

# MYSTARAN MISCELLANEA

## The Mystaran Year

### *Mystaran Calendar*

Most Mystaran calendars consist of twelve months of 28 days each. These months are divided into 4 weeks of 7 days. Each day of the week has a name, but the weeks themselves do not.

Month (example: Nuwmont)

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

NM = New Moon, FQ = First Quarter, FM = Full Moon, LQ = Last Quarter.

Most nations have adopted the Thyatian calendar which is dated from the crowning of their first Emperor, Zendrolion Tatriokanitas. It is currently the year After Crowning 1015.

The name of the months and days depends on the nation. A few examples for the months follow

SEASON	Thyatis	Five Shires	Ethengar	Rockhome
midwinter	Nuwmont*	Clabbas*	Amai	Wharlin
late winter	Vatermont	Vuuldiir	Hiskmai	Morlin
early spring	Thaumont	Maehin	Yalmai	Hralin*
middle spring	Flaurmont	Odelin	Haimai	Hwyrlyn
late spring	Yarthmont	Gondulrim	Kevamai	Styrlyn
early summer	Klarmont	Mithintle	Seimai	Bahrlin
midsummer	Felmont	Goldaun	Lingmai	Buhrlin
late summer	Fyrmont	Fyrtal	Tringmai	Klintin
early fall	Ambyrmont	Aumbyr	Demai	Birlyn
middle fall	Sviftmont	Ssantiir	Chagai*	Biflin
late fall	Eirmont	Tembiit	Rinpoch	Jhyrlyn
early winter	Kaldmont	Dauntil	Komai	Kuldlin

\*: marks the first day of the year.

### *Mystaran Horoscope*

Most cultures of Mystara practice a form of astrology in which every month of the year corresponds to an animal or monster totem (a star sign). Children born under one of the totem signs are expected to acquire personality traits appropriate to that sign. These traits are governed by the child's Ascendency and Influence.

#### DATE OF BIRTH

Month	Star Sign	Traits
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Nuwmont	Manticore	Cunning, ardent, brave.
Vaterrmont	Hydra	Shrewd, self-centered, resourceful.
Thaumont	Centaur	Vigorous, strong, generous.
Flaurmont	Basilisk	Robust, passionate, domineering.
Yarthmont	Chimera	Confident, charismatic, possessive.
Klarmont	Gorgon	Reserved, private, studious.
Felmont	Griffon	Warm, practical, steadfast.
Fyrmont	Dragon	Ambitious, cold, independent.
Ambyrmont	Salamander	Calm, practical, miserly.
Sviftmont	Pegasus	Enterprising, flighty, imaginative.
Eirmont	Warrior	Astute, efficient, courageous.
Kaldmont	Giant	Selfish, strong, stubborn.

Week	Ascendency	Traits
1 <sup>st</sup>	Sun	Proud, authoritarian, predictable. Leans toward Lawful alignment.
2 <sup>nd</sup>	Land	Earthy, steady, rational. Leans toward Neutral alignment.
3 <sup>rd</sup>	Sea	Creative, mercurial, unpredictable. Leans toward Chaotic alignment.
4 <sup>th</sup>	Sky	Philosophical, versatile, tempestuous. No particular alignment tendency.

Time of Day	Influence	Trait
Sun is up	Winds of Law	Fortify lawful temperaments, sway neutral dispositions toward good; curb chaotic personalities.
Moon is up	Winds of Chaos	Undermine lawful tendencies, sway neutral dispositions toward chaos; intensifies chaotic behavior.
Both are up	Winds of Wisdom	Temper all dispositions with prudence, caution, and common sense.
Neither are up	None	Bodes either great luck or great hardship for the child.

## Horoscope for AC 1015

**Manticore:** The Chimera Star in the House of the Manticore indicates it's time to create new opportunities for yourself. Your energy level will be high, so expect life to be upbeat, exciting, and full of adventure. This year also presents a turning point, and many new directions and goals should be pursued. If you're single and looking for action, be prepared to meet the love of your life.

**Hydra:** The Griffon Star in the House of the Hydra indicates that this year will run smoother. However, you must watch that your stubbornness doesn't get out-of-hand and cause you unnecessary disruption. Much excitement is in store for you, starting around the month of Fyrmont. Any unresolved issues should be finalized at that time. You're getting ready to make your debut and need to look your best!

**Centaur:** Having the Dragon Star in the House of the Centaur means that this is one of those years that you could find yourself being pushed and pulled in different directions. Try to keep your focus and not get overly distracted with your social life. Your high cycle is just beginning and many opportunities could come about in many unexpected ways. Any past pressures will now be released - so expect all the answers to come rolling in.

**Basilisk:** The Salamander Star in the House of the Basilisk means that you shouldn't expect miracles or the world to fall at your feet just because you aren't feeling loved. Being overly sensitive, it's best if you try to thicken your skin and not to take anything personally over the next year or two. Your professional life offers much challenge, so

make sure you brush up on all your skills. This is not a year to leave anything to chance, especially if it involves a financial or career decision.

**Chimera:** With the Warrior Star in the House of the Chimera, this year will present you with roadblocks that may require certain adjustments on your part. People don't seem to be giving you what you want, so you must remain totally objective - without making a fuss. Patience and understanding will get you where you want to go. If you focus on what you want to bring into your life, many positive rewards will be yours, especially in Sviftmont and Eirmont.

**Gorgon:** The Hydra Star in the House of the Gorgon means that you should look both ways before getting yourself into trouble this year, especially around the full moons of each of the twelve months. Your bark may seem worse than your bite and you may find yourself rubbing others the wrong way - when you least expect it. This is a time to make use of gorgon studiousness to learn everything about any given situation to prevent you from taking a misstep.

**Griffon:** Having the Gorgon Star in the House of the Griffon means you'll be making a lot of decisions this year. It's that time again when you must come down from the mountains and face the facts. Felmont and Fyrmont may seem particularly harsh and confrontational, but in reality all that fire is actually helping you get what you want. Once you finally make up your mind and take a stand, the road will be cleared and you'll be able to achieve the best for yourself, both personally and professionally.

**Dragon:** The Manticore Star in the House of the Dragon means that moodiness may appear to get the better of you as the energy has shifted and put you to the test. Be especially careful of your moves in Vatermont as your opponents will check-mate you if you're not watching. Sharpen up your resources by using your powerful intuitive insight to plan for the later part of the year. This is when everything will be back on track and you'll feel like you're back in the game.

**Salamander:** With the Pegasus Star in the center of the House of the Salamander, the growth cycle that you've been experiencing over the past few months will continue as you keep planning for your future and achieving your goals one step at a time. You're ready to blaze new trails and create new directions for yourself with much more confidence and self-esteem. Remember not to waste this year and don't do that salamander thing by ignoring your problems and hiding underneath a rock until they go away.

**Pegasus:** The Centaur Star in the House of the Pegasus means that the pressure's on and you're it! Taking on more responsibilities and proving yourself seem to be the themes you've made for this year. If it's a leadership position you want, play it cool for now and wait for a more auspicious time to make your move. This can be a period of realizing that your efforts may not have gone exactly the way you want and you may have to completely revamp your approach.

**Warrior:** Having the Basilisk Star in the House of the Warrior indicates that stability and balance are what you should be seeking, especially in Ambyrmont. Anything you initiate this year will be accomplished with a minimal amount of difficulty and effort. Romantically, if you're interested in playing the field, Thaumont and Klarmont will bring you lots of fun and games.

**Giant:** The Giant Star in the House of the Giant means that this is your year. Keep working on the plans you've initiated and spend the year finalizing whatever needs to be altered in your life. The planetary energies are revitalizing your energy and keeping your spirits high, especially around Klarmont. This is your year to show off and be recognized for all your previous accomplishments. Don't be afraid to step out into center stage and take that risk, regardless how apprehensive you feel.

## Universities of Mystara

### *Universities of the Old World*

<b>Location</b>	<b>Name</b>	<b>Most Illustrious Teachings</b>
Biazzan (Thyatis)	University of Biazzan	Algebra, Hollow World Theories
Corunglain (Darokin)	University of Corun	Siege Warfare, Land-based Exploration
Darokin City (Darokin)	DDC Compound	Diplomacy, Global Trading, Geopolitics
Dengar (Rockhome)	Skarrad High Seminary	Architecture, Engineering
Erendyl (Glantri)	Erewan Dateless University	Botany, Horticulture, Zoology
Evemur (Rockhome)	Syrklist Conservatory	Mining, Metallurgy, Geology
Glantri City (Glantri)	Great School of Magic	Magic in all its forms
Harbortown (Minrothad)	School of Harbortown	Navigation, Commercial Shipbuilding
Ierendi City (Ierendi)	Naval Academy	Navigation, Naval Warfare
Kerendas (Thyatis)	West Reach	Cavalry Tactics, Mounted Warfare
Krakatos (Karameikos)	Karameikan School of Magecraft	Magic in all its forms
Leenz (Glantri)	Drachen Zentral	Monster Lore and Hunting
Minrothad City (Minrothad)	Minrothad Institute of Trading	Economics, Trading & Marketing
Norrvik (Vestland)	Uppsala Colleg	Magical Runes, Poetry,
Folklore Port Lucinius (Thyatis)	Imperial Navy Academy (aka Collegium Navalis)	Navigation, Naval Warfare, Shipbuilding
Retebius (Thyatis)	Retebius Air Academy	Air Warfare, Flying Creatures Training
Rymskigrad (Glantri)	Igorov Institute	Ancient History, Necromancy
Sayr Ulan (Sind)	Ul-Nervi Palace	Philosophy, Theology
Selenica (Darokin)	University of Al-Azrad	Economics, Commerce, Administration
Selenica (Darokin)	Darokin Uni. of Medicine and Scientific Researches	Medicine, Anatomy & Surgery
Serraine (Flying City)	Top Ballista Flying School	Aircraft Piloting, Air Warfare
Shireton (Five Shires)	Shireton Tea House Literature, Poetry, Agriculture	
Tameronikas (Ylaruam)	Ylaruam Medical & Curative Academy	Medicine, Healing Methods, Herbalism
Thyatis City (Thyatis)	Imperial Academy	Land Warfare, Diplomacy
Thyatis City (Thyatis)	College of Lucinius (aka Collegium Arcanum)	Magical Warfare & Engineering
Thyatis City (Thyatis)	Academy of Music	Music, Storytelling, Construction of musical instruments
Vyennes (Glantri)	Beaux Arts de Vyennes	Art & Entertaining
Ylaruam Town (Ylaruam)	Dream of the Desert Garden University	Water Management, Theology

## ***Universities of the NACE***

<b>Location</b>	<b>Name</b>	<b>Most Illustrious Teachings</b>
Alchemos (Meriander)	University of Alchemos	Alchemy
Alpha (Alpha)	Royal University of Norwold	Agriculture, Land Warfare, Basic Magic
Featherfall (Aeria)	University of Air Magics	Magic of the Air, Skyship Engineering & Enchanting
Newkirk (Westourke)	Newkirk High	Sea Exploration, Linguistics
Seashield (Aquas)	Zyndryl University	Aquatic Races, Underwater Magic, Sea Exploration
Skyreach (Floating Ar)	Aerial Uni. of Ar	Air Magic, Skyship Engineering & Enchanting

# Economica

## Currency Exchange Fees

Currency	Fee	Currency	Fee
Aegos	5%	Karameikos <sup>a</sup>	10%
Almar^n	No Fee	Minrothad	5%
Atruaghin	No Fee	NACE <sup>a</sup>	5%
Cimarron	No Fee	Ochalea <sup>a</sup>	10%
Darokin	5%	Ostland	15%
Ethengar	No Fee	Pearl Island	15%
Five Shires	5%	Rockhome <sup>b</sup>	10%
Gargo <sup>TM</sup> a	5%	Sind	15%
Glantri <sup>a</sup>	10%	Soderfjord	No Fee
Heldann	No Fee	Thyatis	10%
Helskir	10%	Vestland <sup>a</sup>	10%
Hule	15%	Wendar	10%
Ierendi <sup>a</sup>	10%	Ylaruam	15%
		Yavdlom	5%

### Notes

Most nations add 5% surcharge to the regular fees for exchanging gems and treasures

(a) For gems and treasures, drop the usual 5% surcharge but double the exchange fee.

