

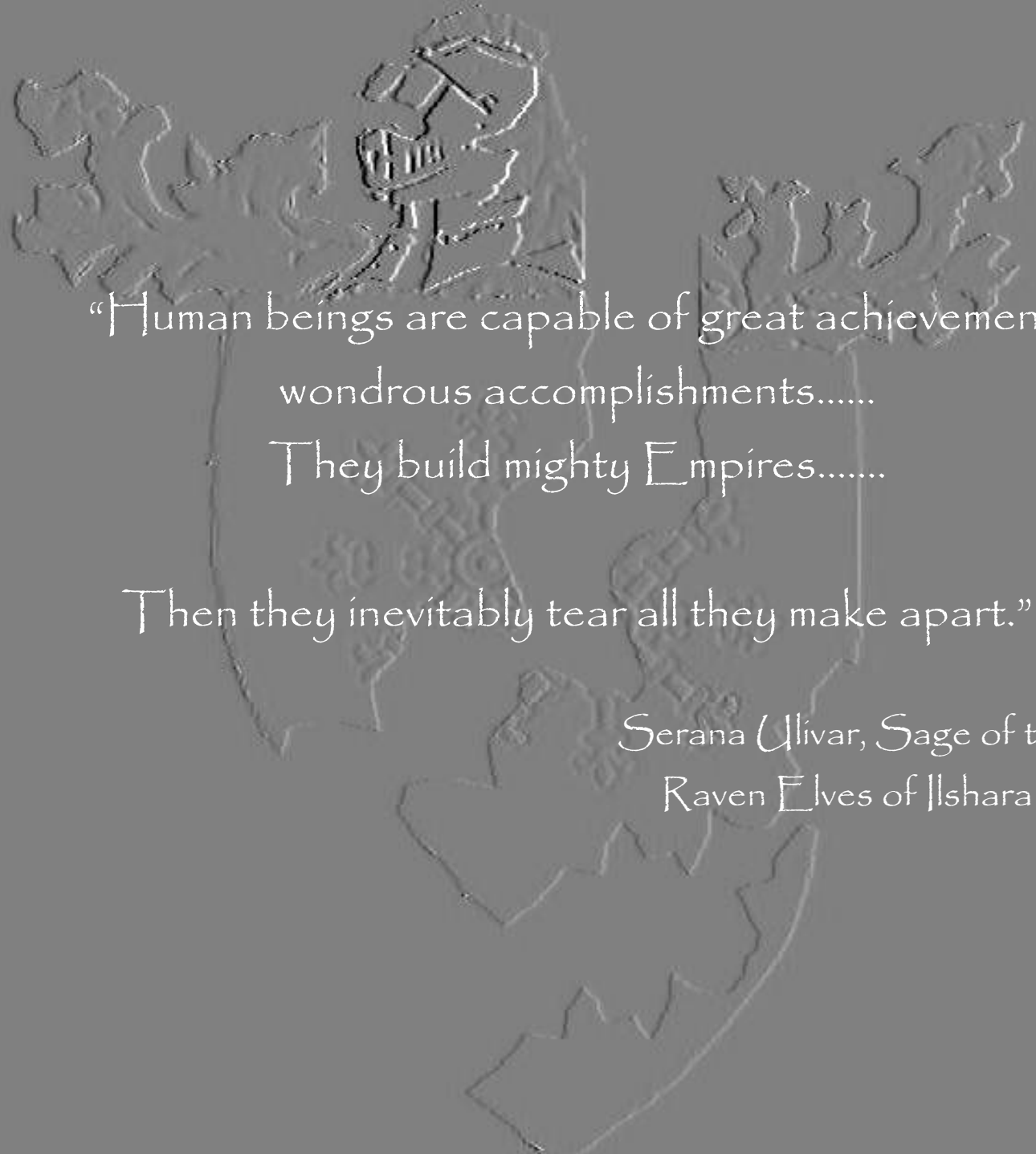
Exile



A Fantasy World Campaign Setting

by

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“Human beings are capable of great achievement,
wondrous accomplishments.....
They build mighty Empires.....

Then they inevitably tear all they make apart.”

Serana Ullivar, Sage of the
Raven Elves of Ilshara

Broken Crest of the Empire of Xanadar



Introduction

Welcome to the World of Mystika, and to the Realms of Ilshara, the Lands of Exile! This is a Fantasy Campaign Setting designed to work with any Fantasy RPG, and as such the material presented here is kept as edition-neutral as possible to allow for its portability into the game of your choice! The information given within this setting is left as generalized in terms of game design as possible, not only to allow for its easy adaptation, but also to encourage the individual game masters to make the world their own in terms of the fine print of adventuring. Thus, what you will find within are the broad strokes on the canvas – the essential information on geography, history, religion and politics in the Lands of Exile, along with a smattering of important figures and possible NPCs. The details as to how any individual, group or even country of Ilshara might play in a campaign are left to the imagination of those who play it.

Another goal of this setting was to return to the basics of a campaign setting – to give enough regions and areas of exploration without overloading the GM or player with too much info, thus allowing for truly creative adventures without the baggage of too many pre-existing characters and storylines that must be checked with and understood before play begins. In this way, my goal was to return to the spirit of Gary Gygax, to whose memory I respectfully dedicate this work, and to the feel and intent of Fantasy worlds with which I grew up. I also believe the best settings concentrate on the adventurers themselves, and far too many endeavors introduce deities as active participants in the world or super-human NPCs controlling the destinies of the players. You will find none of those over-powered conditions here. The Gods of Mystika are just that, Gods who created the world and represent the various desires and inclinations of the peoples of the world, but do not meddle or even appear to mortals. You will not find, even historically, deistic interventions (except in the mythologies of some of the lands) or amazing *deus ex machinas* from the divine or their “chosen” high-level characters. Indeed, in the spirit of a return to a slower game evolution as represented in classic editions of the game, there are few high-level characters running around at all – as it is assumed it takes enormous adventuring effort (and a good deal of luck!) to ascend to such lofty heights.

I have also wanted to create a world, which while faithful to the ideals of the basic medieval setting as described, offers a new twist for RPG games. Ilshara is different in that it is a world where a central question has arisen – “Are humans possibly the source of all that is evil and malign in the world?” Do humans, even through noble actions or intents, upset the balance between chaos and order, and as such help create through their expansions and achievements an evolutionary response of the world which creates the very evil many humans wish to conquer? Is the difference between “good” and “evil” not as far as one might think, merely being a function of desire and intent? Before humans were forced to Ilshara, they brought great destruction and folly to their previous lands. They may have brought that folly with them. The balance of the world between chaos and order, evil and good has certainly been upset, and many feel it is the nature of mankind, with its ingenuity, creativity and will to impose its culture that has created this imbalance.

So come with us to the Halfling lands of Aloria, to the Halls of the Horselords of Tygrath, or even to the dangerously evil Barony of Slar! I hope you enjoy this setting as much as I have enjoyed its creation.

John William Wright

28 March, 2008



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Part I – Notes on the World of Mystika

Mystika is a rather large world, actually comprising a mass about 30% larger than Earth. As such, it has numerous land masses and regions, the great majority of which lie outside the scope of this setting. Indeed, even the mythical lands of Setaar or Athgar reside in the same hemisphere as Ilshara, and even the legends do not refer to what lands may lie on the opposite side of the world. As such, the individual GM is free to interpret and develop other areas of Mystika as they choose, either designing them or possibly even adapting other pre-existing settings and placing them onto the unknown regions of the World of Mystika.

Within the scope of the Lands of Exile campaign setting, only one major land mass is detailed – the continent of Ilshara, with a very small portion of a larger southern continent known as Arboria and a northern sub-continent known as Friggia. Ilshara is located above the equator in the northern hemisphere of the planet, and due to Mystika's rather unique frozen rotation (it rotates exactly on a true N/S axis) and its elliptical orbit around its sun, the weather patterns of this world remain fairly constant and unchanging.

Several mythical lands outside of Ilshara are mentioned in Part III – The History of Ilshara. The arrangement of and details of these lands are left vague and undefined, and are only referred to up till the point of contact (by migration and exile) ends further contact with the peoples of Ilshara and their former lands – i.e. what is stated here would only coincide with what folklore and some scattered written records might indicate by a people long removed from such distant regions. These land masses are as follows:

Athgar – The land of origin for the Zarthani humans. Athgar lies approximately 1400-1500 miles across the sea east of Ilshara. Once home to the powerful Empire of Zarthos, the humans of this land fled across the sea to Ilshara following the unleashing of Dragonkind by the Sythgar in an attempt to wipe out their Zarthon enemies, an event triggered by the use of all-too powerful Dragon Orbs by the Dark Lord of the Sythgar. In the end the Dragons destroyed the cities and lands of not just the Zarthani, but the Sythgar who invoked their power as well.

Setaar and Aziak – Two land masses approximately 1200 miles to the West/South West of Ilshara. Setaar is the homeland of the Syak peoples, who formed the great and mighty Celestial Kingdom. The adjoining sub-continent, known as Aziak, was home to a branch of humans quite similar to the Syak, the Aziaks, a war-like people constantly in conflict with the Syak. The exiles who came to Ilshara were banished

at the start of the Fourth Dynasty of the Celestial Kingdom. Further events in those lands remain unknown, and indeed the physical existence of these realms remains now only a fairy tale even to the most culturally aware Syak in Ilshara today.

Arboria – While a small portion of the northern coastline of this great central and southern continent are connected to and known of by the peoples of Ilshara, especially in the Menthaki legends of old, the vast Empires and Kingdoms that once commanded much of the northern half of the continent are mere memories today. What other civilizations existed or still exist in other parts of the vast jungle-covered continent remain a mystery.

Friggia – The frozen wastes of the northern sub-continent are, for the most part, unexplored, as the only truly accessible regions are the coastal lands that come close to Ilshara. Tales hint at both terrifying and wondrous regions beyond the Frozen Peaks, but to date these remain mainly attributed to fanciful speculation and children's fantasy.

Notes on the Unique Aspects of Ilshara

What sets Ilshara apart from other medieval-oriented world settings? The first is tied to the name of the campaign setting – “Lands of Exile.” In this world, humans are late-comers to the continent of Ilshara, and the branches of humanity that have come to these lands have done so through great folly in other realms (as mentioned above). Even the Baku, whose past we know little about, certainly had to exist elsewhere before settling in central Ilshara. These humans did not throw off the folly and evil of their pasts, however, bringing it with them (in the form of the Sythgar, racial superiority traits, greed and avarice). Even noble concepts of “righteousness” often make humans arrogant. Because of this, and because of the human appearance of the evil Mordan who seduced the Elves and Dwarves eons ago, the demi-humans of the world view mankind as interlopers who have “brought evil” to the world. Even the younger races of Halflings and Gnomes, who in actuality appeared after the human exiles arrived, now share this view to a great extent. Thus, even where relations are good, there is always the lingering suspicion between the demi-human races and men. Most humanoid races have experienced cultural and alignment developments as an evolutionary response to the presence of humans in their lands.



The second aspect that is unique to Ilshara is a subtle long-term change in the view of religion and the Gods. Unlike other settings, religion and divine magic are somewhat devalued. Many in the world are secularized, having lost faith in a pantheon of Gods that has been, for the most part, very hands off on the affairs of the world. As such, while divine magic exists and the Gods certainly have their adherents and practitioners, there are many religious devotions which are “ordinary,” or mundane – i.e. worship with no literal connection to divine power. Many churches and temples, although dedicated to real Gods, are temporal in their practices. Thus, the certainty that one can step into a Temple of Zar and receive actual healing is not always guaranteed.

One reason for this devaluation is that humans are looking toward their own intellect and inventiveness to overcome the problems and challenges of the world. This is doubly reflected in the very recent discovery that some living beings have the strength and intellect to control their own “Power of the Mind,” giving through the study and meditation of mental clarity and focus the ability to perform seemingly magical actions through the power of thought. For generations this “Power of the Mind” remained a secret known only to and manipulated by the Dark Lords of the Sythgar, but in the last few centuries other individuals have begun to discover this power. More details on the “Power of the Mind” will be given in Part VIII – Adventuring in Ilshara.

