.

This irreverence for the immortal hierarchy brings him the sympathy as well as the hatred of many fellow immortals. Rad's irreverent character is often the point of many debates within the Sphere of Energy. Many hot-headed immortals who want to shake the hierarchy and overthrow the reigning immortals follow his example. Despite his stubbornness and dismissiveness, Rad is too kind-hearted to take his enemies seriously.

RAFIEL

Patron of the Shadow Elves, Patron of Science

Rafiel is a middle-aged human who appears mousy but hides a piercing and cunning gaze behind his spectacles. His mortal form is of a shy and wiry human with a receding hairline. He wears a plain tunic and trousers under a white scientist's apron.

Rafiel is a calm, wise, and good-intentioned Immortal. His extreme humanity and sense of duty caused him to help the shadow elves survive their time of struggle, and he became quite attached to them. The 14 Verses he gave them as his commitments sometimes seem harsh, but they have helped protect the Shadow elves and allowed them to survive over the centuries. His followers have always considered him stern and severe because of his religious edicts: the habit of abandoning the malformed babies in the upper tunnels and chasing off the elderly elves. However, this belief is because they do not know the scientific justifications behind these laws. Rafiel guides various humanoids to find and raise the malformed shadow elf infants as their own. This purifies the shadow elf race of radiation and infiltrates his followers among the humanoids.

His primary interest is in the different kinds of energies found throughout the Multiverse, in particular, the Radiance. He has always secretly studied the Radiance as that same energy made him immortal. His most ambitious project is the construction of a nuclear reactor known as the Chamber of the Spheres (similar to the Beagle's Nucleus) under the Refuge of Stone. His obsessive reasons for creating the artifact are to prove that the principles and scientific laws he based his mortal life on are still viable.

Rafiel is mostly a pacifist, but he has always used every means to fight against Atzanteotl's influence over his people. Atzanteotl is his only true nemesis and is held responsible for corrupting many shadow elves to the cause of Entropy.

RATHANOS

Ra, Patron of Nithia, Lord of Fire

Rathanos appears to be a 7-foot tall vaguely masculine humanoid made of blazing fire, without a face, genitals or any other defining features.

Rathanos is obsessed with power, and for some reason, has a misogynistic view of the universe. This obsession leads him to oppose female Immortals just for being female (this attitude restricts his followers to being only

men). Rathanos's interest is the complete transmutation of all matter into energy, in particular, fire.

Rathanos is continually searching for a spell that will allow his followers to transform into beings of pure energy, making them indestructible and immortal. Up to now, his research has not produced the ultimate spell, and therefore he continues to push his followers, promising them that this is the only way they will achieve immortality. If this happens, he will create a nation of beings that will be born as mortals and learn as fast as only mortals can, but who become eternal beings serving the cause of Energy.

RAVEN

Patron of Good Luck, Patron of Jokes and Fun, Master of Guile

Raven is an old but active halfling with sparkling eyes and a malicious guise that only promises trouble. He wears showy clothes, has short blond hair streaked with grey and a face full of wrinkles. Despite his aged appearance, he is quite healthy.

In his mortal life, Falcho Fallowguard, also known as Raven, was a halfling from the flying city of Serraine who never took anything seriously, not even his quest for Immortality. Perennially blessed with luck, all his life was a constant anthem to recklessness, the search of adventure and fun, lack of planning, and always relying on his instinct, guile and good fortune.

Raven is not at all interested in the various problems of Mystara and doesn't want anything to do with the obligations that are relevant to most Immortals. He prefers to employ his sense of humor to play practical jokes on, and make fun of, the other Immortals. He mainly harasses those who take things too seriously. In this activity, his best collaborators are Cretia and Korotiku. Raven does not use practical jokes and pranks for malice or with spitefulness, but merely for enlivening an otherwise too calm and boring life. He is the patron of good fortune due to his incredible luck.

RAZUD

Patron of Self-determination and Independence, Patron of the Alphas

Razud looks like a handsome, sixteen-year-old man with a golden complexion. He has chestnut hair, green eyes, and a huge smile that illuminates his face. He dresses in an emerald green toga of smooth silk.

Razud is a determined and brave individual. Because of this, he looks with a unique favor over his worshipers who show themselves to be independent and self-sufficient. Those who look for him for guidance and protection should be, at the same time, bold and brave enough to face life's challenges with their strengths. All those who struggle for a better existence, independence, and success worship Razud.

RUAIDHRI HAWKBANE

The Silver Hunter, Bane of Lycanthropes, Patron of Hunters

Appearing as an elven hunter wearing silvered chain mail and wielding a silver longsword, with a longbow on his shoulders and silver-tipped arrows, Ruaidhri Hawkbane is the bane of lycanthropes and patron of hunters. His visage is almost predatory, where he seems to be deciding if those before him are prey.

Ruaidhri was born in the IV century AC on the Traders' Isle in Minrothad into a family of wood elves. He witnessed all his parents and relatives massacred by a band of werewolves during the introduction of lycanthropy in Minrothad. Mad with rage and burning with vengeance, he led the faction of elves that eventually brought about the Silver Purge in AC 443. After ridding Minrothad of its werewolves, he left his home to complete his revenge, following every trace and rumor pointing to the existence of werewolves in the world. He killed the last werewolf in AC 593. After all his travels and experiences, he is convinced that despite all his efforts and long life, a mere mortal could never free the world from the plague of lycanthropy. Because of this, he chose to walk the path towards immortality.

Ruaidhri's crusade, against what he perceives as a cursed people that prey on the living and are above all a constant threat to the life of all demihumans, consumes him. Because of this, he eliminates werewolves without regret or mercy. In his implacable hatred of all lycanthropes, he has become the fierce enemy of Zirchev, who protects them. Ruaidhri is a loner who doesn't care about stable alliances. Even his sponsor, Malinois, abandoned him when he realized the extent of his pupil's hatred. To pursue his vendetta, Ruaidhri will go to great lengths, including allying himself with Entropics when he thinks it's needed.

SINBAD

The Celestial Traveller, Patron of Travelers and Explorers,

Patron of Boldness and Discovery

Sinbad is a human man in the prime of life. He is a mighty sailor and explorer. Sinbad always appears as a member of the ethnic group of the people he appears before, though his exact origin is unknown. What matters is he has always manifested as a man of the sea.

Sinbad is charismatic, unpredictable, and a daring Immortal, always on the lookout for new barriers to break, new risks to take, and new adventures to experience. Sinbad is one of the best known of the Immortals. He is the patron of several others of his kind, and many peoples look to him as a legendary and mythical figure. Despite his popularity in numerous nations, unlike other Immortals, he maintains one persona across the Known World.

TALITHA

Ait-tha, Ta Liu Ai-Tan, Patroness of Egotism, Queen of Treachery and Vice, Protector of Murderers

Talitha is proof that beauty is not always kind. She is a beautiful brunette with Alphonian features, with a curvaceous body and coppery skin, and she often dresses in very skimpy clothes. This appearance enhances her charm and sensuality despite the fearsome battle ax she carries concealed on her back.

Talitha lives only for herself. She enjoys humiliating others and causing distress and pain. It is not in her nature to steal something; the theft must always create the ruin or the suffering of the victim. Talitha is a hedonist without remorse. Being worshiped for her feats is one of her desires, and she is unforgiving. She has woven intrigues and conspiracies against both Immortals and mortals, and now she is one of the most active Entropic Immortals in the Multiverse. Her fast rise in the Sphere's hierarchy gives testimony to the fact. She loves to play ally to some Entropic Immortals only to turn the tables on them in the end, benefiting from her rival's fall.

TAHKATI STORM-TAMER

Patron of the Clan of the Horse

The favored Immortal of the Horse Clan, Tahkati is a copper-skinned human much smaller than average, but with shoulders so broad and muscular, he is both imposing and threatening. His hair is shaved at the sides, leaving his ponytail to fall to the middle of his back. He is nude, except for a linen loincloth held up

by a belt holding the scalps of his enemies, and a dagger carved from a buffalo's humerus.

Since Atruaghin became Immortal, he and Tahkati have frequently collaborated, and even if they are not real friends, they respect each other, and Tahkati is faithful to Atruaghin's cause. Because of his fierce, proud, and determined nature, he frequently responds poorly to any provocation, which places him in stressful situations. He doesn't approve of Atruaghin's calm and temperance. He wishes that Atruaghin would be quicker and more decisive in promoting the crusade against the Entropic Immortals and the Clans' enemies.

TARASTIA

Pax Bellanica, The Judge, Var, Patroness of Justice and Revenge, Mistress of Truth and Order

Tarastia is a human female with a severe expression and impassive air. She has dark tan skin and a determined chin and always wears black plate armor and carries with her a black executioner's ax.

Tarastia is obsessed with the concept of justice. She helps those who pursue a just cause, but only concerns herself with essential and vital deeds. She does not allow her faithful to give out punishments that are harsher than the crime, and she shows no mercy when dealing with people who have deliberately ignored the laws. To her thinking, laws are the only pillars that keep any society from falling into anarchy. Tarastia does not approve of the methods of Koryis and Alphatia, who are too peaceful and agreeable in her view, but she does not consider them enemies. Her only real enemy is Rathanos, who is both chauvinist and lawless. Her only ally is Diulanna, who shares her determination and appetite for justice.

TERRA

Cay, Dun, Frigg, Maderakka, Mother Earth, Magna Mater, Yamuga, Patroness of Life and Fertility

Terra appears as a squat human woman with dark skin but no particular racial traits. Her expression is both stern and compassionate. The color of her hair varies with the time of the day: rosy red at dawn, brown from morning to afternoon, blond at midday, and black from sunset until sunrise. Simple brown robes are her favored attire.

Worshiped throughout the Multiverse as patroness of life, birth, and fertility, Terra oversees the aspects of the life cycles of planets and civilizations. Her main

interests lie in the creation and protection of new species and the propagation of all others. She is especially concerned about those areas of the universe where Matter dominates. Terra despises the plots and intrigues spun by most Immortals. She will do anything to protect the interest of her Sphere and to triumph over death and chaos.

Terra is extraordinarily stubborn and follows the ancient laws of order. She does not like new theories, nor does she promote change from the primeval order of the Multiverse. She believes in protecting order and life at all costs.

THANATOS

Tha-to, Karr, The Grim Reaper, Old Nick, Father of Demons, Darga, The Eternal One, Patron of Death and Destruction

A humanoid wrapped in dark-stained bandages that hide his features, Thanatos wears a full black robe, with decomposing wings on his back and a rusted scythe held tightly in his skeletal claws.

Thanatos hates every kind of living thing, and he considers death as the only possible remedy to the pestilence of the living spread through the universe. He tries to bring death and destruction everywhere. He wants chaos to rule and death to be the perfect state of the universe.

He uses both brute force and elaborate schemes to attain his goals, which makes him the most active Entropic Immortal in the universe. It doesn't matter what his purpose is or whether it affects an individual or a whole country; Thanatos will always focus his efforts to succeed with relentless devotion.

He savors all of the individual moments of grief and pain he causes to the living as he moves towards his ends. He often loves to kill mortals and assume their identities to deceive his enemies and personally push his plans forward. Most of the time, he has to rely on the thousands of worshipers he has across the Multiverse to spin his web of wickedness.

Thanatos has no stable allies, never hesitates to use other Immortals as pawns or conscious (albeit temporary) allies in his plots. None of the Immortals he sponsored would ever dare to refuse his requests. Thanatos has always endured thanks to his incredible cunning and merciless soul. He knows he has all the time in the Multiverse; he never needs to rush his

schemes.

THOR

Donar, Donegal, Tuatis, The General, The Thunderer, Dugong, Patron of Warriors, Lord of Battle and Honour

Thor resembles a powerfully built Antalian with fiery red hair and beard. Typically dressed in chain mail with a horned helm and a war hammer at his belt.

Thor is the embodiment of the perfect warrior, and he demands his followers to stay true to his code of conduct based on honor, courage, and respect for tradition. Fearless and always ready for battle, Thor is usually an easygoing character, but is prone to fits of rage when offended or teased, something Loki loves to do whenever they meet.

Thor considers all Aesir as his allies, except for Loki who doesn't miss a chance to ridicule or trick him. And he is often in league with Hymir, the only giant immortal he gets along with thanks to Hymir's ability with liquors. His allies are always ready to obey his commands. He hates Zugzul with a fiery passion because he's the patron of all evil giants who frequently tormented his people, and he continually watches Hel's moves because of her alliance with Loki.

TWELVE WATCHERS

Patrons of Crafts

The Twelve Watchers are, in reality, a single Immortal that manifests as twelve different aspects. Each of the aspects has no distinguishing features except for baldness and a magnetic gaze. Each of the aspects represented carries the tools of a different trade to identify it.

The craftsman Doregar was a talented Darokinian merchant prince. During a particularly unlucky caravan, his companions were brutally slain in front of him, though he was able to escape and avoid their fate by lucky happenstance.

Because of the terrible distress he endured, his psyche shattered into twelve different personalities, one for each member of his slaughtered party. Because of his talent in various professions, which, he attracted the attention of Kagyar. Doregar was set on his path after passing the tests. Unfortunately, his ascension didn't

cure him of his mental illness.

Doregar is now the patron of craftsmen all over the world and sometimes collaborates with Kagyar. He created twelve distinct avatars, thus giving a body to each of his twelve personalities. Mortals worship him under twelve different names, each one the patron of a specific craft.

TYCHE

Bath, Tai Qi Ming, Patroness of Luck and Fate

Tyche appears as a woman in a white robe and a veil, with alabaster skin, raven hair, and a stern visage. Both attractive and dangerous, she exudes an aura of mystery.

Tyche is an ancient immortal, much like Ixion and Thanatos and is the patroness of both bad and good luck, chance, and fate. She claims she doesn't remember ever being mortal. Sages speculate that she was born at the creation of the universe since she embodies destiny and chance.

Whatever the truth is, she jealously guards that secret.

Tyche has a very distant and aloof manner, and never strikes alliances with anybody. Likewise, she never openly opposes anyone. Her cult has a large following among commoners and adventurers, who often pray to her for good luck before engaging in chancy enterprises.

VALERIAS

Ashanti, Biao Hun Xi-Ai, Girder-on of Weapons, Hathnor, Isiris, Shaya, Sjojn, Vanu, Immortal of Love, Patroness of Passion and Desire, Lady of Charity, Protector of Lovers

Valerias appears as the most beautiful woman of the observer's race. She will be dressed in clothing of uniquely tasteful design and will wear precious jewels typical of the culture to which she manifests. Without exception, she wears a pair of golden earrings that represent the rising sun, a gift of her lover Ixion.

Valerias is a very passionate Immortal, and as such, her temperament is stormy, proud, and dramatic. She likes to meddle in the affairs of mortals and is inclined to intervene indirectly to help all those mortals that pique her interest or demonstrate charm and charisma. These fancies are transitory, and as suddenly as her interest for a story or an individual can bloom, it can diminish just as rapidly.



Even her romantic relationship with Ixion, which has lasted since time immemorial, suffers disruptions from time to time when Valerias loses her head over someone else. But in the end, she always returns to Ixion when looking for stability.

Despite being the uncontested patroness of beauty, she has recently begun to feel a serious rivalry towards Kythria, a young Immortal who was once her priestess. Kythria seeks to steal her place and her followers but is now under the protection of Eiryndul, who Valerias detests for his unendurable arrogance and repeated advances. Besides, given her capricious character, she doesn't like the exactness of Khoronus and often ends up arguing with him.

VANYA

the Grey Lady, the Inquisitor, Matera, Patroness of War and Conquerors, Patroness of the Heldannic Knights, Patroness of the Kubitts

Vanya is a human woman of medium height with brown eyes and single braided long brown hair. She is clad in red dragon scale armor, spurs, and horseman's togs and carries different pairs of weapons always fastened at the belt.

Vanya is the perfect example of a person who lived life to the limits. When she was mortal, she launched herself without restraint into every war, battle, adventure, and challenge. She brings this same enthusiasm into personal relationships. As an Immortal, she views with favor all those individuals who live their life to the fullest as she did. Vanya appreciates those followers who never hesitate to face danger, but are prepared to test their faith and their force of will against impossible challenges. She despises cowardice and doesn't hesitate to punish traitors.

For Vanya, war is an art that must be appreciated, practiced, and undertaken seriously. She believes that war and conquest are the major forces that influence society's history and culture. In her opinion, war tests people's willpower and resourcefulness so that only the best survive to improve the world. In her mind, conquest stimulates progress. It brings together different civilizations and forces them to confront each other. Mixing elements of both thus generates new ideas, possibilities, and paradigms.

ZIRCHEV

The Huntsman, Protector of the Sylvan Races, Patron of Hunting

Zirchev is a well-muscled hardened hunter clad in mimetic hunting clothes (green and brown). Usually accompanied by a group of sylvan creatures or tamed beasts, he often carries a longbow.

Zirchev has always been an introverted and solitary type and not getting along with humans. He much prefers striking a bond with animals. He spent so much time in the woods that he has befriended the intelligent sylvan creatures and grew to prefer the rawness of nature. For this reason, he is now a patron of outcasts who preaches tolerance and respect for living creatures.

The later Traladaran legends distorted the facts and presented him only as a huntsman and woodsman that had the gift of taming every animal he met, making him patron of the woods. Zirchev doesn't do anything to change this view, as he likes their portrayal of him. The Sylvan races, however, have a better understanding of his real personality and goals. He has many allies, all among the nature-oriented immortals, first and foremost Halav and Petra. Because of his knowledge, he is one of the few Immortals allowed in the Sidhe Court.



Can you feel it? Chaos and change all around you. That is energy: motion, progress, and power. If you want power, that is energy in all its forms. Energy is ever-changing; to learn its ways you must adapt and change with it. Energy will surprise you; it will appear in ways you didn't think was possible. You must master it, learn to predict it. Through energy lies immortality, and attaining immortality is the greatest change of all.

-Vallena Allenas, priestess of Alphatia

Energy

Cleric Domain

The Sphere of Energy is highly dynamic. Energy seeks to create more motion and activity, and as such, is closely tied to the element of fire and the Chaotic alignment. Energy consumes Matter, slows Time, and stimulates Thought. It is opposed to Matter's attempt to control it, Thought's attempts to define it, and Time's attempts to outlast it.

Followers of Energy tend to be progressive in their way of thinking. They do not like stagnation and prefer progress to all else. They traditionally live in areas

that are not well developed, preferring freedom to a static life with little change. Many never settle down, spending their lives as nomads always looking for new experiences in faraway lands.

A follower of Energy tends to be impetuous, not wanting to wait long to make a decision. They are impulsive when it comes to solutions, and prefer action to debate. They tend to be quick to stir and slow to calm and are easily goaded into acting on a poorly conceived strategy.

Reduced Rest

At 1st level, you finish a long rest in 4 hours.

Bonus Cantrip

When you take this domain at 1st level, you gain the *shocking grasp* cantrip if you don't already know it.

Channel Divinity: Alter Energy

Starting at 2nd level, you can spend use Channel Divinity to change the energy type of a spell. When you cast a spell, you invoke your devotion to the Immortals of Energy. If the spell has an energy damage type, you can alter it to another type. The damage types that can be changed from or to are Cold, Fire, Lightning, and Thunder.

Energy Bleed

At 6th level, the power you channel from the Sphere of Energy begins to overpower your spells. When you cast a damaging spell, you add 1 point of damage to each die you roll. A spell doing 5d6 damage would do an additional 5 points of damage.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8. The ability is affected by Energy Bleed.

Overpowered

Starting at 17th level when you cast a damaging spell, you cannot roll less than a 3 on any of the dice. Treat all rolls of the dice lower than that as a roll of 3.

Level	Energy Domain Spell List
1st	Flame Blade, Thunderwave
3rd	Scorching Ray, Shatter
5th	Fireball, Lightning Bolt
7th	Ice Storm, Fire Shield
9th	Animate Objects, Flame Strike



Life is pain; this is not to be contested; as you live, you will suffer. Everyone suffers. People grow old and die; nations fall, races go extinct. But what if we could start anew? That is the promise of Entropy. This world is flawed, the Immortals that shaped it ruined it. We can be rid of them; we can be rid of everything. Watch the world burn, and rebuild a perfect one from its ashes.

-Sonya the Glass-Eyed, Cleric of Hel

Entropy

Cleric Domain

Entropy is the end of everything. Not associated with any element, Entropy is more closely aligned with death and evil. Its sole purpose is the destruction of the other four Spheres. It is the Sphere of rot and decay. Entropy seeks to destroy Matter, stagnate Time, dissipate Energy, and stop Thought. **This domain is primarily for NPCs, ask your DM before selecting it.**

Those that travel the path of Entropy tend to do it in secret. The Sphere is forbidden in most nations, and temples celebrating it are closed whenever discovered. Most temples to Entropy are found below ground, hidden in locked cellars, or isolated from populated areas. They are found all across the Known World, but never out in the open. Followers of Entropy want to see the world end so it may be rebuilt. Many are hopelessly insane, just wanting to watch a world burn. Others feel that they have been denied a chance at greatness, and restarting all of creation will bring them back only much more potent than before.

Disciple of Decay

Starting at 1st level, your inflict wound spells are more effective. Whenever you use an inflict wound spell or a spell that inflicts necrotic damage, the creature takes an

additional amount of damage equal to 2 + the level of the spell slot used. In addition, you gain proficiency in martial weapons.

Channel Divinity: Jinx

At 2nd level, you can use your Channel Divinity to make others more susceptible to magic. As an action, you present your holy symbol and select a target within 30 feet to be jinxed. For a number of rounds equal to your Wisdom bonus, the target has disadvantage on saving throws. This effect immediately ends if you use the ability again during the duration, or the target fails a saving throw. A bless or remove curse spell ends this effect immediately.

Dissipate Energy

Starting at 6th level when you take damage from any damaging spell, reduce the damage by the number of dice. A source doing 3d8 points of damage is reduced by 3 points before any other modifiers.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Reduce Probability

Starting at 17th level, all non-spell attacks against you have disadvantage.



Level Entropy Domain Spell List

1st	Bane, Inflict Wounds
3rd	Crown of Madness, Darkness
5th	Bestow Curse, Fear
7th	Blight, Phantasmal Killer
9th	Dominate Person, Mislead

For anything to persevere, it must stand on its own. Change for its own sake is doomed to fail; life must have a purpose. That is the reason for Matter. If everything has a place, everything knows its role. There is no more suffering, there is no more struggle, everyone will do what is expected of them, and as a whole, our people will prosper.

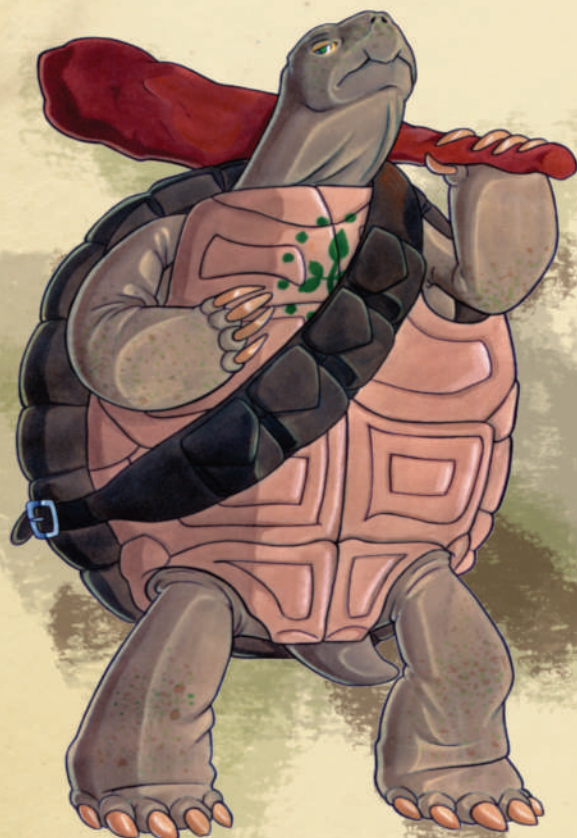
-Gromm the Heavy, Cleric of Terra

Matter

Cleric Domain

The Sphere of Matter is stable and durable. Matter is the building block of all things. Matter is continuously trying to create new forms. Matter is tied to the element of Earth and the Lawful alignment. Matter resists Time's attempt to change it, tries to channel Energy into a useful form and provides order to Thought.

The clerics of Matter tend to be conservative in their way of thinking. Decisions are rarely, if ever rushed, status quo, and tradition are recommended frequently. Changes to the church's doctrines can take decades or longer to be made, the Sphere of Matter often seems to stagnate when outside elements press for a change in the church's thinking. As a side note, the temples to Matter tend to be quite impressive in both size and design. Followers of Matter prefer stability to all else.



They rarely move, preferring to live and die in the same region. Family is important to someone that believes in the Sphere of Matter, so layman of the Sphere tend to have large families to maintain the family line's strength. A large number of craftsmen follow the Sphere of Matter, as it encourages them to keep to tradition to practice their trade. Small villages prefer clerics of Matter to provide advice as the clerics promote the status quo.

Bonus Proficiency

You are used to the weight of heavier armors. At 1st level, you gain proficiency with heavy armor.

Strong as Steel

You easily ignore those that try to impede your path. Starting at 1st level, you gain proficiency in Strength saving throws. You also have advantage on grapple and shove checks against you.

Channel Divinity: Steady as a Rock

Starting at 2nd level, you can spend use Channel Divinity to increase your stability. As an action, you present your holy symbol to prevent yourself and allies within 30 feet from becoming prone or affected by a forced movement effect for a number of rounds equal to your Wisdom bonus.

Voice of Reason

As a reaction an ally within 30 feet can reroll a failed saving throw against the frightened or charmed condition. You can use your bonus action to allow them to retest to end a frightened or charmed ability.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 bludgeoning damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Implacable Defense

Your skin refuses to part when struck, such is your devotion to the Sphere of Matter. At 17th level you have resistance to bludgeoning, piercing, and slashing damage.

Level Matter Domain Spell List

1st	Enlarge/Reduce, Shield
3rd	Hold Person, Locate Object
5th	Create Food and Water, Meld into Stone
7th	Fabricate, Stoneskin
9th	Creation, Wall of Stone

We can't do something until we know what is we're doing right? That's what Thought is all about. It's simple to become devoted to the Sphere, look at that mountain and wonder what's on the other side. It's not just knowledge; it's understanding, curiosity, exploration. You can't teach someone how to follow the Sphere of Thought; you have to show them. They have to want to know, want to comprehend what they see. Only then will they truly understand what they didn't know.