(b) 5% exchange fee maximum on gems and treasure. Gems are duty free (no import/export tax).

## Economic Year (AC 1015) In Review

This year, besides the usual economic chart about the major seaports and trading centers, we're proud to offer you a short but detailed review of the economic year written by some of the most accomplished economic experts of Mystara. Enjoy the reading and good luck for your business.

### Old World (courtesy of the DDC)

AC 1015 will probably be remembered as one of the darkest years for traders all over the Old World.

For land-based trade, AC 1015 has certainly been the worst year since the post-Great War crisis. The war in Glantri, the dangerous status of the Broken Land area and the confused situation of Ylaruam have seriously hampered caravan traffic through the Overland Trade Route.

The northern regions of the OW have especially suffered from this situation, while everything was quiet in the south, though people in Selenica are still worried of a possible Shadow Elves attack that will definitely sever all traffic to and from Darokin city.

Before Ethengarian hordes attacked Glantri, Darokinian and Glantrian governments started talking about building a new trade route through New Kolland. Prince Kol gave his word that caravans would be allowed free passage through his territory, but merchants know better than to trust a kobold. Anyway something will have to be done in the area, since it looks hard to either chase the Shadow Elves away from the former Broken Lands or reach a peaceful agreement with them.

In the meantime all trade to Glantri and Wendar has to go through Sind (and even here the situation is not very good) and the dangerous Adri Varma Plateau. Anyway work is being done to improve the route from Nouvelle Averaigne up to Wendar.

The Northern Reaches, the Heldannic Territories and Norwold are also very difficult to reach, except by ship, and Rockhome looks almost unreachable.

Better news at home: some work is being done to reopen the World Elevator and trade agreements with Rafielton seem to get closer.

*DDC Press Bureau, Darokin City, Kaldmont, AC 1015*

## NACE (courtesy of the NACE embassy in Karamaikos)

War is over and trade restarted normally in the NACE. Many nations, especially on the Isle of Dawn, are recovering from the war and in great demand for goods, while others have supplies they can't handle because they no more have Alphetia as a market, or on the contrary lack products that were coming from Alphetia. Many trade opportunities.

There has been an increase in piracy in southern NACE (southern Bellissaria, Isle of Dawn, Alathians), so trade is dangerous but profitable.

Trade with Gaity is very profitable, as the country is in chaos and needs everything, but at your own risk!

Look out for unscrupulous traders smuggling mnemonic mineral from Ionace.

## Sea of Dread (courtesy of the Minrothad Merchant Sailors Guild)

Trade routes to Raven Scarp from Minrothad, southern Darokin, and Ierendi will grow slowly this year, as more markets are found for northern goods, and more exotic spices and the like find their way to receptive markets.

Perhaps the biggest story in the south is that of Kastelios. Described by historians as proof of the ancient Milenian Empire, Kastelios is rapidly growing as the new "Gateway to the South." Conservative estimates indicate its total aggregate trade volumes could outpace those of even Raven Scarp as soon as AC 1020. As safe routes through the treacherous shoals offshore are found, more and more northern ships will soon visit this city to exchange staples for rare artifacts, artwork, exotic spices, and fruits. Special note to traders, mark Kastelios in your books as the place to be in AC 1016 - before the market gets saturated! Thanks to growing ties with Kastelios, easier routes are also being found to Yavdlom. Already Kastelian merchantmen, knowledgeable of the perils of the local waters, have acted as middlemen in bringing goods to and from this strange land. It seems that new markets and goods are being found every month in the Wild South - count on Yavdlom to be a stable market for your goods, on top of being an interesting place to visit! For eager traders in Davania, why not stop by the Minrothad consulate in Kastelios to pick up a free information package on the opportunities these two nations have to offer you as a merchant, and as a customer!

For the adventurers among you, why not try to blaze a trail to Cestia? Several people have already tried, and have brought back many bizarre and beautiful goods from this fascinating realm! Opportunity awaits those who try...

## Local Price Adjustments

The following table works in accordance to the rules presented in both GAZ 7 - The Minrothad Guilds and GAZ 11 - The Republic of Darokin. For those without the above mentioned products, assume that each +/- 1 in the Price Adjustment column equals to a +/-10% in price for the mentioned goods.

City	Nation	Class	Modifiers to Price Adjustment
Aaslin	Notrion (NACE)	B	Grain -5, Animals -1, Wine -1, Meat -3, Textiles -2; Common Metals +1, Dyes +1, Glassware +1
Aegopoli	Aegos	D	Grain -3, Meat -2, Animals -1; Weapons +1, Oil +3, Glassware +1
Akesoli	Darokin	D	Fish -2, Porcelain -1, Tea -1, Textiles -1; Salt +3, Silk +3, Spices +1

<b>Akorros</b>	Darokin	C	Fish -2, Hides -2, Meat -1; Cloth +3, Grain +1, Semiprecious Stones +3, Wine +1
<b>Alchemos</b>	Meriander (NACE)	D	Grain -2, Meat -1, Common Wood -2, Precious Wood -2, Oil -4; Textiles +2, Salt +1, Glassware +3, Common Metals +2, Gems +1
<b>Alinquin</b>	Dawnrim (NACE)	B	Grain -1, Meat -4, Fish -3, Textiles -3, Furs -2, Animals -2; Common Wood +2, Beer +1, Pottery +1, Wine +1, Glassware +1
<b>Alpha</b>	Alpha (NACE)	C	Grain/Vegetables -3, Meat -2, Precious Wood -1; Ivory +5, Coffee +6, Weapons +1, Wine +4, Armor +3
<b>Altendorf</b>	Heldann	D	Animals -2, Dyes -1, Common Wood -1, Grain/Vegetables -2, Meat -3; Weapons +1, Armor +1, Pottery +2, Salt +1, Common Metals +2,
<b>Athenos</b>	Darokin	D	Gems -1, Glassware -4, Ivory -3, Meat -1; Animals +1, Monsters +1, Precious Wood +3, Porcelain +4
<b>Atruaghin</b>	Atruaghin	E	Coffee -3, Mounts -3, Tobacco -5, Textiles -1; Beer +4, Semiprecious Stones +2, Weapons +1
<b>Azurun</b>	Hule	C	Grain -4, Cloth -2, Gems -1, Glassware -1; Red Steel +3, Common Metals +2, Salt +1, Dyes +2, Silk +1
<b>Beitung</b>	Ochalea	C	Silk -4, Grain -3; Wood +1, Rare Books +3, Art +2
<b>Biazzan</b>	Thyatis	D	Silk -1, Spices -1, Tea -1; Animals +3, Ivory +2, Rare Books +2, Mounts +1
<b>Blueside</b>	Lagrius (NACE)	D	Fish -4, Common Wood -4, Grain -1, Meat -1; Common Metals +1, Glassware +1, Porcelain +1
<b>Castellan</b>	Soderfjord	E	Common Metals -4, Dyes -2, Semiprecious Stones -2; Armor +3, Fish +2, Pottery +1, Weapons +2
<b>Ciudad Real</b>	Gargo <sup>TM</sup> a	D	Art -1, Musical Instruments -3, Grain -1; Cinnabryl +2, Rare Books +3
<b>Ciudad Tejilias</b>	Almarr^n	D	Silver -4, Cloth 2, Tobacco -1, Coffee -3; Cinnabryl +1, Red Steel +2, Rae Books +2
<b>Corunglain</b>	Darokin	C	Gems -2, Monsters -1, Semiprecious Stones -1; Grain +2, Hides +3, Pottery +3, Weapons +1
<b>Darokin City</b>	Darokin	A	Common Metals -2, Common Woods -2, Grain -1, Ivory -2, Textiles -2; Gems +3, Monster +3, Mounts +2, Precious Metals +4
<b>Dengar</b>	Rockhome	B	Armor -3, Gems -3, Weapons -2; Animals +4, Grain +5, Tobacco +5
<b>Dunadale</b>	Thyatis	B	Porcelain -2, Weapons -3, Monsters -4, Gems -3; Tea +5, Ivory +4, Grain/Vegetables +5, Glassware +2
<b>East Portage</b>	East Portage (NACE)	C	Beer -1, Grain -1, Dyes -2; Common Wood +1, Tea +2, Coffee +1, Animals +1
<b>Edairo</b>	Thothia (NACE)	B	Grain -3, Fish -2, Common Wood -2, Wine -2, Ivory -1, Furs -1; Cloth +2, Tea +1, Porcelain +1, Spices +1, Silk +2, Precious Metals +2
<b>Ekto</b>	Ekto (NACE)	D	Weapons -1, Dyes -1; Grain +3, Fish +2, Common Wood +3, Common Metals +3, Tea +1
<b>Ethengar</b>	Ethengar	E	Hides -3, Mounts -2, Salt -3; Common Metals +5, Common Woods +4, Tea +3
<b>Featherfall</b>	Aeria (NACE)	C	Grain -1, Meat -1; Common Wood +1, Oil +1, Glassware +2, Rare Books +3, Gems +2
<b>Freiburg</b>	Heldann	D	Animals -3, Porcelain -1; Armor +4, Oil +3, Weapons +4
<b>Glantri City</b>	Glantri	B	Monsters -5, Rare Books -2, Pottery -6; Gems +3, Glassware +3, Tobacco +3, Weapons +3
<b>Grauenberg</b>	Heldann	E	Animals -3, Common Metals -5, Weapons -1, Armor -1, Hides -1; Oil +4, Dyes +1, Salt +2, Fish +3, Coffee +4, Common Wood +1
<b>Hockstein</b>	Heldann	E	Animals -1, Hides -3, Common Wood -2, Grain/Vegetables -1, Beer -2; Spices +4, Gems +3, Weapons +2, Armor +2, Salt +2, Fish +1