Part II – Ilshara Calendar and Dating

Dating references in this work will most often refer to B.C.E or C.E. in calendar years, meaning “Before the Common Era” and “in the Common Era.” The Common Era is accepted as the date of the Proclamation of Empire in Xanadar, and begins with 1 C.E. All races and branches of humanity of course have their own calendars and methods for dating. Luckily for both the peoples of Ilshara and those campaigning in this setting, all but three races use just about even methods for establishing years, based on the solar cycle and the seasons. Only the Elves (whose cycle is based on the Moon Lantari), the Gnomes, and the Syak humans have slightly varied calculations of a standard year. The comparison to the common understanding of “a year” (which corresponds to 360 days of 25 hours each day) is as follows:

Gnomish “year” = .92 years in conversion to Common Era dating
Elvish “year” = 1.68 years in conversion
Syak “year” = 1.25 years in conversion

Calendar conversion in reference to Common Era (base chart):

C.E.	Elf	Dwarf	Syak	Baku	Menthaki	Halfling	Gnome
1	3,327	4,010	1,272	5,077	2,391	788	966
-100	3,267	3,910	1,192	4,977	2,291	688	857
75	3,371	4,085	1,332	5,152	2,466	863	1,047
1137	4,003	5,147	2,181	6,214	3,528	1,925	2,201

* This last represents the calendar year of the present day at the base start of the Lands of Exile Campaign Setting.

* One of the interesting discrepancies amidst dating lies in the fact that the Baku calendar is actually the oldest of the Human races, despite the fact that by all appearances they are the most recent to develop as a culture. There is much speculation that the Baku actually thrived as a forgotten advanced civilization elsewhere before settling Ilshara, although beyond the calendar there is no folklore or even mythology to indicate this. More on the Baku origins will be found in Part IV – The Peoples of Ilshara.

Division of Time During the Common Year – The Six “Seasons”

The terminology used to describe division of the year is almost universally adapted from the Zarthani “Six seasons.” Other races and branches of humanity might have differing methodology, but this is left up to the GM and individual game to develop if so desired. The “Six Seasons” are of 60 days each, and as such are referred to as “the 21st day of...” or “the 48th day of...” Thus, each “season” is also divided into ten “weeks” of 6 days each, with each day named regionally or by culture, usually referring to a deity who is celebrated on that day, or sometimes in reference to a particular cultural activity associated with the day (“rest day” or even “wash day”). The Common Six Seasons are:

Aferfrost – Beginning with the start of each new year.

Springfest – Period leading into spring and the growing season.

Growfar – The two months in which growing begins.

Altherthyme – The over-summer period.

Windmarch – Fall.

Reckoning (also referred to regionally as EnterFrost) – The start of winter.



Part III ~ The History of Ilshara

Included herein is a brief overview of the history of the peoples of Ilshara. It is intended to give as complete a picture without encumbering the GM with too much "canon" in the Campaign Setting. The initial description of pre-mortal events is given according to the dominant Zar-thani legend, although many other cultures share similarities in legend (and indeed corresponding pantheons in several cases – as will be discussed later in the section on Religion and Deities). It is hoped that this history will be a rich and well-rounded foundation for adventures set in the current year, 1137 C.E. and beyond.

Pre-History: Legends of the Gods

It is said that the Father of all Gods, Zar, brought the Universe into being many, many millennia ago. His fellow gods and he set about to create races of "children," each seeking to influence their place in existence in relationship to Chaos, Order and Balance. The first beings brought into existence were the so-called "immortals" of the heavens, the Archons (Order), Solitars (Chaos) and Quintari (Balance). At first these beings are said to have aided the gods in the creation of the stars, the planets, and the very land of the earth. They were given dominion over the planes of existence and tasked with the shaping of the material world. Unfortunately, the keepers of Order and of Chaos could not reconcile their desires, and so the War of the Heavens began between the Archons and the Solitars. Even as Zar and the Gods watched, these immortals fought amidst each other with the very worlds they had created as weapons, hurling planets as a Halfling does a stone in great hatred against one another. Finally, with the aid of the Quintari, the Archons and the Solitars were reigned in and banished forever to planes of existence far from the material world. While the Gods celebrated a return to balance in the Universe, and rewarded the Quintari, they agreed never again to create "children" so powerful or immortal as before.

History Begins – The Awakening of the Major Races

15,000-10,000 B.C.E.

During this period all the major races and creatures first appear in the World of Mystika, save for the Halflings and Gnomes who 1st appear 8 millennia later. The first to appear are the Elves, followed by the Dwarves, then the Humans. Each culture has its own mythology about the "awakening" of their race (the Zarthani legend states that Zar placed man in the Garden of Brathe, the Dwarves believe Stor shaped

Ukon Ur, the 1st Dwarf, out of stone and breathed upon him). Regardless of legend and of belief, little is known of the early society of any of these, other than Humans appeared on nearly every continent, the Elves on Ilshara alone, and Dwarves in Ilshara and Athgar. How widespread the distribution of other creatures and races is unknown, as reference to them historically seems isolated to the history of Ilshara. Near the end of this period Chalosz, the Greater God of Chaos, sought to challenge the young mortal races by presenting foes that would constantly shake the balance of nature. As a result, the Chromatic Dragons came into being. Angered at the actions of Chalosz, Zar and Kalar arose the Metallic Dragons to balance the Chromatics. The presence of these powerful creatures undoubtedly slowed the progression towards civilization, especially amongst the humans.

10,000-5,000 B.C.E.

During this era the first true civilizations emerge. The Grey Elves are the first to truly establish their culture, founding Kingdoms in the Raven Wood and Star Woods of Ilshara. Their calendar and recorded history begins around 5590 B.C.E. Dwarves begin establishing subterranean cities, and humans begin domestication of animals and develop agriculture along river valleys on all the continents.

The Baku calendar begins in 5077 B.C.E., interesting to note because it will be another 2,500 years before the earliest tribal Baku begin their settling of Ilshara. Some mystifying ruins and artifacts recently discovered in the Spine Ridges and the Empty steps have led some to speculate that an advanced Baku civilization did exist in the NW part of the continent, but the Grey Elves (who do have good records dating back to this era) have no memory of such a realm. More fanciful recent speculation suggests the Baku emerged as a powerful and technologically advanced nation on a mythical land known as Atalantar, which suffered some terrifying calamity that sunk the entire land and sent the Baku as a broken race into exile on Ilshara.

The Age of Civilization – Recorded History of the Peoples of Ilshara

4,000 B.C.E. – Roughly at this time the Four Kingdoms of the Dwarves emerge in Ilshara, in the Western Mountains known today as the Markers, the Draconis Ranges, and the Barrier Peaks.

3,750 B.C.E. – Around this date the Elves become the 1st race to discover magic.

3,500-3,000 B.C.E. – It is said that powerful Dragons ruled Athgar and dominated the Humans there, with both the early Zarthani and Sythgar serving as slaves to the mighty



serpents of the sky.

3,000-2,800 B.C.E. - Humans in Arboria, the Ventaki (forerunners of the Menthaki and Char) coalesce into mighty city states in the central jungles.

In the lands of Setaar the Syak form the Celestial Kingdom (1st Dynasty), make war on the neighboring Aziaks.

In Athgar, the Zarthani are said to have defeated their Dragon overlords and arise as the dominant culture of the land. The Empire of Zarthos is founded in 2,873 B.C.E.

2,750-2,500 B.C.E. - In Ilshara, the first recorded history of the Baku (as we know it) begins. Baku tribes emerge and flourish in the Xan and El river valleys.

The Empire of Zarthos continues to expand in Athgar. The Emperor Dymeter founds the Knights of Varpar in 2,662 B.C.E. as defenders of the Empire.

The 2nd (Great) Dynasty of the Celestial Kingdom emerges around 2,550 B.C.E.

The height of the Ventaki civilization in central and north central Arboria flourishes at this time.

2,500-2,400 B.C.E. - The Baku encounter the Elves of Ilshara, learning magic from the Olven folk.

Dragons drive the Dwarves from their homes, destroying the Dwarven cities in what are now the Draconis Peaks, and beginning the Dwarven migrations north and east.

Around 2,492 B.C.E., the Unknown Catastrophe strikes the Ventaki of Arboria. Whatever this catastrophe was is lost to knowledge now, but in less than a year's time every major city and population was destroyed or abandoned. Scattered survivors move north, eventually establishing the Menthaki civilization a century later on the northern coast, while others develop as the Char, also moving to the coast but in the NW instead.

2,391 B.C.E. - Formal establishment of the Menthaki Kingdom around the Vol region of NE Arboria.

2,350-2,250 B.C.E. - At some point during this 100-year period, two events occur which will spark great turmoil for the peoples of the world.

In Ilshara, a strange and powerful being proclaiming himself to be Mordan the Wise appears, approaching the Dwarves and the Elves and offering to share "great knowledge" and magical power in exchange for the aid in creating great

artifacts of power. Some whisper that amongst these were the fearsome Dragon Orbs. While Human in appearance, Mordan was certainly not - in fact as the ages passed it seemed he was virtually immortal, harkening some to fear that an Archon, Solitar or Quintari of legend had come to Mystika.

In Athgar the Empire of Zarthos reaches it's height. As it expands, it encounters for the 1st time the other major race of that continent - the Sythgar, only more recently free of the Dragon lords and quite pliable and servile in their attitudes, despite being fierce warriors. An illicit slave trade begins amidst the less reputable houses of Zarthos, eventually embittering the Sythgar.

2,228 B.C.E. - After almost two centuries of migration and wandering, a new Dwarven Kingdom is finally established in the Ziggurat - Zanatas-Ur. It is said Mordan played a role in helping establish the Dwarves in their new Kingdom.

2,200-2,000 B.C.E. - Halflings and Gnomes appear for the first time on Ilshara, settling amidst the Baku in the El river valley. No one knows where they come from, and at this early date neither have a written language or tradition of records. It will be another millennium before either begin "recorded" civilization, with the start of the Halfling calendar and records in 788 B.C.E. and the Gnomes in 889 B.C.E.

2,157-2,148 B.C.E. - Nine years of civil strife known as the Turmoil of the Elves erupts amidst the Raven Elves of the West, culminating in the defeat of several Elven clans that embrace evil. These Elves are banished from Ravenclaw and journey in exile to the NE. Scorned by the light and believing themselves destined to rule a world of shadow, these exiles enter The Depths of Ilshara through passages under the Markers.

2,090-2,020 B.C.E. - The Third Dynasty takes power in the Celestial Kingdom. The Syak finally defeat the Aziaks and assimilate much of that culture into their own as a sub-class. Some Noble families begin to argue for the extermination of the Aziaks altogether.

During this same period Menthaki settlers begin crossing the Straights, settling in Reboria, the Isles of Hunovia, and Samarkand.

2,008 B.C.E. - The Empire of the Char emerges in northern Arboria.

2,000-1,990 B.C.E. - Mordan reveals his evil nature, attempting to enslave the Dwarf Kingdom at Zanatas-Ur. The Dwarves resist Mordan, and succeed in repelling him even



when he summons Dragons to assault the Kingdom.

The Elves soon learn of Mordan's true nature as well, and blame the Dwarves for not warning them of his treachery. It is discovered that Mordan was also behind the Turmoil of the Elves. He is banished in 1,990 from all Elven lands and he flees the Star Woods to the lands of Gol in the north, enslaving the wicked primitive Baku tribes and humanoids who live there.

1,950 B.C.E. – Mordan appears to the leaders of the Baku kingdoms in central Ilshara, fanning jealousy of the Dwarves and Elves and promising great power and riches. The greed of many of the Baku causes them to accept his dominion and the three most powerful of the Baku realms begin devotion to him. Baku who reject this path flee the heartlands, migrating west into the Mendos river valley, settling the upper plains (modern Makistan).

1,948-1,946 B.C.E. – Mordan raises a great Horde of Darkness with his Baku and humanoid servants. The Halflings and the Gnomes are the first targets of his wrath, as he drives them from the El river valley, killing many of both kin. Fleeing the Horde, the now homeless Halflings and Gnomes begin their wanderings.

In 1,947 the Horde turns its attention to the Elves and Dwarves. A Baku war wizard named Slar is chosen by Mordan to be his war leader. Slar leads the Horde first into the Dantredun Forrest, killing many Wood Elves and enslaving the rest. Over the next year the Horde and Mordan slaughter many thousands of Humans and Elves. In 1,946 B.C.E. the Horde moves toward Zanatas-Ur, intending to repay the Dwarves for their earlier victory over Mordan.