-Tomlin Greenfeet, Aspirant of Nob Nar

Thought

Cleric Domain

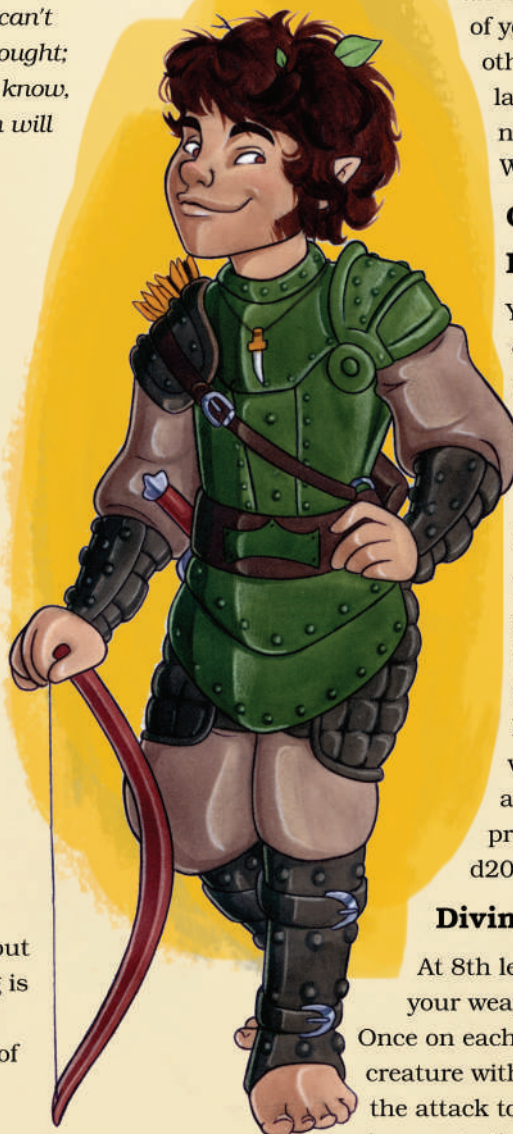
The Sphere of Thought is manipulative and inquisitive. It is the essence of the Immortals; serving to categorize all of existence. Thought is realization, philosophy, and understanding. It is tied to the element of Air but not any specific alignment. Thought opposes the excesses of Energy, attempts to manipulate Time, and creates form in Matter.

More than any other Sphere, the clerics of Thought serve as advisors from both noble and peasant alike. If a cleric of Thought knows the answer, it will be shared. If the answer is unknown, it will be discovered. Clerics of Thought are less sages and more explorers, sharing not only their knowledge but also their understanding and logic. Knowing is not enough; perception is key to Thought. Temples of Thought are often a combination of forum and library, where any knowledge is welcome and much debated.

Followers of Thought tend to be learned individuals; but at the same time, self-taught. Older followers teach at temples to provide primary education, to anyone who wishes to learn. They also explain how to think critically, as well. As a whole, followers of Thought tend to be open-minded. Even if a ruler does not ascribe to the Sphere of Thought, followers are still sought out for their wisdom and guidance. Most people see followers of Thought as sages or teachers, but in several situations the Thought clerics are trying to introduce a new style of thought, making some of the most powerful followers of Thought warlords and conquerers.

Bonus Proficiency

At 1st level, you gain proficiency in two of the following skills: Arcana, History, Insight or Perception.



Telepathy

At level 1 you can to send a telepathic message. You can communicate with an intelligent creature within 120 feet of you. You can understand each other even if you don't share a language. You can do this a number of times equal to your Wisdom bonus per long rest.

Channel Divinity: Inspiration

You can expend a use of channel divinity to become proficient in a skill or with a tool for 1 hour, using your Wis modifier in place of the usual ability modifier for that ability.

Genius

Your ability to think quickly gives you an advantage resisting magic that would affect your mind. At 6th level, you gain proficiency in Intelligence saving throws, and when you make an Intelligence ability check that lets you use your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 psychic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Savant

At 17th level, you choose four spells from the wizard spell list (non-Radiance), one from each of the following levels: 6th, 7th, 8th, and 9th. You add them to your list of domain spells. Like your other domain spells, they are always prepared and count as cleric spells for you.

Level Thought Domain Spell List

1st	Comprehend Languages, Detect Magic
3rd	Calm Emotions, Detect Thoughts
5th	Clairvoyance, Sending
7th	Compulsion, Confusion
9th	Dream, Modify Memory

Everything has its place, a time for its creation, and a time for its end. If nothing is created and if nothing ends, the world will stagnate. Time is the judge of all things. Time is neither good nor evil; Time is all. Because of Time as old things end, new things are created to replace them, the cycle of life continues. Watch it and learn from it. There is no end to Time; there is only the next moment.

-Galtar von Breck, High Priest of Khoronus

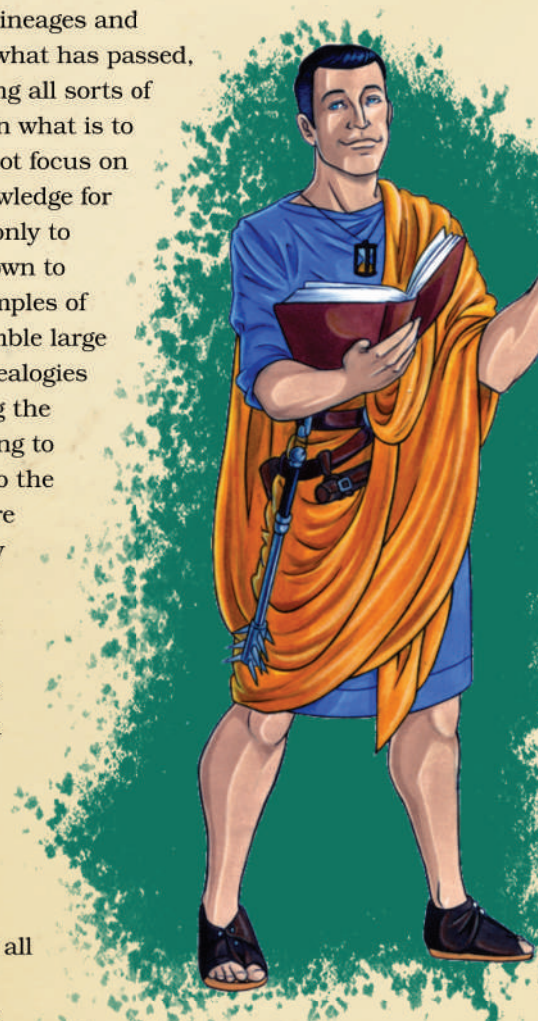
Time

Cleric Domain

The Sphere of Time promotes change and progress. Time is constant, always flowing and ebbing forward. Time represents change and rebirth, teaching the future with the lessons of the past. Time is tied to the element of Water and the Neutral alignment. Time opposes Matter's resistance to change, lessens Energy, and teaches Thought the lessons of history.

Clerics of Time tend to be obsessed with the past as well as predicting the future. They hoard tomes containing lineages and histories to know what has passed, as well as practicing all sorts of divinations to learn what is to come. Clerics do not focus on accumulating knowledge for its own sake, but only to record what is known to have occurred. Temples of Time tend to resemble large libraries, with genealogies and archives filling the building from ceiling to floor. In addition to the archives, clerics are always ready to try and predict a petitioner's future. Nobles trying to prove their lineage will often turn to a cleric of the Time Sphere.

Followers of Time are often scholars or sages, though diviners of all sorts worship Immortals of Time. The church



provides more than just fortune-telling and archives though; the poor often taught to read as well as basic mathematics. The nobles and merchants use the church's service to settle matters like lines of succession or legal precedents.

Because so much of Mystara's history has been lost to time, especially the time between the fall of Blackmoor and the rise of Thyatis, clerics of Time are found in adventuring parties searching for lost tomes and forgotten ruins. Every book recovered and every lost city mapped is another part of Mystara's history that is returned for future generations.

Timekeeper

When you select this domain at 1st level, you gain proficiency with the History skill. You also automatically know what time it is as long as you are conscious.

Channel Divinity: Slow Time

Starting at 2nd level, you can spend use Channel Divinity as a reaction to being attacked to slow the speed of attacks against you. Until your next turn, all attacks against you have disadvantage.

Tempus Fugit

Beginning at 6th level, you can take an additional turn immediately after your normal turn in a round once per long rest.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Take Back This Evil Day

You can now reverse the flow of time for a few seconds. At 17th level as a reaction you can remove all wounds and conditions just inflicted on an ally within 30 feet. You can also change a failed saving throw to a successful one. You can do this a number of times equal to your Wisdom bonus per long rest.

Level Time Domain Spell List

1st	Expeditious Retreat, Longstrider
3rd	Mirror Image, Misty Step
5th	Haste, Slow
7th	Arcane Eye, Divination
9th	Legend Lore, Mass Cure Wounds

The Science of Magic

Arcane magic in Mystara is treated almost as a science compared to magic in other settings. There is no wild magic or weave, Mystaran magic obeys stringent laws and can be manipulated or controlled by those intelligent enough to understand the formulas required to study it. There are numerous universities across the Known World, where not just new spells are researched, but new forms of magic as well. The study of magic as a hard science traces its origins to the ancient nation of Blackmoor, where magic and technology merged to create a new form of both. This magitek caused Blackmoor to quickly become the most powerful nation on the planet, with new devices and arcane spells that wizards today can only dream about. Unfortunately, Blackmoor also serves as a warning when research outpaces understanding because very little of the nation's inventions survived the Great Rain of Fire and the artifacts that did have proven dangerous millennium after their creator's destruction.

Alphatia's research is the more conservative of the two nations, notwithstanding the nation of Blackheart, where any research is allowed. Alphatia has always favored the element of air, and their creations reflect this. They possess a large air fleet used to explore the world and occasionally participate in various conflicts. Their magic focuses mainly on improving older spells or enchanting new devices.

Glantri, on the other hand, tries to push the envelope of new methods and understanding of how magic works. The nation's Great School of Magic is at the forefront of new magical research and discovery, where archmages train apprentices to assist in the study as well as expand their understanding of the arcane sciences. Glantri has reached new levels of arcane knowledge with the Secret

Mystara Optional Rules for Magic

Most magic items in the Known World are actually mass produced in the nation of Glantri, as such the Glantrians design magic items to eventually wear out.

Magic items do not normally recharge. Wands use the alternate rules found on page 141 of the Dungeon Master's Guide. Other items have a number of charges up to four times the maximum number of charges they would normally possess.

Elves are the undisputed masters of magic. They can learn spells with little study, and possess access to certain subclasses and feats no other race can acquire.

Feats that grants spells in Mystara can only be obtained by elves. Subclasses such as Arcane Archer, Eldritch Knight or Arcane Trickster are restricted only to elves, though gnomes can also take Arcane Trickster.

Because of the numerous mages creating disposable magic items, especially since a large number of these items are created by apprentices during their study at the Great School of Magic, using multiple potions or trying to read a scroll can have unintended side effects.

Use the Mixing Potion and Scroll Mishaps charts found on page 140 of the DMG.

Mystara conjure spells do not pull creatures from the Good Kingdom, but instead conjure creatures from the Spirit World Instead.

Summoned creatures are not fey types, but count as spirits instead.

Crafts of Magic. They experiment with dangerous sources of magic like the Radiance, and even utilize less than savory methods like vivisection.

The two great economic powers, The Republic of Darokin and the Minrothad Guilds, have recruited or enticed numerous practitioners of the arcane arts into service of their guilds. The mages in the employ of either nation research spells that help the guilds protect their shipments from theft or disaster, increase the speed that the goods reach new markets, or increase the apparent value of the goods being transported. While these magics are of little use in a dungeon or on a battlefield, both Darokin and Minrothad wage a trade war against each other that is just as savage as the constant battles between the great empires.

The Immortals revealed some arcane secrets to their followers. In the Northern Reaches, the Aesir gave the Godar and Volva the secrets of runic magic, symbols of primal magic. While the secrets of the runes are usually only taught to the clerics and warlocks of the Aesir, anyone brave and faithful can attempt to earn a rune.

Though unable to use arcane magic, the dwarves of Rockhome possess the singular ability to create artifacts through their clan relic, the Forge of Power. Where magic items are

customarily created through applications of spells and rare components, the dwarves can turn mystical metals they mine from the World Below into any device they can dream of. While the rockborn dwarves are incapable of learning arcane spells, their twisted cousins the Modrigswerg have no such restrictions. The mad dwarves are cursed to remain in their caves on pain of death, but they spend their entire lives crafting artifacts that rival the Immortals' abilities. Only the powerful curses that accompany each artifact the rot dwarves forge temper their abilities.

The Radiance

Deep below the canals of Glantri City lies an artifact left from Blackmoor that predates the Great Rain of Fire. The artifact, known as the Nucleus of the Spheres, creates a new form of magic called Radiance, or Rad that is unknown to all but a handful of wizards and sorcerers. No one has seen the artifact; in fact, the energies it releases are lethal nearby. But of those who know its existence, several have learned to shape the Radiance, using it to enhance their magics.

The knowledge of the Radiance is known primarily to a small section of Glantrian wizards known as the Order of Rad. The only way for a wizard to learn about the Radiance is to learn or discover the spell *Call Upon the Radiance*. These wizards are fiercely protective of their secret and will kill anyone who tries to uncover the Radiance's secret without the approval of the Order. The Order consists of many of the most powerful wizards in the nation.

Other than the Order of Rad, the secret is known only to the reclusive shadow elves and the few sorcerers who were born with the ability to manipulate the Radiance. The shadow elves live close to Radiance and are exposed to its energies. The soul crystals they believe hold the souls of shadow elves awaiting reincarnation are saturated with the Radiance. Most shadow elves view the Radiance as a religious symbol; a small fraction learns to use it to power their arcane magics. Sorcerers that are born with the ability to use the Radiance almost exclusively come from Glantri and are either human or elves. While it is theoretically possible for other magic-using races to use the Radiance, it is unheard of.

The Radiance is geographically located; its energies do not reach outside the boundaries of Glantri. To acquire Rad, the spellcaster has to be close to Glantri City. While Radiance users can store Rad for later use outside of Glantri's boundaries, they can't gain Rad points outside of Glantri through spells. To safely save Rad energy, a wizard must create a receptacle, an expensive and time-consuming creation. Disciples of the Rad can store Rad in their own body and do not require one. A receptacle costs 10,000 gold pieces from the purity of the gem required, and once finished, is too heavy to be easily moved.

Using the Radiance is highly dangerous; it is heavily taxing on the body and can permanently maim a wizard if used too much. Using the Radiance puts a strain on the wizard every time the Radiance is used. When a Radiance ability is used or when a Radiance spell is

cast, the caster must succeed on an Intelligence saving throw against a DC equal to his spellcasting ability or gain a level of exhaustion. In addition to the exhaustion, the wizard has to take a Withering test. Roll a d20, on a roll of 1 part of the caster's body has become shriveled and partially useless. The caster immediately loses 2 points of Charisma and 1 point from either Strength, Dexterity, or Constitution (roll a d6. 1-2: Strength, 3-4: Dexterity, 5-6 Constitution). This effect can only be reversed with a wish spell, and even then only restores a single withered body part.

Sorcerers are immune to the Charisma loss, but not the other effects. If the caster's Charisma ever reaches 0, the caster becomes a lich under the DM's control. If any of the other statistics are reduced to 0, the caster dies, and cannot be restored to life by any means, including a wish. Rad is most frequently used to modify spells, power magic items, or even create spells from raw magic. Doing so strains the wizard but also gives the caster unheard of arcane powers.

Radiance Abilities:

Energize: You can spend a Rad to use a magic item that is out of charges. If you fail the saving throw the item is permanently destroyed in addition to the other effects.

Fabricate: You can shape the Rad to form a spell you do not know or have memorized. Spend Rad equal to the level of the spell you are fabricating. The fabricated spell counts as a use of a spell for that level. The saving throw DC against exhaustion is increased by the level of the spell fabricated.

Harmonize: You instantly attune to any magic item. You automatically know all abilities of the item as well as any command words. You have to spend 1 Rad per round to keep the item attuned, and pass a saving throw. You lose any knowledge of command words when you lose attunement with the item.

Multitask: Spend a Rad to concentrate on an additional spell. Each round you have to spend a number of Rad equal to the number of spells you are maintaining. The DC of the saving throw is increased by the number of spells you are maintaining. On a failed save, all spells you are concentrating on expire.

Overcharge: You can spend a Rad before rolling damage on a spell to roll the maximum amount on one die automatically. You can spend one Rad per die of damage on the spell. If you fail the saving throw, you gain a level of exhaustion for every Rad spent.

Secret Magical Crafts Prestige Classes

What do you know about magic? Real magic, not the pabulum they force you to regurgitate back at the Great School? Yes, I know all about magical theory, but it's all wrong. There is no Weave; magic doesn't go wild, and it's not tied to some deity like a caretaker. Magic is a science, and if you study it in its purest form, you can learn the actual power it offers. It's not easy; you will pay dearly for this knowledge. But once learned, it is yours. It can't be stolen, forgotten, or taken from you. If you are willing to pay the price, you will have surpassed even those self-righteous professors who scoffed at your efforts.

- Sire Ezechial Naramis, Dracologist of the 2nd Circle.

Deep in the halls of the Great School of Magic in Glantri City, rare magics are taught. Using methods they have gleaned from the study of the Radiance, the wizards of Glantri can use magic in ways unheard of outside the nation. Such knowledge does not come without risk, as the Radiance can have unusual effects on careless wizards. Knowledge of the secret crafts is a secret that those with the knowledge guard with their lives. No one can learn the paths to the secret crafts without the assistance of someone already possessing the knowledge. Those who try to uncover the truths without seeking out more experienced craft mages for guidance have a terrible habit of suffering accidents or foul play. Secret Crafts are unknown outside of Glantri, and no practitioner of a craft would ever teach it to a foreigner. These magics are far more potent than the typical spells of an ordinary wizard. Many duplicate spells but do not require components, allow a saving throw or have a significantly reduced casting cost. The crafts are secret for a reason; they are unknown outside the Principalities, and only a handful of wizards are members of a Craft. With the cutthroat politics of Glantri, people who flaunt a new type of magic will find themselves guests of a more powerful wizard willing to use any means necessary to extract this information from a foolish magic user. These rules are optional, so ask your DM before spending the gold.

Level	Minimum Level	Cost	Time	Penalty
First Circle	5th	7,000 GP	14 Days	Constitution
Second Circle	8th	28,000 GP	28 Days	-5 Hit Points
Third Circle	11th	63,000 GP	42 Days	Ability Drain
Fourth Circle	14th	112,000 GP	56 Days	-10 Hit Points
Fifth Circle	17th	175,000 GP	70 Days	Ability Drain

Prerequisites:

- Wizard class. Only those devoted to learning the arcane arts can become Craft Mages
- Intelligence 15. You must be one of the brightest to learn the secret crafts.
- Proficiency in the Arcana skill. Knowledge of arcane lore is paramount to learning the secret crafts.
- Proficiency in the History skill. The secret crafts require a large amount of research to learn their secrets.
- Pay the Initiation Costs: Every level requires a cost in resources, training and a physical sacrifice to reach the next level of study.

Learning a Secret Craft

To learn a secret craft, you need a tutor to teach you the First Circle when you reach 5th level in the wizard class. You can only ever learn a single craft. You must pay the gold piece cost to create your magical laboratory, which takes several days, equal to the time requirement. You can break up the lab construction as much as you want, but you cannot gain the benefits until the laboratory is constructed. When you reach the necessary wizard level to learn a new circle, you must upgrade your laboratory by spending the new cost in gold pieces, plus the building time. Once you have learned a Circle, you can use each ability provided once per day unless otherwise stated.

Learning a Craft takes a physical toll on the wizard, as the magics are far more potent than normal spells or abilities. To learn the First Circle, you must sacrifice a point of Constitution; this is permanent and cannot be prevented by any means. More advanced Circles take a toll on the wizard, resulting in a permanent loss of hit points or additional ability points. The individual crafts determine the affected ability scores for the Circles. The first drain permanently reduces the ability by -1, and the second penalty reduces it by -2.

Alchemy

Ability Penalty: Constitution

This craft allows you to craft potions faster than even the artificers of Glantri City. You can create potions on the fly and learn more about the various concoctions you discover faster than with everyday research. Sampling your own wares does take a toll on your health, unfortunately.

1st Circle of Alchemy

At the First Circle you have learned the basics of alchemy, and gain the following benefits:

- **Find Components:** You may destroy a potion to learn its ingredients. This takes a day, but you gain the knowledge of how to prepare the potion and can recreate it with the correct ingredients.
- **Alchemical Preparation:** Once per day you may create any common availability potion as a balm. This takes one hour. The balm is good for 1d4 days.

2nd Circle of Alchemy

At Second Circle your alchemical training intensifies, you gain the following abilities.

- **Find Magical Components:** You can identify magical potions if you can study them for an hour without interruption. Also, you can take a bonus action to identify any magic item's damage type on a DC15 Perception check.
- **Magical Preparation:** You can create any potion up to uncommon availability, exactly as the Alchemical Preparation. These take 30 minutes to prepare, but only last 1d4 days after it is created.

3rd Circle of Alchemy

You can now begin to change matter from one substance to another.

- **Transmute Matter:** You may alter one non-living object (up to 1lb per experience level) to another non-living object. You can change the item into another item of the same weight; excess material is lost. The item's value is worth the caster level x the weight of the item. You must spend a day inside your laboratory.

4th Circle of Alchemy

You have learned to channel energy into magical devices and organic matter. You can attempt to focus energy into matter to create one of the following effects. Each of these abilities takes one hour.

- **Recharge an expended magic item.** Item is returned to its normal starting number of charges.

- **Reverse the aging process.** The recipient reverses 1 week of aging per level of the alchemist. You can use this process on yourself.
- **Animate a golem.** The golem has up to 1HD per level of the caster; the cost to create the golem is 1,000 GP per hit die of the construct.
- **Raise the dead.** A corpse cannot be dead more than a number of days equal to the caster's level; it is treated as if it has received a raise dead spell. You use this ability in an area with a large energy outburst like a lightning storm. Alternatively, you may expend spells that do a combined 60d6 points of damage.

5th Circle of Alchemy

Your knowledge of alchemy is absolute; you can now alter your form. Using the spell like abilities do not require the normal spell components.

Mutate Lifeform: You can take on the properties of another creature or material. You can change into another creature as a bonus action, or adapt part of its physiology. You can end the effect at will.

Gaseous Form: As the spell, but cannot affect gear.

True Polymorph: As the spell, but only to change one creature to another creature.

Stoneskin: As the spell.

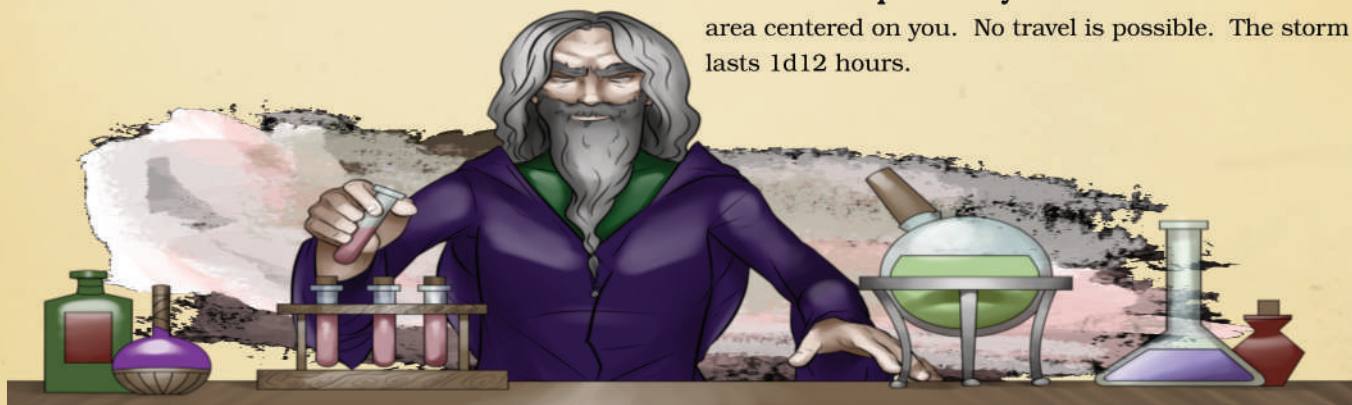
Cryptomancy

Ability Penalty: Wisdom

This the craft of rune magic, though not to be confused with runes of the Northern Reaches. You learn the true names and power words of creation, and can use them to modify and control of anything from metal to magic. Using this craft does take a toll on your decision making.

Glyph magic is perilous; the more you use glyphs, the more likely there is a catastrophe. Each glyph used past the first in a given day requires a DC 20 Intelligence Saving throw. Failure causes a magical backlash depending on how many glyphs you have used that day before you failed your saving throw.

Second attempt that day: A storm occurs in a 24-mile area centered on you. No travel is possible. The storm lasts 1d12 hours.



Third attempt that day: An earthquake occurs like the spell. The earthquake has a 36 miles radius centered on you. The earthquake lasts for one minute. Apply the spell effects each round.

Fourth or more attempt that day: The storm and the earthquake both occur, and the glyph is ripped from your mind and must be relearned. Nothing can restore the lost glyph except undergoing the original process you earned the glyph with originally.

Learning New Glyphs

A Cryptomancer has to learn each different glyph by spending the specified amount of gold, time and succeeding on an Investigation skill check. If the test is successful the glyph is learned, if it is failed the time and gold is lost. Once you have started learn a glyph you can't try to learn another during the research time, you can only study one glyph at a time.

Learning Glyphs

1st Circle of Glyphs

At 1st level, you learn the true names for common elements.

- **Glyph of Matter:** You learn the true name for a common material (gold, sand, glass, iron). As a bonus action you can mold the material 1sq foot per Circle level. The material returns to its normal shape in 1d4 rounds. To acquire a rune requires 1 week of study, 100gp in cost, and a DC10 Investigation check.

2nd Circle of Glyphs

At 2nd level, you learn to control non-magical animals.