<b>Harbortown</b>	Minrothad	C	Fish -3, Dyes -2, Animals -2; Spices +2, Meat +3, Wine +3
<b>Helskir</b>	Helskir (Thyatis)	D	Dyes -4, Salt -2; Fish +2, Hides +3, Coffee +4, Pottery +1
<b>Horken</b>	Horken (NACE)	C	Grain -1, Meat -1; Common Wood +4, Tea +1, Spices +1, Textiles +1
<b>Ierendi</b>	Ierendi	C	Fish -2, Precious Metals -2; Dyes +2, Cloth +2, Animals +4, Silk +2, Meat +1 ;
<b>Jaboor</b>	Ylaruam	E	Coffee -2, Oil -3, Glassware -3; Meat +3, Spices +4, Wine +2, Weapons +1
<b>Kelven</b>	Karameikos	C	Glassware -2, Pottery -3, Precious Metals -2; Ivory +3, Meat +1
<b>Kerendas</b>	Thyatis	C	Beer -2, Grain -2, Meat -3, Wine -2, Mounts -1; Common Metals +4, Common Woods +2, Dyes +1, Oil +1
<b>Kopstar</b>	Glantri	D	Dyes -2, Oil -5, Precious Metals -3; Precious Woods +4, Semiprecious Stones +3, Spices +2
<b>Minrothad</b>	Minrothad	B	Coffee -2, Tea -2, Beer -3, Fish -3, Dyes -1; Pottery +4, Cloth +2, Precious Metals +2, Gems +2, Common Wood +3
<b>Mirros</b>	Karameikos	C	Animals -1, Common Metals -2, Common Woods -2, Hides -3; Armor +1, Mounts +3, Rare Furs +4, Weapons +1
<b>Newkirk</b>	Westrourke (Thyatis)	B	Dyes -5, Armor -2; Coffee +3, Gems +3, Porcelain +2;
<b>Norrvik</b>	Vestland	C	Salt -3, Silk -4, Weapons -3; Cloth +3, Ivory +3, Pottery +4
<b>Oceansend</b>	Heldann	D	Books -1, Common Wood -4; Dyes +2, Salt +1, Grain +2, Silk +3;
<b>Sayr Ulan</b>	Sind	B	Rare Books -1, Salt -2, Spices -3; Common Woods +3, Fish +4, Tea +3;
<b>Seagirt</b>	Pearl Islands	D	Vegetables -5, Fish -3, Gems -3, Pottery -1; Grain +2, Precious Wood +1, Wine +3, Weapons +1
<b>Seahome</b>	Minrothad	D	Wood -3; Silk +2, Dyes +4; Hides/Furs +3
<b>Selenica</b>	Darokin	B	Cloth -2, Precious Wood -1, Rare Books -1; Dyes +3, Fish +4, Glassware +2
<b>Shireton</b>	Five Shires	D	Beer -4, Grain -2, Tobacco -5, Wine -2; Coffee +3, Fish +2, Tea +2
<b>Skyfyr</b>	Esterhold (NACE)	D	Grain -1, Beer -1, Common Metal -2, Precious Metals -2, Gems -2; Animals +1, Wine +1, Meat +1, Weapons +2, Mounts +1, Armor +2
<b>Slagovich</b>	Slagovich	C	Cinnabryl -3, Fish -2; Common Metals +2, Salt +1, Spices +3, Red Steel +3, Weapons +1
<b>Smokestone City</b>	Cimarron	C	Ale -2, Cinnabryl -2, Smokepowder -2, Wheellocks -1; Grain +3, Meat +1, Salt +1, Spices +1
<b>Soderfjord</b>	Soderfjord	C	Common Woods -4, Grain -1; Armor +2, Wine +4
<b>Spearpoint</b>	Surshield (NACE)	C	Grain -2, Meat -2, Weapons -2, Armor -1, Wine -1; Common Metals +1, Salt +1, Glassware +1, Spices +2
<b>Stahl</b>	Rockhome	C	Ivory -3, Monsters -3, Precious Metals -4; Grain +2, Meat +3, Silk +3, Textiles +4
<b>Tameronikas</b>	Ylaruam	E	Animals -2, Cloth -1, Tea -3; Glassware +2, Porcelain +2, Salt +4, Weapons +1
<b>Tanakumba</b>	Yavdlom	C	Cocoa -4, Coffee -3, Fish -3, Gems -1, Precious Woods -3, Ivory -2; Grain +3, Meat +2, Silk +2, Precious Metals +3
<b>Tel Akbir</b>	Thyatis	D	Beer -2, Coffee -1, Oil -2; Cloth +2, Dyes +2, Hides +2



<b>Tenobar</b>	Darokin	D	Cloth -2, Fish -4, Pottery -5; Hides +2, Precious Metals +2, Salt +3
<b>Thyatis City</b>	Thyatis	A	Armor -3, Mounts -2, Silk -1, Weapons -3; Gems +3, Grain +1, Oil +1, Precious Metals +2, Rare Furs +4
<b>Trikelios</b>	Trikelios (NACE)	D	Grain -2, Fish -1, Beer -1; Common Wood +2, Common Metals +1, Tea +1
<b>Verdun</b>	Minrothad	D	Woods -2, Cloth -1, Books -3; Furs +3, Dyes +3, Silk +2, Salt +3
<b>Vyennes</b>	Glantri	E	Rare Furs -4, Textiles -3, Wine -2; Beer +4, Meat +5, Silk +3, Grain +1, Weapons +1
<b>Wendar City</b>	Wendar	D	Wood -3, Hides -2, Rare Furs -1; Weapons +1, Textiles +2, Cloth +2, Salt +3, Grain +4.
<b>Ylaruam</b>	Ylaruam	B	Oil -1, Porcelain -3, Semiprecious Stones -4; Coffee +4, Mounts +3, Tobacco +4, Weapons +2, Armor +1
<b>Zeaburg</b>	Ostland	C	Fish -4, Cloth -3, Textiles -1; Common Woods +2, Meat +5, Weapons +2

## Cults of the Immortals

The following sections deal with the various Immortals and their churches found on the world of Mystara. Except for the table giving the major Immortals and their followings, the material below is a preview of the upcoming “The Immortal Scriptures” due out this Fyrmont by Joshuan Gallidox Publishing. Those with interests in the Immortals should make sure to place this book on their must-read list.

### *Clerics and Specialty Priests*

To most folks, anyone who worship the Immortals or gods and receive spells in return are simply known as priests. The common peasant does not care to note that there is a difference in behavior, devotion, powers, or even duties between various priests within the same religion. The fact is, there are two main types of priests found on Mystara; the cleric and the specialty priest.

### Cleric

The Cleric is a believer in a cause or higher goal. To him, the concept of the Immortal’s portfolio is more important than the Immortal himself. As such, clerics worship a greater goal first, then a particular Immortal second, if they even bother to worship any Immortal at all. To a cleric, every Immortal has a role to play in relation to their particular belief in the “big picture” of things, therefore rarely does one particular Immortal deserve more worshiping than another.

On Mystara, there are two types of Clerics: the Philosopher, and the Pantheist.

#### **THE PHILOSOPHER**

The Philosopher is a cleric who believes in a particular ethos, notably Law, Chaos, or Neutrality. To him, the moral definition of good and evil are secondary when compared with the struggles between order and anarchy (Law), stasis and freedom (Chaos), or stability and choice (for Neutrality).

Philosophers receive their spells from all the Immortals of Law (or Chaos or Neutrality), and therefore upsetting just one of them will not cause any problems with the cleric’s powers. Only a severe change in ethos (alignment) will affect the Philosopher’s powers.

#### **THE PANTHEIST**

The Pantheist is a cleric who believes in a way of life represented by several Immortals as to be the correct way to live. As such, a Pantheist worships and entire pantheon in which she believes are the true ideal of perfection. She

therefore honors all the Immortals of the pantheon and will only lose her spells if she somehow offends them all. The goal of the pantheist is to make sure that all the Immortals in a pantheon are respected, thereby keeping a balance between them all.

There are several pantheons found on (and within) Mystara. More details will be given in the pantheon chapter later on in this tome [in The Immortal Texts. Ed.].

Clerics tend to travel the land, as they are not locked into a hierarchy or organization. Some join various churches and religions throughout their lives, while others do not. Those that do often do so because the Immortal worshiped in that particular religion is often very close in philosophy to the beliefs of the cleric. For example, clerics of the Norse Pantheon often join the church of Odin, as being the head of the Norse gods, he obviously represents them best.

Still, clerics can (and do) leave a particular faith without much incident. The above mentioned cleric might decide that the worshiping of Thor is starting to slip and therefore try to fix things. He would likely resign his role in the church of Odin and then join the church of Thor. This is one of the main advantages of being a cleric.

The other comes from the fact that, since you worship almost all the Immortals, a cleric will generally be well treated by most religious organizations and priests. After all, the cleric is a potential recruit into their order.

The powers of a cleric are as detailed in the Player's Handbook, although a more up-dated and balanced version can be found in Player's Option: Spells and Magic. As such, they have access to most spells and can turn/command undead. They can wear any armor and only use blunt weapons.

## Specialty Priest

A specialty priest is a priest who believes and upholds the dogma of ONE specific Immortal. To the specialty priest, her Immortal is more important than anything else in the world. A specialty priest is the champion of the cause of any given Immortal. Specialty priests are the ones that actively preach about their Immortal and do their best to convert others to their philosophies.

The biggest misconception people have about specialty priests is that all priests of a given Immortal are all alike. Nothing could be further from the truth. Most Immortals have several specialty priests of various natures working for them. Each type of specialty priest has a specific function within the hierarchy of an Immortal.

Think about it. Both the Temple of Vanya in Thyatis and the Heldannic Knights worship Vanya, yet the two religions are different in attitude and behavior. Would it therefore not be logical that the abilities of the specialty priests also vary slightly?

Even a relatively peaceful Immortal, such as Asterius, still needs warriors to defend his temples. If his specialty priests are all merchants and thieves, how would he manage? The answer is simple: by having fighting specialty priests (such as Defenders [warrior kit from the Savage Coast setting. Ed.]) act as guards. The difference is that being a less warrior-like Immortal means he will probably have less warrior-type specialty priests than, say, Vanya.

Despite each Immortal having a different portfolio and goal, many share the same type of specialty priests. For example, Ordana, Faunus, and Zirchev have druids among their specialty priests, as do a few others.

The most common specialty priests of Mystara are described below:

### **PRIEST**

The specialty priests known simply as Priests are the most common specialty priests of Mystara. As such, their abilities are identical to the cleric (that is access to most spheres and turn/control undead) with the addition of one extra power.

For example, a Priest of Halav gets a +2 to damage against goblinoids in addition to all abilities listed for the cleric (as per Player's Handbook or Player's Option: Spells and Magic). On the other hand, the extra power of a Priest of Protius is a swimming movement equal to his movement on land. The exact ability a Priest of an Immortal gets is described in the Codex of the Immortals from the Wrath of the Immortals boxed set.

Priests are the catch-all specialty priest of an Immortal. Their ability to use any armor and blunt weapons along with a decent THAC0 make them capable of holding their own in combat while their access to most spells can be useful in just about any situation. Their versatility often makes Priests the adventuring specialty priest of a deity, traveling around the world and spreading the faith. Many also serve as temple guardians, caretakers of the flock of worshipers, and representatives to the average person.

All Immortals commonly use Priests in their ranks.

### **CRUSADER**

Crusaders are considered to be weapons against the enemies of the faith. While Defenders are charged with defending the temples and Holy Grounds, Crusaders are the ones that invade the temples and territories of the enemy. They are militaristic and often organize themselves as any army would.

The exact abilities and requirements of a Crusader can be found in Player's Option: Spells and Magic. Briefly, they require a Wisdom of 9, Strength of 12, and Charisma of 12. The most important power is the fact that a Crusader uses the warrior's THAC0 instead of the priest's THAC0. They have major access to the spheres of All, Combat, Guardian, Healing, War, and Wards. They have minor access to Necromantic and Protection spheres. For a more complete description, as well as a list of the rest of their minor abilities, see Player's Option: Spells and Magic. (Note: they cannot turn/control undead.)

Crusaders are common among the Immortals of war, guardianship, justice, revenge, rulership, strength, and thunder. Vanya's favorite specialty priest in the Crusader.

### **DEFENDER**

Defenders are exactly what the name implies: defenders of the faith. Their role is to protect the temples, priests, and worshipers of an Immortal. Defenders often organize themselves along the line of knights, viewing themselves as the champions of the peasants in the name of their Immortal.

Defenders are actually fighters with the "Defender" Kit. They therefore have the THAC0 and hit points of a warrior. They must have a Strength of 12 and a Wisdom of 13 to take the Defender kit. Spells available to a Defender vary according to the Immortal they worship; they are not necessarily combat oriented spells (that's the role of the Crusader), although they often have major access to both Combat and Healing. A few have weapon restrictions limiting them to weapons noted as being favored by their Immortal (such as a war hammer for Defenders of Thor or a longbow and longsword for Defenders of Ilsundal), but most Immortals let them use whatever weapon they want. There is never any restriction on armor. The exact spell progression of the Defender, as well as other benefits and disadvantages can be found in the Savage Coast on-line rulebook, in the warrior kits' section. (Note: they cannot turn/control undead.)