It is at this time that the Oligarchs first appear on Ilshara, visiting the Grey Elves and the Dwarves. They reveal that Mordan is of "their kind," and not of this world. Who or what the Oligarchs are remains a mystery to this day, but some whisper they are Quintari who chose to become mortal (although if so their mortality seems very long) to fight Mordan before he upset the balance of the races. If so, it appears to be the only time that greater beings interfered directly with the history of Ilshara. The Oligarchs give power and weapons to the Dwarves, Elves and resisting Baku of the lands north of Lake Elos, and on the 18th Day of Springfest (by modern calendar reckoning) this combined army met the Horde in the hills just SE of the Ziggarrut. The Horde is defeated, and Slar abandons his command and flees into the cold woods & marshes of the NE coast. The Oligarchs seize Mordan as he tries to flee, and imprison him in the Cave of No Time or Place in the Spires of Samarkand. The Oligarchs, now mortal, remove themselves from the affairs of Ilshara

and take Samarkand as their protective realm. A small mixture of Baku and Methanki living on the island embrace the Oligarchs as their leaders, and found Solaris as the Oligarchs build their six towers of Wizardry.

Castle Keep is founded on the site of the great battle, and Lord Atamos becomes its first Lord.

Among the artifacts seized are the Dragon Orbs. Unable to destroy them by mortal means, the Oligarchs decide to send them overseas to keep them far from even the imprisoned Mordan.

1,945-1,900 B.C.E. – The Baku Kingdoms dissolve into many fiefdoms, baronies and duchies throughout Ilshara. Paranoia and distrust of Baku who swore fealty to Mordan causes many purges and uprisings. At the same time the Black Plague sweeps the heartlands. The Baku lose many of their people and much of the civilization they had before the arrival of Mordan, becoming superstitious and highly over-reactive (except for the Baku who have settled in the West). Refugees, both Baku and Gnome, settle along the west side of the Bay of Gulthani, founding towns that are today part of the Trader's Coast. Other Baku move even farther south, mixing with the Menthaki in Reboria.

1,880-1,800 B.C.E. – Several events lead to the downfall of the Menthaki Kingdom in NE Arboria. A period of several decades sees famine and disease sweep the lands, monsters out of the southern jungles begin more earnest assaults on the Menthaki cities, and finally a long-dormant volcano (dubbed later Mt. Doom for its death knell of the Menthaki) erupts in the Vol Mountains in 1,810. By 1,800 only scattered Menthaki tribes remain in Arboria. Many survivors flee to Reboria, Hunovia and the large Island to the east, settling the Western half of what is now Kalistax/Praxis.

A large group of wandering Halflings settle Aloria, asking for the permission of the nearby Grey Elves of Ravenclar before doing so. The Elves like the Halflings, and work quietly to protect Aloria over the next few centuries.

1,750-1,700 B.C.E. – In Athgar, the Empire of Zarthos has reigned for over a millennium, and the powerful Knights of Varpar have been their protectors of justice. Seafaring technology has developed and Zarthani settlers have begun to sell west over the Great Sea, settling on the Zarthon Archipelago, the Mal Peninsula, and on the eastern side of the large island of Kalos, founding what will become the Kingdom of Kalistax.

1,700-1,680 B.C.E. – Settlers from the Empire of Char discover the verdant Dralhti river valley amidst the deserts of



southwest Ilshara, and form the Kingdom of the Sun.

1,654 B.C.E. - The Beginning of the Age of Sorrows in Athgar. Several Varpar Knights, led by the powerful and charismatic Lord Arathon, turn to darkness and lead a revolt against the Emperor. The revolt is put down, and Arathon is exiled with his remaining followers, but hereafter the Empire of Zarthos enters a period of steady decline as provinces break away and incompetent Emperors take the throne.

Lord Arathon leads his fallen Varpar to the lands of the Sythgar, and quickly enslaves the pliable warriors, making his exiles Lords of the Sythgar and naming himself Dark Lord.

1,650-1,600 B.C.E. - The Empire of Char comes to an end, with all its cities and wonders mysteriously abandoned over a 50-year period with only scattered Char Tribes remaining. Legends in the Kingdom of the Sun and Menthaki overseas begin to whisper of a nameless curse that drove their races from Arboria, and apocalyptic cults emerge which tell of "great sin" once committed by the Ventaki that has forever earned the enmity of the Gods.

1,595-1,590 B.C.E. - Civil War erupts among the Syak in the Celestial Kingdom. Noble houses committed to the extermination of all non-Syak attempt to seize power, and a 5-year war ensues. Ultimately these Syak are defeated and exiled, and the Fourth Dynasty takes power, proclaiming a new era of the Kingdom and restarting the Syak calendar. The exiled Syak will also adopt this year as the start of a new calendar, marking their start back towards their "destiny." The exiles leave the shores of Setaar, striking out east over the Endless Sea, never to be heard from in Setaar again. This ends the last known contact with these lands.

1,589 B.C.E. - Syak exiles settle the Island of Wind and the Mendos river valley. The inhabitants of Windmar accept a new life and vow not to threaten others again, but the stalwart Syak who settle on land maintain their belief in their racial superiority and immediately move to suppress others they encounter.

1,585-1,575 B.C.E. - The Syak exiles almost immediately earn the anger of both the Elves of Ravenclar and the Halflings of Aloria. The Elves defeat the Syak when they attempt to invade Ravenclar, and the bulk of the exiles are again banished. Some remain and swear to never threaten others if they can farm the valley. The other Syaks first cross into the Baku lands of Makistan, by now a Duchy, and settle there. Within two years, the Baku are forced to fight them as they try to usurp the land and the Syak are again on the move. This time they cross into the El valley, but diminished from 8 years of strife cannot challenge the Baku lands there, so they

turn north and cross into the Empty steppes. The most militant found Syakar in 1,576 while others continue north and found Cathos a year later.

1,550-1,500 B.C.E. - Mixed Baku/Methanki peoples and some of the wandering Gnomes settle the Graff lands north of Reboria.

1,500-1,400 B.C.E. - The Century of Peace and Prosperity. Baku settlers begin exploring the Pack Isles of the Frozen sea, some heartier Baku settling the largest isle where their descendants, the Baku Mori, thrive to this day. More Zarthani settlers arrive, founding Malystare and beginning to press into the east-central heartlands. They begin displacing Baku, and intermingling as well.

1,400-1,000 B.C.E. - The Sythgar Wars in Athgar. The current Dark Lord Ryloth, heir to the wicked tradition of Arathon, fights several wars between 1,400 and 1,375. Later Sythgar seize many of the breakaway provinces of Zarthos, and between 1,200 and 1,000 the Sythgar wage non-stop war on their hated Zarthani enemies. The 400 year period sees drastic decline in the Empire's power.

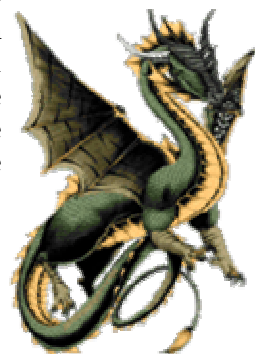
Worst of all, the last campaign of 1,012 to 1,004 finds the Sythgar Lord Krogan seizing many artifacts from Zarthos, among them the Dragon Orbs, secreted here many centuries before by the Oligarchs of Ilshara. It will take the Sythgar nearly two centuries to decipher the secrets and workings of the Orbs, but when they do it will be calamitous.

980-900 B.C.E. - Dwarves settle the Dwaro-Delve. Gnomes find more permanent homes near Lake Atamos, along the Star River, and in Graffspere.

875 B.C.E. - The Free City of Nevara Setalix founded. In the same year Baku from Makistan move further west and mingle with Syak still in the Mendos valley. Mendar will form slowly over the next century, although no definitive date for the nation's founding is every proclaimed.

875-810 B.C.E. - Zathani continue to swell in eastern Ilshara, pushing the Baku into the central regions. Several strong groups, led by a clan known as Tygrath, join forces and fortify the eastern lands of the El. The Baku-Tygrathi begin cultivating the horses for which they will become known.

806-802 B.C.E. - The final Sythgar War and the Draconic Apocalypse. Dark Lord Magar Corune leads an all-out





war to destroy Zarthos. The incompetent Emperor Gladimarcus in an irrational moment orders his wizards to call down elemental powers on the Sythgar, killing hundreds of thousands. The Lords of the Sythgar and Magar decide to use the Dragon Orbs to summon Draconic fury on Zarthos, but not fully understanding the Orbs' powers summon nearly every Chromatic Dragon on the planet. In 802 the Empire of Zarthos is literally obliterated by hundreds of Dragons. As Lord Magar is about to celebrate with his Lords, however, they too are assaulted by the vast flight of Dragons. In the end the Sythgar are also decimated, and many of the Dragons take up the lands as their new home

Thousands of Zarthani flee Athgar, sailing into the west as they watch the continent burn and die behind them. These thousands of exiles will create an enormous influx of Zarthani between 800 and 750 in Ilshara.

Unbeknownst to the Zarthani, one Sythgar Lord, Draven, has managed to join the refugees, and after arriving in Malystare sets out to seek new opportunities to restore the Sythgar.

The Age of Exile

799-790 B.C.E. - The wanderings of Dark Lord Draven, where he learns of the history of Ilshara and learns of Mordan. He travels to the Barony of Slar, and after much subterfuge and scheming gets hold of Slar's writings and books. He learns where Mordan is held prisoner. During this time Draven takes on an apprentice, Sharine Dovani, a half-Elf exile from the Star Woods.

789 B.C.E. - The Kingdom of Kalistax founded. The Menthaki and Zarthani mix on the western side eventually form the Republic of Praxis in 707 B.C.E.

795 B.C.E. - The Grand Duchy of Makistan proclaimed.

790-750 B.C.E. - The Zarthani Kingdoms in exile form in east-central Ilshara. Xanadar founded in 772.

778 B.C.E. - After many years of study and planning, Lord Draven infiltrates Samarkand and breaches the Spires, releasing Mordan from his prison. While Draven was expecting the evil one would help him restore the Sythgar, Mordan instead simply slays Draven, takes his Sythgar artifacts and returns to Gol. Meanwhile, Dark Lord Sharine goes into hiding, taking her own apprentice and swearing to continue the legacy of the Sythgar.

765-762 B.C.E. - Mordan again raises an army, and this time incites the Zarthani who do not know him to harass the Star Woods and the Grey Elves to distract them as he attacks.

Over three years, Mordan makes three attempts to breach the woods and the Elven realm. Finally, in 762, when it looks like he might overcome the Elves, the Oligarchs appear again and seize Mordan, again spiriting him to his prison in the Spires. As his armies collapse, one of his generals, Zor, takes a mixed band of Zarthani, Baku and humanoids and settles the coast north west of the Great Forrest. Shortly thereafter, several Zarthani clans devoted to the "Faith of the Land" settle Orn Land.

750-600 B.C.E. - The quiet years. Zarthani Kingdoms continue to expand and grow, and Baku are forced more to the fringes of the land they once dominated, but very little turmoil or conflict occurs.

580 B.C.E. - The Zarthani form the Grand Republic of Xanadar, encompassing most of eastern Ilshara and ranging to the Tygrath border in the west. The Republic will grow and prosper over the next 500 years. In 440 the Knights of Xanadar are founded. The Republic will negotiate a treaty of autonomy and independence with the Dwarves at Dwaro-Delve that will never be broken, even in the more decrepit days of Empire yet to come.

449 B.C.E. - As if all early travails weren't enough to convince many that the Menthaki/Char cultures were cursed, in this year people of Reboria look up to see a large burning object slam from the sky, striking dead center in the heart of the realm over the Rebor River. The devastation was enormous, turning the fertile lands to waste and leaving a massive rift in the middle of the nation. Almost all cities and most of the people living in Reboria were killed in the combination fire-storm and sand-storm, and the rest of Ilshara experienced the effects as well as the impact sent dust and ash into the air that clogged the skies over 2/3 of the continent for over a month. Naturally many assumed this was some "divine" retribution for the whispered secret sin of the Ventak and Menthaki. The few survivors of this event settle in Graffspere or along the Trader's Coast.

400-150 B.C.E. - The Great Republic of Xanadar spreads west, encompassing through the Treaty of Marz the Dush River Kingdoms, then adding the Tygrath Lands, the Wood Elves and denizens of the Great Forrest, and the Welterlands settled by Zor during Mordan's last assault (although these harsh northern lands will always prove unsettled and a site of rebelliousness). In 178 B.C.E. the fiefdoms around Lake Elos join the Republic, and Zarthani begin intermingling in the cities and towns here. Castle Keep annexed by the Republic in 155, as are the lands west of the El all the way to the Markers.