- **Glyph of Life:** You learn the true name for a non-magical creature of animal intelligence. You can take control of the named creatures with an action, as long as the creature has a CR equal or less to twice your Circle level. You can see through their eyes and hear what they hear. The ability lasts for 1 hour. The animal's intelligence limits its actions. To acquire a rune requires 2 weeks of study, 500gp in cost, and a DC12 Investigation check.

3rd Circle of Glyphs

Upon reaching 3rd level, you have learned to control the elements.

- **Glyph of Power:** You learn the true name for a source of energy. As a bonus action or reaction you can increase or decrease the damage of a spell using that energy by a number of dice equal to twice your Circle level. This cannot reduce damage below 0 or increase it above 20d6. To acquire a rune requires 4 weeks of study, 1000gp in cost, and a DC15 Investigation check.

4th Circle of Glyphs

At 4th level, you have learned to bind magic to items, and to use the runes to create golems.

- **Glyph of Magic:** You learn to bind spells to items. The process takes one day, and then the spell is bound to an item. The spell triggers when the item is used or picked up. Each spell requires a different rune. Only one rune per item can be inscribed; the rune is permanent until activated or dispelled. The rune is invisible after casting. You can bind creature names to areas to prevent the creature from entering. You can inscribe five runes on a golem to activate it, at a material cost of 1,000gp per hit die. Acquiring a rune requires 8 weeks of study, 2500gp in cost, and a DC20 Investigation check.

5th Circle of Glyphs

Upon reaching 5th level, you have learned how to control sentient creatures through their true name. This is one of the most feared abilities in Glantri.

- **Truename:** You learn the true name of an intelligent creature. This acts exactly as a Glyph of Life, but can affect sentient creatures. There is no saving throw. You can replace spells the target has memorized with your own and can cast the target's spells or inscribe them in your spellbook. To acquire a rune requires 6 months of study, 5000gp in cost, and a DC 25 Investigation check.

Dracology

Ability Penalty: Charisma

This craft gives you the power of the dragons themselves. You can use their powers, gain their forms and even become one of their immortals if the legends are true. It is not without dangers, as it makes you an enemy of the dragons. Dracologists tend to suffer from megalomania.

1st Circle of Dragons

You have begun to understand the magic of dragons. Pick a dragon type, when you make a skill check using a Circle of dragons use, you manifest the traits of a dragon of that color. You can choose any manner of dragon native to Mystara, but not dragon kin.

- **Protection from Dragons:** You activate this ability as an action or reaction. The effect is automatic if you are a higher total level than the dragon's hit dice. Otherwise, the dragon can make a Wisdom save against your spell power to ignore the effect. While the effect is active, the dragon cannot attack you or your party, including casting spells or using a breath weapon. The dragon can communicate with you and knows your exact location but cannot harm

you. The effect ends if you get more than 120 feet from the dragon, or if you or a member of his party attacks the dragon or tries to steal from the dragon, or after a number of hours equal to your Circle level.

2nd Circle of Dragons

You have learned how to manifest aspects of dragons as a bonus action.

- **Dragon Tooth:** You can manifest fangs with reach and attack as a dragon bite attack of a dragon with the hit dice equal or lesser to the character's level. The effect lasts five rounds.
- **Dragon Eye:** For a number of rounds equal to your level, you automatically detect invisible or polymorphed dragons.
- **Dragon Claw:** Your hands become claws and attack as a dragon of the same hit dice equal or lesser to your level. This effect lasts one round per twice your Craft level
- **Dragon Scale:** Your natural armor class becomes equal to a dragon with equal or lesser hit dice than your level. This ability lasts one round per twice your craft level.
- **Dragon Wing:** You manifest wings of the chosen type and can fly at the speed of your chosen dragon. This ability lasts one round per twice your craft level.

3rd Circle of Dragons

You gain a dragon's breath.

- **Dragon Breath:** You gain a breath weapon you can use as an action. The damage is the same as a dragon with equal or lesser hit dice to your wizard level. This ability can be used three times before needing a long rest.

4th Circle of Dragons

You can bend the will of dragons to your own.

- **Dragon Might:** You may attempt to dominate a dragon as an action, the dragon makes a saving throw against your spell power, if the dragon fails to save treat the effect as a Dominate Monster spell. The effect lasts one round per twice your craft level.

5th Circle of Dragons

You can assume the form of a dragon.

- **High Master of Dragons:** You can use an action to polymorph into a Great Wyrms variant of your chosen dragon. You gain all the powers of the dragon, but not legendary actions, lair actions or

additional spells. This effect lasts for 1d4 rounds. There is a 1 in 20 chance every time you use this ability that a Great Wyrms dragon of your type appears in 3d10 minutes and attacks you. The Great Wyrms has maximum hit points.

Dream Mastery

Ability Penalty: Wisdom

The Craft is one of the least understood, as it ties heavily into the Demiplanes of Dreams and Nightmares. It can tamper with dreams, summon phantoms, or even create pocket domains made entirely of dreamstuff. The students of the Craft tend to become distracted.

1st Circle of Dream Mastery

At 1st level, you have learned the art of hypnotism.

- **Hypnosis:** As an action you can target a single intelligent creature that understands a language you speak. The target makes a Wisdom save against your spellcasting ability. If the target fails, they act as if they are under a *suggestion* spell. The suggestion cannot make the target violate their alignment or harm themselves. The effect ends when

the target has performed a task for you, taken damage, or you end it. If the suggestion isn't clear, the effect automatically fails. You regain the ability to use this after a short rest.

2nd Circle of Dream Mastery

At 2nd level, you can now tamper with dreams to send messages or disrupt sleep.

- **Dream Alteration:** You may attempt to change the dreams of a sleeping creature who you know the location of. The

target can be up to 1 mile away per circle level. You can send a message or a nightmare. If a message is sent, the target wakes up with the message fresh in their mind. If a nightmare is sent, the target may make a Wisdom save vs. your spellcasting ability. If successful, nothing happens. Otherwise, the target does not benefit from rest. If the target can pass two saving throws in a row, they are immune to your power. Dream Alteration may only be used once per dream.



3rd Circle of Dream Mastery

Starting at 3rd level, you can conjure illusionary monsters that exist only in your enemy's mind.

- **Delirium Tremens:** As an action you can conjure an illusionary monster or monsters with a CR no greater than your Dream Mastery level. The monsters will attack a target within 120 feet of you. You must maintain concentration while you have summoned the monster. The creatures exist only in the target's mind, but the damage dealt is real. The effect lasts until the illusionary monster is defeated, you end it, or you break concentration. You regain this ability after a long rest.

4th Circle of Dream Mastery

At 4th level, you learn how to create items out of shadow or shadow itself.

- **Shadow Reality:** You may dimension door from one shadow to another in sight, or become a non-corporeal shadow (treat as *gaseous form*). While in shadow form, you can create immovable solid objects as an action out of shadows. You can alter shadows within 1 yard per level. All these effects in one hour or until you end the effect.

5th Circle of Dream Mastery

At 5th level, you can create your stronghold from the Dreamlands.

- **Dreamlands:** You create an fortress in the Dimension of Nightmares. This is treated exactly like Mordenkainen's Magnificent Mansion, except the mansion does not expire. You may enter the fortress a number of times per day equal to your proficiency bonus.
- As an action, you can create up to 5 shadowy creatures with a CR 5 or less each to perform a single task. They are treated as normal creatures but have the spirit type. You can see through their eyes and hear what they hear. They remain until the task is done or they are slain.

Elementalism

Ability Penalty: Varies depending on your chosen element. One can only master a single element.

Air Disciples lose body mass, losing a point of Constitution.

Earth Disciples begin to move and speak slowly, losing a point of Dexterity.

Fire Disciples become more brash, losing a point of Wisdom

Water Disciples become ravenous, losing a point of Dexterity from the added girth.

All elementalists lose a point of Charisma at the 4th Circle.

Elementalists are the most common students of the Secret Crafts, and some consider each element its own Craft. They can manipulate their element, summon minions from it, or even become the element, though at a great cost to their health.

1st Circle of Elements

At 1st level, you gain protection from your chosen element.

Pick an elemental type as your Elemental focus. You gain the following benefits depending on the element.

- **Fire:** Resistant to Fire damage, can walk over lava without harm for 90 feet or 3 rounds, whichever comes first.
- **Water:** Resistant to Water sources, can walk over water for 90ft or 3 rounds, whichever comes first.
- **Earth:** Resistant to damage from Earth sources. Can ignore rough terrain for 90 feet or 3 rounds, whichever comes first.
- **Air:** Resistant to damage from Air sources. Can walk on clouds or climb smoke up for 90 feet or 3 rounds, whichever comes first.

2nd Circle of Elements

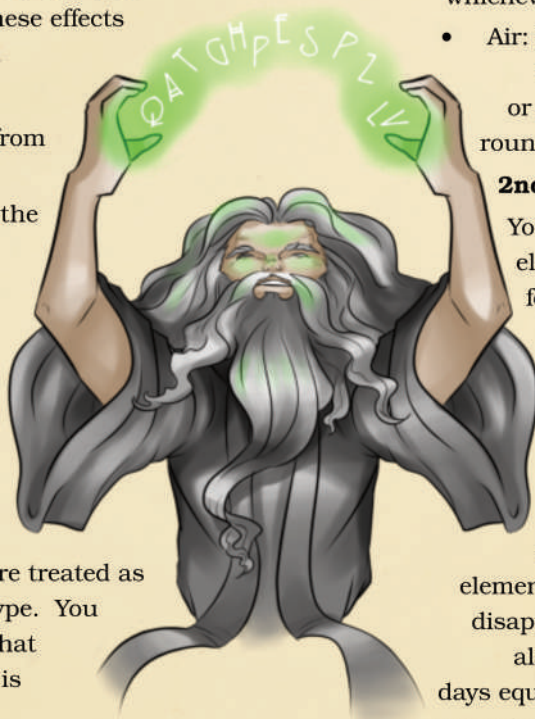
You can summon minor elementals to perform basic tasks for you.

- **Minor Conjunction:** As an action, you summon 1d4 minor elementals of your focus. The elementals have the minimum amount of hit points they could have. The elementals will perform one task and disappear after finishing it. They also vanish after a number of days equal to your caster level. You cannot summon additional elementals using this power while you still have any conjured.

3rd Circle of Elements

At 3rd level, you can summon all sorts of elemental creatures.

- **Major Conjunction:** As above, except you summon any creature with a CR equal or less than twice your Circle level from the chosen elemental plane. That creature will perform a task exactly as above.



4th Circle of Elements

At 4th level, you gain even more elemental control.

Elemental Mastery: You gain further abilities based on their focus.

- **Full Elemental Control:** As an action you can create an elemental out of appropriate materials on hand. The newly created elemental is entirely under your control. It is not considered summoned and cannot be banished or similar.
- **Fire:** You take no damage from heat, though you still take damage as normal from fire. This ability is always active. You can change the size of a fire by 2ft per round at will as a bonus action. This ability lasts one minute.
- **Water:** You can breathe water at will and have advantage on all swimming checks, ignoring even currents and whirlpools. This ability is always active. As a bonus action you can make water still or rough as a storm equal to 3 feet times twice your circle level. This ability lasts one minute per your circle level.
- **Earth:** You can cast move earth without using a spell slot. You can never be immobilized by being buried. These abilities are always active.
- **Air:** You can cast gust of wind without using a spell slot. All missile attacks against you are at a disadvantage. You take no damage and can't be moved by high winds. These abilities are always active.

5th Circle of Elements

At 5th level, you can change form into an elemental creature without restriction.

- **Metamorphosis:** You can use an action to polymorph into an elemental that is native to the elemental plane linked to your craft. You retain all spells and abilities. You can remain in this form for one minute times your craft level. As an action you can travel to the elemental plane of your focus, or return to the Prime Material Plane from it.

Thanatology

Ability Penalty: Strength

This craft is the study of the undead, and is considered a more pure form of death magic than mere necromancy. While many practitioners of Thanatology perform the dark arts, they hold other necromancers with scorn. As the students advance in knowledge, their bodies wither away.

1st Circle of Thanatology

Starting at the first craft circle you learn how to protect yourself again undead.

- **Protection from Undead:** You can activate this ability

with an action. While this is active, a number of undead creatures with CR up to your wizard level cannot attack anyone within 10 feet of you. Creatures with lower CRs are affected first. This power lasts until you move out of the circle, someone in the circle attacks or 24 hours have passed.

2nd Circle of Thanatology

At 2nd level, you have developed the ability to control the undead.

Control Undead: As an action, you immediately gain control of undead (other than a lich) within 120 feet with a total CR equal to your wizard level. This undead can be controlled or destroyed at will. The effect ends at the rise of the next full moon.

3rd Circle of Thanatology

When you reach 3rd level, you can create undead.

- **Create Undead:** You can craft undead after a ritual. The ritual requires two weeks of research per challenge rating and 1000gp per CR of the creature. A corporeal undead needs a fresh corpse, an incorporeal undead just needs a part of a corpse. The actual ritual requires 1 hour per CR. At the end, the undead is completely loyal to you, unlike Control Undead. Liches cannot be created.

4th Circle of Thanatology

At 4th level, you can attempt to raise the dead.

- **Raise Dead:** You can cast True Resurrection without spell components. A creature can benefit from this ability only once.

5th Circle of Thanatology

When you reach the 5th level of Thanatology, you obtain lichdom.

- **Attain Lichdom:** You undertake a ritual that requires 20 weeks to complete and costs 25,000gp. Upon completion you immediately gain the following abilities from the Lich entry in the monster manual:
- **Damage Resistance:** as per lich
- **Damage Immunity:** as per lich
- **Condition Immunity:** as per lich
- **Truesight** 120ft
- **Legendary Resistance** 3/day
- **Rejuvenation**
- **Paralyzing Touch**
- **Turn Resistance**
- **Undead**

Witchcraft

Ability Penalty: Charisma

This Craft is one of enchantment, curses and other magics considered nefarious. The witches can slowly drain a victim of life force, brew potions and poisons and even steal a person's body if powerful enough. Ironically as they gain in power the magic warps their beauty.

1st Circle of Witchcraft

At 1st level, you have learned to brew potions and charm those around you with your words.

- **Brews and Potions:** Identical to the Alchemy 1st circle ability Alchemical Preparation, except the concoction, is in the form of a potion. This process takes four hours, and you must know how to craft the potion normally.
- **Silver Tongue:** As an action you gain advantage on all persuasion rolls for one hour.

2nd Circle of Witchcraft

Starting at 2nd level, you have learned to craft dolls to inflict curses upon your enemies as well as improve your own glibness.

- **Witches Charm:** As an action your Charisma is increased to 18 for 24 hours unless already equal or higher. You must concentrate on this ability to maintain it.
- **Doll Curse:** You create a pair of dolls that look like your victim, the process taking two days per level of the victim, requiring you to place one doll in the victim's home. If either doll is destroyed, all effects end. Each effect cannot be removed until either doll is destroyed. You can only have one pair of dolls active at a time. Creating a new set of dolls destroys any other dolls you have created. Destroying one doll destroys the other one as well. Each night you can perform one of the following actions:
- **Pain:** The victim takes 1d6 necrotic damage, this damage cannot be reduced by immunity or resistance. This damage cannot be healed by any means until the dolls are destroyed.
- **Sickness:** The victim becomes violently ill, treat as poisoned. No magic can cure the disease until the dolls are destroyed.
- **Madness:** The victim must make a Wisdom Save vs. your Spellcasting Ability or lose a point of Constitution. The lost Constitution can only be recovered with a long rest if the dolls are destroyed.

3rd Circle of Witchcraft

At 3rd level, you learn to summon minions for your whims.

- **Spellbinding:** As an action you conjure a group of humanoids whose combined CR are equal to your level. The creatures must be of the same type and will share your alignment, but have the spirit subclass. The creatures are utterly loyal to you, and you can see through their eyes. The creatures last until slain or dismissed. You cannot conjure additional creatures using this ability while you still have minions from a previous use.

4th Circle of Witchcraft

When you reach 4th level, you gain the ability to shape change into lesser creatures.

- **Shapechange:** Use an action to assume the shape of a creature or creatures whose combined CR is equal or less than your Craft level. The creatures cannot have more than 4HD each. In the case of multiple creatures, you become a single creature and control the others. Damage dealt to a controlled creature is dealt to you when you return to normal form. This ability lasts until you dispel it.

5th Circle of Witchcraft

When you reach the 5th level of Witchcraft, you have learned to take possession of other creatures.

- **Ultimate Possession:** You may use an action Magic Jar into an unwilling victim as per the spell. The victim must be of equal or lower level but gets no saving throw. You may stay in the victim's body until you decide to relinquish control. The victim is fully aware of what is happening while possessed. You may cast your spells or use any of the victim's abilities while in possession.



NORDIC RUNE MAGIC



In the old tales of Jarls, there were given to the great lords of old words of power by the Immortals. The words give those that use them tremendous wisdom, strength, wealth, or a host of other gifts, but at a terrible cost. Each time a Northman learns a new rune, there is a very good chance they will perish in the attempt. There is a great cost for acquiring each rune.

Runes are considered sacred to the Northern Reaches. All three nations respect the magics that were handed down by the Immortals themselves. The more runes an individual possesses, the more esteemed they will be received inside the nations. Runes are almost unheard of outside of the Reaches; few are willing to take the risks required to earn a rune. Anywhere the Northern Immortals are worshiped, there is a chance to earn a rune. The practice is considered barbaric by outsiders. Glantri, in particular, is extremely curious about the runes, but the fact runes are unmistakably Immortal magic causes them to view them as a force to be destroyed.

Runes are traditionally applied to the face, chest, or upper arm, anywhere it can be seen. While a rune still functions if hidden, to the bearer, it is a source of pride to keep the rune revealed for all to see. To acquire a rune, you must seek out a cleric of the Northern Immortals, known as a godi. You must then convince the godi to perform the ritual to let them request knowledge from the Immortal. During the ritual, you are hung from a tree, buried alive, left to the elements, or otherwise placed in extreme danger. There you will

remain for nine days. When the godi returns, you will either awaken, significantly weakened from the ordeal, or have died in the attempt. It is a risk many are willing to take.

To perform the ritual, you must worship the Northern immortals (Odin, Thor, Frey, Freya, Forsetti, Loki, or Hel) and must contact the godi as above. If you can convince the godi, you undergo a ritual suicide. This puts you at 0 hit points. Then you must make three death saves with no healing or help from others. Any non-magical ability to modify death saves is allowed. If you die, then you cannot be brought back to life by any means. Otherwise, you will awaken in nine days. You then lose 1 point of Constitution permanently but gain the knowledge of a rune. You must make a DC15 Charisma saving throw. If successful, you can pick the rune you have learned, otherwise it is determined at random.

A rune has multiple uses. You can use each ability of the rune once before needing a long rest. The effect of the rune lasts for 10 minutes unless a spell effect or otherwise stated. If the rune allows for a saving throw, the target has to make a Charisma saving throw against a difficulty equal to 8 + proficiency bonus + Charisma modifier. Some runes have permanent effects that trigger automatically. Rune effects that trigger immediately resolve upon being activated. The rune must be applied to an item or a person to activate. This takes your action for your turn. If the rune is applied to an item, only the person that earned the rune can trigger it.

Fehu (Cattle)

- You detect the greatest amount of treasure within 90 feet.
- You know the direction of a named creature.
- One item in your possession is under the effect of nondetection for 24 hours.
- One item in your possession is enchanted so that when picked up, the creature holding it telepathically knows you are the owner. The effect expires when you use this power to enchant a new item.

Urur (Auroch)

- A hostile beast must pass a saving throw or become tranquil while in your presence. The effect lasts until you move more than 100 feet from the animal or attack it.
- Your strength attribute becomes 18 unless naturally higher.
- All hostile creatures within 30 feet will ignore all other allies and attack only you.

Thurs (Giant)

- You permanently have advantage on all persuasion skill checks against giant creatures.
- A hostile giant creature becomes stunned until it can succeed a saving throw at the start of each of its turns.
- You can cast *enlarge* on yourself like the spell.

As (Immortals)

- You can cast *true sight* on yourself like the spell.
- You can cast *protection from evil and good* on yourself that affects all allies within 10 feet.
- You have advantage on all saving throws.

Raidu (Journey)

- For the next six hours, you automatically awaken if an enemy or hostile creature approaches within 100 feet.
- You automatically know which direction is your destination.
- You are immune to exhaustion for six hours.

Kaunna (Fire)

- You create a ghostly flame in your hand or on an item you are carrying with the same illumination of a torch. The flame lasts for 12 hours or until submerged.
- The rune manifests on a weapon you are carrying. It does an extra 3d4 fire damage for the duration of the rune. The fire does not harm the weapon.

Gefu (Giving)

- You gain advantage on all Charisma checks to ask for aid.

- You gain advantage on all Charisma checks when trying to come to a peaceful solution.

Wunju (Joy)

- You gain advantage on all Charisma (Performance) checks in front of an audience.
- You gain advantage on all Charisma checks to ask for aid.
- All creatures within 20 feet must succeed on a saving throw or stop fighting for the duration of the rune.

Hagla (Cruelty)

- You can cast a *lightning bolt* that does 3d6 damage.
- You can cast a *sleet storm* that is centered on you. The effect moves with you.

Naudir (Desperate Need)

- As a reaction, you delay taking damage from one source for a minute, at the end of the minute, you take the full damage.
- Your speed is doubled for one round.
- You gain advantage on all saving throws.

Isar (Ice)

- You freeze a 10-foot by 10-foot area of water into a block of ice able to hold your weight.
- You cast an *ice storm* that does 3d6 damage.

Jarn (Fruitful Nature)

- You can detect any material components for any spells you know in a 1-mile area.
- You can detect poison on any food and drink you can see for the duration of the rune.

Ihwar (Hunter)

- You gain advantage on all missile attacks.
- You automatically succeed on all Wisdom (Survival) tests to track an animal.
- You automatically forage enough food to feed a number of people equal to double your Wisdom modifier, minimum 2.

Pethru (Unseen)

- You are under the effect of a *sanctuary* spell until you attack, cast a spell, or the duration of the rune ends.
- You can write a message to a selected individual. The message is invisible to all except you and the recipient. The message disappears once the recipient reads it.
- You permanently know if there is an invisible creature within 60 feet of you. You do not know their exact location, just their presence.

Algir (Elk)

- While you are wielding a shield, you gain a +1 bonus to your armor class.
- You gain advantage on saving throws against magic.
- As a reaction, an attack that would have hit you misses you instead.

Sowelu (Sun)

- A healing spell or effect used on or by you heals the maximum hit points. The rune effect then ends.
- You can cast *revivify* exactly like the spell.

Tiwar (War)

- As a reaction to a successful hit with a weapon, you automatically do maximum damage without rolling.
- You gain immunity to being Frightened.
- Enemies within 30 feet have disadvantage on all saving throws against becoming Frightened.

Berkana (Birch)

- You can cast *barkskin* on yourself like the spell.
- As a reaction, you gain resistance to the next damage you are about to take.
- You can use any hit dice available for healing.

Ehwar (Horse)

- You can see through your horse's eyes.
- You automatically succeed on all Wisdom (Animal Handling) tests involving horses.
- You can summon your horse if it is within one mile.

Mannar (Man)

- You immediately know the intentions of one individual you can see.
- You can ask an individual three questions that they must answer truthfully.
- You instantly know the owner of an item you pick up as well as their direction.

Lagur (Water)

- You can cast *water breathing* on yourself exactly like the spell.
- You automatically float, no matter how encumbered you are. You can also hold up one person.
- You can invoke the rune on a ship to prevent it from sinking until the duration of the rune.
- You can invoke the rune on a stick to support one person's weight to keep them afloat for 24 hours.

Ingwar (Growth)

- You can cause vegetation to grow rapidly. Treat the effect as an entangle spell except the plants must already be present and do not wilt away when the rune's duration ends.
- You can cause an item made out of wood, cloth, or other plant material to increase to 5x its size.
- You can cast *enlarge* on a single animal like the spell.

Odala (Birthright)

- As a reaction, you cause an attack that would reduce an ally within 30 feet to 0 hit points to do no damage instead.
- The next attack that would reduce you to 0 hit points does no damage instead. This effect expires when the rune's duration ends or when an attack activates the rune.

Dagar (Day)

- You invoke the rune on an object you carry that becomes bright enough to illuminate up to 200 feet and is treated as direct sunlight.
- You create a magical area of darkness centered on you. The darkness has a 120 feet radius that moves with you.
- You gain dark vision with a range of 120 feet.

FEHU

URUR

THURS

AS

RAIDU

KAUNNA

GEFU

WUNJU

HAGLA

DAUDIR

ISAR

JARN

HVAR

PETHRU

ALGIR

SOWELU

TIWAR

BERKANA

EHVAR

MANNAR

LAGUR

INGWAR

ODALA

DAGAR

Spells of Mystara

This section details new spells unique to the Mystara setting, including arcane lore from both the Principalities of Glantri and the Empire of Alphatia. Radiance spells are used in conjunction with the Radiance. They must be taught, discovered, or stolen; you cannot learn Radiance spells when you gain a level. There are also meta spells that are cast as bonus actions that modify the next spell you cast that turn; these spells are only found in Glantri. There are also spells the merchant guilds that are generally not available to spellcasters outside the guilds but can be taught normally. These can only be selected by Merchant Princes when you level up.