Defenders can be found worshipping all the Immortals, although peaceful ones will only have a handful of Defenders while more war-like Immortals will have complete regiments of Defenders. Defenders of nature-oriented religions are often called "druidic knights," while evil-aligned Defenders enjoy the title of "avenger" or "anti-paladin."

### **DRUID (BALANCER)**

The Druid is a specialty priest of nature and nature-oriented Immortals. They view themselves as the protectors and guardians of all things natural, making sure that mankind does not interfere with the natural way of things. The abilities and requirements of Druids are found in the Player's Handbook, although an updated and more balanced version can also be found in Player's Option: Spells and Magic. Of important note is the fact that they cannot turn/control undead.

Contrary to popular beliefs, Druids are not simply "forest priests." Druids are found in any natural setting. There are desert Druids, mountain Druids, and even underdark (underground) Druids. Their abilities can vary slightly according to their favored terrain (for more information, see Complete Druid's Handbook).

Unlike the traditional druid, a Mystaran Druid can be true neutral, lawful neutral, or chaotic neutral in alignment. The lawful druids believe in keeping things as they are while the chaotic ones see a more dynamic approach with the advances of man in one area balanced by an advance in nature in another. True neutral druids are somewhere in the middle (for more details, see Karameikos: Kingdom of Adventure).

Of special note on Druids is the fact that some of them don't worship any Immortals at all, but instead worship Nature directly. Sages speculate that the Immortal Djaea grants them their spells, but Priests of Djaea deny this. Regardless, Druids of Nature receive spells even if they don't worship an Immortal. To the Druids of Nature, all other Druids are not real druids, so they call them Balancers instead (although their powers are identical). Druids of Nature still give praise to many of the Immortals of nature - much as a Cleric can honor a particular Immortal - but they do not receive any benefits from it.

Each order of druids have their own hierarchy, as detailed in the Player's Handbook. Despite this, their territories do not overlap; the presence of one Druid in an area, regardless of religion, is enough to maintain the balance of nature. The "guardianship" of the land can be transferred from one order to another in the same way as rising in the ranks: through combat. A druid of one religion can challenge a druid of another religion of the same rank [level]. The winner becomes the guardian of the land in the name of their particular Immortal (or Nature). The opponent must be of the same rank, because this is not a challenge to rise in levels; there can still only be a specific number of druids of higher levels in any given religion. A druid cannot replace a higher level druid of another religion as this will create one too many for his own religion!

There appears to be one Great Druid for each region of Mystara. The female half-elf Great Druid Maud of Robrenn (a forest druid) is in charge of the entire Savage Coast region. In the Old World, the human male Kaikhatu who lives in the Steppes of Ethengar (a plains/grassland druid) is rumored to be the Great Druid of the area. The Great Druids of Norwold and other regions are still a mystery to most people.

### **RANGER**

A Ranger is a specialty priest of nature - in particular woodlands - that is more combat-oriented than Druids. They are also aligned toward Good rather than Neutrality, making them somewhat biased as to how nature works (at least according to Druids). Rangers tend to follow the same Immortals as Druids, but they play a more active part, often hunting down those who would destroy nature.

The abilities and restrictions of Rangers are well detailed in the Player's Handbook (with extra options found in the Complete Ranger's Handbook). Of particular note, although they receive priest spells, the Ranger class falls in the warrior category and advances as warriors. Only Immortals who favor woodlands, nature, and goodness use rangers as specialty priests.

Like Druids, however, some Rangers worship Nature directly instead of any particular Immortal, and they still receive their spells. Once more sages speculate that Djaea grants them their spells in these instances, but again this has yet to be confirmed.

### **PALADIN**

A Paladin is a specialty priest of law and goodness. They actively roam the land, spreading justice and honor everywhere they go. To Immortals of such concepts, Paladins are the ultimate champions of their cause. They are the ideal knight, and exemplify everything the Immortal seeks to achieve.

As Rangers, Paladins are considered to be warriors, not priests, and their class abilities are well described in the Player's Handbook (again, the Complete Paladin's Handbook gives variations on the theme).

The Immortal Tarastia has been known to grant spells to Paladins who uphold their ideals but don't worship any particular Immortal of paladins. Her priests claim that as long as they serve justice, Tarastia will continue to grant the Immortalless Paladins their powers, since to Her, the ideal is more important than the religion. Most of these Immortalless Paladins scoff at the claim, yet none have outright challenged it.

## **Others**

Many other specialty priests exist, including the Mystic (also known as the Monk or Fighting-Monk as detailed in Player's Option: Spells and Magic) found throughout Sind, the shamans of Ethengar (again, see Player's Option: Spells and Magic or the accessory Shamans) or the very specific priests of the Nithian Culture in the Hollow World (see HWR2 - Kingdom of Nithia). Individual DMs are free to create their own specialty priests. Useful suggestions can be found in the Complete Priest's Handbook, while guidelines for keeping everything balanced are available in Player's Option: Spells and Magic.

Others examples of specialty priests, created by various members of the Mystaran Mailing List can be found in the mailing list archives.

Needless to say, the amount and type of specialty priests are endless, and depend greatly on the whims of the Immortals. The advantages of specialty priests comes from the fact that they can possibly gain powers far beyond the grasps of most clerics. On the downside, their actions are closely monitored by their deity, and any stray actions or thoughts from the tenets of the religion can cause a loss in spells and powers. Also, it is difficult for a specialty priest to break free of an organized religion to her Immortal; after all, she can't exactly join the church of another Immortal, now can she?

## ***Churches of Mystara***

The following is a list of four of the churches described in the upcoming The Immortal Scriptures. Note that in the texts below, the term "Priest" (with a capital P) refers to the specialty priests called Priest (as described above), and not to the clergy of the given church or religion. The term "priest" (with a lower-case p) refers to either the clergy as a whole, or the title "priest" a clergy-member might have in their particular order.

### **The Church of Thyatis**

COAT OF ARMS: Thyatian Eagle in the middle of a circle of twelve Thyatian Immortals' holy symbols (starting from the top, clockwise: Vanya, Thor, Tarastia, Odin, Kagyar, Korotiku, Koryis, Protius, Halav, Asterius, Valerias, and Diulanna.)

CLERGY: Clerics (50%), Priests (25%), Defenders (10%), normal humans (8%), Paladins (5%), other specialty priests (2%).

CLERGY'S ALIGNMENT: Any non-evil alignment

WORSHIPER'S ALIGNMENT: Any

The Church of Thyatis is a religious organization which encourages the worship and/or respect of all the Immortals of the Thyatian Pantheon. This list includes: Alphaks, Asterius, Diulanna, Halav, Kagyar, Korotiku, Koryis, Odin, Protius, Tarastia, Thanatos, Thor, Valerias, and Vanya.

Although Alphaks and Thanatos are included in this list, the Church of Thyatis does not actually encourage their worship. These two Immortals are used as examples of evil and simply serve to show the fate that awaits those of evil alignment upon their death at their hands. In fact, except for mentioning them as the evil to be fought against in the Church of Thyatis, their worship is a crime punishable by death in the Empire of Thyatis and most other nations.

The clergy of the Church of Thyatis is composed mainly of clerics. Most are pantheists, but philosophers of law and neutrality are also common. Only a few chaos philosophers are present among the hierarchy. Priests (and other specialty priests) are often in charge of the ceremonies pertaining to their particular Immortal. Of course, only priests of the Immortals mentioned above, minus Priests of Alphaks and Thanatos, can join the clergy. Even non-priests (that is, normal humans) can join the order and give ceremonies to the masses.

The temples of the Church of Thyatis tend to be grand buildings since they must serve as a place of worship for many Immortals. Most can seat a couple hundred spectators during their ceremonies. They also have several other chambers which serve as shrines for each particular Immortal. Finally, chambers in the back serve as barracks for the clergy, as well as meeting rooms for discussions and planning.

### **ORGANIZATION**

All clergy of the Church of Thyatis start at the rank of initiate. Their duties include serving as messengers, preparing the temples for the ceremonies, and generally acting as servants for the higher ranking clergy. It is a life of studying and classes in the temple libraries followed by hard work and menial chores.

An initiate who has served well for three years [and about 3<sup>rd</sup> level. Ed.] attains the rank of priest. It is the priests of the religion which actually give the ceremonies to the people of the Thyatian Empire. Those of priest rank are also sent out on adventures to discover secrets, amass wealth for the order, and convert other cultures to their way.

A priest who performs admirably for at least 5 years [and around level 7 if possessing a character class. Ed.] becomes a curate. Curates are in charge of deciding exactly what the topics of each ceremony is to be, as well as plan what enlightenment will be taught to the people. There is a curate in charge of the ceremonies for each Immortal of the pantheon. That is, in each temple, there is one curate for Asterius, another for Diulanna, and so on. This is the highest rank any Priest (or other specialty priest) can attain within the clergy since their point of view is limited to those of their Immortal.

Finally, in charge of the entire temple is a bishop [they are usually around 9<sup>th</sup> level. Ed.]. He runs the place and has final say on what will or will not be accepted within his building. Normal humans who do not possess any divine granted powers cannot proceed above the rank of bishop.

In charge of several temples in entire areas - usually a complete dominion - are the Patriarch and Matriarch. Only Clerics [of 13<sup>th</sup> level or higher. Ed.] can attain this rank, as only they can remain unbiased when deciding how each Immortal is to be worshipped. These Patriarch advise rulers on matters of the church and can exert a lot of political power in their region.

There is no rank above Patriarch in the Church of Thyatis. As such, all the Patriarch of the order gather annually in Thyatis City to discuss and vote on the future of their religion. Traditionally, the Patriarch of Thyatis City has the power to veto any vote passed by this assembly, and in case of ties, holds the deciding vote.

### **DOGMA**

The philosophies of the Church of Thyatis hold that all acts performed by mortals are recorded by the Immortals above and will be used to judge them when they pass into the afterlife. The spirits of the dead will belong to the Immortal he or she most resembled in life and will wind up serving eternity in the Outer Plane of their Immortal. This is why they describe the temperaments and homes of Alphaks and Thanatos; by seeing what awaits those of evil alignment, they hope they will change their ways. As such, good deeds will be rewarded with good deeds in the afterlife, just as bad deeds will be paid back with bad deeds.

The priests cheerfully describe the purpose, alignment, and desires of all the Thyatian Immortals so that the citizens of Thyatis can make their own choices of which Immortal to hold to heart and where they want to go when they die. Of course, since Thyatians are militant people, the Immortals Vanya, Thor, and Diulanna often receive more than their fair share of attention.

Initiates spend several hours a day studying everything known on all the Pantheon. Upon reaching the rank of priests, they are charged with spreading this knowledge to the people of Thyatis and the rest of Mystara. Most prefer to have the people come to them in their daily ceremonies at the temples, but a few adventure out into the world and try to convert other cultures.

Although not specifically stated in their doctrines, the Church of Thyatis also promotes the belief that Thyatians are the best people in the world and that all other cultures should join the Empire and become full-fledged Thyatians.

### **DAY-TO-DAY ACTIVITIES**

The clergy of the Church of Thyatis can often be seen roaming the streets of major Thyatian cities, preaching about making choices for one's afterlife. Those who seem curious about their speeches are often referred to one of the temples of the order.