148-140 B.C.E. – The Syak War in NW Ilshara. Two competing groups, isolated from the rest of Ilshara, war with each other. The people of Syakar seek to subjugate their cousins in Cashani. The Cashani, hardened and having grown larger and heartier by their rough climate, defeat the southern Syak finally at the Battle of the Cold Desert. The Syak Kingdom declares itself the Imperium, and begins to seek other ways beyond direct force to subvert and conquer all in the name of their “superior” race. Syak adventurers begin finding ancient unexplained Baku ruins and artifacts throughout the Empty Steppes and the Spine Ridge area.

138 B.C.E. – The Grand Republic annexes the Trader cities of Trajanar and Tendos Bay along the Trader’s Coast.

100 B.C.E. – At about this time the great White Dragon Krystar takes up residence on one of the Pack Isles, quickly assuming dominance over the Baku Mori and Noman cultures of the Isles and harassing and raiding inland into the Great Forrest along with 4 lesser Whites that serve her.

The Knights of Valor are formed in the Grand Duchy of Makistan.

90-10 B.C.E. – Growing troubles in the West with the Welterlands, threats from Krystar, and stubborn independent movements in the Mal Peninsula and Ushar cause the Republic to increase its army and greatly expand the Order of Xanadar. Skirmishes are fought along the Sun river as Xanadar establishes Suranist and Suranova, and a 3-year war is fought with rebellious Zorians north of the Telithor River.

In 28 B.C.E. the forces of the Republic conquer Orn Land.

8-2 B.C.E. – The Cold War. Humanoid armies of Gol under the leadership of Drak the Horrible invade Xanadar, overcoming the Beli coast and thrusting south into Suranista. Marshall Kevan Androsi, scion of powerful House Androsi, leads the Xanadar Legions against the Armies of Drak and eventually forces them back to Gol. In 3 B.C.E. Androsi finally invades the Horrid Lands themselves and defeats Drak under the shadow of the Furnaces. Xanadar makes Golgithar (as it is now known) a protectorate under the nominal rule of House Androsi, which establishes The Mor Castle as its base and places a small contingent in Gothos. Despite this nominal control, the actual governance of the many humanoid (Orc and Hobgoblin mainly) tribes is left to its own as long as no great musterings threaten the outside lands.

1 B.C.E. – The Krystar War. The great White and her thralls openly attacks and attempts to subjugate Welterland and the Great Forrest. At first the Order of Xanadar attempts to

defeat the Dragons head-on in Welterland, but Krystar decimates the entire 3rd Order of the 1st Legion. Taking a different approach, the Chancellor of the Republic personally hires a band of 13 adventurers to infiltrate the Pack Isles and destroy Krystar. After months of search and battle, the Xanadar Thirteen (as they come to be known) confront Krystar, and instead of killing the great beast work out a surprising trade – the services of the great beast to Xanadar when called in exchange for autonomous rule of the Pack Isles, Friggia and one-a-year hunting privileges in Welterland and Orn Land.

The Common Era and Empire of Xanadar

1 C.E. – On the 1st Day of AferFrost, the High Chancellor Kolar Kristanos declares the Proclamation of Empire.

1-500 C.E. – The Pax Imperial era. For the next 5 centuries the Empire of Xanadar grows and governs at its height. Shepherded by mostly competent Emperors from Houses Kristanos, Androsi and Zevan, the Empire builds roads, cities, towns, bridges, aqueducts, and increases infrastructure and trade throughout the lands of Ilshara. At its greatest extent in about 480 C.E. the Empire spans the entire central and eastern portions of Ilshara, as well as the Zarthon Archipelago. The other Free Cities of the Trader’s Coast fall under Empire control in 398, Graffspere in 416, and Hunovia in 478. In 498 an expedition even establishes an outpost of the Empire in Arboria – Arbor Keep. The Star Wood Kingdom of the Elves and Dwaro-Delve remain autonomous realms within the Empire.

The Treaty of West Hold in 278 C.E. guarantees the sovereignty of Makistan and the protected lands. Some say the Empire wisely realized it would have endless problems administering such populated and culturally different lands so far west, while others suspect that the power of the Grey Elves helped sway the decision of Xanadar not to march its Legions into the sheltered lands.

502-504 C.E. – In 502 scandal engulfs the ruling House Androsi and its Empress Amalyne. The Imperial Senate deposes House Androsi and the upstart House Naran ascends to power. The new Emperor is Salizar Rothan of Naran, and unknown to all is that he is a Sythgar Dark Lord, heir to a long and secret tradition of Draven and Sharine Dovani. The Emperor Salizar immediately begins swelling the Legions and administration of the Empire with Sythgar apprentices and converts, and begins instituting policies of high Zarthani order – oppressing and devaluing non-human and Baku races in the Empire. In 504 he elevates the Church of Brax (an evil god and patron of the Sythgar) to the official state religion.



510-600 C.E. – Xanadar as a Sythgar Empire devolves into evil. The Emperor Salizar uses dark magic to maintain his life and rules with an iron fist. Various atrocities are ordered against subject races – The Wood Elf massacre of 555, the extermination of several rebellious Zol settlements in 560, and the armed occupation of Malystare which begins in 575. Undead and demonic minions are created and summoned using Sythgar magic to bolster direct control of the provinces.

In 590 C.E. Salizar dissolves the Imperial Senate and places governance directly in the hands of the Sythgar Lords.

601 C.E. – The Rebellion against the Empire begins with the Proclamation of Rebellion by former Senator Klestreus Adivarius of Phelios. While many provinces hold peoples oppressed and hungry for revolt, these cells of resistance to the Empire are scattered and outmatched at first by the forces of the Emperor. Klestreus begins organizing cells and fermenting open revolt in various lands.

604 C.E. – The Greenwood Revolt begins. Rebels seize Groth and the west banks of Lake Xanos. Sythgar warriors lead the 3rd Legion and exterminate the rebels.

610-620 C.E. – The wood Elves of the Great Forrest fight a 10-year insurgency against the Emperor's control. In this case, the Elves' natural knowledge of their forest homes prevents a repeat of the Greenwood Revolt and Xanadar is never able to quell the rebellion here.

615 C.E. – The Mal Peninsula and Malystare erupt in open revolt.

616-618 C.E. – The Rebellion spreads and grows. The Tygrath revolt in the West, as do a number of the Knights of Xanadar in the Dush valley. Suranista patriots revolt. In Orn Land the Sons of Orn organize and assassinate their Sythgar overlords. Welterland erupts into open civil war in 618.

619 C.E. – Amidst the rebellions, the Emperor makes a fatal error. He decides the riches and powers of the still autonomous Dwarven and Elven kingdoms within his borders are needed to strengthen his Sythgar rule and musters forces to invade Dwaro-Delve and the Star Woods. This is a mistake as he underestimates the strength of both, and weakens his armies fighting insurgents elsewhere.

620 C.E. – Fall of the Empire. Zealots in Chall overthrow their Lords and declare a theocracy, aided by powerful

clerical magic of Chalosz. The Ushar rebel and drive Xanadar from the southern desert. The Dush valley descends into a feudal war zone. Angered by the Emperor's assaults, both the Dwarves and the Elves march into Xanadar territory – the Elves decimating and clearing the Beli coast, and in their fury killing most of the humans there, while the Dwarven army drives across the southern coast seizing Port Dravar and Port Kapi, cutting off the Empire's access to the sea. Over the summer, great discord and infighting erupts in the capitol between Sythgar factions upset with the Emperor over his prosecution of the war. Many former Knights of Xanadar from other provinces form the Knights of Ilshara and turn on their former empire.

At the start of Reckoning, a force of adventurers breaches the citadel of Xanadar and, after receiving aid from dissident factions, confronts and kills the Emperor Salizar. Forces of House Kristanos and Zavar, long biding their time in silence but secretly supporting rebellion, emerge and seize control of Xanadar. The forces of these Houses, along with the rebels and forces of the Dwarves and Elves, begin the Sythgar purges. During the period of the Dark Empire the Sythgar had grown to hundreds of Lords. The Church of Brax is banned and priests and clerics rounded up and put to public death.

The year-end Treaty of Phelios is signed, disbanding the Empire forever. Xanadar accepts its borders and reaffirms the autonomy of Dwaro-Delve and the southern Star Woods within those borders. The Tygrath Regency forms, Malystare is finally declared a free and independent City State and Domain, and all the other former Provinces go their way.

621-635 C.E. – The Sythgar purge continues across the land. It is thought that by 635 the last of the Sythgar Lords have been hunted down and killed, but no one can be sure. What is known is that there is no real sign of the Sythgar for 4 centuries after save for rumor and terrifying bedtime stories.

The Duchy of Zor is formed in 629. In the west the El river lands opposite Tygrath develop into a series of independent feudal "Freeholds." The Trader's Coast cities renounce any affiliation with other lands and return to their wild and independent ways.

642 C.E. – The Viscounty of Suranist declares as a new nation – the Principality of Suranista. Shevaros becomes an independent Free City.

650-1000 C.E. – In the three centuries following the fall of the Empire of Xanadar, relative peace is enjoyed. There are minor conflicts with humanoids, Dragons of the Draconis range, and most importantly the development of the Bandit



Kingdoms between 715 and 800, turning the passes and trade routes between east and west into more precarious endeavors. On the whole, however, the peoples of Ilshara live, work and adventure in a time of relative ease and opportunity.

1002 C.E. – The Slar Crisis begins. In this year an adventuring band awakens an old and mysterious evil in the Barony of Slar. Fell creatures begin to ooze into the Atamos valley. Over the next several decades, low-grade conflicts erupt as all of the cities and towns of this region are infiltrated and threatened by monsters from Slar.

1048 C.E. – To finally deal with the Slar Crisis, the city-states and towns threatened form the Atamos Compact, and together field bands of adventurers who drive the creatures from their lands and move into Slar itself.

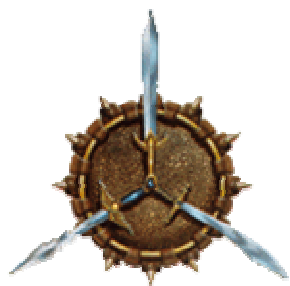
1055 C.E. – After several years of campaigns into Slar, a Sythgar Dark Lord is discovered in command of the realm and his redoubt in the southern cold marshes is destroyed and he is killed. Slar returns to its relative normalcy as a decrepit and evil state, under the varying control of evil but not particularly powerful Baku and humanoid chieftains.

1058 C.E. – Kron is founded in the southern Pack Isles.

1060-1070 C.E. – The first rumors of the Brotherhood of Ice are reported from adventurers exploring the eastern Pack Isles and Friggia.

1078 C.E. – The various Freeholds form the loose Confederacy of Freeholds to defend against a rising evil in the Hill Wood.

1085 C.E. – The Battle of Hill Wood. The Cult of Nurina is broken at the Temple of Despair.



1102 C.E. – In this year a rather important but not well-known event occurs. It is the formation of the “Fellowship of Five” in an inn in Castle Keep. Five young adventurers come together and begin their campaigns. They are: Zar Kataris, a wizard from Phelios; Sef Sermac, a Halfling

rogue from Jendar; Elaina Brightstar, an Elven fighter from Ravenclar who because of sexism and racism was rejected from entry into the Knights of Valor in Makistan; Golan Trevize, a cleric of Zar from Tygrath; and Grako Stormhammer, a Dwarven fighter from Zanatas-Ur.

1102-1112 C.E. – Over the next decade the Fellowship of Five grows in power as it takes on many adventures, ranging from expeditions to Arboria to infiltrating The Depths of the Drow to exploring dark ruins in the Zarthon Archipelago. They become well known in several areas, most notably around Castle Keep, the Tygrath Regency, Nevara Setalix, Xanadar and especially Jendar.

1115 C.E. – In Springfest of this year the Fellowship undertakes an adventure that will become known as the Fellowship’s Folly. Intrigued by legends of the immortals, and with egos swollen from so much successful adventuring, the Fellowship journeys to the Island of Samarkand. There they discover that the Oligarchs are not as they were – of the original six, only two “true” Oligarchs remain, and are very aged and diminished in power. One other, Zurak the Grey, abandoned Samarkand and disappeared into Arboria. The other “current” Oligarchs are mere humans wizards, recruited over the years from early childhood when they exhibited magical affinity and raised as new Oligarchs. Finding this diminished situation, the Fellowship begins their first sortie into the island, recovering several Quintari artifacts and much wealth and magical knowledge.