Bard Spells

Cantrip

Sorcerous Transcription

1st Level

Call Forth the Truth

Trust

2nd Level

Crowd Summoning

Savoir Faire

Silver Tongue

3rd Level

Thunderdrum

4th Level

Eluding the Deathblow

Everpresent Record

Strike of Doom

Cleric Spells

1st Level

Thornspear

2nd Level

Hunting Paint

3rd Level

Firebow

Thunderdrum

5th Level

Eye of the Eagle

6th Level

Firegate

Infusion

9th Level

Wrath of Atruaghin

Druid Spells

1st Level

Douse Flame

Mau-Mau Bane

Precipitation

Soothe the Beast

Thornspear

Warp Wood

2nd Level

Discern the Heart of the Beast

Hunting Paint

3rd Level

Calm Winds

4th Level

Wall of Wood

5th Level

Eye of the Eagle

Ranger Spells

1st Level

Clear Sight

Douse Flame

Soothe the Beast

Watcher

2nd Level

Discern the Heart of the Beast

Night Watch

3rd Level

Calm Winds

5th Level

Eye of the Eagle

Sorcerer Spells

1st Level

Remove the Instrument of Death

Tar

Undead Servant

2nd Level

Rot

Watery Form

3rd Level

Cloak Against All Peril

Create Air

Spout of Scalding Wrath

4th Level

Eluding the Deathblow

Strike of Doom

5th Level

Radiance

Lapis Bonds

6th Level

Breach the Beast's Defenses

Seek the Traveler

7th Level

Control Destiny

Guardian Mantle

Retain Power

8th Level

Discharge

Grasp the Magic Since Used

Saturation

Spelldoor

9th Level

Pierce Any Shield

Sever the Tie

A Summons No One Dares Deny

Transcend Lifeorce

Warlock Spells

1st Level

Wandbane

Undead Servant

2nd Level

Rot

3rd Level

Landscape of Spell Lore

4th Level

Counterspell Immunity

5th Level

Magic Defiance Undone

6th Level

Seek the Traveler

7th Level

Consume the Wealth of Wisdom

9th Level

A Summons No One Dares Deny

Wizard Spells

Cantrip

Bleach

Count Coins

Sorcerous Transcription

Swiftly Devour the Written Word

1st Level

Call Forth the Truth

Clear Sight

Douse Flame

Evaluate

Ignore Road
Mau-Mau Bane
Oilskin
Precipitation
Remove the Instrument of Death
Sea Legs
Soothe the Beast

Tar
Trust
Undead Servant
Warp Wood
Wandbane
Watcher

2nd Level

Balliard's Rejuvenating Touch
Brannart's Acidic Grip
Careen
Check Load
Crowd Summoning
Degras's Pilfering Fingers
Discern the Heart of the Beast
Night Watch
Quicken Pace
Rot
Savoir Faire
Silver Tongue
Watery Form

3rd Level

Callistram's Canal Conveyance
Calm Winds
Cloak Against All Peril
Create Air
Inventory
Landscape of Spell Lore
Smuggling
Spout of Scalding Wrath
Torrent of Death
Transmute Water to Ice

4th Level

Accounting
Check Caravan
Clothwall
Counterspell Immunity
Eluding the Deathblow
Embezzle
Everpresent Record
Strike of Doom
Warding Against Subtle Enchantment
Warp Wood

5th Level

Call Upon Radiance

Jagger's Strengthened Bastion
Lapis Bonds
Magic Defiance Undone
Morphail's Unholy Blessing
Pluck a Petal of Spellflower

6th Level

Breach the Beast's Defenses
Cleave the Magical Union
Ironsides
Seek the Traveler
Summon Radiance
Wall With No Doors

7th Level

Amplify Mystical Endeavors
Consume the Wealth of Wisdom
Control Destiny
Guardian Mantle
Preserve Shipment
Retain Power

8th Level

Arcane Probity
Discharge
Duel-Shield
Grasp the Magic Since Used
Saturation
Spelldoor

9th Level

Accelerated Construction
Pierce Any Shield
Sathrath's Ingenious Method of
Instantaneous Recollection of
Dweomers and Enchantments
Sever the Tie
A Summons No One Dares Deny
Transcend Lifeforce

Merchant Guild Spells

Cantrip

Count Coins

1st Level

Clear Sight
Evaluate
Ignore Road
Oilskin
Sea Legs
Trust

2nd Level

Careen
Check Load
Crowd Summoning
Night Watch

Quicken Pace
Savoir Faire
Silver Tongue

3rd Level

Inventory
Smuggling

4th Level

Accounting
Check Caravan
Embezzle

5th Level

Specie

6th Level

Ironsides

7th Level

Preserve Shipment

8th Level

Arcane Probity

9th Level

Accelerated Construction

Radiance Spells

5th Level

Call Upon Radiance

6th Level

Summon Radiance

7th Level

Control Destiny
Retain Power

8th Level

Discharge
Saturation

9th Level

Sever the Tie
Transcend Lifeforce



New Spells

Accelerated Construction

9th-level evocation (wizard)

Range: 100 yards

Components: V, S, M (all materials required for the construction as well as blueprints prepared with a spell ink costing 25% of the total construction cost.)

Duration: 1 minute per 10,000 gp in the final cost.

When a building or vessel has to be constructed in an incredible amount of time, the merchant guilds utilize this spell. When the wizard casts this spell on the materials needed to create a building, vessel, or fortification, the stones, timbers, and other building materials begin to fly around and assemble themselves according to the blueprints created for the spell. What normally takes months to build can be reduced to a few minutes by using this spell. The spell builds the target exactly as the blueprints are drawn, so if there is a flaw in the blueprints, it will be duplicated by the spell. The only restriction the guilds run into when using this spell for creating new buildings the immense gold cost to create the magical blueprints, so it is used only in an emergency or if the person paying for the spell is as impatient as they are wealthy. This spell is normally taught only by the Merchant's Guild and Tutorial Guild.

Accounting

4th-level divination (wizard) ritual

Casting Time: 10 Minutes

Range: 10 feet.

Components: V, S, M (1 ledger worth 10gp, consumed)

Duration: Instantaneous

When cast on a room no bigger than 10-foot on a side, this spell checks the math of every ledger, invoice, and sales slip in the area. All errors are discovered, embezzling detected, and records balanced. Anything suspicious is recorded in the ledger used as a component. This spell is taught only by the Darokin Merchant's Guild and Minrothad Tutorial Guild.

Amplify Mystical Endeavors

7th-level transmutation (wizard) meta

Casting Time: Bonus action

Range: Self

Components V, S, M (thin glass rod, consumed when cast)

Duration: Until the end of your turn.

The spell is cast as a bonus action after casting another spell, ignoring any restrictions on how many spells can be cast in a turn. Amplify Mystical Endeavors becomes a copy of the original spell. The duplicate spell has to have a different target than the first spell. Area of effect spells cannot be duplicated. This spell ends when you duplicate a spell. All saving throws and damage are not affected.

Arcane Probity

8th-level enchantment (wizard), ritual

Casting Time: 1 minute

Range: 100 feet

Components: V, S, M (a high-quality bottle of an alcoholic beverage costing at least 500 gp that is consumed in the casting by the crew)

Duration: For the duration of the caravan or voyage.

An everyday enchantment that is placed on the members and crew of larger caravans and cargo shipments, arcane probity all but guarantees the loyalty and honesty of the caster's employees. The spell can be cast on all members of the caravan or crew at once. Only those who willingly accept the effects of the spell are affected, but the caster immediately knows who is under the enchantment. While under the effect of the spell, in

order to steal from the guild or lie to a guild member, the subject must pass a Wisdom saving throw. If the subject fails the saving throw the attempt cannot even be

attempted. The spell ends when the caravan or ship arrives at its final destination, the caravan master, ship's captain or one of their subordinates knowingly puts one of the spell's subjects at unnecessary risk, or if the subject leaves the employ of the guild. This spell is normally taught only by the Merchant's Guild and Tutorial Guild.



Balliard's Rejuvenating Touch

2nd-level enchantment (wizard) ritual

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

With a touch, you remove exhaustion from yourself or an ally. While the spell has immediate effects, it does not replace sleep. The spell when cast removes one level of exhaustion; however, the next time the target of the spell takes a long rest, they double the rest's length. Additional castings of the spell remove additional levels of exhaustion but add to the length of the long rest, as stated above.

Bleach

Transmutation cantrip (wizard)

Casting Time: 1 minute

Range: Touch

Components: S

Duration: Instantaneous

With a touch, you remove a stain from a cloth, non-magical writing from paper, or dye from fabric. This spell is quite popular with students.

Brannart's Acidic Grip

3rd-level evocation (wizard)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to one minute.

Your hand becomes covered in a highly acidic adhesive. Make a melee spell attack against the target. On a hit, the target becomes restrained and takes acid damage equal to your wizard levels. At the start of each of the target's turns, the target takes the damage again. The target can attempt to break free of your grasp by succeeding on a Strength saving throw at the start of each round, ending the effect on a success.

Breach the Beast's Defenses

6th-level alteration (sorcerer, wizard)

Casting Time: 1 action

Range: 50 feet

Components: V, S, M (a marble of glass and a marble of iron)

Duration: Concentration, up to one minute.

When cast on a creature that has immunity or resistance to non-magical weapon damage, the creature must succeed on a Wisdom saving throw or have its resistance reduced. Immune creatures become resistant to the damage, and resistant creatures are affected by non-magical weapons normally for the duration of the spell.

Call Forth the Truth

1st-level enchantment (bard, wizard) ritual

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

You point your finger at a creature that can understand you and speak and ask it one question. It must succeed on a Wisdom saving throw or be compelled to answer your question truthfully and completely. The answer must be able to be given in less than a minute, or else the effect ends, but the target cannot stall to avoid answering.

Call Upon Radiance

5th-level evocation (sorcerer, wizard) Radiance, ritual

Casting Time: 1 minute

Range: Self

Components: V, M (soul crystal)

Duration: 10 minutes per level

You infuse yourself with the power of the Rad, granting 1 Rad die per wizard or sorcerer level. You can store a number of Rad equal to your wizard level in your receptacle when the spell expires. Your receptacle can never hold more Rad than your wizard or sorcerer levels. The spell expires at the end of the duration or when all charges are spent. This spell is rare, casting it in public, especially in Glantri or Alphatia will draw all sorts of unwanted attention.

Callistram's Canal Conveyance

3rd-level conjuration (wizard) ritual

Casting Time: 1 minute

Range: 25 feet

Components: V, S, M (bit of wood and thatch)

Duration: Concentration, up to four hours

A rare spell even in the canals of Glantri City, Callistram's spell creates a magical gondola complete with an unseen servant to serve as the gondolier. The boat is 12 feet by 4 feet and can hold up to 4 medium-sized creatures. The gondola cannot be harmed by any means but does not provide any cover to its passengers. It moves 30 feet a turn, taking directions from the caster. The spell cannot be

cast on any body of water other than a canal or a calm pond.

Calm Winds

3rd-level alteration (druid, ranger, wizard)

Casting Time: 1 action

Range: 360 yards

Components: V, S, M (bit of sailcloth)

Duration: 10 minutes

When you cast this spell, you change all weather effects on the wind chart (Page 109 of the DMG) from heavy to light. It does not affect fog or precipitation.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, add 10 minutes to the duration for every level above 3rd.

Careen

2nd-level transmutation (wizard)

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (sandpaper)

Duration: Instantaneous

This spell removes all sea growth from a 10x10 section of a ship. As an attack, the victims takes 2d8+1 force damage on a failed Constitution saving throw. This spell is taught only by the Minrothad Tutorial Guild.

Check Caravan

4th-level divination (wizard) Ritual

Casting Time: 1 hour

Range: 1 mile

Components: V, S, M (Crystal worth 100 GP)

Duration: Instantaneous

This spell finds any flaws in a caravan before it leaves. Sick animals, badly secured cargo, or damaged wagons, the spell will let the caster know automatically what the problem is. The spell will work on caravans up to 100 wagons in length but must be cast before they leave in the morning. It will only detect physical problems, not if the guards are planning to rob you. This spell is only taught by the Darokin Merchant's Guild.

Check Load

2nd-level divination (wizard) ritual

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Instantaneous

By touching a wagon, you can automatically detect whether the wagon was packed correctly. This spell does not guarantee the wagon will be repacked correctly, just if it was done right the last time. The spell is taught only by the Darokin Merchant's Guild.

Clear Sight

1st-level divination (ranger, wizard)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 8 hours

You can see to the horizon as if it were ten feet in front of you. You are restricted by normal conditions like fog or darkness, and can only see normally or at maximum range. Spells and abilities that are in effect are affected, so this spell amplifies spells like True Seeing. This spell is normally only available through the Minrothad Tutorial School.

Cleave the Magical Union

6th-level alteration (wizard)

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: Instantaneous

This spell severs the bond between magical items and their controller. When you cast this spell select a magic item attuned to your target. The target has to succeed on a Wisdom saving throw, or the item is no longer attuned. The item can be attuned normally again. If the saving throw is successful, the magic item is immune to this spell for 24 hours. This spell does not affect artifacts.

Cloak Against All Peril

3rd-level abjuration (sorcerer, wizard)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You summon a magical cloak that protects you from



oncoming attacks. The cloak has five layers; you can spend a layer to reduce any damage you suffer by 1d6. When all layers are expended, the spell ends.

The damage reduced is increased to a d8 when you reach 11th level and d10 at 17th level.

At Higher Levels: When you cast this spell using a slot of 4th level or higher, you create an additional layer of the cloak for each slot above 3rd.

Clothwall

4th-level conjuration (wizard)

Casting Time: 5 minutes

Range: Self

Components: V, S, M (silver needle)

Duration: Instantaneous

A single sheet of cloth extrudes from your hands, creating a single 30x30 non-magical cloth. If you have proficiency in Weaver's Tools, you can shape the cloth into a shape like a tent or a garment. The cloth comes out a single color and is tough and durable. It cannot be attached to anything when cast; it comes in a pile on the ground. The quality of the cloth is workable, but of rough make. You cannot choose the type of fabric created by the spell.

Consume the Wealth of Wisdom

7th-level divination (warlock, wizard) ritual

Casting Time: 1 minute

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

This spell allows you to read books at an impossible rate. You can read a book of 500 pages or less in a single round. The book must be non-magical to be affected. You cannot learn new spells this way. The spell consumes the book after it has been read. Nothing short of a wish will restore the consumed writing. The knowledge gained can be forgotten as normal.

Control Destiny

7th-level enchantment (sorcerer, wizard) Radiance

Casting Time: 1 Minute

Range: Self

Components: V, S

Duration: Concentration, up to 8 hours.

When you cast Control Destiny, you gain a number of Rad dice equal to your level. Until the spell expires or when you run out of charges when you have to make a saving throw, you automatically pass the saving throw.

Each saving throw costs one charge.

When the spell is cast, the caster must make a DC 15 Constitution saving throw or become exhausted; the DC goes up by two for every time a Radiance spell has been cast since a long rest. This spell is rare, casting it in public, especially in Glantri or Alphonatia, will draw all sorts of unwanted attention.

Count Coins

Divination cantrip (wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

When you touch a container and cast this spell, you instantly know the number and type of the coins within. This does not effect on anything other than metal coins and does not tell you the nationality of the coins.

Counterspell Immunity

4th-level abjuration (warlock, wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (whatever components needed for the spell being countered)

Duration: Concentration, up to 1 minute.

When you cast this spell, you must name another spell. While this spell is in effect, the target cannot be targeted or hurt by the named spell. The named spell has no effect at all on the target protected by Counterspell Immunity.

Create Air

3rd-level conjuration (sorcerer, wizard)

Casting Time: 1 action

Range: Self

Components: S, M (grain of sea salt)

Duration: Instantaneous

You create enough fresh air to fill a 10-foot cube. The created air displaces any gas there, but heavier gases will displace the air after the casting. The air created cannot push anything other than gas.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, create an additional 10-foot cube section of air for each level above 3rd.

Crowd Summoning

2nd-level enchantment (bard, wizard)

Casting Time: 10 minutes

Range: 120 feet

Components: V, S, M (a piece of shiny cloth)

Duration: Concentration, up to 1 hour

Crowds are naturally drawn to you while this spell is active. Any test to gain attention from people or selling a product have advantage. You must have at least 50 people in the affected area to cast this spell. It does not prohibit them from leaving but makes you much more interesting to them. This spell is normally taught only by the Merchant's Guild and Tutorial Guild.

DeGras's Pilfering Fingers

2nd-level alteration (wizard)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour.

When cast, select one of the following skills that you do not have proficiency in: Acrobatics, Sleight of Hand, or Stealth. While the spell is active, you add double your proficiency bonus to any skill checks made with the skill.

Discern the Heart of the Beast

2nd-level divination (druid, ranger, wizard)

Casting Time: 1 action

Range: 25 feet

Components: V, S, M (pinch of silver dust)

Duration: Instantaneous

When cast, this spell causes the hearts of all lycanthropes in the area of effect to glow brightly, allowing all present to see the glow. The glow is visible briefly through clothing and armor. This affects lycanthropes in any form but does not tell you what kind of lycanthrope they are.

Discharge

8th-level evocation (wizard, sorcerer) Radiance

Casting Time: 1 Action

Range: 10 feet per charge

Components: V, S

Duration: Instantaneous

You release all Radiance dice you still have from other spells. This spell does 10 points of Radiant damage per die expended to a single target. Discharge ignores all damage resistance and immunity. A successful Dexterity saving throw halves the damage.

When the spell is cast you must make a DC 16 Constitution saving throw or gain a level of exhaustion, the

DC goes up by two for every time a Radiance spell has been cast since a long rest. This spell is rare, casting it in public, especially in Glantri or Alphonatia, will draw all sorts of unwanted attention.

Douse Flame

1st-level abjuration (druid, ranger, wizard)

Casting Time: 1 Action

Range: 10 feet

Components: V, S, M (sprinkle of water)

Duration: Instantaneous

You immediately extinguish a 10-foot x 10-foot section of non-magical fire. You even remove all heat, so there is no danger of the fire reigniting. This spell does not affect magical fire or creatures made of fire.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, extinguish an additional 10 foot x 10 foot section of fire for each level above 1st.

Duel-Shield

8th-level conjuration (wizard)

Casting Time: 1 hour

Range: Self

Components: V, S, M (ruby worth 5,000 gp that is crushed when the spell is cast)

Duration: 2 hours or the death of wizard.

This spell requires two wizards to cast; each must know the spell. This is a spell unknown outside Alphonatia. It creates a dome 60' in diameter encompassing both wizards. Nothing short of a wish spell can bring this shield down once cast. Nothing can penetrate the shield from either direction.

The shield is used for duels to the death; as soon as one of the wizards is slain, the shield ends. If neither of the wizards is dead at the end of two hours, the shield dissolves, disintegrating all trapped inside, no saves or magic resistance allowed. If wizards bring groups with them, all present must declare their loyalty. The spell ends when the last combatant of one side is dead.

Eluding the Deathblow

4th-level abjuration (bard, sorcerer, wizard)

Casting Time: 1 action

Range: 10 feet

Components: S

Duration: 1 round

When this spell is cast until the start of the next round you can cause any attack within 10 feet of you to have

disadvantage. Ranged attacks from outside the area are affected if the target is within the affected area.

Embezzle

4th-level illusion (wizard) ritual

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a touch of charcoal)

Duration: 1 Day

After casting this on a document or ledger, all skill checks to find financial fraud has disadvantage. The accounting spell will only detect the deception if cast by a higher level wizard. This spell is taught only by the Darokin Merchant's Guild and Minrothad Tutorial Guild, though they are both loathe to admit it.

Evaluate

1st-level divination (wizard) ritual

Casting Time: 1 action

Range: Touch

Components: V, S, M (1 platinum piece)

Duration: Instantaneous

By touching an item, you immediately know its value in gold pieces. This spell reveals nothing other than monetary worth. This spell is taught only by the Darokin Merchant's Guild and Minrothad Tutorial Guild.

Everpresent Record

4th-level conjuration (bard, wizard)

Casting Time: 1 minute

Range: 15 feet

Components: S, M (100 sheets of paper and a bottle of ink, these are consumed by the spell)

Duration: 1 day

A much more powerful version of Sorcerous Transcription, this spell can be cast on other creatures. Unwilling creatures who know the spell is being cast can negate the effects with a successful wisdom save. While this spell is in effect every word the target speaks is written down on the paper used. The paper appears within 5 feet of the caster, and records word for word any statement by the target, regardless of distance. In addition, any attempt to destroy the transcribed paper has



disadvantage. A dispel magic spell on the affected creature instantly ends the effect.

Eye of the Eagle

5th-level enchantment (cleric, druid, ranger)

Casting Time: 1 action

Range: Touch

Components: V, S, M (eagle feather)

Duration: Concentration up to 10 minutes

While under the effect of this spell, if the person affected by this spell rolls maximum damage with an attack from a long or short bow, you can roll another die of the same type and add that damage to the total. Continue doing so until you do not roll maximum damage on the die.

Firebow

3rd-level evocation (cleric)

Casting Time: 1 action

Range: Touch

Components: V, S, M (hickory ash)

Duration: Concentration or until all the charges are used.

A long or short bow is charged with 3 charges. When the archer shoots an arrow, he can use any number of charges. Each charge adds 1d8 to the damage if the attack hits. If the attack misses, the charges are lost. The spell expires if all the charges are spent.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, add two additional charges for each level above 3rd.

Fire Gate

6th-level conjuration (cleric)

Casting Time: 1 round

Range: 10 feet

Components: V, S

Duration: Instantaneous

When you cast this spell, you enter any bonfire large enough to cover you completely. You take no damage from the fire when you do this. You may then teleport to any fire that you know of, arriving unscathed.

Grasp the Magic Since Used

8th-level alteration (sorcerer, wizard)

Casting Time: Reaction

Range: 100 feet

Components: V

Duration: Instantaneous

When someone uses a teleportation spell or effect, this spell forces them to succeed on a Wisdom saving throw or immediately teleport back to their previous location. This also affects any objects that are teleported as well. This spell does not affect targets that passed through a magical gate like *dimension door* or a cubic gate.

Guardian Mantle

7th-level abjuration (sorcerer, wizard)

Casting Time: 1 action

Range: Self

Components: V, S, M (blue velvet and a 100 gp gem, consumed in the casting)

Duration: Concentration, up to 10 minutes.

While this spell is active ranged and melee attacks have disadvantage against you. Spells are not affected.

Hunting Paint

2nd-level enchantment (cleric, druid) ritual

Casting Time: 30 minutes

Range: Touch

Components: V, S, M (face paints)

Duration: 1 day

While the target wears the paint, they are under the effects of a bless spells and have advantage on all Wisdom (Survival) tests. The bless effect ends once it is used, but not the skill advantage. If the bearer of the paint fails a saving throw against a water-based attack or is submerged, the spell ends. If cast as a ritual, the caster may target a number of people equal to his or her caster level.

Ignore Road

1st-level abjuration (wizard) ritual

Casting Time: 10 minutes

Range: 100 feet

Components: V, S, M (dirt from the road)

Duration: 1 day

While under this spell, caravans can avoid holes, bad weather, and other pitfalls along poorly maintained roads. You have advantage on all Animal Handling or Vehicle: Land skill checks you have to make when testing to see how far you've traveled overland. This spell is taught only by the Darokin Merchant's Guild.

Infusion

6th-level enchantment (cleric)

Casting Time: 10 minutes

Range: 10 feet

Components: V, S, M (bit of buffalo dung)

Duration: One day.

You may cast this spell on a number of targets equal to your clerical level. While this spell is active, each person under its effect automatically passes their next saving throw. The spell for them then expires. The spell can expire on one person and stay active on another.

Inventory

3rd-level divination (wizard) ritual

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (small abacus)

Duration: Instantaneous

You instantly know the contents and quantity of any container, wagon, or vessel that you touch. You will know what is in it, but not anything more specific than what it is made of. You cannot detect if something is magical inside. You will know a chest contains a sword, but not if it is the king's sword. This spell is taught only by the Darokin Merchant's Guild and Minrothad Tutorial Guild.

Ironsides

6th-level abjuration (wizard)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (specially prepared iron dust costing 1,000 gp which the spell consumes)

Duration: 1 day

A ship or similar vessel becomes resistant to attacks, making it almost impossible to damage with normal means. The vessel gains immunity to bludgeoning, piercing and slashing damage from non-magical weapons, and cannot be harmed by fire or lightning unless from magic. Also, the ship will not take on water or founder unless reduced to 0 hit points. This spell is normally taught only by the Tutorial Guild.

Jaggar's Strengthened Bastion

5th-level abjuration (wizard) ritual

Casting Time: 1 minute

Range: Touch

Components: V, S, M (piece of chalk)

Duration: 1 hour

By marking a door or 50-foot section of wall with invisible

runes, you make it greatly resistant to spells. The wall or door marked is allowed a saving throw against magic from hostile sources, using your saving throw modifier. Against spells that don't normally allow for a saving throw like *knock*, *passwall*, or *meld into stone*, the affected area makes a Wisdom saving throw to resist the spell. Any effect that detects invisibility reveals the runes, but they cannot be harmed other than dispel magic or similar effects.

Casting this spell on a wall or door every day for a year makes the effects permanent.

Landscape of Spell Lore

3rd-level divination (warlock, wizard)

Casting Time: 1 action

Range: 25 feet radius

Components: V, S

Duration: Concentration, up to one minute

When someone casts a spell or a spell effect inside the area of effect of the spell, you immediately know the name of the spell, its general effects, and the level it is being cast at. You know if it is being cast as a spell or from a magical item.

Lapis Bonds

5th-level evocation (sorcerer, wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (silver ring worth 10 gp, consumed with the casting)

Duration: Concentration, up to 10 minutes.

You create an almost unbreakable ring of blue energy that encircles a target no greater than 1 foot in diameter. You can target specific parts of a body like ankles or wrists when you cast this. The ring is immobile, targets that fail a Dexterity saving throw are restrained and cannot use the immobilized limb. On a successful saving throw, the ring still appears, but the target is clear of it. At the start of each round, any creature trapped by the ring can attempt a DC20 strength check, destroying the ring on a success. The ring is AC 18 and has 50 hit points and cannot be harmed by spells. The spell does not need a target; you can summon the ring for purposes such as attaching a rope or making a stepping stone. The ring can support up to 1,000 pounds of weight.

At Higher Levels. When you cast this spell using a slot of 6th level or higher, you create an additional ring for every slot over 5th. Creatures have to make a separate saving throw for each ring targeting them.

Magic Defiance Undone

5th-level alteration (warlock, wizard) meta

Casting Time: Bonus Action

Range: Self

Components: V, S, M (iron spike or knife)

Duration: Until the end of your next turn

The spell is cast as a bonus action before casting another spell, ignoring any restrictions on how many spells can be cast in a turn. This spell is used to get past the resistances and protections of other creatures or wizards. This spell affects the next spell you cast before the end of your next turn. The second spell ignores magic resistance; creatures with magic resistance do not have advantage on saving throws. Against effects that would negate the spell entirely like an anti-magic shell or counterspell immunity, a save is required but with advantage.

Mau-Mau Bane

Necromancy cantrip (druid, wizard)

Casting Time: 1 round

Range: Self

Components: V, M (bit of web from a giant spider)

Duration: Instantaneous

You utter a word taught to you by an Ierendi mystic and all flying insects such as mosquitoes and the like within 100 feet you die, making little popping noises as they explode. This spell does not affect giant or magical insects.