Every day, at noon, ceremonies are held in the various temples of the religion. Each ceremony starts with a brief talk about all the Immortals, then proceeds onto the main topic of the day which usually deals with one Immortal in particular. The subject for the day is determined by the bishop, usually in conjunction with his curates. Since there are currently 12 Immortals in the pantheon (not including Alphaks or Thanatos), a common theme is to have an "Immortal of the month," thereby teaching the philosophies of one Immortal for a month, then changing to another at the arrival of the new moon. Still, some bishops have other complicated schedules dividing the days evenly throughout the year in a pattern only they can see.

Finally, the Temple of Thyatis often gives special rites when a Thyatian child is born, blessing her and asking the Immortals to look after her as she grows up. The clergy members also take care of marriage ceremonies and divorce throughout the Thyatian Empire.

### **HOLY DAYS AND IMPORTANT CEREMONIES**

Up until recently, the Church of Thyatis did not have any major holy days. Now, however, Wrath of the Immortals Day (Nuwmont 15<sup>th</sup>) is considered to be sacred. This day celebrates the fact that the Thyatian Pantheon proved to the world that Thyatians are the favored people of the Immortals by destroying the continent of Alphatia. The logic goes that since Thyatians are the favored people, then the Church of Thyatis must be the favored religion of the world. Wrath of the Immortals Day started in AC 1010 as a workers' holiday but has since become a full-fledged religious event.

On Flaurmont 1, priests give a special ceremony celebrating the Day of Freedom for those Thyatian youths who have turned 21 and are now "free" from their parents' whims.

Other days are considered important, but only to a particular Immortal, and not the entire Pantheon. Because of this, they are not considered religious holy days, but are usually celebrated by the bishops of the temples anyway. These days include the Start of Shipping Season (Va. 23, Protius), The Day of Valerias (Fe. 15, Valerias), Vanya's Day (Sv. 8, Vanya), and Protius' Day (Ei. 22, Protius), as well as several others.

### **MAJOR CENTERS OF WORSHIP**

The Great Thyatian Temple, located in the estates district of Thyatis City, is an immense building which can seat almost 5,000 citizens. This marble building is crafted in the typical Thyatian style, with marble columns and a circular amphitheater-styled ceremony hall. Several other buildings are attached to this hall, including the residence of Dylan Finnon, Patriarch of Thyatis City, as well as sleeping quarters for over 250 clergy members.

Several other temples (although usually much smaller) can be found throughout the city as well as every other major Thyatian City. The temples of the Pearl Islands still have a good following, while a new temple is currently being built in Selenica.

### **AFFILIATED ORDERS**

A few blocks down the street from the Great Thyatian Temple, one can find the Knights of the Gold Dragon Enclave. This building houses a military order dedicated to uphold the decisions taken by the Patriarchs of the Church of Thyatis. The ranks of the Knights of the Gold Dragon are composed of warriors, rogues, paladins, and crusaders. Members of this order protect the various temples of the religion, lead military expeditions as needed by the Patriarchs, and roam the Empire seeking to enlighten people about the choices they make in life. When not on a religious mission, this order acts as a mercenary band willing to perform any mission that doesn't go against their philosophies or the church.

All applicants to the order must have both a Knight of the Gold Dragon and a clergy member of the Church of Thyatis sponsor them. Candidates are then tested, and if their combat skills are adequate [that is, if their THAC0 is 15 or better. Ed.], they are accepted into the ranks.

### **PRIESTLY VESTMENTS**

During their everyday lives, clergy of the Church of Thyatis are permitted to wear any clothing which suits their needs.

During ceremonies, however, a more formal dress code is enforced. Their ceremonial dress consists of a full-sleeved, floor-length blue robe. The coat of arms of the church is displayed prominently on the left chest. If also a member of the Knights of the Gold Dragon, their gold dragon symbol is sown unto the upper edge of the right sleeve, much as military rank insignias are often displayed.

Priests of the Church of Thyatis of all ranks except initiate also carry with them a metal scepter while in ceremonial dress. The size and color of the scepter indicates the rank in the clerical hierarchy the owner is.

### **CURRENT BELIEFS**

The Church of Thyatis suffered many losses during the past couple of decades. About 40 years ago, when the Grand Duchy of Karameikos separated from the Empire, so to did their branch of the church (forming the Church of Karameikos). More recently, with the independence of Ochalea, the Pearl Islands, Helskir, and the Grand Duchy of Westrourke, the Patriarchs are fearing the complete destruction of their religion, along with the Empire. Despite their fears, the Church of Thyatis remains strong in the Pearl Islands, Helskir and Westrourke. Only Ochalea has completely abandoned the tenets of the church.

The Church has also made grounds recently. For the past 20 years, they have made inroads into the Jungle Coast, converting many of the hinterland barbarians to their beliefs. The Church of Thyatis even went as far as accepting Diulanna, their Immortal, into the Thyatian pantheon; after all, they are Thyatians now, aren't they.

But the church seeks to expand further. At the moment, they are slowly building temples within the nation of Darokin, using the city of Selenica as their main base of operations. Rumors also claim that the Church is seeking to reabsorb the Church of Karameikos into their fold.

As another means of regaining worshipers, the Church of Thyatis has seriously started debating about Holy Days, something which has until very recently never crossed their minds. Wrath of the Immortals Day is one such idea. At the moment, they are also debating on whether or not to make Fyrmont 19 "The Visit" an official Holy Day. This day would mark the discovery of the "Footprint of the Immortal" found in the Altan Tepes back in AC 1010, showing the world that the Immortals actually visited the Empire of Thyatis. Making the site into official Holy Ground is also high on its priority list.

## The Temple of Rad

COAT OF ARMS: Three connected hemispheres forming a triangle.

CLERGY: Wizards (100%)

CLERGY'S ALIGNMENT: N, LN, and CN

WORSHIPERS' ALIGNMENT: any

Although religions and preaching about the Immortals is illegal in the Principalities of Glantri, Glantrians do have a place to go where they can contemplate personal problems. In the Temples of Rad, wizards known as Shepherds of Rad listen to the problems of nobles and commoners alike, giving them counseling on any problem they might have.

Their marble temples scattered in every major town of Glantri promote meditation and contemplation. The Shepherds believe by relaxing and thinking things through one can eventually solve any problem and make the vital discovery that was missing. This self-enlightenment just serves to show how Glantrians truly do not need any Immortal guidance in their lives.

Each Temple of Rad has a large crystal ball placed on their main altar. The Shepherds claim that it is a receptacle of Rad, the living incarnation of magic itself. Although foreigners assume Rad is an Immortal, the Shepherds of Rad and Glantrians know better than to assume that magic could possibly be an Immortal. After all, he doesn't ask for worship, so he can't possibly be a divine being.

Apparently, they receive dreams and visions through the receptacle, indicating when Rad desires for his Shepherds to perform a task or change something. The Shepherds of Rad therefore believe that they wield power both temporal and magical thanks to their direct connection with the incarnation of magic.

[Editor's Notes to the DM: Contrary to what the Glantrians believe, Rad is indeed an Immortal, or at least he used to be. Rad used the mortal incarnation of Etienne d'Ambreville to further his goals in Glantri. At the end of the Wrath of the Immortals events, Rad disappeared into the Radiance and was not heard or seen again, barring some rumors of Etienne's brief appearance in Chateau Sylaire back in AC 1012. The Shepherds of Rad have yet to realize this since they still receive dreams and visions through the Radiance Receptacle in their temples. In fact, the Brotherhood of the Radiance have always given them their visions, not Rad - except as a member of the Brotherhood himself.



Glantrians therefore continue to believe in Rad - the incarnation of magic - without the slightest hint that he might no longer even exist.]

### **ORGANIZATION**

First of all, never call any Shepherd of Rad a “priest.” They will rudely let those who made the mistake know that they are wizards just before throwing them out the door.

There are only two ranks in the Temple of Rad; Shepherd and High Shepherd. All members of the organization are considered Shepherds while the individual in charge of a particular temple is the High Shepherd. High Shepherds are determined based on magical experience. [Most are at least 12<sup>th</sup> level mages. Ed.]

There is no connection between individual temples. All higher goals and common decisions come from sharing the same visions from Rad through their receptacles.

### **DOGMA**

While not an actual set of religious beliefs, the doctrine of Rad promotes the use of magic and its superiority over all other powers, including those of the Immortals. By mastering magic, one can learn to master his or her own fate.

Their method of dealing with the personal problems of Glantrians is to encourage them to meditate and think things through. The serenity of their temples usually makes these endeavors successful.

### **DAY-TO-DAY ACTIVITIES**

Shepherds of Rad usually spend the day in meditation or working on magical studies and experiments. When a Glantrian enters the temple seeking aid, they help the person enter a relaxing trance and attain what comfort they need to feel at ease.

Shepherds also visit the Great School of Magic regularly. Since many are accomplished wizards in their own right, their magical expertise is often sought by other mages, and they often give lectures at the school. Besides trips to the Great School of Magic, many often travel to the numerous wizard towers scattered across the principalities. Shepherds of Rad are therefore well respected members of society.

### **HOLY DAYS AND IMPORTANT CEREMONIES**

Since the Temple of Rad is not a religion, they have no holy days or important religious ceremonies. They simply meditate in their temples and wait for Glantrians to seek their advice when they have a problem.

### **MAJOR CENTERS OF WORSHIP**

There is no temple of Rad more important than another within this organization. The most renown, however, is the Temple of Rad of Glantri City, due mainly to the fact that the Shepherds of this temple are often spotted in the Great School of Magic.

### **AFFILIATED ORDERS**

The Temple of Rad has no official affiliated order. Unofficially, many powerful mages appreciate the counsel from the Shepherds in both magical and personal affairs. Should the Temple of Rad ever get into trouble, they can probably count on the support of several hundred mages to come to the rescue.

### **PRIESTLY VESTMENTS**

Shepherds of Rad wear simple brown robes with long, flowing sleeves. There is no headpiece for their ceremonial dress, and in fact, it is forbidden for anyone to wear any type of hat while within a Temple of Rad.

### **CURRENT BELIEFS**

Since each Temple of Rad is more or less self-sufficient, the order as a whole is not making any type of grand plans or schemes. Still, one event might actually cause a few High Shepherds to work together.

High Shepherd Chath Restoun (human, male, M14) is currently still shaken up by an incident in AC 1013. He was charmed by an illithid and performed acts he has yet to forgive himself for [see the “Temple Takeover” adventure in Glantri - Kingdom of Magic for more information. Ed.]. His advice since then has been less than effective, and many

wizards are beginning to complain about the situation. It has gotten to a point where other High Shepherds are deciding whether or not to intervene in the matter.

## The Temple Of Vanya

COAT OF ARMS: Vanya's holy symbol, a lance crossed by two shortwords.

CLERGY: Priests (30%), Crusaders (25%), Defenders (25%), Clerics (15%), other specialty priests (5%).

CLERGY'S ALIGNMENT: any non-chaotic.

WORSHIPERS' ALIGNMENT: any.

The Temple of Vanya is a church dedicated to the Grey Lady, the Immortal of war and conquest. The clergy consists mainly of specialty priests of Vanya, with a few philosopher clerics who incorporate battle into their ethos.

This temple is strong within the Empire of Thyatis, with worshipers numbering in the hundreds of thousands. In fact, the Temple of Vanya has almost as many lay members as the Temple of Thyatis. Despite this, there is no rivalry for numbers; the Temple of Thyatis simply view the Temple of Vanya as a sub-branch of their religion which concentrates on only one of their Immortals. There are a few squabbles between the priests, especially when it concerns respecting other Immortals besides Vanya, but in general the two orders get along well.

### ORGANIZATION

The ranking system within the temple hierarchy is very similar to those of the military. Everyone has a rank and must follow the orders of someone of higher rank.