1116 C.E. – One year later, the Fellowship makes their return to Samarkand, but this time infiltrates the Vaults of the Spires and while attempting to unlock a puzzle they believe will give them secrets of the immortals, they free Mordan from his prison. Golan Trevize and Grako Stormhammer are killed by the evil one, who then leaves the others and starts to flee. Alexander the Red, one of the two remaining “true” Oligarchs attempts to stop Mordan, but while Alexander is now an aged mortal, Mordan has lost none of his power while existing in the Timeless Cave. Mordan kills Alexander and returns to Golgithar, where he rebuilds Targ Keep and Gothos and reasserts himself as lord of the Horrid Lands. Shamed by their Folly, the remaining three Fellowship members break up and follow separate paths after releasing such an evil back into the world. Elaina Brightstar disappears into seclusion and meditation in her hidden redoubt in the Lek Wood.

1120 C.E. – Zar Kataris builds his Tower of Sorcery west of Lake Xanos.

1125 C.E. – Sef Sermac becomes head of the Guild of Thieves in Jendar.

1133 C.E. – Sef Sermac becomes Lord High Mayor of Jendar.

1134-1136 C.E. – Evil again grows in the lands of Ilshara.

1137 C.E. – Present Day in the Lands of Exile.



Part IV – The Peoples of Ilshara

This section is intended to provide the most basic information related to the major denizens of Ilshara and its realms. For the most part it is safe to assume that beings and creatures mirror their descriptions in the corresponding rules of the system to which the world is adapted, and that the information here is simply meant to anchor these peoples to their locales on this setting. The major exception is the detail of the major branches of Humanity that are unique to the World of Mystika and especially Ilshara. The descriptions are also intended to add specific cultural flavor to the inhabitants described. It is also important to remember that just because one specific region or nation might be mentioned in connection to a certain race or group does not mean that in only where they are found, and other appropriate appearances can be determined by the GM as fits any specific game.

Elves

The Grey Elves of Ilshara

The Grey Elves of Ilshara are found mainly in two different locations, having developed as cultures tied together but separate in their devotions. In the West the Grey Elves of the Moon settled the Golden Woods (also referred to as the Raven Woods) and eventually founded the Kingdom of Ravenclar. These Raven Elves have lived for the most part harmoniously over the millennia, facing troubles only during the Turmoil of the Elves, from which exiles of this Kingdom fled and eventually became the Drow of the Depths. Raven Elves are a fierce and proud group, dabbling in magic but more concerned with strength of arms – they are potent hunters and rangers, and revere the animals they hunt in an almost spiritual sense.

The other civilization is the Star Woods Kingdom in the East. The Grey Elves here are more devoted to magic and its connection to nature, and as such their forest home gives them powerful defenses against outsiders. The Elves of the Star Woods are also devoted to knowledge of the universe, and of all the peoples of Ilshara have the best understanding of astronomy and physical science as well as magic. All of the Grey Elves hold great hatred of Mordan for his deceptions of them eons ago, and as such are wary of helping any outsider or non-Olven peoples.

The Raven Elves are quite friendly with the Halflings of Aloria, and are comfortable with if not exactly friendly with the humans of Mendar and the Grand Duchy of Makiistan. The Star Wood Elves, on the other hand, are suspicious and cold to most humans as a result of the Imperial days of

Xanadar, although the citizens of Shevaros have managed to establish somewhat cordial and businesslike relationships with the Star Elves.

Smaller Grey Elf enclaves can also be found the woods of Suranista, the Lek Wood, Mykos and the SW corner of the Great Wood.

The Wood Elves of Ilshara

Unlike their Grey Cousins, haven't been embroiled in the turmoil of lands beyond their forest homes except when those turmoils have directly involved them (as with the Sythgar subjugation of the Great Woods or the Syak incursions in the Dantredun Forest).

Wood Elves are widely scattered across the face of Ilshara, and indeed the very name "Ilshara" comes from the low-Elf tongue of the Wood Elves meaning "Land of Plenty." Wood Elves are found in large concentrations in the Dantredun Forest, the Great Forest, the Hill Wood, the Myr Wood, the Spirit Wood of Samarakand, the Graf Wood, and the Isles of Malis. Wood Elves typically are a warrior/tracker breed of Elves, who reserve magical arts for particular castes within their society.

Wild Elves

Wild Elves are found most commonly in the northern parts of the Great Forest, the Grosh Wood near Golgithar, the smaller woods of both the Zarthon Archipelago and Hunovia, the Nor Wood and Paras Forest of Praxis, and scattered amidst the jungles of Arboria. A few Wild Elf clans also inhabit some of the woods of Cashani, the Barony of Slar and the many scattered cold woods of the Pack Isles and Friggia.

Humans

There are five basic branches of humanity present in Ilshara: the Zarthani, the Syak, the Baku, the Menthaki and the Char. In most regions the original stock of these different branches has intermingled and become less strikingly different, yet there are certain areas where racial uniqueness from each branch remains strongly asserted.

It is to be noted that there may be indeed other branches of humanity from other regions of the world, but as stated before this is entirely up to the individual GM to develop if so desired.



Zarthani Humans

Originally from the continent of Athgar, Zarthani are medium to tall humans of fairly light complexion, most commonly with blonde or red hair and bright eyes (often blue or green). In this work you may notice reference to the other Athgar race, the Sythgar, but as far as branches go whatever distinctions the Sythgar had as a race from Zarthani are lost to us. "Sythgar" lords were Zarthani.

The Zarthani were a seafaring race, with strong engineering and architectural skills. Zarthani dress was most commonly loose and colorful, given to solid colors in robes, pants and other wardrobe. The Zarthani also favored flamboyant jewelry, especially in earrings to symbolize status and wealth (both for men and women). Zarthani architecture was strongly focused on power and strength, and often featured fluted columns and great terraces and halls (think Greek and Roman civilizations).

Zarthani are natural explorers and seekers of knowledge. Magic has always been an important part of their culture and that continues to this day. Religion is less important and less apparent in the lives of many Zarthani – while they accept their pantheon and especially the Father God Zar, for most it is a relatively nominal devotion. Except for the brief elevation of Brax under Salizar Rothan, there is no "state" religion and other than once or twice a year most Zarthani don't pay many visits to temples unless they are in sudden need of healing. Zarthani are the most secular of all the human races. They consider themselves practical and innovative, and would rather master something themselves than by looking to others.

As with most humans, much of the continent is more of a mix, although the farther east one goes the more dominant the strains of Zarthani bloodlines there are. The purest examples of Zarthani stock can be found in the Free City of Malystare and its domain, the Zarthon Archipelago, and the NE portions of Kalistax.

Syak Humans

Syak humans come from the land of Setaar. Syak are shorter than Baku or Zarthani, and boast sharp features and fair complexions (similar to Asians). The Syak exiles who arrived on Ilshara were among the most militaristic, and so have something of a disdain for magic outside of religious application. They are fierce and have a strong sense of racial superiority, though this is less with the inhabitants of the Isle of Wind and the Cashani of the north who have been humbled by the forces of nature they have had to coexist with.

Syak dress is often multi-colored and varied, favoring long flowing robes, elaborate turbans and capes. Syak disdain and reject what they see as superfluous accessories such as jewelry and ornaments. Syak architecture favors

onion domes, arches and very rounded and colorful construction. Of all the Human races, the Syak love art (sculpture and painting) most fervently, and almost every Syak home will boast some form of art (paintings and tapestries more commonly in the Syak Imperium and Windmar, sculpture and elaborate pottery in Cashani).

Of all the human races, the Syak have intermingled and mixed with other branches the least, owing to their own sense of racial superiority. There is some mixed Syak blood in the peoples of Mendor and Makistan, while the Protectorate of Windmar is mostly Syak with some Char intermingled. The Syak Imperium likes to describe itself as "pure" Syak, but there is a small smattering of Baku even there. The most "purely" Syak in terms of blood are the Cashani, however physically it would be hard to tell this because the environmental conditions over the centuries have evolved the Cashani Syak into a larger, stronger, and heartier stock (unlike other Syak, the Cashani often sport facial hair, which is lighter and more sandy than the jet black of their origins). Religiously the Syak are devoted to their pantheon, but most especially to Remenith the God of Judgement and Combat.

The Baku

The Baku are the original human inhabitants of Ilshara. The Baku are of slightly shorter build than Zarthani, stockier and display a much wider array of physical traits, from dark to light hair, often curly, and slightly ruddier complexions. To try to identify "true" Baku is somewhat difficult because there is so much diversity in their physiques, which when tied to the unknown history of the race (their calendar is over 6000 years old) prior to their emergence in Ilshara between 2,750 and 2,500 leads many to believe the Baku might be an amalgam of several earlier branches or human races.

Indeed, the conundrum of the Baku is their mysterious past. Compared to the Syak, the Zarthani, even the Men-thaki the Baku developed civilization the latest and seemingly slowly. However, the mere fact that despite a lack of either an oral or written tradition of history before their appearance in the El river valley, their calendar already bespoke another 2,000+ years of history that is lost to all knowledge today. Some recent discoveries of ruins and artifacts in several locations (principally in the Empty Steppes and the northern Kalibeth desert) have led some to speculate that the Baku flourished as a much more organized and advanced civilization long before they settled central Ilshara. The discrepancy is that the Elves do not record contact with such a civilization, which given their own history seems unlikely if the Baku did command lands so close to the Golden Wood of the Raven Elves.



Thus, a second theory has been proposed by some, although most serious scholars and historians consider it fantasy and not legitimate. This theory states that the Baku thrived on a distant Island land known as Atalantar, and that some 5000 years ago a cataclysm sank their entire civilization, with the survivors fleeing from the middle of the Endless Sea (where Atalantar is speculated to have existed), first arriving on the western coasts of Ilshara both in the north and the south, lingering briefly (long enough to build temporary temples, towns, etc. but not long enough to catch the attention of the Elves) before moving inland for more fertile and productive lands where the Baku are recorded to first thrive.

If either such culture existed, whatever wonders and artistry they produced were non-existent by the time the Baku first established river communities in the El valley. The early Baku of Ilshara were stern, hard-working folk who eschewed extravagance and leisure for attention to work and devotion to practicality. Even these early Baku were very suspicious of non-humans, though Mordan's apparently human form did deceive them. Baku prefer simplistic and practical clothing, of muted colors and indicating their working nature as a people. Architecture is utilitarian and functional, if not exactly attractive. The early Baku utilized timber and other materials to make wood forts and houses, and tend to continue with that tradition to this day, although Baku around Lake Elos did begin employing stone cut by the Dwarves of Zanatas-Ur in their towns and cities. Visual art is practically non-existent, although the Baku have a rich musical tradition of balladeers and troubadours (again ironic considering the lost early history).

The most succinct example of Baku bloodlines can be found today in the tribes of the Baku Mori in the Frozen Sea. These tribes settled here millennia ago and have made a life amidst the harsh climate of cold soil, storms and near endless winters by becoming great fishermen and perfecting the raising of hearty stocks of deer, elk, etc. The inhabitants of Orn Land are mainly Baku, ("Orn" meaning "the land" in Baku) but have grown stronger and larger, losing interest in culture in exchange for simplistic lives tilling the earth and war craft. The two other realms that are principally Baku are the Grand Duchy of Makistan and Mendor, although the latter has a strong Syak and smaller Char mix, and Makistan does feature a decent bit of Zarthani intermixing especially in the south-east of the land. The Freeholds, Tygrath, the Bandit Kingdoms, Xanadar, Suranista and other lands all show a very strong mix between Zarthani and Baku. Religiously the Baku have always been very faithful to the gods and even superstitious of all things magical, divine or extraordinary. Baku often exhibit the most quirks because of this, and can be very irrational at times and very rational at others.

The Char

One of the two off-shoots of Ventaki civilization in Arboria, the Char are darker skinned than their cousins the Menthaki, boasting deep brown hues and sometimes lighter or darker pigmentation depending on the region of Arboria or Ilshara they live. The Char rose to great heights for four centuries roughly between 2,000 and 1,600 B.C.E., but a bewildering variety of famines, plagues, monsters and (some say) curses brought their Empire in north central Arboria low. Today, the Char are represented in several different areas, albeit each somewhat differently than their original culture.