Morphail's Unholy Blessing

5th-level necromancy (wizard)

Casting Time: 1 action

Range: 50 feet

Components: V, S

Duration: Concentration, up to 1 day

You bolster your undead allies against clerical turning. When cast, you may select up to 10 undead creatures inside the area of effect. While the spell is active, the creatures add your proficiency bonus to any saving throw they make against being turned.

At Higher Levels. When you cast this spell using a slot of 5th level or higher, you may protect an additional 5 undead creatures for each slot over 5th.

Night Watch

2nd-level enchantment (ranger, wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (bat's wing)

Duration: 8 hours

The affected creature can see in the dark as well as he could see if it was daylight, up to 200 feet. After 200 feet, everything appears to be in a haze. This spell has no effect in daylight, or inside or underground. This spell is taught only by the Darokin Merchant's Guild and Minrothad Tutorial Guild.

Oilskin

1st-level transmutation (wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (bit of eel skin)

Duration: 20 minutes

You cannot get wet by any means short of complete immersion. Rain will not touch you, even waves across a ship will not get you wet. You suffer no penalty trying to see in a storm because rain does not get in your eyes. This spell is taught only by the Minrothad Tutorial Guild.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration increases 20 minutes for each level above 1st.

Pierce Any Shield

9th-level alteration (sorcerer, wizard) meta

Casting Time: Bonus action

Range: Self

Components: V, S, M (Silver spike or knife)

Duration: End of your turn

The spell is cast as a bonus action before casting another spell, ignoring any restrictions on how many spells can be cast in a turn. This spell allows you to power through any creature's resistance. The spell ignores magic resistance and any effect that would prevent the second spell like an anti-magic shell or a beholder's gaze. Saving throws against the second spell automatically have disadvantage.

Pluck a Petal of Spellflower

5th-level alteration (wizard)

Casting Time: 1 action



Range: Touch

Components: S, M (a gem worth 100 gp, consumed when the stolen spell is cast)

Duration: Instantaneous

Make a melee spell attack against another wizard, on a success name a spell you think the wizard has memorized. If the wizard does not have the spell, your spell fails. If the spell is memorized, the wizard must succeed on an Intelligence saving throw or have the spell erased from memory. You can then cast the spell as if you had memorized it. The spell can only be cast once, no matter how many spell uses you have left. The stolen spell must be cast within 8 hours, or it is lost. You must have all the material components of the stolen spell necessary to cast it.

Precipitation

1st-level conjuration (druid, wizard) ritual

Casting Time: 10 minutes

Range: Self

Components: V, S, M (vial of pure water)

Duration: 1 hour

You create a light precipitation or rain, snow, sleet, or hail in a 120' diameter centered on yourself. The weather isn't heavy enough to be anything more than annoying. Frozen precipitation will melt in hotter temperatures when it hits the ground.

Predict Weather

Divination cantrip (wizard)

Casting Time: 10 minutes

Range: 10 miles

Components: V, S, M (dirt from local area)

Duration: Instantaneous

You know what kind of weather and intensity will occur in a 10-mile diameter around you. You have a general idea when the weather will arrive, and from what direction.

Preserve Shipment

7th-level necromancy (wizard), ritual

Casting Time: Six minutes

Range: Touch

Components: V, S, M (a piece of dry ice and a small metal box costing 1,000 that is consumed in the casting.)

Duration: 1 month

This spell preserves all food that is stored in a larder, galley, or hold from spoiling for a month. Milk doesn't spoil; fruit stays fresh, meat does not go bad. If the food is removed from the area, it can spoil as normal, but the spoilage happens normally once removed and does not count the time stored for checking for spoilage. Removing the food cancels the effect of the spell on the food, returning the food to the area does not prevent future spoilage. This spell is used to keep fresh food onboard long voyages for the crew and transport exotic fruits and meats long distances for trade. This spell is normally taught only by the Merchant's Guild and Tutorial Guild.

Quicken Pace

2nd-level enchantment (wizard)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (small whip)

Duration: 1 day

Any horse or wagon under your control during this spell increases its overland travel by 2 miles for daily travel. It has no other effect on speed.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you may extend the ability to another horse or wagon you can see for every level above 1st.

Remove the Instrument of Death

1st-level alteration (sorcerer, wizard)

Casting Time: 1 action

Range: 100 feet

Components: S

Duration: Instantaneous

When you cast this spell at a weapon being held by your target, the target must pass a Wisdom saving throw or throw the weapon aside. If the target is unaware of your presence, they will think they dropped it from their clumsiness.

At Higher Levels. When you cast this spell at 2nd level or higher, you may target one additional weapon for every

level above 1st you cast the spell.

Retain Power

7th-level enchantment (sorcerer, wizard) Radiance

Casting Time: 1 action

Range: Self

Components: V, S, M (soul crystal)

Duration: Permanent

You can retain the Rad dice from Radiance spells permanently by casting this spell into your receptacle. This allows your receptacle to hold an amount of Rad dice equal to your wizard or sorcerer levels. This spell is considered rare, casting it in public, especially in Glantri or Alpathia, will draw all sorts of unwanted attention.

Rot

2nd-level necromancy (sorcerer, warlock, wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (bit of rust)

Duration: Instantaneous

You cause a single non-magic item to decay into uselessness. The item must be able to be held in your hand. Wood rots, cloth becomes moth-eaten, metal rusts. Items held by another must be touched with an attack roll; the item owner can make a Dexterity save to avoid the item's destruction.

Saturation

8th-level alteration (sorcerer, wizard) Radiance

Casting Time: 10 minutes

Range: Touch

Components: V, S

Duration: 1 hour

When you cast *saturation*, you must select one inanimate object and spend 20 Rad. While this spell is active, magic is noticeably more powerful. Any spell cast within 20 feet of the object does maximum damage, all saving throws against spells cast inside the 20 feet have disadvantage. Magical constructs within the area heal 10 hit points at the start of their turn.

Savior Faire

2nd-level enchantment (bard, wizard) Ritual

Casting Time: 1 action

Range: Self

Components: V, S, M (bit of cologne)

Duration: 1 hour

You instinctively know how not to embarrass yourself when in an unfamiliar setting. You have advantage in skill checks to make friends in locations where you are not familiar. You may not know the language but can get by being a wallflower or with hand gestures. This spell is normally taught only by the Darokin Merchant's Guild and Minrothad Tutorial Guild.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration is increased by an hour for each level above 2nd.

Sathrath's Ingenious Method of Instantaneous Recollection of Dweomers and Enchantments

9th-level alteration (wizard)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

This spell is famous for its long name, and it's risky effect. This spell restores all spent spell slots for the day except for 9th level. You regain all uses of your spells just like you had a long rest. The downside is when you cast the spell you must make an Intelligence saving throw against your spellcasting ability or lose all remaining spells instead, leaving you with no prepared spells until you can take a long rest. The saving throw cannot be affected by any other effects. The spell has not quite been perfected yet.

Sea Legs

1st-level enchantment (wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (bit of lime)

Duration: 8 hours

While under the effects of the spell the target suffers no penalties for moving on a rocking ship and is immune to seasickness and other ailments brought on by being unaccustomed to ship life. This spell is taught only by the Minrothad Tutorial Guild.

Seek the Traveler

6th-level divination (sorcerer, warlock, wizard)

Casting Time: Reaction

Range: Unlimited

Components: V, S

Duration: Instantaneous

When a caster uses a teleport or similar spell or effect within 100 feet of you, you can cast this spell for one of two effects.

- You know exactly the destination of the caster in relation to your current position.
- You teleport to the destination of the caster, staying in relative proximity to the caster. You cannot appear inside of objects, but you can appear in hostile environments like underwater, in lava, or midair.

Sever the Tie

9th-level abjuration (sorcerer, wizard) Radiance

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: Special

Sever the Tie cuts off the target from being able to use any form of arcane magic. The target must pass an Intelligence saving throw or be unable to cast spells or use magic items. Constructs that fail their saving throw are instantly destroyed. Summoned creatures that fail their saving throw are banished. As a side effect, an affected creature has advantage on all saving throws versus spells or spell-like effects. The spell does not require



concentration but does require the caster to spend 1 Rad a round to maintain the spell.

Silver Tongue

2nd-level enchantment (bard, wizard)

Casting Time: 1 action

Range: Self

Components: V, S, M (silver piece)

Duration: 10 minutes

As long as you do not lie, you have advantage on all Persuasion skill checks. Omissions and exaggerations are permitted, but if you tell a blatant falsehood, the spell ends. Telling someone "This is the finest dagger in Darokin" is acceptable, but not that Halav himself wielded it. This spell is normally taught only by the Darokin Merchant's Guild and Minrothad Tutorial Guild.

Smuggling

3rd-level illusion (wizard) ritual

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (small electrum statue)

Duration: 1 day

This spell can affect a person, a wagon, or a ship. While affected, anyone trying to search the target for hidden contraband has disadvantage on all Perception skill checks. It does not make the cargo invisible, but people are more likely to overlook it. This spell is taught only by the Darokin Merchant's Guild and Minrothad Tutorial Guild, though neither will admit it.

Soothe the Beast

1st-level enchantment (druid, ranger, wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Until the next sunrise

With a calm word and a soothing touch, you can make one domesticated animal calm and content. The spell will make the animal forget it is hungry, cold, or afraid. This does not protect the animal from starvation or the elements;

just makes it forget its current state.

Sorcerous Transcription

Conjuring cantrip (bard, wizard)

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Concentration, up to 10 minutes

A magical quill appears and transcribes everything you say on a parchment or book provided for it. The quill writes down everything you say in the language spoken. The quill cannot turn book pages and requires ink.

Specie

5th-level transmutation (wizard) ritual

Casting Time: 1 minute

Range: 100 feet

Components: V, S, M (an abacus)

Duration: Permanent

When you cast this spell; up to 50,000 coins and gems that you are aware of in range are transformed into a single metal plate approximately 4 inches wide, and twelve inches long starting with gems and then coins with the most valuable transformed first. The plate contains a list of the total amount of coins by type, as well as the value of each gem transformed listed by type. The plate detects as magical, but the only way to restore the coins and gems to normal size is for you to recast this spell on the plate. The plate returns to normal when you activate the plate with a command word chosen when you cast the spell. This spell is taught only by the Darokin Merchant's Guild.

At Higher Levels. When you cast this spell at 6th level or higher, you can affect an additional 50,000 gems or coins for each slot you use over 5th.

Spelldoor

8th-level alteration (sorcerer, wizard)



Casting Time: 1 action

Range: Self

Components: V, S, M (a bronze ring worth 5 gp, consumed with the casting)

Duration: Concentration, up to 1 minute.

Spelldoor allows you to teleport spell effects exactly as the teleport spell. The next ranged spell you cast can be teleported to anywhere you have previously been. You have to teleport the entire spell effect; you can't affect someone near you and teleport the rest of the effect. Only spells with a range can be teleported, and spells that require you to see a target can't be teleported. The chance of error is the same as the teleport spell, but any spell that materializes inside an object fails instead. This spell expires after you teleport a spell.

Spout of Scalding Wrath

3rd-level evocation (sorcerer, wizard)

Casting Time: 1 action

Range: 50 feet

Components: V, S, M (1 oz. of freshwater)

Duration: Instantaneous

You send out a geyser of superheated steam that hits your target like a hammer. Make a ranged spell attack, on a hit the target takes 8d6 force damage. Also, the target must succeed on a Constitution saving throw or take 6d6 fire damage on a failure, half that on a success.

At Higher Levels. When you cast this spell using a slot of 4th level or higher, you increase the range by 10 feet and the fire damage by 1d6 for each level above 3rd.

Strike of Doom

4th-level alteration (bard, sorcerer, wizard)

Casting Time: 1 action

Range: 10 feet

Components: S

Duration: 1 round

When this spell is cast until the start of the next round you can give any attack within 10 feet of you have advantage. Any successful hit from an attack you have given advantage to gains an additional 1d6 damage.

A Summons One Dares Not Deny

9th-level conjuration (sorcerer, warlock, wizard) ritual

Casting Time: 1 minute

Range: 100 miles

Components: V, S, M (something the target has touched in the last week)

Duration: Instantaneous

This spell lets you teleport anyone to you. Unwilling targets can resist the spell with a successful Wisdom saving throw. You don't have to know the target's location, just the name, and a detailed description. The target arrives within 20 feet, but cannot appear anywhere that would cause it harm.

If the summon fails for any reason, there is a 50% chance you will summon a creature from another plane instead. That creature is immediately hostile to you.

Summon Radiance

6th-level conjuration (sorcerer, wizard) Radiance

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to one minute

A faster version of *Call Upon Radiance*, *Summon Radiance* gives you a number of Rad points equal to your wizard or sorcerer levels for immediate use. Unlike *Call Upon Radiance*, you cannot save any Rad dice left over from the end of the spell in your receptacle. This spell is considered rare, casting it in public, especially in Glantri or Alphonatia, will draw all sorts of unwanted attention.

Swiftly Devour the Written Word

Alteration cantrip (wizard)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour.

You can read normal books at 5 times your normal rate. This spell does not affect magical books and does not reduce the time needed to memorize spells.

Tar

1st-level conjuration (sorcerer, wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small bit of tar)

Duration: Permanent

You cover a 50' rope or 10x10 area with tar. The tar is sticky and will burn if an open flame is applied to it. Turpentine will remove it. You can cast this spell offensively if the target fails a Dexterity save they are covered in tar, and may be set on fire as normal.

Thornspear

1st-level conjuration (cleric, druid)

Casting Time: 1 action

Range: Self

Components: V, S, M (bit of mistletoe)

Duration: 1 minute

You create a magical spear that does 3d10 damage and can be thrown. The spear is normal in all aspects but disappears after you attack with it.

Thunderdrum

3rd-level evocation (bard, cleric)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (drum)

Duration: Instantaneous

Your drum creates a deafening noise that drives enemies away. All creatures, within 10 feet of you are not affected. Creatures CR1 or less automatically become frightened. Other creatures must pass a Wisdom saving throw or become frightened. This spell has no effect on creatures with more hit points than you. All creatures affected take Thunder damage equal to your bard or cleric level.

While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw; on a successful save, the spell ends for that creature.

Torrent of Death

3rd-level evocation (wizard)

Casting Time: 1 action

Range: 60 yards

Components: V, S

Duration: Instantaneous.

An attempt by the Great School of Magic to improve upon magic missile, the spell increased damage at the expense of simplicity and versatility. A single target that you can see within range is struck by ten bolts of energy doing 10d4+10 force damage. Spells that protect against magic missile also protect against Torrent of Death.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the spell creates two more darts for each slot above 3rd, each dart doing an additional 1d4+1 force damage.

Transcend Life Force

9th-level transmutation (wizard, sorcerer) Radiance, ritual

Casting Time: 2d12 hours

Range: Self

Components: V, S, M (100,000 gp worth of exotic materials as determined by the DM)

Duration: Permanent

The ultimate spell of the Radiance, this spell gives you a chance at becoming an Immortal. Just learning this spell should be the goal of an entire campaign. The only way for a wizard to acquire the spell is to learn it from a Prince or Archduke of Glantri, be a member of the Brotherhood of the Radiance, and have the sponsorship of an Immortal of the Sphere of Energy.

To cast the spell, you must have 50 Radiance dice saved through the Retain Power spell. Once cast, you find yourself floating before a golden door, which becomes more difficult to reach as you try. To reach the door, you must pass six skill checks in the form of saving throws. You must save against each saving throw type at DC25 to prove you are worthy. If you fail any of them, you wake up in pain at the end of the spell. For 2d4 days, you have a 30% chance of spell failure and cannot cast any Radiance spells for the duration. In addition, you must make a DC15 Constitution save or lose a point of Constitution permanently.

If all the skill checks are passed, you find yourself on the other side of the door before an Immortal of the Sphere of Energy. The Immortal will explain everything that has just happened, and the meaning behind the Radiance. The Immortal will then announce the last test is a duel. You must fight an Empyrean loyal to the Sphere of Energy alone. If you succeed, you have become an Immortal; if you fail, your life force is used to power the Radiance. If you achieve immortality, your character is removed from play to become a powerful force in the Known World.

Transmute Water to Ice

3rd-level transmutation (wizard)

Casting Time: 1 minute

Range: 100 feet

Components: V, S

Duration: Permanent

You change all water into a 10-foot cube of ice. If cast at a river or ocean, the spell will create an iceberg, which will be moved by currents as normal. The ice is non-magical and will melt naturally, and is treated as rough terrain if on the ground.

Trust

1st-level enchantment (bard, wizard)

Casting Time: 1 action

Range: Self

Components: S, M (one silver piece)

Duration: 1 round

You gain advantage on the next Deception check you make before the spell expires. This spell is normally taught only by the Darokin Merchant's Guild and Minrothad Tutorial Guild.

Undead Servant

1st-level necromancy (sorcerer, warlock, wizard)

Casting Time: 1 action

Range: 30 feet

Components V, S, M (a drop of blood)

Duration: Concentration, up to 1 minute.

You animate a single medium-size or smaller humanoid corpse. The corpse has a speed of 10 feet, Strength of 10, and AC 10 unless increased by armor. The corpse has 10 hit points, and cannot be reanimated as undead again if destroyed. The corpse is destroyed if turned by a cleric or paladin. The corpse cannot attack but can lift or push objects.

Wall of Wood

4th-level conjuration (druid)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (heartwood of an oak)

Duration: Concentration, up to 10 minutes

A non-magical wall of solid wood springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that the wall no longer encloses it.

The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or rest on any firm foundation.

It must, however, merge with and be solidly supported by existing wooden supports. Thus, you can use this spell to bridge a chasm or create a ramp.

If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenellations, battlements, and so on.

The wall is an object made of wood that can be damaged and thus breached. Each panel has AC 15 and 30 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the DM's discretion.

If you maintain your concentration on this spell for its whole duration, the wall becomes permanent and can't be dispelled. Otherwise, the wall disappears when the spell ends.

Wall With No Doors

6th-level abjuration (wizard) ritual

Casting Time: 1 hour

Range: Touch

Components: V, S

Duration: 1 day

You create an area no greater than 1,000 cubic feet that no one can magically travel to or from. Spells like *dimension door*, *gate*, or *spelloor* automatically fail. Creatures cannot be summoned inside the area as well. Casters cannot cast the spells to leave the affected area either. Spells that allow physical travel to the area like *fly* or *haste* are unaffected. If this spell is cast on an area every day for a year, the effect becomes permanent.

Wandbane

1st-level alteration (warlock, wizard)

Casting Time: 1 action

Range: 100 yards

Components: V, S

Duration: 5 rounds

When you cast this spell, you target one wand, staff, or rod being held by your target. The target must succeed on a Charisma saving throw, or the targeted magic item cannot use any ability that requires the expenditure of a charge for five rounds. The spell does not affect the magic item in any other way.

Warding Against Subtle Enchantment

4th-level enchantment (wizard) ritual

Casting Time: 10 minutes

Range: Touch

Components: V, S

Duration: Special

This spell acts as a contingency against mind-controlling spells. The spell allows the caster to give a single command to the target, if the target falls under the influence of a *charm person*, *dominate* or similar spell this spell triggers first and forces the creature to obey the initial command. The command must be something the creature is capable of; common commands include "flee with all speed" or "attack the caster of the spell just cast on you." The spell can be used to give false information if the spell tries to extract information from the creature.

Warp Wood

1st-level transmutation (druid, wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (bit of wyrmwood)

Duration: Permanent

You cause a single non-magic wooden item to warp into uselessness. The item must be able to be held in your hand. Items held by another must be touched with an attack roll; the owner of the item can make a Dexterity save to avoid the item's destruction.

Watcher

1st-level divination (ranger, wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (piece of ivy)

Duration: 1 hour.

When you cast this on a plant or local animal, any attempt to move past the plant or animal by another creature at small size or above causes the plant or creature to sound a loud keening noise, clearly audible to all within 60'. Undead do not trigger the effect, but invisible and flying creatures do. This spell is normally only taught to Treekeepers or Foresters.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, extend the duration by 1 hour for each slot over 1st.

Watery Form

2nd-level transmutation (sorcerer, wizard) ritual

Casting Time: 1 minute

Range: Self

Components: V, S, M (drop of pure water)

Duration: Concentration, up to 8 hours

You transform into a volume of water equal to your mass. Your clothing and gear transform with you, and you cannot be separated. While you are in this state, you can only be harmed by magic weapons, cannot attack, and move 1/3 your normal speed. You can breathe water normally, but if you are in a body of water, you move along with the water at the speed of the current.

Wrath of Atruaghin

9th-level evocation (cleric)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (medicine pouch, consumed in the casting)

Duration: Instantaneous

You bring down the wrath of the Immortal Atruaghin on your foes. Assign a number of d6's equal to twice your cleric level to the targeted creatures; each creature takes damage of a type of your choice. It need not be the same damage type per target. You can describe each effect; some creatures are hit by fire, others by lightning, for example.





Goods and Services

Magical Item Availability

Mystara is a world rich in magic. Magical devices are relatively common, especially in the magocracies of Alphatia and Glantri. Other nations like Minrothad and Darokin are so involved in trading that anything can be found for a price. Indeed, in some cities, magic items are openly hawked to passersby, from the mundane tool to the exotic artifact. To find an item for purchase, first

Rarity	Base Cost	Chance	#Found
Common	75 GP	40%	2d6
Uncommon	300 GP	20%	1d6
Rare	2250 GP	10%	1d4
Very Rare	35000 GP	5%	1
Legendary	50000+	1%	1 Ever

Size	Population	Modifier	Bonus# Found
Settlement	<500	-30%	0
Town	<5000	-10%	0
City	<20000	0	+1 Item
Capitol	<50000	+10%	1d4 Items
Metropolis	<50000	+20%	1d6 Items

Feature	Modifier	Bonus #	Cost Modifier
Port	10%	1d4	-10%
Trading Post	5%	0	+20%
Mage's Guild	+10%	1d4	+25%
Foreign Nation	-20%	0	+30%

calculate the various modifiers for city size, location, and item rarity. If the percentage is less than 1%, the item is not present at your location. Otherwise, make the roll to see if you can find the item. Each roll takes up one week of downtime. If you fail the roll, the week is wasted. If you fail three rolls looking for the item, it is not present at that location.

National Modifiers

Size	Cost	Modifier	Bonus Found
Alfheim	25%	+20%	1d4
Alphatia	10%	+30%	1d6
Atraughin	500%	+40%	0
Darokin	-20%	+15%	1d6
Ethengar	+50%	-50%	0
Five Shires	-10%	-20%	0
Glantri	-25%	+40%	1d8
Ierendi	30%	-30%	0
Karameikos	0	0	0
Minrothad	+10%	+25%	1d4
Ostland	+30%	-20%	0
Rockhome	+65%	-40%	0
Serraine	+100%	+50%	0
Soderfjord	-40%	+50%	0
Thyatis	-15%	-10%	1d6
Vestland	+10%	-10%	0
Ylaruam	+100%	-40%	0

Major Imports and Exports

You have advantage trying sell major imports or buy major exports.

You have disadvantage trying to sell major exports or buy major imports.

City	Notes	Nation	Exports	Imports
Aasla	P	Alphatia	Gems, Spices, Glass, Ivory, Common Metals	Fish, Monsters, Books, Precious Metals, Silk
Akesoli		Darokin	Fish, Porcelain, Coffee, Tea	Silk, Spices, Salt
Akorros		Darokin	Meat, Fish, Hides	Cloth, Wine, Semi-precious stones
Alfheim City	G, T	Alfheim	Precious Woods, Glass	Rare Books, Wine
Alpha	P, G	Alphatia	Grain, Meat	Ivory, Wine, Tea, Coffee
Athenos	P	Darokin	Meat, Gems, Spices, Ivory, Glass	Monsters, Animals, Porcelain, Precious Woods
Atruaghin	T	Atruaghin	Tobacco, Coffee, Tea, Horses	Silk, Beer, Semi-precious stones
Biazzan		Thyatis	Spices, Coffee, Tea, Silk	Rare Books, Ivory, Animals
Castellan		Soderfjord	Dyes, Semi-precious stones, Precious Woods	Armor, Fish, Pottery
Corunglain		Darokin	Gems, Monsters, Semi-precious stones	Weapons, Pottery, Hides
Cubia	P	Thyatis	Pottery, Dyes, Horses	Grain Meat, Hides
Darokin City	G	Darokin	Grain, Ivory, Precious Woods, Silk	Monsters, Gems, Precious Metals, Horses
Dengar		Rockhome	Armor, Gems, Weapons	Grain, Tobacco, Animals
Dunadale	P	Alphatia	Weapons, Monsters, Gems, Porcelain	Coffee, Tea, Ivory, Grain, Glass
Ethengar	T	Ethengar	Horses, Salt, Hides	Weapons, Common Metals, Common Wood
Fabia	P	Thyatis	Wine, Dyes, Animals	Fish, Common Woods
Filtot	P	Ierendi	Oil, Salt, Grain	Meat, Monsters, Rare Books
Freiburg	P	Free City	Animals, Porcelain	Weapons, Armor, Oil
Gapton	P	Minrothad	Textiles, Coffee, Tea	Rare Books, Spices, Pottery
Glantri City	G	Glantri	Rare Books, Monsters, Pottery	Gems, Tobacco, Glass
Habortown	P	Minrothad	Fish, Dyes, Animals	Spices, Meats, Wines
Helskir	P	Alphatia	Dyes, Salt	Fish, Hides, Coffee, Tea, Pottery
Ierendi	P	Ierendi	Fish, Precious Metals	Dyes, Cloth, Animals
Jaboor	P	Ylaruam	Coffee, Tea, Oil, Glass	Meat, Spices, Wine
Kelvin		Karameikos	Glass, Porcelain, Common Metals	Grain, Ivory, Meat

Notes: P (Port) T (Trading Post) G (Mage's Guild)

City	Notes	Nation	Exports	Imports
Kerendas	P	Thyatis	Meat, Wine, Beer, Precious Woods	Fish, Monsters, Books, Precious Metals, Silk
Kobos	P	Ierendi	Hides, Monsters, Horses	Silk, Ivory
Kopstar		Glantri	Oil, Dyes, Common Metals	Precious Wood, Semi-Precious Stones, Spices
Landfall	P	Alphatia	Hides, Monsters	Grain, Coffee, Tea, Dyes
Malfton	P	Minrothad	Spices, Oil, Porcelain, Grain	Common Wood, Meat, Beer, Cloth
Minrothad	P, G	Minrothad	Coffee, Tea, Grain, Fish, Dyes, Beer	Precious Metals, Gems, Common Wood, Pottery, Cloth
Newkirk	P	Alphatia	Dyes, Armor	Coffee, Tea, Gems, Porcelain
Norrvik	P	Vestland	Silk, Salt, Weapons	Ivory, Pottery, Cloth
Oceansend	P	Alphatia	Rare Books, Common Woods	Dyes, Salt, Silk
Seahome	P	Minrothad	Common Wood, Precious Wood	Silk, Dyes, Hides
Selenica		Darokin	Rare Books, Cloth, Precious Wood	Dyes, Fish, Glass
Shireton	P	Five Shires	Grain, Wine, Beer	Coffee, Tea, Fish
Soderfjord	P	Soderfjord	Common Wood, Grain	Wine, Armor
Specularum	P	Karameikos	Common Wood, Animals, Hides, Precious Woods	Weapons, Armor, Horses, Furs
Stahl		Rockhome	Monsters, Ivory, Precious Metals	Meat, Silk, Textiles
Stronghold	P	Minrothad	Weapons	Grain, Precious Wood
Surra-Man-Raa		Ylaraum	Precious Metals, Rare Books, Monsters, Pottery	Weapons, Cloth
Tameronikas	P	Thyatis	Coffee, Tea, Cloth, Animals	Glass, Porcelain, Salt
Tel Akbir	P	Thyatis	Coffee, Tea, Oil, Beer	Hides, Cloth, Dyes
Tenobar	P	Darokin	Fish, Cloth, Pottery	Precious Metals, Salt, Hide
Thyatis	P	Thyatis	Silk, Weapons, Armor, Horses	Gems, Precious Metals, Spices, Oil, Furs
Verdun	P	Minrothad	Common Wood, Precious Wood, Cloth, Rare Books	Dyes, Silk, Salt, Furs
Yvones		Thyatis	Textiles, Hides, Wine	Silk, Beer, Meat
Zeaburg	P	Ostland	Fish, Cloth, Textiles	Common Woods, Meat

Great Markets of the Known World



Alfheim is the only true city in the nation of Alfheim. Built to focus foreign traders in one location inside the elven kingdom, it is the best place to find elven goods.