New members to the order start out as novices. As in most other religious orders, this means they have more or less the roles of servants within the temples. Between chores, novices attend various classes on the teachings and doctrines of Vanya.

Once a novice has mastered his knowledge on the philosophies of Vanya, he is promoted to the rank of acolyte [This usually represents attaining level 1. Ed.]. At this point, instead of lectures and study classes, the acolyte is taught how to fight and use weapons.

Senior acolytes [those of 5<sup>th</sup> level. Ed] must choose in which branch of the Temple of Vanya they wish to continue their career in. They may either remain in the clergy hierarchy, at which point they earn the title priest, or they may join the militant branch and be known as Knight-Adepts.

Priests have the role of giving ceremonies and teaching to novice the ways of Vanya. More experienced ones [9<sup>th</sup> level] are placed in charge of their own temples, earning them the title of bishop. Archbishops are placed in charge of all bishops within a certain territory. In charge of the entire religion is the Vicar of Vanya; only specialty priests of Vanya may earn this title [and they usually have to be of at least 15<sup>th</sup> level. Ed.]

Those following the militant branch of the religion enter their own hierarchy. They are the ones in charge of the Brotherhood of the Grey Lady. Knight-Adepts who perform well are promoted to Knight-Warriors [level 9. Ed.]. A Knight-General [of at least 13 levels in experience. Ed.] is in charge of the entire order.

### DOGMA

The Temple of Vanya concentrate on teaching Vanya's aspect of combat and honor. Priests are given the task of encouraging martial training, making sure that everyone can fight. They also show the value of honor and fair fighting, scorning backstabbing or outright slaughter. Discipline is therefore important to this clergy.

Vanya looks favorably on those who throw themselves recklessly into battle, throwing their entire fate into their battle prowess. Those who fight honorably and tirelessly in battle, slaying all opponents while avoiding destroying homes or the innocent are the epitome of what Vanya represents.

Battles are not to be feared, for eventually all must learn to stand for what they believe in or it will be swept away by the enemy. Because of this, all should learn to improve their martial skills. Also, no enemy should be disrespected as valor can be found in all, regardless of age, gender, or race.

### **DAY-TO-DAY ACTIVITIES**

Priests of the Temple of Vanya are charged to keep battles a thing of rules and tradition with professional behavior and minimized bloodshed. They are therefore often found as judges or witnesses to the various duels that take place in the streets of Thyatis.

The more martial clergy members can often be seen fighting in the gladiatorial arena. They also regularly sponsor such activities, and having a priest of Vanya trainer is considered a good omen.

### **HOLY DAYS AND IMPORTANT CEREMONIES**

One day is considered particularly Holy to the Temple of Vanya. The first is Vanya's Day (Sv. 8). This day commemorates the day when the mortal Vanya led Thyatian troops against the Milenians on the southern continent of Davania. It is celebrated with good cheer, heavy feasting, and numerous duels and gladiator combats.

### **MAJOR CENTERS OF WORSHIP**

The High Temple of Vanya is by far the most renowned temple of the entire Old World. Even those who don't worship Vanya have heard of it. Although created over a century ago, the High Temple of Vanya was recently expanded and redesigned. This construction ended in AC 1013. Now, the temple can fully seat over 15 000 spectators during the ceremonies [magic is used for the priests' voices to carry across the entire crowd. Ed.]. The arched towers and ceilings are at least ten stories high, while the central spire reaches the amazing height of at least 15 stories. Magnificent colored windows depicting various battles and wars in the name of Vanya are scattered throughout the complex.

It is from here that Claudia Derrogon (human, female, P17 of Vanya), Vicar of Vanya, heads the order of the Temple of Vanya. She has led the order wisely for the past 20 years, and many believe she talks regularly to Vanya herself, marking her as one who is truly blessed by the Immortals.

### **AFFILIATED ORDERS**

The Temple of Vanya has two major affiliated orders. The first is the Brotherhood of the Grey Lady, whose Guildhall is just across the street from the High Temple of Vanya. This is an order dedicated to learning and teaching fighting skills while spreading the wisdom of Vanya. Although only members of the clergy can have positions of power within the Brotherhood, absolutely anyone can join the common ranks. The Brotherhood of the Grey Lady often pursues military goals for the Temple of Vanya. Although the common member of the order need not participate in such campaigns, most do. [Further details on the order can be found in the Dawn of the Emperors box set. Ed.]

The second order calls themselves the Wings of Vanya. Their estate is located a few blocks away from the main temple. The Wings of Vanya clerical order is more monastic than the Temple of Vanya. Here, the priests spend time meditating and contemplating rather than actively pursuing combat and preaching to others. The monks of this temple are practiced healers, and many priests of Vanya come here to receive healing after a battle or duel. Rumors also claim that the monks have mastered the unarmed fighting techniques of the mystics of Sind and Ochalea, but so far no one has ever witnessed them use such skills. The Wings of Vanya are actually a separate religion from the Temple of Vanya, but the two work so closely together, most people assume that they are merely two different branches of one philosophy.

### **PRIESTLY VESTMENTS**

For the most part, clergy members can wear any clothing they like. During religious ceremonies or public appearances by the Temple of Vanya, they must wear the traditional dark purple robes and ceremonial armor. The armor will bear the heraldic symbol of either the Temple of Vanya or the Brotherhood of the Grey Lady. A purple sash above the armor indicates the rank of priest or knight-adept, while a bishop or knight-warrior wears a red sash.

Archbishops and the Knight-General have dark red robes instead of purple. They do not have any sash, however. Finally, a dark red robe with a purple sash indicates the Vicar of Vanya, leader of the entire temple.

### **CURRENT BELIEFS**

The Temple of Vanya still refuses admittance to anyone who is a member of the Storm Soldiers fighting order. They remember clearly the rift in the clergy that took place almost 70 years ago when numerous Storm Soldiers began pressing for changes to the tenets of the church [such as forbidding women from fighting and racial-purity ideals. Ed.]. A civil war almost broke out, but stopped when the Storm-Soldiers-Priests-of-Vanya decided to pack up and go somewhere where they can decide the policies of their religion. They have since founded their own order dedicated to Vanya which is now renown world-wide as the Heldannic Knights.

More recently, the Temple of Vanya is still infuriated at the Heldannic Knights for the execution of the Knight-Warrior Lenard Doverson in their outrageous Inquisition. The fact that the Knights lost their Vanya-granted spells and powers only served to prove that these Heldannic Knights have corrupted the dogma of Vanya. Some speculate that the Temple of Vanya is beginning to plan an outright war against the Heldannic Knights. How the Empire of Thyatis - the seat of power of the Temple of Vanya - will respond to this, if it is true, remains anyone's guess.

## The Heldannic Knights

COAT OF ARMS: A black lion on a white background.

CLERGY: Crusaders (40%), Priests (30%), Defenders (25%), other specialty priests (5%).

CLERGY'S ALIGNMENT: any non-chaotic.

WORSHIPERS' ALIGNMENT: any.

Easily the most renowned religious order of the world, the words "Heldannic Knights" is guaranteed to get a reaction out of anybody. Some claim they are tyrants and slave masters, while others bring up their dedication to order and abolishment of crime as proof of otherwise. The only thing that everyone can say for certain, though, is that they intend to conquer the world for the Glory of Vanya.

Unlike most other churches, the Heldannic Knights accept only specialty priests of Vanya into their ranks. Clerics, even if they value Vanya's beliefs, will not be accepted. Even specialty priests of Vanya must be able to wield swords and lances, as well as wear any armor if they desire to become a Heldannic Knight.

### ORGANIZATION

The ranking system of the Heldannic Knights is semi-complicated because it actually combines two hierarchies in one: military and government. First, the Knights are militaristic and everyone has a military rank. New recruits are squires assigned to a specific Knight. They act as servants for the Knights, who in return teach them the values and lessons of Vanya as well as combat.

When deemed worthy by his master, a squire is promoted to the rank of Knight [by then, he has attained 2<sup>nd</sup> level. Ed.]. Knights who perform admirably [and reached level 5. Ed.] earn the rank of sergeant - although they are still called Knights except during military operations. Further promotions up the rank are captain [Editor's Note: at least level 9.] and Warlord [who is in charge of an entire division. He must also be at least a 12<sup>th</sup> level priest of Vanya. Ed.]. Finally, the leaders of the armies are the Generals.

The Heldannic Knights also combine these ranks with the titles of government and nobility. The Heldannic Knights have many minor nobility titles, such as Baron and Count, which are usually titles kept by nobles of other nations who joined their ranks [such as the minor nobles of Norwold. Ed.]. In this case, they keep the title, placing it before their military rank. For example, you could have a Baron-General, or a Count-Sergeant. When it comes to policy of an area, deciding the law, giving punishment, and such, the higher government rank is in charge. With the above examples, it would be the Count-Sergeant who decides the interpretation of the law in a town. When it comes to military matters, it's the highest military rank who leads. This time, the Baron-General would be in charge of the Count-Sergeant.

Above these minor nobility ranks, the Heldannic Knights have two other imposed by their own nation; Chancellor and Governor. Both of these rank are higher than any other minor noble rank. Chancellors are placed in charge of major cities and the land surrounding them, while Governors are in charge an entire Territory. Governor-General is the highest rank one can attain without being the Oberherr.

Finally, the Oberherr is the head of the entire order of the Heldannic Knights, deciding on their day-to-day policies and on the entire direction of their military campaigns.

### **DOGMA**

The Heldannic Knights believe in glory and conquest. Vanya will guide their blades in battle, and never shall they lose a war. Battles are not to be feared, for eventually all must learn to stand for what they believe in or watch it be swept away by the enemy. Because of this, all should learn to improve their martial skills.

One must strike at the enemy first, before the enemy can attack your home. Better that they suffer than the people of Heldann. No enemy should be disrespected, however, as valor can be found in all, regardless of age, gender, or race.

Vanya looks favorably on those who fight honorably and tirelessly in battle, slaying all opponents in their way. Vanya will one day conquer all of Mystara, and it is the Heldannic and Hattian people who are Her chosen champions. All other races are inferior and will be conquered.

### **DAY-TO-DAY ACTIVITIES**

The Priests of Vanya spend most of their time as members of the armies of Heldann. Only a few [about 10%. Ed.] are permitted to leave the ranks and adventure elsewhere, and usually only if it will somehow benefit the order as a whole. These priest-soldiers make up the elite heavy cavalry of each division of the Glory of Vanya.

Those who are out adventuring are given the task to always act honorably and courageously. They are to serve as shining examples of what it means to be a Heldannic Knight to the rest of the world. The leaders of the Heldannic Knights therefore only allow those who are charismatic and of good alignment to adventure; this helps make sure they only get a good reputation from their wandering adventurer-priests.

### **HOLY DAYS AND IMPORTANT CEREMONIES**

The Heldannic Knights celebrate two Holy Days. The first is Vanya's Dance, on Felmont 6<sup>th</sup>. At sunset, the Heldannic Knights don full armor and perform an ancient dance around a bonfire in Vanya's honor. Even squires participate, and it is the only day when squires are actually permitted to wear a full suit of armor. In Freiburg, the largest bonfire is prepared in the center of Freiburg Square, just in front of the Temple of Stars. Afterwards, the Heldannic Knights feast and drink into the late hours of the night.

On Swiftmont 8<sup>th</sup> is Vanya's Day. It is a day celebrated by parades, duels, and heavy feasting. Vanya's Day serves to remind the Knights of the day when the mortal woman Vanya led an army against the Milenians on the continent of Davania, saving her people. It shows how anyone can be a hero and receive glory and honor.