In Arboria there remain very dark-skinned Char with tribal clans east of where their Empire stood. These Char have adapted the name "Charlak," which means the children of Char. They are savvy warriors of the wild jungles, fiercely clannish to family structure. Of all the remaining descendents of Char, the Charlak reflect the cultural inclinations of the forefathers the most – affinity for light jungle dress and ornate jewelry (mainly gold and bronze) of all forms. The Char use dance as principal artistic expression as well as the central form of religious ritual. One tribe of Charlak encountered the Xanadarian colony of Brenmar in the late 600's, and destroyed the interlopers with the help of a strange wizard who appeared to them at the same time – Zurak the Grey. Since then, the Zurak Char have come to worship this ex-Oligarch, who built his citadel in their midst, and refer to him as "The Grey Father."

In the Kalibeth desert, Char immigrants and later some small bands of refugees took up a harsh life in Bedouin-style clans, learning the secrets of the desert and even domesticating some of the strange life-forms there for survival. These Char eschewed the earlier devotion to jewelry or aesthetics for the practical and protective garb of the Kalibeth. There has been some intermixing in the western desert with Syak explorers from Windmar. Several clans in the eastern desert have come under the sway of a Dragon lord – Vorlok the Blue, and serve him mainly out of fear.

In the Dralhti river basin, colonists from Char while it was still an Empire discovered the fertile river banks which overflow once a year providing an agricultural blessing and formed the Kingdom of the Sun. Over the years the Char of this land adapted a strikingly different culture (see entry of Kingdom of the Sun for more details) than their forerunners, and became the one monotheistic culture, with religious devotion entirely to the Sun God. Sun Char developed lighter skin coloration over the century, and developed a distinctive architectural style around pyramidal structures. It is the Sun Char who developed the elaborate ritual of mummification as part of its death rights.



The Menthaki

The eastern branch of the Ventaki descendents became known as the Menthaki, slightly taller than the Char and lighter in skin tone (closer to Indian or Persian). The Menthaki developed an advanced civilization in the Vol regions of NE Arboria, expanding from their Kingdom there to settle Reboria, Hunovia, a small portion of Samarkand and later Praxis. The original Kingdom was destroyed eventually by a series of events close to 1.800, culminating in the eruption of Mt. Doom. Ruins remain however of a people who made great strides in astronomy, math and magic. Their art was exquisite (stone carving, pottery and jewelry), and the number of Menthaki artifacts bearing unbelievable jewels (including diamonds the like of which few in Ilshara have ever seen) have caused more than a few adventurers to seek out these ancient lands.

The Menthaki who settled Reboria were destroyed or scattered when the great "star" struck the center of their Kingdom, reducing it to wasteland. Many of these fled to Graffspere where over the centuries their bloodlines intermingled and mixed with the Baku there, while a few clans survived to become the Nomads of the Arid Steppes. Fewer still returned to the Rift Wastes and became the Riders of the Rift.

Some Menthaki remained in NE Arboria, and a smaller river kingdom known as the Vol Regency has developed, though it is quite primitive and boasts none of the great achievements of the Menthaki.

Other Menthaki settled Hunovia, portions of Samarkand, and later Praxis, where Menthaki mingled and adapted their culture to co-exist with the Zarthani who founded Kalistax.

Common to most Menthaki is a love of culinary arts – indeed, the one artistic and aesthetic link between even the most varied of the Menthaki diaspora is their devotion to food and its presentation and consumption. For the Menthaki, it matters little how one dresses, it is how (and what) one eats at the celebratory occasions of meals that matter. Dinners are an almost religious experience for these peoples, and this is extraordinarily apparent on Humovia and in Praxis (although it must be said that the Nomads and Rift Riders are less capable culinary artists though they make

merchants who sell gems, silver, and weapons and armor crafted in their homelands. Some cities which exhibit visible Dwarven populations are Jendar, Xanadar, Trajanar, the towns of the Trader's bay, and northern Tygrath. Dwarves more recently have made their presence known in the Bandit Kingdoms, and two distinct clans also are found in Malystare and in the hills and mountains on the western slopes near Praxis.

Halflings

The origins of both the Halflings and the Gnomes remain a mystery, only that they first appear along the El River and southern shores of Lake Elos 2,200 and 2,000 B.C.E. Some scholars at the University of Jendar have produced works which assert that both the Gnomes and Halflings were the youngest races created by the gods, and were so set on the Lands of Ilshara as surprising counterbalances (through cunning and adaptability) to the brute strength of the older Human, Elf and Dwarven races. This, of course, is speculation, as are the rumors that both of the "short" races are the result of Baku and Dwarven magical experiments gone awry.

The assault of the Horde of Darkness drove the Halflings from the El valley and they began they wanderings, with a great many eventually settling in Aloria under the friendship and protection of the Raven Elves of the West. Even after the establishment of Aloria, it takes the Halfling homeland another 8 centuries before their culture establishes an official calendar (owing to the rather carefree attitudes of this race), which begins with the first High Sheriff of Aloria in 788.

Outside of Aloria, Halflings are found in many of the major cities in small pockets – especially in Nevara Setalix, Jendar, Gulthanas, Matos Remar and Mendaris. Fewer Halflings are found in the cities of Xanadar and it's provinces due to the aftermath of Emperor Salizar's high human order, but recently a number of Halflings have found homes in Malystare. One other nation shows a distinct Halfling, population – Graffspere with it's unique diversity of culture and races.

The Dwarves

The Dwarves of Ilshara have two primary homelands: the Dwarven city of Zanatas-Ur in the Ziggarut north of Castle Keep, and the Dwaro-Delve in the mountains of central Xanadar, as well as scattered in smaller communities in northern and eastern mountains and hills. Dwarves also can be found in major cities of the continent, especially





Gnomes

Like the Halflings of Ilshara, the Gnomes first appeared in the eastern El River valley (modern Tygrath), and like the Halflings were forced into migration and wanderings by the Horde of Darkness. Unlike the Halflings, the Gnomes of Ilshara never established any one central “homeland,” instead scattering and wandering for many more centuries to all corners of the land. They are physically and culturally diverse because of this scattering, and over the years have founded smaller settlements close to but separate from human centers of civilization.

Areas that are noted for their nearby or present Gnome settlements are: Atun-Var along the Atemisar River in the Atamos Compact, Glendale in Mendar, Nevra Setalix, Graffspere, Karn and Safeton along the Star River, and the Free City of Shevaros. There are also small numbers of Gnomes who found refuge in the hilly regions of the Trader’s Coast.

Half-Elves

Half Elves are the offspring of mixed couplings between a Human and Elf parent. The Half-Elves of Ilshara must find existence somewhere between their two parent cultures. Often viewed with disdain or even exiled by their Elvish homelands, Half-Elves are more commonly found living amidst the human world, although they never fully belong to that culture either. Some Half-Elves do find kin and friendship among the Wood Elves of Dantredun and the Great Forrest, as these Elves are slightly less dismissive of the Half-Elves than their Grey cousins. Graffspere especially has openly welcomed Half-Elves into its lands, and interestingly enough Half-Elves are the one breed allowed to immigrate onto Samarkand by the Oligarchs of that Realm.

Other cities where Half-Elves are noticeable include: Matos Remar in Makistan, Mendaris, Trajanar, Jendar, Nicopolis and Elisar in Tygrath, most of the cities of the Bandit Kingdoms, and Phelios and Pendar in Xanadar. In addition, many of the descendants of Half-Elves corrupted by Mordan remain, even more mixed with human stock, in the Duchy of Zor and Senshar.

The Giants

One thing a reader of this work may have noticed, especially in the history of the lands, is the absence till this point of mention of Giants in the land. While this seems impossible given just how large and visible these enormous humanoids are, it owes mostly to the fact that Giants didn’t

begin to emerge as a race on Ilshar until nearly 500 B.C.E. Whether they were raised as a new race by the gods, or (as speculated with both the Gnomes and Halflings) the result of the magical experiments of unknown wizardry (the Oligarchs perhaps?), the various Giant races took time over the next thousand years to multiply and take hold in their various mountain homes.

Fire Giants are known to exist in Golgithar, for even before the return of Mordan rumors abounded of imposing new rulers of the land who strode forth from the Gol Furnaces. Certainly the Kalistax record contact and skirmishes with the Fire Giants of their southernmost lands. Tales hundreds of years old in Makistan speak of the “tall people” of the Markers who raid and, according to bedtime warnings, “steal little children” from the eastern counties of the Duchy.

The GM may certainly place Giants as part of any campaign in appropriate areas, plenty of which are available and fit the descriptions of these races. It should be noted, however, that in this setting Giants exist but have yet to make a major impact on any settled lands – their existence should be thought of as “fantastical” until adventurers actually encounter them. As such Ilshara offers a completely fresh start into how the Giants come into contact, conflict, or possibly even co-existence with the other races of the realms, and it is totally up to the individual games played in this setting as to how that will occur.

Other regions where Giants might be found may include: Friggia and the Frozen peaks (certainly for Frost Giants), the Morgath and upper Orn Ridges, the Telgar Range, The Draconis Range and the Barrier Peaks, and any of the areas around the Spine Ridges and the North Peaks, especially in the hills and northern regions of the Empty Steppes. Arboria also might feature Giants, although there are certainly far more dangerous monsters and creatures lurking in these regions.

Dragons

Unlike some other campaign settings Dragons exist in Ilshara but not in all-powerful or omni-present conditions. Part of the reason for this is the fact that Sythgar lords invoked the powerful Greater Dragon Orbs to summon so many chromatic Dragons to Athgar, bringing upon both Zarthani and Sythgar alike the Draconic Apocalypse. Many of the Dragons remained in those lands, and if a GM wishes to really seek out great numbers of these creatures then adventures across the sea to that ancient desolated land would be ideal.

In Ilshara, some chromatic Dragons either remained or later returned, and can be found in any appropriate environment per individual games and systems. A very few have been identified in this work as to their locations and interac-



tions with the peoples of the land (Vorlok the Blue, Krystar the White, and Rax the Red). Metallic dragons also exist in some numbers, but they traditionally keep to themselves. Again, it is up to the individual game and GM as to where a Brass, a Gold or a Silver dragon might be encountered. Certainly any of the mountain ranges, swamps, deserts or forests offer opportunities to locate either chromatic or metallic Dragons in the Lands of Exile.

Orcs

Physically and culturally Orcs are degenerate, opportunistic and violent. When and where Orcs first appeared remains a mystery, but to most of the peoples of Ilshara it seems like they have been around forever, raiding and tormenting, committing acts of violence and depredation. Orc clans and bands can be found in numerous locations, but are especially concentrated in Golgithar, the North Peaks, and the Orn Ridges of southern Orn Land. Also, there is one particularly well-organized “kingdom” of Orcs in the Draconis Range, known as Mothgar, which owes allegiance to Rax the Red as a Dragon over-lord.

Half-Orcs

Half-Orcs are predominantly the result of mixed human and Orcish descendents of former portions of forces put together by Mordan. The Duchy of Zor, Baron of Slar and eastern cities of the Atamos Compact are the most likely places to find examples of Half-Orcs, with the largest concentration in Zor. Half-Orcs face even more severe cultural crises than Half-Elves, being to intelligent and civilized to remain in the world of Orcs and certainly being ostracized within the world of Humans. Only in a few major places outside of these realms (the peoples of which become accustomed to the strange and diverse) can a Half-Orc walk without garnering very negative attention – principally Jendar and Trajanar, a few of the cities and towns of the Bandit Kingdoms, and to some degree the towns of the Trader’s Coast.

Hobgoblins

Extremely clannish and fiercely independent, these creatures often serve more diabolical masters (such as Mordan) but never with the enthusiasm of Orcs – their true loyalties are always to their own. There are large groupings of Hobgoblins in south-east Golgithar, in certain regions of the Mal peninsula, scattered near the Stark Mounds and Nevara

Setalix. Of course Hobgoblins may be found in any other appropriate area or regions as the individual GM may so desire.

Other Races, Monsters & Creatures

There are many other races and creatures in existence in the Lands of Exile, and only a few have been discussed here. Any creature discussed in a corresponding compendium of monsters may be found in appropriate regions and utilized in any campaign. The GM should take effort to make sure there is a logic to the placement of any creature or group of monsters, following the descriptions given in the Core books and the history and topography of the land contained herein (i.e. – the GM should avoid a random and seemingly illogical band of lizard-folk suddenly springing up in the middle of the Kalibeth desert). Check the later section, Part VIII – Adventuring in Ilshar, for how Chance Encounters work within this setting. As to the religious leanings of any creature or culture of creatures (including those discussed above), it is assumed that where appropriate alignment and disposition will guide what deities or deity an individual creature or collective might worship or draw power from.