Athenos Harbor in Darokin is where you can find almost anything, regardless of legality. Busy day and night, the city is known for its thriving and open black market.

The **Central Market** in Darokin City is possibly the largest market in the world. Anything can be found here, from magical devices to wild animals. Everything has a price here.

Glantri's **Open Market** is the place to purchase magic items. Produced by the Great School of Magic and local wizards, seemingly everything for sale here has some sort of dweomer.

The **Market of the Golden Court** is Ethengar's only true market. There, under heavy guard, merchants strike deals with the nomads to purchase livestock in bulk.

The **Grand Bazaar** of Ylaruam is a frenzied site for trading. Here everything must be bought through haggling, and coin is not the only way to purchase merchandise.

Thyatis' **Great Market** is one of the busiest in the world. Stalls stretch for miles as every sort of good or service can be found here if you look hard enough, no matter the time.

Stahl's **Market District** is the best place to find the products of Rockhome. The market is the staging ground for the caravans, but items can be purchased here before they leave.

Minrothad City is one large market itself. From the Lower and Upper Markets to Craft Row, you are never far from a storefront in this mercantile haven.

The **World Elevator** in Atruaghin is a lift constructed to move merchants up the plateau. The Bear Tribe has set up a large trading post at the base to get goods before the other tribes.

Visitors to Serraine's **Gemeye Market** are overwhelmed by both the cheap trinkets and high-quality art available in abundance at the largest market in the city.

Shireton Port is one of the biggest destinations for illicit cargo in the Five Shires. While smugglers avoid truly dangerous cargo, most don't ask questions about a cargo's origins.

Darokin Guilds

Al-Azrad. Located in Selenica, Al-Azrad specializes in trade with Ylaruam. The guild does little business with the rest of Darokin because of its distant location.

Corun. Based out of Corunglain, Corun focuses on trading merchandise strictly inside of Darokin. Corun is known for its powerful political connections.

Franich. The newest major guild, Franich, has no specialty and instead has interests in almost every type of commerce. As befits their style, Franich is located in Darokin City.

Hallonica. Based in Selenica, this is the dominant house in the East. Hallonica succeeds by being one of the most politically adept houses through mutual diplomacy.

Linton. Located in the port city of Athenos, Linton is the only nautical trade guild in Darokin. They are one of the wealthiest guilds because of their significantly increased range.

Mauntea. The most powerful guild in Darokin, Mauntea has set the standard for political power in Darokin city for centuries. Most innovations have come from Mauntea.

Pennydown. Another guild based in Darokin City, Pennydown makes its money on sheer volume. While not of the best quality, their products can be found everywhere.

Toney. The smallest of the great houses, Toney dominates lake shipping out of Akesoli. Trading heavily with Glantri and Atruaghin, Toney also specializes in agriculture.

Umbarth. Though based in distant Akesoli, Umbarth makes its money by being the most widespread guild. Trading with almost every known nation, Umbarth reaches everywhere.

Minrothad Guilds

Corser. Set up by humans, Corser specializes in luxury goods. While the guild produces very few products, the sheer cost of them makes the guild profitable.

Elsan. Set up by the water elves, Elsan is the largest shipbuilding guild in Minrothad. Elsan makes a large amount of money through fishing and whaling.

Hammer. Comprised of dwarves, Hammer handles all trade dealing with metal and stone. The guild makes the finest weapons and armors through a secret process.

Mercenaries. Actually the standing army for Minrothad, the guild is found both on land and in ships. The guild is a political one and is paid for its services by the government.

Minrothad. The nation of Minrothad uses a guild structure as its government. Neutral in the affairs of other guilds, Minrothad is still the most dominant guild in the nation.

Quickhand. A guild consisting of primarily hin, Quickhand deals with leather goods and fuelmaking. The guild also focuses on creating dishes and art objects from clay.

Sea Merchants. A political guild comprised of sailors and dockhands, the Sea Merchant or Merchant Sailor's guild handles the transport of all goods made in Minrothad.

Tutorial. A combination of several smaller guilds, the Tutorial Guild handles all legal proceedings and trains merchant princes in the ways of guild magic.

Verdier. Primarily wood elves, Vernier specializes in all goods, wood, and cloth. Verdier also has to handle agriculture, a duty they share with Guild Quickhand.



Castles and Stronghold Construction

Construction Detail	Cost (GP)	AC	HP	Description
Barbican	37,000	17	700	Includes two towers (30'x20'), gatehouse, gate & drawbridge
Battlement	500	17	50	Crenelated Parapet 100'
Bulding, Wood	1500	15	40	Two-story, 120' of walls, doors, stairs, floors and roof
Bulding, Stone	3000	17	60	Two-story, 120' of walls, doors, stairs, floors and roof
Door, Exterior- Wood or Stone	100	20	35	Reinforced & Barred (7'x5')
Door, Interior- Iron or Stone	50	N/A	35	3' wide, 7' high
Door, Interior- Reinforced	20	N/A	25	3' wide, 7' high
Door, Interior- Secret	x5 Cost	N/A	-	3' wide, 7' high, hp by material
Door, Interior- Wood	25	N/A	10	3' wide, 7' high
Drawbridge	250	15	50	Wooden Reinforced (10x20)
Dungeon Corridor	500	N/A	N/A	10 feet x 10 feet x 10 feet, stone flagged, stone walls
Farmland, Small	500	N/A	N/A	10 Acres of Farmland
Farmland, Medium	2500	N/A	N/A	50 Acres of Farmland
Farmland, Large	10,000	N/A	N/A	200 Acres of Farmland
Floor/Roof- Fine Wood	40	N/A	25	Price is per 10' x 10'
Floor/Roof- Flagstone	100	N/A	25	Price is per 10' x 10'
Floor/Roof- Tile	100	N/A	25	Price is per 10' x 10'
Galley	750	16	250	Stone Oven, can produce food for 50 people per meal.
Gate, Wooden	1000	20	100	Reinforced & Barred, (10 feetx20')
Gatehouse	6500	17	550	Stone (20'x20'x30'), includes gate and portcullis
Keep, Square	75,000	17	2500	Stone (80'x60'x60)
Moat, Unfilled	400	N/A	N/A	Ditch (10 feet deep, 20' wide, 100')
Moat, Filled	800	N/A	N/A	Canal (10 feet deep x 20' wide, 100')
Tower, Bastion	9000	17	300	Stone, half-round (30'x30')
Tower, Round 1	30,000	17	350	Wide tower, stone (30'x30')
Tower, Round 2	15,000	17	250	Narrow Tower, stone (30'x20')
Trap Door	x2 Cost	N/A	-	4' x 3', hp by material
Wall, Castle	5000	17	500	Stone (20'x5'x100') with walk and stairs
Wall, Rotating	1000	16	250	10' x 10' wall that rotates on an axis.
Wall, Wood	1000	16	300	Stockade (20'x5'x100') with walk and stairs
Window, Open	10	N/A	N/A	3'x1', provides cover
Window, Barred	20	15	35	3'x1', provides cover
Work of Art	x150%	N/A	N/A	Increase in price applies to total cost of building

Entertainments of Mystara

Hardball



Hardball is the national sport of the Alphatian Empire, supremely popular among the lower classes and even followed by some nobility. Hardball is a team sport played by two teams of twelve players on a field 100 yards by 50 yards arranged in ten-foot grids and a ten-foot square goal in the middle of the two far central squares at either end. Games are broken into four fifteen-minute quarters with a ten-minute halftime.

The main rule of hardball is that the ball cannot be carried from one square to another; it must be passed. If a player has control of the ball, no additional players may enter that square. The ball may be passed across squares, but it cannot be passed within the same square. Once a player has control of the ball, he has thirty seconds to pass the ball or shoot or be called for a violation. In addition, no one can enter the keeper squares on either end except the keepers. Unusual for Alphatia, magic is banned from the game.

One aspect of the sport that outsiders don't understand is the fact there is only one penalty for most violations, the player is expelled from the pitch until the next score or end of a quarter. If a player steps over a line, holds on to the ball too long or performs an illegal block, they are sent to the sideline. On a score, they return to play.

The sport has hundreds of teams and dozens of leagues scattered throughout the empire. Every major city has a hardball court, and larger cities like Sundsvall have as many as half a dozen. With its prohibition on any magical aid at all, it is often the only time the common folk sees non-magic using types gaining any popularity in Alphatia.

It is easy to get equipment for hardball, all that is required is a helmet and glove along with the hard rubber ball used in the game. In game, this counts as a Gaming Kit (25 gp, 4 lbs) and is a common item found in any Alphatian city of a population 5,000 or more. Team colors mimic that of court jesters, with brightly colored contrasting patterns being the norm.

Because of the large number of leagues available, the game is played year-round. The premier league consists of thirty teams, each from the largest cities across Alphatia and Bellissaria and a few from Gaiety and Ne'er-Do-Well. They play a six month season across the empire, with the winners showered with gold and honored at the capitol. The hardball championship is a significant part of Alphatian culture, with wizards often using scrying devices to let the common folk watch across the empire at festivals held to celebrate the championship game.

Other leagues have a large variety of size and diversity. There are youth leagues, leagues specific to certain races (the all-hin league is one of the more popular), there are all women leagues, and of course amateur leagues for those not good enough to play at high levels. As long as they can find enough equipment and fields to play on, leagues can spring up almost anywhere.

Gambling is prolific when it comes to hardball. Most of the gambling is local betting, but in the nation of Ne'er-Do-Well, you can bet on any game at any time. Nobles with a penchant for gaming will often flood the kingdom with agents there to legally place bets while the nobles attend the games in person.

The game is immensely popular, with players often becoming celebrities in their own right and teams gaining the sponsorship of nobles or merchants to appear at public events or use the merchandise of their sponsors. Some athletes make more money from these sponsorships than they do playing the game. In poorer areas, hardball is the only option to escape poverty for many children.

The sport is mostly unknown outside the empire. To the Alphatians, it is the national pastime, to outsiders, it looks like a bunch of court jesters running up and down a field. With Alphatia beginning to settle of Norwold, the sport has come to the mainland, though how it will be received is still largely unknown.

Gladiatorial Games

The national sport of the mighty Thyatian Empire, gladiatorial arenas can be found across the nation in all major cities. There are also numerous underground arenas where less than legal games are held. The games are heavily regulated, with the organization of the games written down by Imperial laws and heavily taxed.

The business of organizing gladiatorial games are quite complex, with multiple tiers of involvement from various organizations. Professional organizers, called editors, have to find an arena to schedule the games, recruit several gladiator stables to fight in the games, and sign free gladiators, organize the mandatory parade that starts off the games, and secures any beasts or chariots that would be involved as well. Professional gladiators will also be hired, but usually as headliners.

Every gladiatorial game must start, by law, with a parade of all the gladiators through the city and into the arena. This is a symbolic march of the early emperors returning triumphantly to Thyatis; it also serves as advertising for the events that are about to be staged. Everyone that is participating must take part in the parade, even if just beasts or clowns serving as entertainment only. But the actual reason for the parade is so tax officials can see in advance who has been brought to fight and that the taxes on the exact number of combats or the beasts involved have been paid in full.

The first thing that has to happen before the planning of the events can start is the editor and manager of the gladiator stable, called the lanista, to agree to terms. They will set the terms for how much the lanista will be paid for his gladiators' appearance, how much the lanista will be reimbursed if a gladiator is killed, and how much the reward will be if a gladiator is freed during the game. Gladiators rarely fight to the death, because by law, lanista must be paid a fee for the death of their fighters. While tempting to have games free of death, an editor with a reputation for softness becomes unpopular.

Thyatis takes its games extremely seriously, rigging events or mistreatment of gladiators will often find the perpetrators fighting in the games themselves. Every gladiator beforehand is inspected for injury; those found unfit are disqualified from participating. Crowds don't pay to see poor quality fighters hobbling around the arena. A lanista who deliberately mistreats or malnourished his gladiators is lucky to be sent to the arena, as Emperor Thincol was once a gladiator and is merciless to those who abuse them.

The game's exact setup is rigid in terms of who can fight who, but the editor can have many of the restrictions waived for a fee paid to the local tax authority. Matches are usually segregated by sex, race, and gladiatorial style, but these can all be waived for a fee. Fights are generally one on one, but larger matches can be commissioned in the same way.

Organizational Fees:

- Cost per match, one on one: 100 lucin
- Each additional gladiator: 50 lucin
- Mixed-sex match: 100 lucin
- Non-traditional school pairing: 75 lucin
- Use of demihuman or humanoid fighter: 250 lucin
- Use of non-magical beast: 50 lucin/per hit die.
- Use of magical beast: 250 lucin/per hit die.
- Use of lethal magical beast (includes instant death attack, breath weapons, petrification, teleportation, spell attack, or other magical attack deemed hazardous to the audience): 1000 lucin/per hit die.
- Chariots or similar device: 125 lucin/per axle
- Conversion of the arena to naval combat: 100 lucin/per square foot of arena flooded.
- Use of non-magical mount: 50 lucin/per hit die.
- Use of magical mount: 100 lucin/per hit die, doubled if the mount can fly (with additional assurances.)
- Use of constructs as combatants (includes golems and living statues, but not mages): 500 lucin/per hit die.
- Supervision by nobility: 1,000 lucin for a baron, with the price doubling for each rank above, up to 100,000 lucin for the Emperor.
- Introduction of new gladiator style: 1000 lucin, in addition to the fee for mixing gladiator schools.
- Use of ranged weapon: 500 lucin per, only in historical recreations and even then only with special precautions.
- Use of condemned prisoners: 25 lucin per prisoner.
- Use of a clown gladiator (called a praegenarii) for use in comedic non-lethal combat: 10 lucin per gladiator.

Jousting

A sport found across most of the Known World; there is hardly a festival that does not have some field devoted to knights charging at each other full tilt. Though the sport is associated with nobility, the sport's popularity in lands that do not have traditional nobility has led rise to the professional joust, a commoner who has been rewarded or saved up enough to afford the equipment necessary to joust. The sport is popular among the masses, even drawing crowds from non-human races who enjoy the sport, even if they do not participate. It is not uncommon for successful or popular jousters to be awarded actual titles of nobility for their exploits.

While the shorter races like gnomes and hin are poorly suited for joustings, it does have a few competitors of the taller demihuman races. It is especially common among the lupin and rakasta, and even a few elves have learned the sport. But no other race has embraced it as heartily as the sidhe, hosting weeks-long tourneys with prizes so fantastic as to be thought impossible like restored youth or a wish granted by Oberon himself. Sidhe have been known to appear in tournaments held by mortals, instantly recognizable by their overly elaborate and fantastic armor. Sidhe armor is frequently highly reflective or made out of exotic materials such as glassteel or forged crystals. As long as they obey the tournament rules and don't use magic, they are usually allowed to compete.

In most of the nations of the Known World, jousting tournaments are organized even in nations where heavy cavalry aren't common, like Ylaruam or the Five Shires. They are weekly events in the horse-loving Kerendas province of Thyatis. Jousting is extremely popular among the common folk and festivals that feature the sport draw large crowds.

Rules:

To enter into a joust, a participant must have the required equipment. First, they must bring at least ten jousting lances. These lances are specially designed to splinter on impact and deal little actual damage. They can still cause injury from flying splinters or especially brutal hits. Jousting lances cost half as much as regular lances and are destroyed on a successful attack. The jouster must have a warhorse with barding to

compete. The last piece of equipment is jousting plate with a shield, an expensive form-fitted suit of armor that provides increased protection over plate mail.

At the start of a tilt, both jousters roll initiative, adding their proficiency bonus to the roll if they have the animal handling skill. In the case of a tie, both jousters strike at the same time. When attacking, you have the option to attack the body or head of your opponent. Attacks against the head are difficult to achieve, but are worth more points and increase the odds of dismounting your opponent. Make an attack roll against your opponent, with disadvantage if targeting the head. If successful, your opponent takes damage as normal and must succeed on a Strength saving throw (DC= proficiency bonus + damage taken) or be dismounted. If the attack was against the head, the saving throw is made with disadvantage. If a jouster is reduced to 0 hit points, the attack is automatically counted as nonlethal, as the lances are not designed to kill. However, if the attack is a critical hit, the damage is treated as lethal damage as if it was a regular lance. Being reduced to 0 hit points in a tourney disqualifies the contestant from the tourney. By tradition, killing an opponent also results in disqualification, no matter the intention of the opponent. Targeting an opponent's horse is grounds for immediate disqualification and a lifetime ban.

Scoring is 1 point for a striking the body, 2 points for striking the head, and 3 points for dismounting an opponent. Typically dismounting an opponent also comes with some monetary prize, but that is up to the individual tournament. After three tilts, the highest score wins, with draws possible during the round-robin portion of the tournament. Most tournaments start with a round-robin portion consisting of around eight matches, with the top four or eight advancing to the elimination round, depending on the size of the tourney. Prize money for winning a joust is typically worth 100 gp x the number of competitors. For larger tourneys, there are prizes for runner-ups; for every additional elimination round past two, an additional prize is awarded. The prize for second place is half the winning amount, third place half of that amount and so on. Only the largest tournaments have more than just two prizes.

Jousting Armor

5,000 gp. AC 20 against impaling attacks, 15 against all other attacks. Disadvantage on stealth checks, 45 lb.

If the armor is worn by who it was commissioned for there is no strength requirement. Otherwise the strength requirement is 15. Because the armor was meant to be only worn while mounted it causes a 10 ft movement penalty.

Captain Quinn's Nautical Emporium

The pride of the Minrothad Islands is proud to offer these fine magical items acquired after a lifetime of adventure on the high seas. Each of these superb magic items will make any ship's captain's life so much easier, you'll wonder how you got along without them. Prices aren't listed because if you have to ask, you can't afford it. Check us out in Harbortown, in Old Town.

Alarm Bell. If you have to travel in pirate-infested waters, invest in this marvel. It looks like a normal ship's bell, but if someone that isn't supposed to be on your ship gets near it, it wakes every man on the ship. Not the stumbling about awake, but up and ready for action immediately awake.

When someone not named by the bell's owner comes within 60 feet of the alarm bell, it begins to ring, waking everyone within 60 feet unless magically asleep. (Uncommon)

Amulet of Timekeeping. For those you who know anything about navigation, the only real way to know where you are going east to west is by keeping accurate time. This beauty does exactly that. Use the command word, and it will keep accurate time no matter what.

While activated, you know the exact time, and gain advantage on all skill checks using navigator's tools made on the open ocean for navigating. (Uncommon)

Aromatic Pipe. This is just a creature comfort, but a needed one. Place any combustible material in the pipe, from tobacco to paper, say the command word, and the pipe will turn it into a lovely pipeweed with any flavor desired. Turn torn up paper into the finest Belcadiz tobacco, or go for more exotic smells like cherry wood or mint.

When the command word is spoken, the pipe produces a flavored smoke of the smoker's choice. (Common)

Balance of Conversion. This beauty is a must for people trading in areas that don't accept coins or cashing in gems without paying the jeweler's fee. Simply put either coins or a gem on one side of the balance, say the magic word, and the balance will turn coins into a gem of equal value or the gem into coins of the gem's worth.

When activated, the balance turns up to 1,000 coins (the balance only holds 100 coins if not in a bag) into a gem of equal value. If a gem is placed on the balance, the balance transforms it into coins of equal value. The balance can be used up to three times a day. (Rare)

Bead of Dew. This one you'll want to stock up on. Perfect when you have to stock up on your water supplies, but your source of water is of a dubious nature. Just drop one of these into a barrel of water, and you've instantly got pure, clean drinking water.

The bead will purify up to 100 gallons of water when placed in the vessel containing the water. The effect is permanent, though the water may foul normally afterward. This uses up the bead. (Common)

Bottle of Containment. Now, if you're like me and have officers with varied tastes, get this to avoid arguments. It's a normal looking bottle the size of a large wine bottle, but it holds twenty times its size, and you can store different drinks inside without mixing them up!

The bottle will hold 20 quarts of liquid. You can store up to 20 different liquids up to a pint each. The liquids will not mix, and you can pour them out by simply naming the liquid desired. (Uncommon)

Cabinet of Security. A must for captains who don't like people meddling in their affairs. The cabinet has several functions, and you'll use all of them. First, only you can open it without magic. Second, it can't be moved unless you want it to. Third, and most importantly, you can decide what drawers are visible when people are looking through it.

The cabinet has three effects; all triggered with the command word. The first effect causes *arcane lock* to be cast on the cabinet. The second prevents the cabinet from being moved. Moving the cabinet requires taking a section of the floor with it. The last effect allows the owner to create an illusion that any number of drawers to appear as empty shelves. All of the effects can be used as often as needed and lasts until no longer needed. (Rare)

Chalice of Detection. This one is a true lifesaver. Nothing fancy about it, any kind of poison is put into the chalice, and it turns it into a frothy foul-smelling green liquid. You will instantly know that somebody is trying to drug you. Then all you have to do is use the cat of nine tails to figure out who.

When a poison is placed in the chalice, the chalice transforms the liquid inside it to a green, foul-smelling fluid. While it does not neutralize the poison, it is impossible to miss the transformation. (Uncommon)

Desk of Studying. For you Merchant Princes or other wizardly types, you need this. The desk speeds up the time it takes to memorize spells from a few hours to just a few minutes. While the desk is too large to take adventuring, it's perfect in a captain's cabin.

When a wizard sits at the desk to prepare spells, it only takes 1 minute per spell to prepare all the spells instead of 1 minute per spell level. (Very Rare)

Earring of Seamanship. So you've got a landlubber that don't know the jib from the head, and you can't just throw him overboard. With this little gem, you'll make a salt out of him yet. Just stick it in his lobe, and he'll automatically know the difference between a rope and a line. If he ain't got his ears pierced yet, well, that's why they made knives.

Wearing the Earring gives you proficiency in Vehicles (Water). (Uncommon)

Everful Inkwell. If you're a penny pincher like myself, you'll love this magical creation. It never runs out of ink, ever! Write your memoirs knowing you've spent your last copper on ink. It won't even spill when tipped over! You can write your memoirs in the middle of a gale! How can you beat that kind of value?

The inkwell never runs out of ink when used with a pen. The ink is non-magical, and will only come out when a pen is dipped in it. (Common)

Figurehead of Protection. If you don't have one of these on your ship you're a damned fool. This beauty will keep your ship from harm, no matter what. Rocks, sea monsters, or ballista fire just scratches the paint. The only way your ship is going to the deep is through sorcery; nothing else will touch it.

While attached to the bow of an ocean-going ship, the ship gains Immunity (non-magical attacks). (Legendary)

Figurehead of the Siren. Need a reliable way to keep morale? Try this magical beauty. It's always in the shape of an attractive woman playing some sort of instrument, most frequently a harp. Place the lady at the bow of your ship; and then when the captain orders it, it will start singing and playing the instrument. Music can calm the angriest crews, though paying them on time works even better.

On command the figurehead will start playing music; the captain can also order it to play any song he knows. The figurehead stops singing when the command word is given again. Any Charisma (Persuasion) tests made to instigate a mutiny have disadvantage on board the ship. (Rare)

Gaff of Docking. The best way to make money on the seas is to leave nothing to chance. This item's effect isn't impressive, but the peace of mind it gives a ship's captain is worth the price. Just touch the gaff to the ship or mooring you are docking with, and your ship will effortlessly slide alongside it. Can also be used for boarding actions, but you didn't hear that from me. A bargain at any price!

When touched to a dock or another ship, your ship will gently move alongside it; no check needed. (Common)

Gavel of Authority. While a Captain's Mast is rarely a pleasant thing, with the gavel, at least they will listen to you. Just slam it down once, and everyone present will be captivated by your every word. Great for stopping mutinies before they start.

When activated, your Charisma skill checks have advantage for 10 minutes. The Gavel can be used three times per day. (Uncommon)

Handkerchief of Flirting. This one you will get a lot of use out of at parties. Just wave it in front of your face, say the magic word, and you're the life of the ball. Ladies will find you irresistible, no matter how bad your jokes.

When activated, you have advantage on all Persuasion skill checks of a romantic nature against characters of the opposite sex for one hour. The Handkerchief of Flirting works once per day. (Uncommon)

Handkerchief of Lengths. This is a discrete but effective lifesaver. Looks like an ordinary kerchief, but you say the command word, and you can lengthen it out for a couple of hundred feet. Great when you need to make a quick getaway off a balcony or have to tie up some guard while you do a little ransacking.