The Heldannic Knights have a ceremony known as the Receiving of the Sword. This ceremony marks the day a squire has earned the right to be called a Knight. The squire spends the entire day, starting at sunrise, fasting and praying to Vanya. Should the sun not be visible, the aspiring Knight must wait another day to receive his title and ceremony. At sunset, the squire bathes then proceeds to the temple after donning a white robe. There, Priests of Vanya perform the Receiving of the Sword ceremony, whereas they give the squire his first longsword, armor, as well as black lion shield. By the end of the ceremony, the squire has earned the title Heldannic Knight.

### **MAJOR CENTERS OF WORSHIP**

The infamous Star Chamber is the heart of the Heldannic Knight's order. From here, Oberherr Wulf von Klagendorf (human, male, Pr19 of Vanya) dictates the tenets and laws of the order. The Star Chamber is a large building built with defense in mind. Siege weapons dot the upper parapets, and squads of Defenders wait just beyond the main doors.

The building receives its name from a large, central chamber in the shape of a star. Here, 8,000 Knights can gather in the five wings to listen to a speaker standing in the center. A glass ceiling in the shape of Vanya's Lion lets sunlight shine upon the speaker, giving the impression of a divine glow enhancing his words.

### **AFFILIATED ORDERS**

The Heldannic Knights are an order which constitute religion, military, and government all into one. As such, there was never any need for affiliated orders. Recently, however, a group known as the Champions of Vanya has been

formed. They seem to be the “Knights” of the Heldannic Knights. What their role and duties will turn out to be in the future remains to be seen.

### **PRIESTLY VESTMENTS**

During religious ceremonies, the Heldannic Knights wear a full suit of ceremonial armor [true plate mails can be a bit heavy and cumbersome for simple ceremonies and prayers. Ed.] with a white tabard depicted with the black lion of Vanya.

In the field, the dress code is identical, except that you can expect the armor to be actual full plate.

### **CURRENT BELIEFS**

The Heldannic Knights were once part of the Temple of Vanya in Thyatis, but difference in the interpretation of Vanya’s tenets caused a rift in the church. The Hattian members of the Temple of Vanya left Thyatis and conquered the Heldann Freeholds where they started their own religion to Vanya. To encourage the locals to join the order, they named themselves the Heldannic Knights, after the people they subjugated. The Hattians have kept their racial-purity ideals, but incorporated the Heldanners into the supreme race as well [probably just to get them to join their ranks. Ed.]. Their belief that women should not fight disappeared slowly over the years, however.

The faith of the Heldannic Knights has suffered a tremendous blow during the past couple of years. The Knights started an Inquisition and wound up losing all their spells granted to them by Vanya. This has led Wulf von Klagendorf to re-examine the values and doctrines of the Knights. The Oberherr is currently trying to make changes into the order and their beliefs. The first was the removal of force-worshipping of Vanya in the Heldannic Territories. Many Knights have also been stripped of the rank and privileges. Other changes are still being discussed with the elder priests of the religion.

Besides this reorganization, the Oberherr is busy planning the invasion of Norwold and conquest of new, unexplored lands in Davania. Changes in the order aside, the true glory of Vanya comes from conquest, and that’s exactly what he plans on doing.

## **GEOLOGY OF THE KNOWN WORLD**

The known world as it appears now, started out as a series of independent islands which collided together.

The Wendarian Range is the oldest of the mountain ranges. It is the result of a smaller island colliding into the mainland. Recent expeditions out to the Wendarian Range shows that they are actually composed of gneiss, not basalt as has been previously reported. The gneiss is a result of previous rocks being changed during the collision. Offshore, coral reefs grew in abundance.

Further to today’s south, the Ierendi and Minrothad islands were forming through the calm eruption of lava onto the ocean floor. As time went on, these islands grew with the eruption of more lava, forming islands made of basalt.

Long ago these islands started to move towards the Wendarian Range. When the «northern»-most island collided with the coral reefs, the reefs and ocean floor rose up the side of the island forming the Cruth Mountains. As more islands collided the Black Peak Mountains grew. The northern foothills of the Cruth Mountains are limestone in composition, and then switch into gabbro with layers of diabase. As the Cruth Mountains change into the Black Peak Mountains, the rock type changes from gabbro to basalt. The gabbro contains large hornblende crystals. Previous explorers have noted the presence of hornblende in the Cruth Mountains. It is believed that collision did not continue for very long, as the Cruth and Black Peak Mountains are relatively low (4000’ to 4500’).

As time went on, coral reefs continue to grow in the shallow ocean between the Wendarian Range, the Cruth and Black Peak Mountains, the Ierendi and Minrothad islands.

During this time, it is believed that a large island to the «east», with a large mountain range composed of gneiss, was shedding sediment into the surrounding water forming sandstone. This mountain range is the present day Makkres Range. Further away from the shore of the island, coral reefs grew in clear warm water. The ocean between

the Makkres Range island and the Black Peak Mountains begins to close. This is accomplished by a crack forming in the ocean floor to the east of the Black Peak Mountains. The ocean floor to the west of this crack was then swallowed up and melted. The resulting molten rock then rose and formed the Altan Tepes through explosive volcanism. As the Altan Tepes continued to grow, the Makkress Range moves closer and the ocean shrinks further. Finally the Makkress Range collides with the Altan Tepes, crushing the sandstone and coral reefs (limestone) in between, forming the Sardal and Hardanger Ranges.

All is quiet for the numerous unknown years. Sediment is eroded from the Altan Teppes, Sardal, Hardanger Ranges, and Makkres Massif, filling the space between the Altan Teppes and Hardanger Range, allowing it to rise above water level.

Years later, the «southern» mountain ranges start moving «northward» and the sediment (sandstone) and coral reefs (limestone) start to get crushed and pushed above water level. Volcanism is also associated with this «collision». During this collision, the Kurish Massifs, Glantian Alps, and Colossus Mountains, are formed. The Silver Sierra Hills formed at this time. The ocean that existed between the Wendarian Range and the «southern» mountain ranges dries up.

The whole continent then shifts northward being covered by glaciers, and the water level drops, exposing the southern volcanoes (the tips of which are the present day Ierendi and Minrothad islands).

At 3000 BC, the planet shifts, placing the continent in warmer climates and the glaciers start to melt. All remains quiet until 1700 BC. At this time a great explosion occurs. This event cracks the surrounding land and builds up the Silver Sierra Hills into the Silver Sierra Mountains. The Broken Land Mountains, were also formed at this time.

To the southwest, the Hardanger Mountains appear to grow higher. What is actually happening is the land to the north and south is falling. The Ierendi and Minrothad islands were formed by the cracking of the earth and submergence of the land, leaving only the highest peaks above water.

## ***Mountain Range Descriptions:***

### **ALTAN TEPES**

**Average Altitude:** 8950'

**Rock Type:** granite and andesite

**Age of formation:** unknown

**Formation:** result of ocean closure and resulting volcanism

**Appearance:** peaks have been described as jagged, and the range itself is broad. Areas composed of andesite appear blackish-brown to greenish in colour, while the granite areas appear pink or white/grey in colour.

**Passes/Travelling conditions:** passes are infrequent. Where present they are result of glacial erosion of former river valleys. These passes are wide u-shaped valleys that follow anything but a straight line, usually branching outwards as the centre of the mountain range is approached. The length of passes are hard to determine, and they can end rapidly by climbing upward, ending with steep sides all around. This results in the travellers usually being forced to backtrack. Passes that remain broad with little change in elevation, such as the two located near Selenica (notably the King's Road to Karameikos and the Valley pass to Ylaruam), offer the best chances of crossing the range. Rumors claim that the Darokin Tunnel of Rockhome is also such a pass and not a tunnel as its name implies.

Cliff faces are smooth and steep. Landslides are relatively uncommon, except in areas where the rocks appear to have numerous fractures criss-crossing the surface, and occur more often in andestite than in granite.

**Minerals and Mining:** gold, silver and iron ore is present in the southern regions. It is also believed that the Altan Tepes may contain significant copper deposits, although none have been found to date.

Volcanism: only one active volcano is present in Northern Rockhome, near the ruins of Jhyrrad. This is an explosive volcano often spewing ash into the air. Every so often it explodes, sending huge chunks of hot rocks into the air, and hot landslides roar down the side of the mountain wiping out anything in its way.

### **BLACK MOUNTAINS**

**Average Altitude:** 15000'

**Rock Type:** reported as gneiss by previous expeditions

**Age of formation:** unknown

**Formation:** unknown

**Appearance:** is known to contain lots of glaciers.

**Passes/Travelling conditions:** avalanches and earthquakes have been known to affect the area.

**Minerals and Mining:** unknown

**Volcanism:** unknown

### **BLACK PEAK MOUNTAINS**

**Average Altitude:** 4500'

**Rock Type:** basalt

**Age of formation:** unknown

**Formation:** collision of the «southern» region with the coral reefs surrounding the Wendarian Range.

**Appearance:** peaks are ebony in colour and often jagged. Pillow like shapes are often visible in cliffs, as well as numerous tube like caves. The rocks are sharp, with lots of black glass around.

**Passes/Travelling conditions:** passes are usually in the form of narrow chasms, with steep sided walls that may extend hundreds of feet into the air. These passes usually form long lines that gradually become shallower, with their extent being related to the height of the surrounding walls. High pass walls indicate that the pass will continue for quite a distance. Pass walls are solid, but rocks may be knocked loose on rare occasions.

Travellers should be wary of steep slopes as they are usually composed of loose rocks. Avalanches are easily caused by travellers knocking down rocks as they scramble along steep slopes. Falling is not suggested, for the effect would be the same as falling down a hill of broken glass.

Caves are tube-like in form and wind randomly. Elevation changes within caves are generally gradual. Walls are smooth, with the roof showing small stalactites. Cave floors are often littered with broken rocks, but other than that, are quite passable. The caves form a branching pattern, combining with other branches and becoming larger, as one travels inward.

One final warning to travellers... Although the ground may appear solid, thin crusts of rock can easily give way, depending on the travellers weight. The poor victim may fall into a chasm or into a cave, either way they will be cut by the sharp edges of the crust.

**Minerals and Mining:** unknown

**Volcanism:** none

### **BROKEN LANDS**

**Average Altitude:** 10000'

**Rock Type:** sandstone

**Age of formation:** 1700 BC

**Formation:** the Broken Lands are the result of a great explosion, that cracked the land.

**Appearance:** the Broken Lands are high, rocky, and treacherous hills. The area is brownish in colour.

**Passes/Travelling conditions:**

Passes in the area should be frequent due to all the fractures. These passes are usually straight, with steep sided walls that are very prone to rock slides. Two main passes/trails lead through the area following the Streel and Vesubia Rivers.

The Broken Lands are full of caves and tunnels. The caves are usually the result of wind erosion. The walls are smooth and rounded. Tunnels were probably formed by rivers at one time, though most are dry now, and are gently sloping with rounded ceilings. Travellers should beware of abrupt breaks in tunnels. Many tunnels are also blocked off due to collapsed roofs. It is believed that these tunnels existed before the formation of the Broken Lands.



Climbing should be relatively easy in the Broken Lands. Although there are lots of cliff faces, many contain abundant ledges that can be followed. It is also easy to travel from one ledge to another. The traveller should be watchful for unstable ledges that can give way.

The landscape is littered with rock pillars standing on wider bases and smooth curving arches. There are many places to hide. Paths, where they exist, usually follow wide, deep cracks in the land, making it difficult to get off a path in a hurry. Land between paths is difficult to move through, and will require climbing, lots of jumping, effort and time.

**Minerals and Mining:** copper, gold, tin and jade are mined in the area. Most of the copper, gold and jade are found near old river valleys.

**Volcanism:** the area is still volcanically active, as lava has been noted beneath the surface. Minor non-explosive volcanoes are present, occasionally erupting small lava flows composed of basalt.