Notes on Languages in Ilshara

All races and branches of humans have their own historical linguistic evolutions. In some regions the traditional linguistic form remains prevalent, while in others a mix of languages has evolved. The following is a brief decryption of how languages are used in Ilshara:

Human Languages:

Zarthani – Language of the Zarthani brought from Athgar.

Still spoken in its older form in Kalistax and Zarthon.

The Bakara – Original language of the Baku.

Syakese – Brought with the Syak, still spoken in the Imperium & Cashani.

Ventah – Older Ventaki, both the Char and Menthaki adapted it almost as it was.

Common (Eastron) – Dominantly Zarthani with mixes of Baku, now spoken as Common language of most of Central and Eastern Ilshara. This is also the official “Trader’s” tongue, learned by merchants in almost all lands.

Common (Westron) – A Common derivation of Baku, dominant in the Sheltered lands and even the western Freeholds.



Demi-Human Languages:

The Storlang – Dwarven language, both written & spoken.

Scelatri – The High Elven language of the Grey Elves

Tulinari – The Low Elven language of Wood & Wild Elves.

**** Note** – Gnomes and Halflings speak either Westron or Eastron as their base languages, depending on where on the continent they reside.

Notes on Humanoid and Other Languages:

Humanoids and other Creatures typically have their own unique forms of communications and language. It is up to the GM to make decisions as to which of the above a creature or humanoid might also know, as well as to name or use these other languages as needed.

Part V – The Lands of Ilshara

Included herein are brief descriptions of the major political and regional settings within Ilshara: The Lands of Exile. The information is designed to give the most important basic facts on a Kingdom, a Free City, a Tribe as possible while leaving as much to the individual GM and game as possible. Each entry offers the broad strokes: Ruler (where applicable), population, major cities and towns, dominant religious leanings, alignments most present, and resources. The last entry may refer to gems by numbers I-V, referring to their increasing quality and value given the locations they are found in. Following this basic information, a brief description of the land is given, concluding with a very brief word on some of the Conflicts & Intrigues currently brewing in that land. In some cases subdivisions within the realm are also noted. Excluded here are communities or villages of 900 or less, as well as individual castles or holdings which can dot the lands, sometimes affiliated with the realm around them, sometimes not.



**** Note on Alignment:** In this gazetteer, the use of traditional alignments ranging from LG through CE are still used, as they are most common across editions. The GM should feel free to adjust for the individual game as needed, adapting or removing at will.

Aloria

Proper Title: The Protected Shire of Aloria
 Ruler: His Honor, the High Sheriff of Aloria, Robin Smallberries
 Capital: Haf-Dem on the Hill (5,789)
 Population: 48,000, almost exclusively Halfling (some Gnomes live in Bridgeton)
 Major Cities and Towns: Stonk (4,400), Moonwood (1,280), Bridgeton (2,975)
 Dominant Religious Leanings: Zar, Kalar, Kimra & Garn
 Alignments: LG, NG, CG, CN
 Resources: Agriculture (Corn, Wheat, Potatoes), Game and other foodstuff, Pipeweed, Gems I and some II, Wine

The Halfling homeland of Aloria sits on the north banks of the Mendos River between three other realms, the Elven land of Ravenclar to the NW, Mendar to the west and SW, and the Grand Duchy of Makistan to the east. Halfling life here is joyful and fairly free of cares from the world. Much attention in life is, of course, given over to food and the enjoyment thereof, as well as the smoking of pipeweed. The High Sheriff is elected every 4 years and represents the Mayors of Haf-Dem, Stonk, Moonwood and Bridgeton as well the Elders of the smaller villages and settlements of Aloria. The Sheriff can call upon his peoples to raise a Halfling militia (leather armored with short sword and short bow) of about 600 fairly readily. Halflings trade readily their Wines and Pipeweed to other nations, sending these products up and down the Mendos as well as selling them at the markets of Nevara Setalix to the south.

Conflicts and Intrigues: Very few in such a peaceful land, however there have been strange tales of creatures appearing in the woods north of Moonwood. Relations are cordial with the Elves of Ravenclar, but some Halflings have started to worry that the new Grand Duke of Makistan may have inclinations to annex Aloria.

The Atamos Compact

Proper Title: Compact of the Free and Independent Cities of the Atamos Lakelands
 Ruler: None; Independent Lords and Mayors of Individual Cities meet once a year in Atun-Var or Laketown to discuss issues that call for joint action or discussion
 Capital: None
 Population: 89,000 (Baku 75%, Gnomes 10%, Zarthani 5%, Half-Elves 2%, some Humanoids and other Demi-Humans)
 Major Cities and Towns: Atun-Var (11,788), Laketown (9,285), Elmarix (13,712), Senshar (10,008)
 Dominant Religious Leanings: Mori, Orn, Ytaris, Craman, Tamara
 Alignments: CG, N, CN, NG, NE
 Resources: Furs, Fishing, Livestock (Deer and Elk), Gems I & II, Copper & Brass (Elmarix), Mercenaries



The lands in the high plains around Lake Atamos in north central Ilshara were for many centuries part of the Xanadarian province known as Welterland. Following the fall of the Empire, the cities of these lands went their own independent ways, reflecting the fiercely stubborn attitudes of the mostly Baku settlers of this region. Gnomes also found the rolling lands near the Atemisar river to their liking, and settled here between 800 and 600 B.C.E. The Slar Crisis forced the city-states to band together to more recently form the loose Compact to which they now belong. There are four major independent cities located within the Atamos Compact:

Atun-Var – Currently ruled by Baron Jaxon Demore (Baku M), Atun-Var sits at the conflux of the Atemisar and Slar rivers and is closest to the Barony of Slar. Because of this, its citizens are cautious and nervous, and life really does shut down at sunset, with most denizens preferring the security of their homes at night. The Baron controls a militia of 200 well-armed constables, usually sporting either chain shirts or leather armor and wielding a variety of weapons from short swords to crossbows to clubs. Mercenaries from Atun-Var are always looking to sell their services abroad.

Laketown – This city owes its primary economy to fishing on Lake Atamos. Governed by Lord High Mayor Winston Tellene (Zarthani M), Laketown can field a force of about 400 archers and 100 infantry armed with longswords and spears. Laketown enjoys good relations with a Gnome community of about 800 that shares the northern shore of the Lake.

Senshar – This cold coastal city is ruled by Lord Folker Varn Andeers (Baku M), a wily and distrustful ex-thief who came to rule after the untimely and suspicious death of his predecessor. Senshar trades along the coast with Zor and Orn Land, as well sending its pelts and animal furs to markets across the continent. It also has a thriving local fishing industry. The city maintains a regular force of about 250 militia, leather-clad and armed with short sword and crossbow. Like Atun-Var, Senshar is known for its mercenaries, many of who gained experience as adventurers in Slar and the Pack Isles.

Elmarix – The most cosmopolitan and open of the cities, there is less hostility and suspicion of outsiders here. The current Mayor and Lord Protector of Elmarix is the Lady Norene Valdivort (Baku F), whose family owns several of the brass and copper mines in the hills west of the city. Relations and trade are very strong with Jendar and with the Tygrath Regency to the south along the coast of Lake Elos. Elmarix boasts a standing force of approximately 900, of which 100 are armored cavalry, the rest typically wearing chain or chain shirts and armed with short swords, long swords, or spears.

Conflicts & Intrigues: As always, the potential for Orcs, Kobolds, and other fell creatures raiding from Slar concerns the northern cities. Only recently have the citizens of Senshar found out why the White Dragon Krystar shows up to hunt the grazing lands south of the city. The most recent meeting of the Compact received a demand from Castle Keep that the free cities lower their export taxes, causing friction between the leaders of Atamos and the Knights of Ilshar. Rumors abound in Ilshar of sightings of large humanoids roaming the northern slopes of the Telgar.

The Baku Mori Tribes

Proper Title: None, known simply as “Frostland” to its inhabitants and not known as a political entity to any save Senshar

Ruler: The Terrible and Mighty Shakar of the Baku Mori, Thoklis Thorun

Capital: Gura Masan (782)

Population: Approximately 9,250 (exclusively Baku)

Major Cities and Towns: Baku Lesor (1,380)

Dominant Religious Leanings: Thira, Ytaris, Mori, Orn, Trethgos, Craman

Alignments: CG, N, CN, LE, NE

Resources: Fishing from the Frozen sea, Timber (in small amounts), Herding and husbandry

Pushed long ago by fear and distrust of Zarthani expansion on the continent, certain Baku clans settled this cold and barely hospitable island. They formed tribes that roamed the land, eventually establishing two towns to meet and conduct cross-tribal business. The economy is primarily self-sufficient, although a little trade has recently begun between the Baku Mori and Senshar merchants. All Baku Mori male tribesman are essentially capable of fighting, typically unarmored with spears, clubs and a variety of bows for weapons.

Conflicts & Intrigues: Until recently this isolated tribal realm would seem to have offered little to no interest to anyone, but the recent exchange between Senshar and the Baku Mori has evoked tales of Baku Shaman who possess strange artifacts and manuscripts of older Baku culture, some of which are said to convey magic that allows the tribes to manipulate the weather to their advantage. For some reason Krystar also avoids the island despite its proximity to her own Isle.

The Bandit Kingdoms

Proper Title: None

Ruler: Various Bandit Lords, Dukes and “Kings”

Capital: None

Population: 178,000 (Mixed Zarthani/Baku 57%, Zarthani 18%,



Baku 10%, Half-Elf 6%, Dwarf 5%, Half-Orc 2%)

Major Cities and Towns: Dusher (23,120), Tol Havar (13,789), Marz (18,450), Marshburg (5,878), Watertown (32,480), Groth (22,262), Pellon (16,204)

Dominant Religious Leanings: Entire Pantheon represented in some way

Alignments: Virtually every alignment represented, LG being the smallest

Resources: Trade and Banditry (intertwined as commerce in these lands), some farming, fishing in Watertown, some husbandry, timber and logging (to the consternation of the Elves of the Great Forest and the Green Wood), Gems I

Following the Rebellion and the fall of Empire, these lands went their separate ways. Populated by many of chaotic and independent temperament, the cities of this realm soon became havens for the “shadier” elements of post-Imperial society in Ilshara. Direct travel through the lands is hazardous at best, downright lethal more often, as groups both working for themselves and for the various “lords” of the cities attain much of their wealth through the simple means of taking what they see. This philosophy extends to raids and harassment of other city states, and in this way there is something of a balance of power between the differing bandit “kingdoms.” Some of these fiefdoms are less chaotic than others, and so overland trade does continue between east and west along a narrow path from Phelios to Pellon, thence to Watertown and by river from there to Tol Havar and Tygrath. All the cities tends to trade through Gulthanis, as that Free City doesn’t restrict or tax imports and exports (and also does not ask where the merchandise or produce comes from).

Watertown – The largest of the bandit city-states, Watertown is also the most visibly similar to “civilized” nationalities – at least during the day. Ruled by the Council of Six, a predominantly Baku faction that controls the guilds and temples of the city, Watertown mixes its nefarious side with legitimate business and commerce. The owners of most businesses, however, also run clandestine operations and often arrange the “retrieval” of merchandise sold to unsuspecting travelers passing through who let their guard down when compared to dealings with the other bandit lands. The Guild of Thieves here is also the “police” force, and while their day-to-day activities range quite far from protection, the Guild can muster a pretty decent force of “city protectors” should any outside incursions come to bare,

Tol Havar – Lord Terek Nobaster (Mixed Zarthani/Baku M) rules this city and the lands around it (although he is careful to leave the Lek Wood alone). A devious and manipulative man, “Lord” Terek made his name as an adventurer in his younger days, but came to realize the advantages of having treasure come to him rather than going to look for it. He joined an organization called “The River Rats,” who

thrived on selecting choice merchandise as it moved up the Telithar river, and over the years his group gained much influence in the town. Eventually he was able to seize control after the sudden “disappearance” of the Lord who ruled here before him. Lord Terek’s compatriots control the town militia, made up of about 200 ruffians of various races, mostly leather-clad and armed with clubs, hammers and crossbows, although a few are hired fighters with much better arms and equipment.