The handkerchief will go from several inches long to up to 200 feet long when you pull on it as you use the command word. The weight will not change, and the handkerchief has the same toughness of silk rope. It will return to normal size if you use the command word again, untying itself on the opposite end if necessary. (Uncommon)

Home Stones. Probably the most valuable item I carry, for you can't put a price on the feeling you get when your home breaches the horizon on your way back. These are always found in pairs because they are mutually attracted to each other. Leave one at your home port and put the other aboard ship. On command, your ship will steer itself back to your home, no matter how far away you are.

When the command word is used, the ship containing one of the stones will steer towards the other stone. The course will be the safest course possible but not necessarily the fastest. The ship will avoid storms, reefs, and other natural hazards, though pirates and monsters can still attack. (Legendary)

Irons of Imprisonment. Sometimes you have to clap a man in irons. Knowing our business, that man will usually know his way around a lock or two. So what to do? Try these magical shackles. They work on command words; they don't even have a lock! One word locks them in place; another word frees them. Remember to take them off before you chuck the sorry bastard overboard.

The irons, when activated lock in place as an Arcane Lock until the other command word unlocks them. The irons cannot be damaged except by magic. (Uncommon)

Ladle of Drinking. An absolute must for extending the life of your rum ration! Just say the magic word, and the ladle will refill itself ten times with whatever beverage you just poured. Morale is much easier to maintain if they know the booze is safe.

When activated, the ladle refills up to ten times with a non-magical beverage that was last in the ladle. The beverage is non-magical but has all the same properties as the copied beverage. The copied beverage must be potable. The ladle can be used once per day. (Uncommon)

Librum of Evaluation. When you are tired or just being lazy, this book will turn the task of appraising your latest haul into a minor distraction. Just touch the gem or jewelry to the blank page on the left, and the librum will give you a description and monetary appraisal on the blank page on the right. Then just turn the page and start with the next bit of loot. When the book is full, close it up and start again the next day with all the pages magically wiped clean!

A Librum of Evaluation comes with 80 + 2d20 pages. Touching a non-magical piece of jewelry or gem causes the librum to cast an evaluate spell on it, with the results magically written on the opposite page. When the book is full, it ceases to function for 24 hours, afterward the book is wiped clean and can be used again. (Uncommon)

Needle of Sewing. Got this little treasure off an Ierendi captain in a game of cards, along with everything she was wearing but her socks. This one is a real time saver. Just touch it to what you need fixing, say the magic word, and the needle will stitch back up! Not just cloth, I've seen this thing sew back splintered wood good a new. Your sailmaker will thank you for this one.

The needle can be used to cast the *mending* cantrip at will. (Common)

Oar of Rowing. Another fantastic piece of nautical magic, the oar will row by itself with the strength of twenty men! Just put the business end in the water and say the magic word and off you go. Now, unless you want to go in circles, you'll need twenty men on the other side of the boat as well. Or just buy two!

When the paddle is placed in the water, the oar will row by itself as if pulled by twenty men until the command word is spoken again. Unless an equal amount of rowers or another Oar of Rowing is on the opposite side of the ship, the ship will go in circles. (Rare)

Pole of Angling. If you need fresh fish for the crew or you are fishing for bigger game, this gem here is what you be needing. Bait the hook, cast the line, and name your catch. As long as it's nearby, you'll haul it without harm within a minute. Best part it as long as it lives in the sea, you can catch it! Giant crabs, sea serpents, merfolk, all can be snatched from the sea with this beauty. Don't expect the mermaid to be happy to see you if you reel her in with this.

The user names a sea creature and casts the line. If the creature is within 1 mile, they will swim to the line in 1d6 rounds. Once the target has taken the bait, the pole will reel them in without harm. The pole will not work on creatures with 100hp or more, and any creature CR3 or higher can avoid the effects with a successful DC 10 strength save. The pole can be used three times a day, including failed attempts. (Uncommon)

Portable Mast. You will want several of these, trust me. Say you lose a mast in a storm or to hostile action. Normally you are in dire straights, but with a portable mast replacing the lost sail is a breeze. Just clear the damaged one out of the way, place this pole and say the magic word. The pole will grow to replace the missing mast, complete with fully rigged sails!

The portable mast only works on ships. When the command word is spoken, the 10 foot pole grows to the size of the desired mast, and even produces sails and rigging of the appropriate type. Saying the command word again returns the sail to its normal shape. (Rare)

Quill of Forgery. While I'm not suggesting you partake of any illegal activities, sometimes you need something authorized, and the local authorities are asking for a tad more than the going price for the service. With this dandy item, just get a sample of their handwriting, and you can make any form look perfectly legal!

The Quill of Forgery requires a sample of the writing to be copied to be held in the off-hand. When activated, you can perfectly copy the handwriting of the sample well enough to pass any scrutiny. The Quill can write up to 100 words per day before needing to recharge for 24 hours. (Rare)

Rudder of Guidance. Any captain that doesn't have one of these on his ship is a damned fool if you ask me. You put the rudder on your ship, say the command word and your destination, and the rudder will steer straight to the destination, never once veering off course. If you have to take a detour, just say the command word again, and the ship is yours. Cuts down on the need for a helmsman dramatically.

The Rudder of Guidance has to be installed on a ship to work. Once activated, the ship will stay on course but will go the shortest way possible, even if the route takes the ship through bad weather or dangerous areas. (Rare)

Soap of Washing. You will thank me for this purchase later. Just put this bar of soap in a bucket of water, and for the next hour and any stain the water touches is instantly cleaned. Works on crew as well! Just line them up in a row and get to washing, your nose will appreciate it!

Put the soap in a container of water; for the next hour, any non-magical stain touched by the water is instantly cleaned. The soap is used up in the process. (Common)

Sponge of Thirst. This is one you want for peace of mind more than anything else. It looks like a simple sponge, like the kind you scrub your back with. But when you use the command word, it will soak up all the water touching it, drawing in all the water around it as well. Best bilge pump you could ask for. Can't completely stop a breach below the waterline, but will buy you enough time to fix it.

When you use the command word, the sponge absorbs all water on a flat or curved surface where liquid has pooled. When used on a hull breach, it will stop water from flowing in for five minutes. After being used, the water must be expelled from the sponge with the command word; the crew must make sure to hold it over the side of the ship before releasing its contents again. The sponge can be used once per day. (Uncommon)

Spoon of Medication. So you've got a man down with an illness. Before it spreads to the rest of the crew get him back to shipshape with this dandy charm! Fill it with honey and shove the remedy down his throat, disease cured!

To activate, fill the spoon with honey and imbibe. The spoon will cure all non-magical diseases. The spoon can be used once per day. (Common)

Table of Plenty/Banquets. This wonder is perfect for saving your ship's stores, especially if your steward isn't the greatest cook in the world. Simply say the command word and four meals will magically appear, complete with settings! The food is adequate fare and can be summoned three times a day. Now, if you have the gold, upgrade to the Table of Banquets to keep the entire ship happy. The table will expand to feed up to 40 people, just like above. You'll need the space, of course, my suggestion is to use it above decks when possible as the table will be 60' long. Best part, repeat the command word, and all the scraps instantly vanish!

The Table of Plenty will magically create up to four meals three times a day, complete with place settings, candles, and tablecloth. Anything moved more than 5' from the table vanishes. The Table of Banquets will also expand up to 60', with settings for four additional people per 5' expanded. The Table of Banquets will return to normal size with the command word again. It is identical in all other purposes as the Table of Plenty. (Rare/Very Rare)

Tincture of Bilious. A special brew from one of my old crewmates. This saved me in more ways than one. After a long bender, you can mix this up with any alcohol and chug it right before you hit the sack. Next morning you are up with all fatigue gone and no hangover to boot! Stock up so you can celebrate with your crew then meet with the king!

When imbibed right before a long rest, you remove all fatigue at the end of the rest. The tincture also prevents you from suffering a hangover no matter how much or what you drank the night before. (Uncommon)

Tome of Translation. So you're ashore on the Isle of Dread, and the village chief is telling you something and you don't know if he's offering you his daughter for marriage or inviting you to be the main course at dinner. Well, worry no longer! Hold open the Tome of Translation, and all conversations will be translated into the reader's language. Works great until you realize the village chief can't read.

When the Tome is open, all dialogue is transcribed into the language of the person being spoken to. The Tome will record up to 300 pages of dialogue before it slams shut and requires 24 hours to recharge, then it will open with all pages blank again. (Uncommon)

Xylograph. One problem you have with a lot of sailors is they can't write for anything. This is the answer to your prayers! This seemingly boring square piece of wood will sketch out everything you say with perfect spelling as soon as you say the command word. Say it again, and the grooves magically fill with ink! Then just put a piece of parchment to it, and you've got yourself a letter that would make any scribe jealous.

When you say the command word, the Xylograph records everything said in its presence by inscribing the words onto its self. Activating it again fills the grooves with magical ink and you can use paper to make the dialogue into a letter. You can also draw on it with just your finger; the Xylograph will shape to form your drawing. The Xylograph can be used once per day. (Uncommon)

Mr. Coarke's Luxury Resort

Welcome friends to the most exclusive resort in all of the known world. Here your every desire will be seen to, and your every fantasy will come true. We have a host of services available, in addition to the regular services, we also have a full-service spa, access to the finest artisans in Terendi should you care for a more personalized souvenir. We have the services of several powerful wizards, so availability is never a concern.

Entertainments

Banquet

For a culinary challenge, have our chefs prepare for you a multicourse feast for you and all your guests. We can create any dish, as long as it is palatable to your species. We can make the feast foods all from the same culture, but for the authentic epicurean experience try our famous Tour of Mystara banquet. Seven courses, with each course made from the traditional recipes of a different nation. Stuffed grapes from Thyatis, smoked Salmon from Vestland, fresh salad from the Shires, pungent bread from Karameikos and so on. It is a feast that must be tasted to be believed.

Price: 10 gp per course, minimum of five courses.

Gala

Thanks to my contacts in the courts around the continent, I am pleased to offer you the opportunity to attend the most exclusive galas and soirées known. Our wizards will teleport you to any of the most famous parties, and arrange for your return afterward at your leisure. I have standing tickets for almost all of the most famous balls, including the Darokin Masked Ball, the most exclusive All's Reckless Day bacchanalia, Emperor Thincol's Crowning Day banquet, even the Golden Khan's White Mare Ceremony. Please note that most of the galas have a strict dress code. Please see our tailor if you need fittings.

Price: 250 gp per person, double if you are to be announced, double again for a private meeting with the host.

Theatre.

If you have a taste for the stage, we can arrange for the acquisition of tickets anywhere on the continent. Be it small local theatre, all the way up to a grand performance meant for the Emperor of Thyatis, give us the name and location and we will do the rest. Some performances require fancy dress if you do not have the necessary attire, please see our entry for tailors, and we can provide you with the appropriate garments.

Price: 3 gp for local theatre, 25 gp for large theatres. 100 gp for an exclusive performance. Opening night and preferred seating each double the overall cost cumulatively.

Souvenirs

Composition

For a unique experience, have one of our talented heralds write a sonnet or epic ballad about your past conquests. You will have complete creative control over what is mentioned, though bear in mind not everything can easily be made into verse. Once the composition is complete, it will be sent to the various bardic colleges in Terendi so your tale may be spread across the globe!

Price: 50 gp per 5 stanzas, minimum 5 stanzas.

Custom Fit Arms or Armor

For those wanting something pragmatic, might I suggest having one of our master smiths create a set of armor or a hand forged weapon designed to fit your person and no one else! Our craftsman will take your measurements for the armor, or design a weapon grip specifically to fit in your hand. Each piece will be custom crafted to your specifications, complete with heraldry or engraving.

Price: 5x normal price. Custom fit armor takes half the time to doff or don for the person it was created for, twice the time for anyone else. Custom fit weapons give advantage to any saving throws to avoid being disarmed or dropping the weapon when wielded by the person that it was created for, but disadvantage to attack for anyone else.

Ghostwriter

Most of our clients have lead extremely eventful lives. Why not tell our life's story to one of our resident scribes? For a reasonable fee, we will compose your biography, then print and bind it. You will get a copy, and we will make the book available for purchase to interested parties. Our scribes can help you find the right words to describe your exploits, as well as the best way to express your thoughts and memories. Turn your grand adventure into a masterpiece that will last for the ages.

Price: 250 gp for first 100 pages, 250 gp for each additional 100 pages.

Gilding

Tired of the same old look as you face down the legions of evil? Have our goldsmiths spice up the old plate and shield with a gold inlaid heraldic pattern or another symbol of your status. The armor smiths can create elaborate patterns of both precious metals and semi-precious stones, though rare stones like diamonds and rubies will need to be supplied by you. We can even gild magical armor, though the price does go up substantially.

Price: 250 gp for medium armor or shield, 500 gp for heavy armor. Metal armor only. 5x price if armor is magical.

Portrait

When you want your face to be remembered as fondly as your deeds, commission one of our painters to turn your countenance into something that will be remembered for all time. Paintings are available in both full body and just bust if space is a consideration.

Price: 500 gp for bust, 1250 gp for full body portrait. 5x price for artist of legendary status.

Taxidermy

Over the course of your adventuring career, you will have bested countless horrific foes. Rather than just describe your battles why not preserve your victories with our expert taxidermists? We can arrange to either pick up your trophy or perform the work on site for slightly more. We will restore the creature to some semblance of life, and pose it in a stance that will astound onlookers on how lifelike it is. Due to legal issues, we cannot provide the service on any corpse that was an intelligent humanoid. Price: 100 gp for a tiny creature, doubling for each size increase. 500 gp if done on site.

Grooming

Custom Cut Clothing

One of our specialties, while barbarian furs might pass for fashion in the streets of Zeaburg, you won't get invited to many social gatherings in Darokin or Thyatis. The tailors here are renowned for their trend-setting masterpieces of fashion in all the courts of the land. They will design for you nothing less than a work of art to wear on your body, be it a toga for the forums of Thyatis, spider-silk robes for the towers of Alphatia (note wearing spider-silk is illegal for non-spellcasters in Alphatia), or more practical robes for the courts of Karamaikos.

Price: 500 gp for custom noble clothing, 1250 for unique style, triple price for spider-silk.

Haircut.

Most of our clients spend months out exploring, rarely getting back to civilization for a proper trim. Often times they will trim their locks with a knife, or worse not at all. Well, now you can relax and let our highly trained stylists work their magic on you. They will wash and cut your hair to a more publicly acceptable length. Beards will be brought under control, fear not dwarven friends when we are done with your treasured facial hair you will be the pride of Dengar. For those that prefer to go clean-shaven, I cannot describe to you the comfort a hot towel shave provides. Just because you live the rough life doesn't mean you have to look it.

Price: 25 gp for a haircut, 10 gp for a beard trim, 20 gp for a hot shave.

Perfume and Fragrance.

For our more urban-minded guest, might I suggest letting our perfumers create for you a custom scent? Perfect for a night on the town, a gala at the Great Merchant Hall or just letting everyone know you have arrived by just your fragrance. We can provide smells for both men and women, made of a variety of floral and animal scents. For those seeking to woo a young lady, we can create a perfume based on her favorite flowers. Even men of a more masculine appeal have found several smells that suit them, comprised of tannins, oils and even redpowder for that sharp metallic odor.

Price: 100 gp per bottle for existing perfume, 250 for a custom blend.

Heldenhammer's Tools and General Goods

From the finest artisans and smiths found on Fortress Isle, House Heldenhammer is proud to offer you the Known World's highest quality tools. Our handcrafted tools are all dwarf made, so you know that you are getting the best equipment your money can buy. And since it's from Minrothad, you know you won't find it anywhere else cheaper. All of our kits include a bag or toolbox for carrying your equipment in, so you don't have to provide your own. When it comes to books and paper goods, we have an exclusive contract with Clan Verdier to provide only the highest quality print materials possible. We have hired barristers and advocates from Clan Merdier to provide the most up to date information on international law and civil practices in all major nations on the continent, so you don't have to worry about out of date information.

Advocacy Books: Compiled from the rulings from nations all over the Known World and beyond, this ten-book set covers all aspects of civil law. We carry sets for all major nations, specify region when ordering.

Cost: 75 gp Weight: 10 lbs.

Armorer's Tools: Includes hammer, anvil, and all molding tools for making plate mail, our set allows you to cure leather, knit chain or thread scales together to make any type of common armor.

Cost: 35 gp Weight: 70 lbs.

Bowyer's Tools: Not just making short and longbows, but we also include tools for creating metal crossbars and the internal workings for the creations of crossbows of all sizes.

Cost: 15 gp Weight 3 lbs.

Builder's Tools: This is definitely the largest and most expansive set of tools we carry, this kit includes things like pulleys and tackles for lifting stones and carpentry tools for setting rafters.

Cost: 50 gp Weight 20 lbs.

Canvas Maker's Tools: A must for any ship, this kit also has the materials necessary to patch canvas while at sea. Proudly supplying tools to navies of Minrothad, Ierendi, Karamaikos, and many other nations! Cost: 5 gp, Weight 4 lbs.

Cart Maker's Tools: Not just carpentry tools! We include levels and balances for making the best wagons possible. We also include a lathe to smooth out the wheels before you attach the metal sheath.

Cost: 15 gp Weight 8 lbs.

Cooper's Tools: One of our most popular kits that provides you with the proper tools to make the finest barrels. From small hand casks to the largest tuns of ale, our tools allow making craft superior barrels no matter the size.

Cost: 3 gp Weight 5 lbs.

Farmer's Tools: Coming from a common background myself, I am proud to claim this is our best seller. No matter the crop, from homesteaders to plantations, there's not a sodbuster that doesn't need our tools.

Cost: 5 gp Weight 22 lbs.

Financier's Ledgers: While I leave the numbers to people smarter than me, any company worth its salt needs to keep track of its profits and losses. Our ledgers and accounting books make that a breeze for you.

Cost: 50 gp Weight 8 lbs.

Fletcher's Tools: Mandatory for any ranger, our fletcher's kit will allow the production of countless arrows before needing to be replaced. We include tools for making heads, shafts as well as fletching.

Cost 3 gp Weight 1 lbs

Lawyer's Books: Do not go to trial without our all-encompassing treatises on criminal law. Our twenty book set covers criminal proceedings from all major regions of the continent, including customs and precedents.

Cost 100 gp Weight 75 lbs.

Lumberjack's Tools: No tree is safe from our saws with this tool. It is definitely the largest and most expansive set of tools we carry, this kit includes pulleys and tackles for lifting stones and carpentry tools for setting rafters. It includes everything needed to trim the trees before cutting, including pitons, gaffs, and strap belts. Check for treants before cutting as always.

Cost 25 gp Weight 30 lbs

Mining Tools: With our tried and tested mining equipment, you can get any metal out of the ground from iron to mithral. Includes not only a shovel and pick but also safety equipment and a lantern. Canary not included.

Cost: 10 gp Weight 25 lbs

Net Maker's Tools: Whether a fisherman or a gladiator, at least you can be assured that your net won't fail you when it comes time to use it. Includes a threading and a spooling tool to save hours of work on your net.

Cost 2 gp Weight 4 lbs

Rope Maker's Tools: Why spend a gold piece for your rope when you can make them for just an electrum with our toolkit? Though a bit more expensive to produce because of materials, our kit works just as well on silk.

Cost 1 gp Weight 6 lbs

Saddle Maker's Tools: What's the point of riding a horse if you can't ride in style? We include a full set of leather engraving tools, and a rivet tool and the equipment to help shape any saddle from war to riding.

Cost 25 gp Weight 10 lbs

Shepherd's Tools: More than just a tool for punishing bad minstrels, the crook also can be used for its original purpose. Also included are some of the sharpest shears you'll ever see for getting the wool off painlessly.

Cost 10 gp Weight 10 lbs

Shipwright's Tools: The largest tool set we sell. These tools will allow you to build anything from a canoe to a war galley. These tools are for long-term projects. Don't expect to build a longship overnight.

Cost 65 gp Weight 120 lbs

Silversmith Tools: No, it doesn't include any actual silver. What it does come with is engraving tools and the chemicals needed to engrave and imprint on silver. Turn something valuable into something priceless.

Cost 85 gp Weight 30 lbs

Tailor's Tools: Make anyone the butterfly of the ball with our tailor's tools. You can make any kind of garb with these shears and needles, from working clothes all the way to royal apparel, all you supply is cloth and talent.

Cost 15 gp Weight 4 lbs

Tool Maker's Tools: We even have the self-replicating toolkit. I use this one personally to craft hammers, saws, and axes to my high standards. You can craft any basic tools with this or even more complicated ones with time.

Cost 25 gp Weight 15 lbs

Trap Maker's Tools: The bane of varmints, bandits, and adventurers everywhere, now you can make more effective snares than just covered pits. Some degree of mechanical aptitude is necessary, only sold where legal.

Cost 45 gp Weight 7 lbs

Wagon Maker's Tools: Don't let the name fool you, this toolkit can create anything from simple one-horse wagons to grand carriages. If it hauls cargo or people, this toolkit can build it.

Cost 35 gp Weight 16 lbs

Wheelwright's Tools: This is a staple on the back of every carriage or caravan wagon in Mystara. Now you can repair broken wheels, create new ones at your home, or even combine two broken wheels into a single good one.

Cost 15 gp Weight 4 lbs

Hjellstjurm's Things To Hurt People With Boutique

Don't dance around me with words. You want someone dead. I have the tools you need to kill them. I don't need to know your reason, your cause or your story. I just need to know that you've got the gold to pay my fee. I'll craft your steel. I'll forge your weapon. I will do everything short strike the blow. My weapons are made of death. It is up to you to deliver it.

Additional Damage Type: Want a hammerhead on back of great axe? Easy enough. Knuckleduster on a sword hilt? Not problem. Can do it to any weapon. I make new polearms that way all the time.

Cost: 100% weapon cost. Select a new damage type for the weapon, but reduce the damage die by one step when using that damage type. The modification can be applied for the third damage type for the normal price, but the dice are reduced by two steps. You cannot modify a weapon if any damage type is a d4. You can change the damage type of the weapon by declaring what damage you are using before attacking.

Dire Weapon: I make a staff with two duplicate weapons on either side. Can't guarantee its effectiveness.

Cost: 250% single weapon cost. Weight 250% single weapon weight. The original weapon must be a martial weapon that can be wielded one-handed that does at least 1d6 damage. Weapon loses the versatile property if it has it, and gains the two-handed and heavy properties. Dire weapon counts as dual-wielding weapon for attacking.

Extended Shaft: Extra leverage means more damage. Commonly referred to as footman's weapon.

Cost: 50% weapon cost. +25% weight. Adds versatile trait to one-handed weapon that does at least 1d6 damage. Weapon loses finesse or light property if it had it, two-handed damage increased one die type.

Fingerlocks: Not just locks, but chains or straps. I'll tie you to your weapon. Risky, but hard to lose your weapon.

Cost: 10% of weapon cost. You have advantage on any Strength saving throw to avoid being disarmed. If you are disarmed, take 1d8 damage from the Fingerlocks.

Glassteel: Transparent metal, marginally magical, usable by fey. It can hurt creatures that needs magic to hurt, but has no benefit other than that. I can make armor out of it, but no benefit outside of the aesthetics.

Costs: 1000 x normal cost of the weapon. No weight change. Counts as magical weapon, no bonus to hit or damage.

Liquid Reservoir: Hollow body with concentrated liquid inside for extra damage. Rather difficult to make.

Cost: 500% of weapon cost. +50% weapon weight as special materials must be used to compensate for the hollow body. On a hit weapon also adds the effects of poison, acid, holy water or burning oil. The weapon has enough liquid for five uses, then must be replaced.

Mercurial Weapon: I replace the inside of weapon with mercury or other heavy liquid. Makes it easier to inflict massive damage. The downside is weapon is horribly off-balanced, you have to relearn how to wield it.

Cost: 500 x normal cost. +100% weight. You score a critical hit with this weapon one number lower than you normally would. You have to relearn to use the weapon, exactly as you would learn a new tool.

Red Steel: An exotic metal. Get it from a powerful wizard supplies it no questions asked. No other source, never seen a metal like this never seen before. Weapons are magical and mildly toxic.

Cost: 5000 x normal cost. +50% weight change. No mechanical benefit for armor. Counts as a magical weapon but gives no bonus to hit or damage, creatures hit by it cannot heal or regenerate until end of their next turn.

Shield Spikes: Simplest job, is to put spikes on shield. Not best weapon but will do in pinch.

Cost: +5gp. Weight +3 lbs. Shield becomes weapon doing 1d4 piercing damage with no traits.

Weapon Spur: I add a hook or barbs to the weapon to grab onto an opponent's weapon.

Cost: +25% base weapon price, can only be used on martial weapons. Can choose to lock an opponent's weapon on a hit. Attack does no damage, but target must pass a Strength saving throw equal to 8 + your proficiency bonus + your Strength modifier, and is unable to attack with the locked weapon until the start of the next round.

New weapons to kill people with

Atlatl

Strip of wood carved to provide extra range to spear or javelin. Cost: 2 sp. Weight 1 lb. requires bonus action before attacking, increases spear or javelin range 50%.

Bola

Two weights tied together with a strap. Popular among bounty hunters for bringing in targets alive.

Ranged Martial Weapon. Cost: 3 gp. No damage. Weight 2 lbs. Properties: Thrown (Range 20/50). On a hit, a large or smaller creature must make a Strength saving throw against DC 8 + thrower's Dexterity Bonus + thrower's proficiency bonus. On a failure, the target is grappled. If the target fails by 5 or more, the target is immobilized. At the start of the turn, the target may use an action to remove the bola unless immobilized. The target can attempt to break out of the bola at the start of their turn by making a Strength test against DC 16.

Caber

It's a ridiculously heavy 20-foot long log, smoothed down and thrown by barbarians to break up shield walls.

Simple Ranged Weapon. Cost: 5 gp. Damage 2d12 bludgeoning. Weight 175 lbs. Properties: Heavy, Two-handed, Thrown (Range 10/30), requires minimum Strength 16 to use. On a successful attack against a medium or smaller creature, all creatures in a 15-foot line behind the target must make a DC 12 Dexterity saving throw or also take damage from the attack. Cabers ignore the +2 AC from shields.