### COLOSSUS MOUNTAINS

**Average Altitude:** 18500'

**Rock Type:** schist and Marble

**Age of formation:** unknown

**Formation:** collision of southern mountain ranges and the coral reefs and sediments to the south of the Wendarian Mountains.

**Appearance:** the Collosus mountains resemble a series of sheets that have been folded and then thrust into the air, forming steep, smooth cliff faces. The mountain range is dark grey to whitish in colour, appears silver in some areas when the sunlight hits it.

**Passes/Travelling conditions:** there is one known pass which crosses these mountains: Skullhorn Pass. There are also two main river valleys that extend a good distance into the range. Travel is extremely difficult, unless one is following a river valley or pass. There are numerous small streams in the area, as well as many waterfalls, all leading into the larger rivers.

Rocks are smooth, and make climbing very difficult. The threat of landslides is very high, as huge slabs can break off and slide down steep cliff faces with little warning. The exception to this is where marble is located. In these areas the rocks are more rounded, often light in colour, and more stable.

The landscape is beautiful and bands can be seen in the cliffs, where the rocks change from marble to schist and back.

**Minerals and Mining:** quarrying of marble, and mining for minerals such as garnet, sillimanite, and jadeite occur in this region.

**Volcanism:** there is one known active volcano in this range. It is explosive in nature and lately has only erupted ash clouds into the air. It is believed the threat of an all out eruption is nearing and that travellers along Skullhorn Pass should be on alert. A major eruption of this volcano would result in lots of molten rocks being thrown into the air, and an extremely hot rock and gas «landslide» would roar down the side of the volcano, at incredible speeds. This «landslide» would follow the valleys. The «landslide» may even end up extending as far as the settlements of Skullhorn in Bramyra.

### CRUTH MOUNTAINS

**Average Altitude:** 4000'

**Rock Type:** ultramafic and mafic rocks such as: peridotite, hornblende, gabbro, and diabase.

**Age of formation:** unknown

**Formation:** collision of «southern» islands with the reefs and ocean floor to the «south» of the Wendarian Range, resulted in the ocean floor rising up the side of the islands forming the Cruth Mountains.

**Appearance:** the range is black in colour with a distinctive greenish tinge. Mountain tops are rounded in appearance. Landslides are very common in regions where the rocks are soft, and very green, due to weathering.

**Passes/Travelling conditions:** there is one main known pass that crosses the range (the road from Darokin to Shireton). The rocks are soft in many areas and passes are not uncommon. Travelling along the smaller passes is often dangerous, due to the frequency of landslides. Smaller passes can often be blocked by these same landslides.

Caves are extremely infrequent. Where present they are often irregular in shape, and have jagged entrances that are well hidden. The cave floors are littered with broken rocks. Individual caves can on occasion be linked to other caves by tunnels.

Travel is fairly easy if one stays to the beaten path. Climbing for the inexperienced is not recommended, and proves very difficult and time consuming even for the experts. If you must climb it is suggested that you try to find an area where two river valley meet. The slope between the two rivers will be the best method of reaching a ridge. Once one is on a ridge they are broad and easy to follow. The only disadvantage is that they are at a higher altitude, meaning colder weather with higher winds.

**Minerals and Mining:** unknown

**Volcanism:** none known

### **GLANTRIAN ALPS**

**Average Altitude:** 20250'

**Rock Type:** schist and marble

**Age of formation:** unknown

**Formation:** collision of southern mountain ranges and sediments to the south of the Wendarian Mountains.

**Appearance:** the Glantrian Alps are very similar in appearance to the Colossus Mountains. They resemble a series of sheets that have been folded and then thrust into the air, forming steep, smooth cliff faces. The mountain range is dark grey to whitish in colour.

**Passes/Travelling conditions:** there are no commonly known passes through this range. Although it is possible that some may exist. The traveller should assume that passes are scarce to non-existent and that passing through the range will be extremely difficult.

Rocks are smooth, and make climbing very difficult. The threat of landslides is very high, as huge slabs can break off and slide down steep cliff faces with little warning. The exception to this is where marble is located. In these areas the rocks are more rounded, often light in colour, and more stable.

The landscape is beautiful and bands can be seen in the cliffs, where the rocks change from marble to schist and back.

**Minerals and Mining:** marble building stone is quarried in the mountains. Gold and precious gems are mined.

**Volcanism:** the Glantrian Alps contain one active explosive volcano, which occasionally spews ash clouds into the air. No other activity has been noted recently.

### **HARDANGER RANGE**

**Average Altitude:** 10000'

**Rock Type:** limestone and sandstone

**Age of formation:** unknown

**Formation:** the collision of the Makkress Range with the Altan Tepes crushed the sandstone and coral reefs (limestone) in between, forming the Hardanger Range.

**Appearance:** The range is grey and yellow/brown in colour. Peaks are sharp and appear as though a series of sheets were thrust into the air. The region is riddled with huge caverns.

**Passes/Travelling conditions:** the main pass through these mountains is the road from Cinsa-Men-Noo to Castellan. There are no other widely known passes. Although following streams may offer travellers another method of crossing the range, but with the effect that they will have to travel at higher altitudes.

Caverns riddle the range, mainly in the limestone sections of the range. These caverns are huge, and are connected through extensive tunnel systems. The roofs often display stalactites, and stalagmites are present on the floor. Size changes between caverns and tunnels can be abrupt and drastic. Travellers should keep in mind that even though a tunnel starts out large it can rapidly narrow and become impassable.

**Minerals and Mining:** flint is present throughout the range. Limestone is also quarried for building stone.

**Volcanism:** no known volcanoes exist within this range.

### **ICEREACH RANGE**

**Average Altitude:** 14000'

**Rock Type:** gneiss

**Age of formation:** unknown

**Formation:** unknown

**Appearance:** the mountains have been described as tall and hard-edged.

**Passes/Travelling conditions:** unknown

**Minerals and Mining:** iron

**Volcanism:** unknown

### **IERENDI UPLANDS**

**Average Altitude:** 9000'

**Rock Type:** trachyte and alkaline basalt

**Age of formation:** unknown

**Formation:** old volcanoes that formed underwater, were exposed and then recently flooded.

**Appearance:** the mountains are made up of a series of cone shaped volcanoes. The rocks are light grey to greenish (trachyte) and dark grey to black (alkaline basalt) in colour.

**Passes/Travelling conditions:** passes are very abundant in the area. Travellers just have to go around the volcanoes or between them. These attempting this should read the section on volcanism below.

Climbing up volcanoes is tricky due to all the loose rocks on the surface. Falling is not recommended as the rocks contain lots of glass.

**Minerals and Mining:** unknown

**Volcanism:** numerous active volcanoes exist in the Uplands. These volcanoes are usually explosive and therefore very dangerous. Explosive eruption seem to be preceded by huge clouds of ash, spewed into the air. Less explosive lava flows also occur and are usually black in colour. Travellers are warned to stay away from active volcanoes as they can erupt with little warning.

### **MAKKRES RANGE**

**Average Altitude:** 13800'

**Rock Type:** gneiss

**Age of formation:** unknown

**Formation:** unknown

**Appearance:** these mountains have been described as inhospitable and resembling teeth, with no known passes. The mountains are grey, white, black, and light pink in colour.

**Passes/Traveling conditions:** a few important words: INHOSPITABLE, NO KNOWN PASSES, and TEETH, need anyone say more.

The peaks are steep and treacherous. Climbing is nearly impossible. The area is also prone to landslides. If you must travel, stick to the valleys and get a dwarf as a guide. The valleys and the existing roads are the best way of getting through the mountains.

The area is also known to contain numerous tunnels. Once again ask the dwarves.

**Minerals and Mining:** mining of precious metals, and iron ore is common.

**Volcanism:** two active volcanoes are present within the range. Both are explosive in nature. It is assumed that if they were to erupt they could cause significant damage through «landslides» of hot rocks and hot clouds of ash flowing down the mountain side. Recently they have only erupted clouds of ash into the air, nothing more.

### **KURISH MASSIF**

**Average Altitude:** 12500'

**Rock Type:** andesite, sediments, granite, and marlestone

**Age of formation:** unknown

**Formation:** collision of southern mountain ranges and sediments to the south of the Wendarian Mountains.

**Appearance:** the range appears worn down, with lots of passes. Rocks are black, grey, pink, and white in colour.

**Passes/Travelling conditions:** travel is easier than in some of the adjacent ranges, since the Kurish Massif has been worn down for a longer period of time. Passes are frequent and have been widened by glaciers, in broad U-shaped valleys that change little in elevation.

Caves are not very common, except in the marlestone. These caves are not extremely stable and commonly have the roofs collapse inward.

Valley walls are steep and difficult to climb. Rockslides are common along valley walls soon after and during the spring meltdown.

**Minerals and Mining:** unknown, although the mountains should contain numerous ore deposits.

**Volcanism:** one active ash volcano exists. At present the only activity has been ash erupted into the air. Travellers should stay away from the volcano, as it is explosive in nature and can erupt anytime, killing everything in its way.

### **DIAMOND SPURS**

**Average Altitude:** 4500'

**Rock Type:** basalt

**Age of formation:** unknown

**Formation:** old volcanoes that formed underwater, were exposed and then recently flooded.

**Appearance:** the mountains are made up of a series of cone shaped volcanoes. The rocks are dark grey to black in colour with large pink feldspar crystals.

**Passes/Travelling conditions:** travelling is relatively easy if one stays off the cone shaped volcanoes. Volcanoes slopes are not that steep, but the surface is made up of broken pieces of rock that are easily displaced to start landslides. These rocks contain a lot of glass and will cut deeply if someone falls on them.

**Minerals and Mining:** unknown, although metals should be present.

**Volcanism:** the volcanoes are active and explosive in nature. Presently only erupting ash, they can erupt hot chunks of rocks, and glowing ash clouds that can roar down the mountain at incredible speed destroying anything in its path.

### **SILVER SIERRAS**

**Average Altitude:** 17000'

**Rock Type:** phyllite

**Age of formation:** unknown

**Formation:** collision of southern mountain ranges and the sediments to the south of the Wendarian Mountains.

**Appearance:** the range is red to purple and brownish-grey in colour. The peaks are jagged, as though a series of sheets were thrust up into the air.

**Passes/Travelling conditions:** passes are infrequent and travelling is difficult. Cliffs are steep and smooth offering few handholds. Deep valleys are U-shapes and probably had rivers flowing through them before the glaciers moved in. Shallower V-shaped valleys also exist, but do not make good passes, since they rise quickly.

Caves are present, but not very large in extent.

Travellers should be aware that huge slabs are commonly knocked loose by earthquakes, and slide down the steep cliff faces. Mudslides are also common in the area, especially after spring runoff.

**Minerals and Mining:** precious gemstones, silver, coal, sulphur, are rare ores are mined from the region.

**Volcanism:** no known active volcanoes are present within this range.

### **WENDARIAN RANGE:**

**Average Altitude:** 11300'

**Rock Type:** gneiss

**Age of formation:** unknown

**Formation:** unknown

**Appearance:** the range is worn down with valleys and passes frequent. The rocks are pink, grey, white, and black in colour. Veins cross-cut most areas within the range.

**Passes/Travelling conditions:** passes and valleys are frequent, making travel easy. The valleys are broad U-shaped due to erosion by glaciers.

Travellers should stay away from valley walls soon after the snow melts, since the cliffs may be unstable and landslides are frequent.

**Minerals and Mining:** unknown. Although numerous veins cross-cut the area, it is not known whether they contain any mineralization. Gold and precious metals should be present within the area.

**Volcanism:** one active ash volcano is present, but not much is known about it. It is assumed to be explosive in nature, and travellers should beware.