Cestus/Knuckle Duster

Cestus is made of weights strapped to hands. Knuckle dusters are metal rings around knuckles.

Simple Weapon. Cost: 1 gp. Damage: 1d4 bludgeoning. Weight: 1 lb. Properties: Light

Crossbow, Repeating

Gnomish clockwork weapon. Each shot loads new bolt and pulls back string. Reload by replacing the magazine.

Martial Weapon. Cost 750 gp. Damage: 1d8 piercing. Weight 6 lbs. Properties: Ammunition (range 80/320), two handed, reloading. Can fire six times before needing to be reloaded.

Kasas

Favorite of Rakasta, two or three slashing blades strapped to the forearm.

Martial Weapon. Cost 7 gp. Damage 1d6 slashing. Weight 2 lbs. Properties: Light, Finesse. Gives advantage to any saving throws to avoid being disarmed. If saving throw failed take 1d8 damage, but the weapon is not lost.

Kusari

Exotic Ochalean weapon. Chain with a hook at the end, spin it for momentum then strike for effect.

Martial Weapon. Cost 18 gp. Damage 1d8 piercing. Weight 8 lbs. Properties: Finesse, Reach, Two-handed.

Mancatcher

Grabbing tongs on a long pole, perfect for taking prisoners. Spiked inside for increased persuasion.

Martial Weapon. Cost 18 gp. No Damage. Weight 12 lbs. Properties: Heavy, Two-handed, Reach. On a hit, a small or medium target must make a Strength saving throw against DC 8 + wielder's Strength Bonus + wielder's proficiency bonus or become immobilized. The target can retest at the start of each turn, taking 1d4 piercing damage on a failure, ending the effect on a success. The wielder of the mancatcher can release the target at any time. If the wielder attempts to move the target, the target must retest again, taking damage as above on a success but not moving, or being moved in the direction of the wielder's choice on a failure.

Scythe, War

Farmer's scythe repurposed. Blade parallel with the shaft, still swung the same way. Popular with levy troops.

Simple Weapon. Cost 7 gp. Damage 1d8 slashing. Weight 6 lbs. Properties: Two-handed.

Spear, Thrusting

Too heavy to throw, broader head means more damage. Balanced for fighting one handed. Requires training.

Martial Weapon. Cost: 5 gp. Damage 1d8 piercing. Weight 8lbs. Properties: Heavy.

Tarla's Epicurean Delights

After a successful career adventuring, I have settled down and focused on my true love of fine food and drinks. Now I am able to offer you the widest variety of beverages, cheeses, and bread from across the known world. Perfect for dining with royalty or sea salts. With locations in Ostbruck, Darokin, Minrothad, Thyatis, Alphadia, and now Glantri City, you are never far away from the best foods at the lowest prices.

Ask about deals on larger quantities.

Wines

Azure Lune de Vin: A magical brew from the Wizards of Wines, this fruity, bright blue wine makes its imbiber alert and energetic, until the effect wears off and the full effect of the wine kicks in. (Remove one level of fatigue for four hours, at the end of the four hours gain two levels of fatigue.)

Bottle: 20pp, Glass: 7pp (You may only benefit from a glass once per day)

Cava: A light, bubbly wine made by the Belcadiz elves of Glantri. The wine of choice for them considered a delicacy by vintners.

Bottle: 8pp, Glass: 8gp

Champagne de le Stomp: From the Wizard of Wines winery in New Averogne, de le Stomp is considered one of their finest. A heady wine, with a robust, distinct taste.

Bottle: 15pp, Glass: 3pp

Deepwood Spice Wine: A special blend from Clan Chossum of Alfheim, this one is as unique as humans and dwarves love its rich, bitter flavor, but elves consider it an inferior house wine.

Bottle: 12pp, Glass: 12gp

Glowtree Fruit Wine: Another import from Clan Chossum, this one is preferred by elves and has a small demand by him. To others, the strong citrus flavor can be overwhelming.

Bottle: 5pp, Glass: 1pp.

High Shire Mulberry Wine: A common wine imported from the Shires, the strong berry flavor on this vintage is an acquired taste.

Bottle: 2pp, Glass: 2gp

Imperial Spice Wine: From the Alphatian Empire, this magically enhanced brew can leave the heartiest drinker in an alcoholic stupor after a single glass. (Make a DC15 Constitution saving throw or be stunned for 1d6 rounds)

Bottle: 120pp, Glass: 14pp

Mositius Label Red: One of the finest wines produced in the Thyatis Empire, a thick, strong-bodied wine favored by Emperor Thincol himself.

Bottle: 20pp, Glass: 4pp

Mositius Label White: Not as in demand as Red Label, this light fruity wine is still a staple in the Thyatis Empire.

Bottle: 16pp, Glass: 13gp

Norworld Ice Wine: A rare import from Alphatia, this obviously magically enhanced wine is cold no matter how long it has set out. A unique taste, this wine is bought more for the novelty value.

Bottle: 20pp, Glass: 4pp

Patzaran: An acquired taste even among the Belcadiz elves, this bitter spiced wine is considered best served with the zesty food you find among the Glantrian Elves

Bottle: 2pp, Glass: 2gp

Purple Grapesmash #3: A mass-produced wine from the Wizards of Wines in Boldovia, found in most taverns across the known world.

Bottle: 1gp Glass: 2sp

Red Dragon Crush: A rich hearty wine in great demand among adventurers, this Wizards of Wines specialty is in great demand in Minrothad.

Bottle: 4pp, Glass: 1pp

Sangria: The most common of the Belcadiz wines, this fruity blend is produced in enough quantity to make it to the tables of most taverns in Glantri and Darokin.

Bottle: 2pp, Glass: 2gp

Silver Selection Sherry: A mass-produced table wine from Darokin, whose primary advantage is it will get you drunk quickly and cheaply.

Bottle: 1gp, Glass: 2sp

Sunless Sea Blue: A dwarven wine of unknown origin, this dark blue tinted liquor is filled with unusual but delicious flavor making it in great demand. Dwarves seem to hate it. though.

Bottle: 60pp, Glass: 12pp

Brandies

All's Reckless Brandy: Brewed but once a year on the holiday that gives it the name, this liquor is greatly in demand outside Minrothad as most of it is drunk in a single day.

Bottle: 12pp, Glass: 3gp

Blackbottom Port: A brandy despite its name, this cheap quality Shire drink is famous for tasting better the more you drink it.

Bottle: 2gp Glass: 1sp

Quortwiz: A gnomish brandy made from rutabagas and cauliflower. A unique taste, usually drunk by other races on a dare, followed up with a chaser, traditionally six shots of vodka.

Bottle: 8gp, Glass: 1ep

Ales, Beers, and Meads

Blackheart Dark Stout: One of the few things to come out of that dark land, this stout is a thick and heady drink, with more than enough kick so you won't need more than a few to forget the day.

Keg: 37gp, Pint: 3sp

Broken Lands Stout: A high alcohol content beer coming out of Darokin, this one is thick enough to make it a sipping beer. The strong taste is not meant to be taken all at once.

Keg: 6gp Pint: 5cp

Deep Dark Pale Ale: Sold in limited quantity by the dwarves of Rockhome, this ale is surprisingly smooth for a dwarven drink. While much more expensive, most think it's worth it.

Keg: 62gp Pint: 1ep

Gaity Local Blend: The house brew of Gaity Island in Alphatia, this beer is known for its rich taste, merciful hangovers, and overpriced mugs. You are paying for the name.

Keg: 124pp (124gp in Alphatia), Pint: 5gp (5sp in Gaity Island, 1gp in Alphatia)

Hattian Lager: While the people may be unpleasant, their beer is not. This lager is a rich and flavorful blend that always seems to beg for another round.

Keg: 2pp, Pint: 8cp

Jarl's Ale: The common name of any number of ales produced in the Soderfjord Jarldoms, this mass-produced beverage is typically found across the realms in taverns everywhere.

Keg: 1pp, Pint: 4cp

Low Port Ale: A typical citrus tasting ale from Minrothad, this cheap, strong drink is very popular with sailors as they say it keeps scurvy away.

Keg: 6gp, Pint: 4cp

Mleko Borsuk Golden Label: A surprisingly smooth and creamy mead from the gnomes, this recipe is kept secret, though the drinkers don't ask many questions.

Keg: 2pp, Pint: 8cp

Ochalean Ginger Beer: Don't let the name fool you; this is a Thyatian brew. Made with a rather complicated brewing process, this brew has a sharp citrus taste that can surprise you.

Keg: 2pp, Pint: 8cp

Old Town Lager: This new beer from Vestland is almost clear, with a strong kick but flavorful aftertaste.

Keg: 62gp, Pint: 1ep

Ross' Finest: The pride of Klantyr, this Glantri brew is the favorite of Crownguard warriors, though its thick body and legendary high alcohol content are too much for many men.

Keg: 7gp 1ep, Pint: 6cp

Ruby Dragon Stout: The strongest beer made in the Shires, this nutty stout will knock dwarves off their stools, and leave them with a strong walnut smell on their breath.

Keg: 1pp, Pint: 4cp

Tangor: Low in flavor, but high in alcohol this cheap beer from the Isle of Dawn at least will let you forget how bad it tastes when you wake up.

Keg: 3gp, Pint: 2cp

Traldar's Kiss: An everyday, cheap, and strong beer from Karamaikos, this is the beer for someone looking to get drunk on a budget.

Keg: 4gp, Pint: 3cp

Wyrwarf Fungal Mead: An unusual mead from Rockhome, made out of fermented mushrooms. Dwarves may favor it, but it is a drink others have to force themselves to like.

Keg: 6gp, Pint: 4cp

Zeaburg Royal Mead: Without a doubt, the best mead produced. This Ostland drink provides the right amount of flavor compared to its kick. It's a drink to enjoy without getting drunk too quickly.

Keg: 6gp, Pint: 5cp

Spirits

Bramblerose Rose Whiskey: The best whiskey from the Five Shires, Bramblerose is long fermented in rosewood vats to give it a distinctive taste. The flavor makes it quite popular.

Bottle: 7gp, Shot: 6sp

Crownguard Black Label: While other lands prefer wine, the Klantyre love their whisky. Fermented for at least five years, there is no whisky in the world better known than Black Label.

Bottle: 50gp, Shot: 4gp

Goodfellow's Verdant Spirits: I was awarded this euphoria-inducing elixir by King Oberon himself for services rendered. Sold by the shot only, for so strong is this beverage no one can handle a second drink.

1 Glass: 75gp

Jenevir: A harsh liquor from Glantri, only the Flaemish drink this straight. Almost everyone else mixes it with a weaker drink to lighten the kick.

Bottle: 12gp, Shot: 1gp

Kumis: An unusual drink from Ethengar, mare's milk fermented with sugar. The taste is highly exotic with a legendary kick. While an acquired taste for others, the Ethengar love it.

Gourd: 4gp

Nalewki: A strong fruit liquor from Karameikos, this Traladaran staple has found a home in Thyatis and elsewhere for its pleasant flavor and mild aftertaste.

Bottle: 16gp, Glass: 2gp

Sapaa: A fruity liquor from the Pearl Islands, this is a major export of Thyatis mainly because of the ease to brew it. While not the best tasting liquor, it is one of the cheapest.

Bottle: 8sp, Glass: 2cp

Sea Shire Bumbo: The most popular rum among sailors of Ierendi, Minrothad, and the Shires, Bumbo is found on most ships. Sailors prefer its citrus base for keeping away disease, and the flavor helps.

Bottle: 4pp, Glass: 1pp

Wodka: A common and cheap beverage from Karameikos, wodka is a staple in that nation and is gaining popularity among the peasants in Thyatis and Glantri.

Bottle: 1gp, Shot: 1cp

Non-Alcoholic

Al-Qahwa: A popular coffee from Ylaruam, this is mixed with cinnamon for extra flavor. Traded heavily, with high demand in Darokin and the Shires.

Pound: 10gp, Cup: 2sp

Atāy: A favorite Ylaruam tea, this is gaining popularity due to being brewed with mint leaves. Even the stoic dwarves and Ethengar have started buying it in bulk.

Pound: 15gp, Cup: 3sp

Herbata: A Karameikos tea, herbata is an acquired taste. The local Traladarans love it for its heavy bitter taste, but it has not caught on in other lands.

Pound 3gp, Cup: 6cp

Kava: An Ierendi herb drink, the bitter drink is said to have medicinal properties. Preferred by the local Makai, visitors to the islands try it more for its reputation than its taste.

Glass: 5cp

Peppered Seltzer: Loved in the distant Cimmeron County on the Savage Coast, this is a mix of seltzer water, sugar cane, prune juice, and various herbal remedies. A thick taste, and an acquired one at that.

Bottle: 2sp

Gahwah Sādah: The most common Ylaruam coffee, this strong black blend is loved for its low cost and flavor.

Pound: 2gp, Cup 2:cp

Quickhand Brand Coffee: The Shire's attempt to get in on the Ylaruam coffee market, Quickhand is a mild coffee, grown in quantity in Highshire. While not as strong as Ylari coffee, it is cheaper.

1 pound: 1gp, Cup: 1cp

Suutei Tsai: A salty tea originating in Ethengar, it isn't very popular outside their borders except it somehow caught on in Karameikos. Heavily salted, you have to add milk and butter to complete the drink.

1 pound: 8sp, Cup: 1cp

Veeqay's Laffy Fizz: Despite what you think, it's not a gnomish drink. Made for a rogue born in ancient times, this strange fizzing drink actually tickles as you drink it. Popular with children.

Bottle: 4sp

Zarzaparrilla: A bubbly herbal drink popular in the Shires, though it has roots in Belcadiz. It is so popular among the Shire-folk it is often served at lunch instead of traditional ales.

Bottle: 5cp

Zhū Chá: A tea from Ochalea, Thyatis began exporting it when Emperor Alexian I grew fond of it. It can be brewed in several ways, from sweet to bitter and in between.

Pound: 4gp, Cup: 3cp

Cheeses

Ackawi: A popular cheese from Ylaruam, this semi-hard cheese has a mild salty taste, and holds up well in the desert heat. Ylari view it as a snack more than a meal portion.

5lb Wheel: 4gp, Wedge: 1ep.

Bellissarian Cream Cheese: Popular Alpathian cheese, this tasty spread has been exported across the continent. Cheap, healthy, and delicious, it is common in most major cities.

3lb Loaf: 2gp

Brunost: A common cheese in the Northern Reaches, Brunost is a sweet, chewable cheese, perfect for a meal or just a snack on the trail.

4lb Wheel: 8sp, Wedge: 1sp

Crossroads Brandy-Cheese: A unique cheese from the Alpathian Isle of Ne'er-do-well, this cheese actually has a high alcohol content. It can be used for cooking but is usually just eaten plain.

3lb Wheel: 10gp, Wedge 1ep.

Damme: Found mainly with the Flaemish of Glantri, this spicy cheese isn't popular outside its principality except as an ingredient in some dishes.

5lb Wheel: 8gp, Wedge 2gp

Glimmer Cheese: A translucent cheese from Alfheim, this cheese is known for a melt in your mouth flavor and a strong taste that lasts for several minutes.

1lb Brick: 6gp, 1 Slice: 2sp

Hattian Brick Cheese: This bitter cheese is hard, almost impossible to bite off a piece and difficult to cut with a knife. It is meant to be soaked in lager and chewed over time.

5lb Wheel: 4sp, Wedge: 3cp

Labneh: A Ylari cheese known for its smooth flavor, it is easy to make but somewhat tricky to export. Double price for countries not adjacent to Ylaruam.

1lb Loaf: 3cp

Mimolette: This common cheese comes from New Averoine in Glantri. It has a sweet, nutty flavor, and transports well. It is currently enjoying increased popularity in Darokin.

2lb Wheel: 6sp, Slice: 2cp

Moonhill Night Cheese: This robust and bitter cheese is barely known outside the Shires. It somehow gives hin who eat it 30 feet darkvision for 1d6 hours once per day. It has no effect on other races.

1lb Wheel: 5gp, Slice: 1gp

Oscypek: This cheese from Karameikos is instantly recognized by its spindle-shaped form. An ubiquitous cheese in Karameikos, it also transports well for adventurers.

Spindle: 3cp.

Prim: The spreadable form of Brunost, Prim is found mainly in the Northern Reaches, but transports well enough to reach other markets.

1lb Loaf: 2sp

Rynn's Gate Cherry Cheese: A surprisingly sweet cheese from Rengate in Vestland. Made with aged goat cheese with fermented fruit, typically cherries as the name suggests, this is normally stored for bad winters.

1lb Wheel: 3gp, 1 slice: 1ep

Rushan: A very tough cheese from Ochalea, Rushan is meant to be covered with sweets or nuts so the eater can savor it over time. Eating it plain is not advised.

¼lb Stick: 2cp.

Sateeka Fang Cheese: This durable cheese is found all over the Shires and is exported to other nations. A mild, crumbly cheese, it is a part of field rations for many armies in the Known World.

5lb Wheel: 6sp, 1 Wedge: 3cp

Selenica Gold: One of Darokin's most recognizable exports, this cheese is semi-hard until eaten, then almost melts in your mouth. It is also popular as a cooking ingredient.

3lb Wheel: 1gp, 1 Wedge: 2sp

Twarog: Another typical Traladaran cheese, Twarog is a soft creamy cheese that does not travel well, but is easy to make. It is a staple in many diets.

1lb Loaf: 5cp

Wekran Stone Cheese: A common cheese from Rockhome, it lives up to its name. The cheese is hard, the dwarf sucks on it to soften it, usually while he works, releasing the flavor slowly.

10lb Wheel: 8gp, 1 Slice: 1ep

Wereskalot Five Year Cheese: A difficult cheese to make, Wereskalot Five Year is a strong bitter cheese that is a major cooking ingredient in several nations. It is priced accordingly.

5lb Wheel: 12gp. Slice: 1ep.

White Noso Rożec: A surprisingly strong and unusual gnomish cheese, it is considered an expensive delicacy among the smallfolk. For other races, it is best eaten quickly.

5lb Wheel: 3pp, Slice 1gp.

Breads

Baguette: A thin crispy bread from New Averoine, baguettes are long loaves of bread usually eaten alongside breakfast or lunch.

1 Loaf: 2cp.

Desem: Another Glantri bread, Desem is found in Bergdhoven. Desem is a tangy bread, often spiced to the desires of the Flaemish living there. It has found some popularity as a novelty food.

1 Loaf: 4cp.

Favaro Deep Grain: A popular Shire bread, Favaro has a thick chewy taste to it. The hin use some spices to give it a tangy texture, increasing its demand.

1 Loaf: 7cp.

Khubz: The staple bread of the Ylari, Khubz is a slightly leavened flatbread that is used to serve other food with. In parts of Ylaruam, it has replaced plates and bowls entirely.

5 Loafs 1cp.

Kublatz Spiced Bread: A gnomish delicacy, Kublatz is spiced with cinnamon, saffron, cayenne, garlic, peppermint, ginger, and twelve other spices. Best eaten quickly.

1 Loaf: 2sp

Lefse: A flaky flatbread common to the Northern Reaches. Traditional uses are to wrap other foods in it and eat everything together. Catching on in Rockhome and Ethengar.

5 Loafs: 1cp

Long Bread: An exported staple from Alfheim, this bland tasting bread would not be popular except for the fact it never spoils, making it in demand with sailors and adventurers.

1 Loaf: 8sp

Lucian Salt Bread: An everyday staple from Seashire, Salt Bread does not go bad easily, while the taste leaves much to be desired, sailors cannot pass up its longevity.

12 Biscuits: 1cp

Mallowfern Dark Wheat: Another Shire bread, Mallowfern is known for its full taste and satisfying nature. It does not take much to fill a stomach, and the flavor is quite enjoyable as well.

1 Loaf: 8sp

Mancheco: Baked by the elves of Belcadiz, this bread is cooked with nuts and fruits inside, giving it a delightful taste. It is one of the few delicacies of Belcadiz the other princes enjoy.

1 Loaf: 1cp

Mantou: A sweet bread from the Thyatis province of Ochalea, Mantou is meant to be filled with other treats. It is commonly served as a pastry filled with sweetmeats or candies.

1 Loaf: 3cp

Mull: The people of Klantyre love strength and their bread is no exception. With a very distinctive flavor and loaded with fruit, Mull is very much a food of its land.

1 Loaf: 7cp

Panem: Possibly the most common bread in the Known World, this basic Thyatian bread is given out freely to its people. Known for being easy to make, it is a staple everywhere.

5 Loaves: 1cp

Reedle Bread: A typical bread found in Darokin, Reedle makes its rye bread baked with common nuts. It is found in taverns across the nation.

1 Loaf: 2cp

Shadowgate White Bread: The most common bread made in the Five Shires. While the taste is nothing special, the hin produce it in enough quantities that it is found on peasant tables everywhere.

1 Loaf: 1cp

Skyfyr Millet Loaf: A low-quality bread found in Alphatia, this is what passes for food for the Jennite slaves. Flavorless and hard, it's only redeeming quality is it is cheap to make.

10 Loaves: 1cp

Spiced Zzonga Loaf: Featuring just a trace amount of the famed plant for flavor, this is a strong sweet bread that will spice up any meal. Fair warning, despite no danger of addiction, Alphatia bans this bread.

1 Loaf: 4sp

Stonebread: This flaky bread is a popular export from Alphatia. Long-lasting, with a distinctive but not unpleasant taste, it is a common choice for adventurer rations.

1 Loaf: 3cp

Streel River Flat Bread: A failed attempt at Darokin to copy the bread of Ylaruam, the flatbread is used as a breakfast food with any host of spreads.

1 Loaf: 2cp

Thantabbar Festival Bread: A recipe that won several cooking contests in a row, this is a sweet bread cooked with a nutty glaze swirled inside. Considered a treat for children.

1 Loaf: 6cp

Threshold Salted Chelb: A common bread in Karameikos, Chelb is a sourdough that is used for all forms of cooking. One practice is to scoop out the ends to make a bowl for soup.

1 Loaf: 2cp

Tortilla: This Belcadiz specialty is a flatbread made from finely ground flour. Perfect for wrapping up your meal into just a few single bites, it is great for the adventurer on the go.

5 Tortillas: 2sp

Vestland Zweiback: This twice-cooked bread is commonplace in the Northern Reaches. It transports well and can be dipped in jams to serve as a snack. Popular with parents of teething children.

2 Sticks: 1cp

Wyrwarf Fungal Bread: A bread made by dwarves from fungus. It has a strange taste and a lingering aftertaste as well. Dwarves seem to be the only race that can stomach it.

1 Loaf: 4cp

Exotic Specialties

Alhambra Gold Snuff: An extravagance among the nobles, this finely ground tobacco causes a relaxing feeling when you want it, without the need for lighting a pipe or a cigar.

1 Tin: 8gp

Cigar: Made with fine Belcadiz tobacco leaves, these exquisite smoking treasures are treasured by gentry everywhere. Perfect for celebrations, they go well with any of our brandies.

1 Cigar: 4gp

Cocoa: This bean can be turned into any number of treats, and the taste is borderline addictive. Imported from an unknown location by Minrothad, this delicacy is taking the continent by storm.

1 lb Bag: 50gp

Cracklings: An unusual and disturbing addictive treat from the Tortles of the Malpheggi swamp, fried pork fat and skin, seasoned with a number of peppers, it has no nutritional value but you can't stop eating them.

1 bag of 25: 5cp.

Cuberdon: A sweet delicacy from Bergdhoven in Glantri, this raspberry sweet has a hard shell and a chewy center. The only downside is it does not travel well.

1 Tin (10 pieces) 2gp

Kinnikinnik: I have in limited quantity the finest tobacco from the Elk Clan of the Atruaghin. Even the hin will admit this is superior to the best pipeweed. This is a fine luxury, but well worth the price to the refined smoker.

1 pouch: 2pp

Kiri-Rakau: An exotic sweet from Ierendi, it's actually made with the edible bark of the kapia tree. Coated in sugar, and then loaded with nuts and dried fruit, it's a surprisingly addictive crunchy treat.

1 Piece: 1ep

Klintest Chew: Tobacco from the Rockhome city of Kurdal, this is a low-quality product that is unsuited for smoking but has proven popular as a chew or snuff.

1 Tin (week's supply) 2gp

Locum: A popular specialty from the finer confectioners of Thyatis, Locum is made with dates wrapped in a sweetened gel then covered in powdered sugar. Quite popular with the nobles.

1 Tin (20 pieces): 4gp

Moktaar: A strange dwarven treat, this is the form of a hard candy popular among its miners. Instead of being sweet, it tastes of a variety of meat products. A single Moktaar candy lasts for about six hours.

1 Pack (six pieces): 6sp

Paradores Fire Mints: From the elves of Belcadiz, comes a candy mint like no other. It is spiced so hotly most people can't handle the flavor. The elves seem to have no problem with it, laughing at those who spit it out.

1 Tin (10 pieces) 1ep.

Pemmican: From the Atruaghin plateau comes this smoked bison delicacy. Powdered and flavored with a variety of berries, this high energy ration is perfect for adventurers on long-term quests.

1 Pouch: 8sp

Pepperpot's Prismatic Taffy: A treat from the Shires, this candy consists of a foot long string of sticky taffy of various colors. The delight is that each of the seven colors is a different flavor.

1 Piece: 1cp

Pipeweed: Grown in many varieties across the Five Shires, while a staple among the hin, pipe smoking is not as common in other countries. For those that possess the habit, please specify brand when ordering.

Common Quality 1lb pouch: 8sp. Good Quality 1lb pouch: 2gp. Excellent Quality 1lb pouch: 1pp. Pipe: 1 ep.

Quazzidings (Candied): A gnomish confection, The Quazziding is a bitingly bitter fruit, but when candied makes for one of the strangest tastes of extreme bitterness and tart sweetness.

1 Jar (5 fruits): 1ep

Skrim: A Minrothad staple, skim is sun-dried squid, heavily salted, and flavored with various spices. For those tired of the same old dried rations, it's a welcome divergence.

5 pieces: 8cp

Tablet: From the Principality of Crownguard comes this crumbly treat. Made with butter, eggs, and sugar and flavored with whisky. Considered a delicacy by the Klantyre warriors, and it travels well.

1 Half-Pound Brick: 3sp

Tigerbane: Treasured by rakasta everywhere, adding this leafy green plant to a dish will send the feline people into a manic state for the better part of an hour, followed by a stupor that can last up to four hours.

1 Half-Pound Bag: 15gp

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