Dusher – The Dwarf Kok Romak styles himself “King of the Dush,” and the denizens of his nation” (actually only about 80 square miles around Dusher itself) revel in the open anarchy of drunken chaos that is Dusher “night life.” If any adventurer should ever seek the ubiquitous “bar brawl,” this city is the place to go. Romak is careful to see that his “kingdom” does not entice the enmity of nearby Tygrath, instead he sponsors the various factions of his city in more long-range endeavors in Zor and Gulthanis, as well as continually “trading” merchandise with nearby Marz and Marshburg. Romak has a small cadre of hand-picked “King’s Men,” around two dozen Human and Dwarven thugs who do his bidding. The rest of the groups and individuals in the town, he figures, can either fend for themselves or kindly die if they can’t.

Marshburg – A squalid and altogether unpleasant city, Marshburg is known for its rather unpleasant stink (result of constant marsh gases). “Ruled” by the Duke of Marshburg, Rocko Sumblane (Zarthani M), a rather unintelligent but ruthless former mercenary who came to power mainly because most able bandit lords simply didn’t want the mosquito infested city enough to fight for it. The city plays an important role in the commerce of Ilshara, however, as the Dul-Marsh provides many of the small and exotic animal components for some spells, and Duke Rocko makes a fortune off the hunting and exporting of rare frogs, swamp rats, bats and other such creatures, shipping them to many parts of the continent through a “silent” partner he has in Gulthanis. Other than the 100 or so hunters (armed with spear and knife), the Duke sees no need to field any larger force – after all, who’d want to attack his crappy city?

Marz – Originally named after the God of Magic, Marz was for many centuries the home of the famous Academy of Magic, a school for wizard arts around which the town grew. The Academy was the site of one of the more infamous massacres under the oppression of Emperor Salizar, and its masters and apprentices killed and much of the Academy laid waste. The central tower remains, albeit in an abandoned and decrepit state around which a newer keep was constructed. Marz today is the center of criminal activity organized for a purpose – to export the disruption of lawful and orderly life in the eastern part of Ilshara. The city and much of the central lands around it are nominally ruled by



Baron Dieter Von Rakk (Baku M), an erstwhile criminal who escaped from the dungeons of Graffspere (where he was set to be killed for many assorted crimes, some of them quite disgusting), and whose “talents” quickly earned him the thanks of the real rulers of this city – the Temples of Chalosz and Andost, who see the banditry and lawlessness of these lands as a starting point for a larger unraveling of society on the continent. Baron Von Rakk loves torture, and so he is content to follow the orders of these Temples so long as the dozen or so mercenary bands he employs are allowed to provide him with suitable “players” for the twisted entertainments he desires.

Groth – The “King” of Groth is a Half-Elf exile of the Star Woods named Sholanthere the Ugly. His sole purpose in life is vengeance on the race that exiled him, and so he organizes the wealth he accumulates through both banditry and dangerous exploitation of the nearby Green Wood to continuously hire mercenaries and thugs so that he can start his revenge by enslaving the Wood Elves of that forest. He currently has assembled about 300 or so fairly well-armed Groth militia, but his first excursion into the deeper part of the forest set him back about a 100 men so he has decided to wait and keep building his army. Groth also controls a portion of land to its west in which the ruins of a long-forgotten Baku city were discovered, which has offered more opportunity for Sholanthere to lure adventurers then either tax them, simply relieve them of treasure found (as well as their lives), or recruit them into his plans.

Pellon – The most “decent” of the bandit kingdoms, Pellon was settled after the fall of Empire mainly by rebels who fought for freedom from tyranny and simply didn’t want to give that freedom up to anyone but themselves. Ruled by Duchess Paulina Moroth (Mixed Zathani/Baku F), Pellon fields a constabulary force of about 150 militia, clad variously from leather to chain and armed with short sword, long sword and crossbow. Duchess Moroth wants her city to be a true Free City, and as such does what she can to protect legitimate trade and commerce, especially with Phelios. She does, however, covet the resources of the Great Forest to the north, and openly supports logging and other exploitation of the woods there.

Conflicts & Intrigues: Tensions mount between the Wood Elves and Groth and Pellon. A dangerous Cult is said to be taking hold in Watertown. Dusher may be aggravating some unwanted enemies from Zor in the north. The Temple of Andost may be planning to enlarge the scope of its plans for this part of the world. Some rare disease has recently begun to strike in Marshburg. Whatever other intrigues are developed, there is also the inherent intrigue of banditry and competing factions within these lands and kingdoms. All the above mentioned rulers, as well as dozens of factions and individuals within each city and region, are constantly look-

ing for adventurers for hire for any number of purposes, ranging from the mundane to the illegal to the highly necessary (dealing with a small black Dragon that has appeared in the Dul-Marsh, for instance).

The Brotherhood of Ice

Proper Title: Unknown
 Ruler: Unknown
 Capital: Unknown
 Population: Unknown
 Major Cities and Towns: Unknown
 Dominant Religious Leanings: Unknown
 Alignments: Unknown
 Resources: Unknown

Only recently have a few tales emerged of a strange society which calls itself the “Brotherhood of Ice” in the NE Pack Isles. Isolated from the rest of the continent, the few rumors that have been spread indicate a group of alabaster-white skinned Zarthani-like Humans who kill any outsider. Who or what these people are remains a mystery, as does any sense of how many live on these two islands or if there are any permanent settlements hidden in the cold woods there. Some speculate that the Brotherhood is a group from across the frozen peaks, unaffiliated with any race, while others believe the group to be descendents of the Sythgar (the race, not their Dark Zarthani Lords), while others still conjecture a group of mortals who have traveled through magic or some other means from worlds beyond Mystika. In all these cases, this is all mere speculation with no real proof of any fact beyond the existence of this group and their apparent hostility to outsiders.

The rather vague nature of this group is purposefully left so, intending to allow any individual campaign or game to have one land of the continent that could fit any number of purposes or intents. The Brotherhood could fit one of the above rumors, or a GM could use it as a crossover to another dimensional realm or alternate campaign setting, or even as a tie to another part of Mystika. Or it could simply be another example of zealous isolationists or cultural separatists. In the end it’s up to the individual GM to develop the Brotherhood, or completely ignore it, as they so wish.

The Prelacy of Cashani

Proper Title: The Prelacy of Cashani
 Ruler: Prelate Xu Loru, Doman of the Cantons of Cashani and Keeper of the True Way
 Capital: Cathos (38,684)
 Population: 237,540
 Major Cities and Towns: Chelos (26,408), Ice Reach (7,412), Port Tinian (4,832)



Dominant Religious Leanings: Remenith, Rev, Vrantar, Wo Chu, ancestor worship on Tinian

Alignments: NG, CG, NE

Resources: Timber, livestock and husbandry, furs and pelts, fishing, Brass, Copper and small amounts of Silver, Gems II, III & IV

Established by one faction of the Syak exiles, Cashani is named for the war-leader who first led the settlement of this land. The smaller island of Tinian was added to the Prelacy in approximately 380 C.E., under the Prelate Li Tinian. The Chashani are a martial people, following the central beliefs of Remenith that conflict is the natural order of determining the strongest and rightful heirs of the land. The need to conquer the harsh winters and hard land contributed to the codification of this ideology within every facet of Cashani life – from rights of manhood surrounding ritualistic combat at 16 years of age to the way in which the Prelate is chosen (again, through challenge of armed combat, although whomever holds the Prelacy is given undue advantages of circumstances, weapons and armor to ensure only the truly brave and strong challenger can attain leadership this way). The Syak here are exceedingly arrogant, but have lost any caring about other lands or races. Despite being the “purest” in terms of Syak blood, Cashani Syak have grown taller and stronger as the result of centuries of adapting to the climate and lands they live in. The Army of the Cash is personally led by the Prelate, and numbers approximately 200 well-trained cavalry, 500 infantry armed with various armor and carrying great swords, long swords, war hammers and axes, and finally approximately 100 well-trained long-bowmen. The Army hasn’t had to fight an organized opponent since the Syak War of 148-140 B.C.E., but remains trained and strong because of constant threats emerging from the Spine Ridges, the deeper regions of the cold woods of the lands, and emerging from the Ice Barrens in the North.

Conflicts & Intrigues: The aforementioned activities of creatures and monsters in the borderlands of the nation. Xu Loru is aging and there are a number of younger challenges to his Prelacy more and more often. Strange artifacts have begun surfacing around the Prelacy, especially in the Spine Ridges and the Isle of Tinian. The people of Ice Reach have worried about strange blizzards in recent winters that seem purposefully directed, especially towards individuals and companies that deal in fur, pelts and animal training. The Cashani people still fear possible desires of the Syak Imperium to its south.



Castle Keep

Proper Title: The Sovereign Citadel of Castle Keep

Ruler: Sir Richard Karth, High Magistar of the Order of the Knights of Ilshara

Capital: Castle Keep (8,702)

Population: 10,400 (Zarthani/Baku Mix 80%, Baku 10%, Dwarves 4%, Elves 2%, Halflings & Gnomes in the surrounding hills 2%)

Major Cities and Towns: None other than the Keep and town around it

Dominant Religious Leanings: Kalar (Official religion), Zar, Marz & Solan as well

Alignments: Very dominantly LG, with some N, CG and CN leanings in the town

Resources: Fishing on the El, Trade and commerce between Zanatas-Ur and the south, Fees and levies on the services of the Knights of Ilshara across many lands, Gems I, III & IV

Originally founded in 1,946 on the site of the Battle Against the Horde in which Mordan’s forces were defeated in the land, Castle Keep later thrived as the furthestmost outpost of the Republic and early Empire of Xanadar before that nation’s turn to evil. During the Rebellion it led the revolt against Empire in this region, and saw the founding of the Order of the Knights of Ilshara, who maintain Castle Keep to this day as their headquarters. The Keep is also known as a waypoint for many good-aligned adventuring parties, especially in the Inn of the Thirsty Griffon, a well-known and much in demand tavern where the Fellowship of Five once came together for the 1st time.

Conflicts & Intrigues: The Knights have developed a faction that argues for more direct influence in courts and nations across the land, opposed by the Knight’s Charter which calls for the application of Justice beyond politics and national borders. Tensions remain high between the Knights of Castle Keep and the Atamos Compact to the east. Sef Ser-mac of Jendar has made it well-known he believes Castle Keep should be more politically aligned if not placed under control of the burgeoning city to the south.

Theocracy of Chall

Proper Title: The Blessed Theocracy of the Chall

Ruler: His Most Worthy and Holy Father, Jaren Oliandor II, Theocrat of Chall and Defender of the Faithful

Capital: Amistar (27,202)

Population: 110,860 (Baku 91%, Zarthani 8%, a very few demi-humans)

Major Cities and Towns: Port Chalos (10,709), Perth (7,110), Valen (3,966)

Dominant Religious Leanings: Chalosz officially and almost exclusively, so worship of Marz, Solan and Deleen tolerated.



Alignments: CN very dominant, CG, N and NG to some minor degree

Resources: Fertile farmlands produce foodstuffs and crops, livestock and husbandry, Tributes paid by some other Temples of Chalosz in other realms, Gems I, II

During the Rebellion, zealots devoted to an apocalyptic religion devoted to their interpretations of the Theology of Chalosz overthrew the Zarthani who controlled this province in the name of Xanadar, and forced the exodus of most non-believers (including most non-Baku) from the new Theocracy. Unlike some other worshippers of Chalosz, those of the Theocracy do not seek the chaotic undermining of other realms, but accept that all order will eventually and inevitably lead to an apocalyptic war between good and evil, between humans and demi-humans, and that they as the "Faithful" will be spared in their lands of Chall if they uphold their strict and pious religious devotions and rituals. Chall does not attempt to export their religion, and accepts converts and pilgrims into the land only after rigorous trials and review of an individual's faith. Some other Temples around the continent do pay tributes, mainly out of the desire to maintain this realm as potential safe zone should their own locations ever come under threat. The Theocracy fields a small army known as the "Defenders of the Faith," with approximately 125-150 cavalry, 400 or so pikemen, and another 400 or so wielding sword and bow.

Conflicts & Intrigues: Some of the Chall are becoming increasingly impatient waiting for the apocalypse of continental war. There are rumors of sinister and evil things multiplying in The Fens. Rumors have spread wide and far that the Theocracy has come into certain very powerful artifacts of Chalosz.

The Charlak Tribesman

Proper Title: None

Ruler: Various tribal leaders, both patriarchal and matriarchal

Capital: None

Population: Estimated at 78,000-90,000 (Exclusively Char)

Major Cities and Towns: None, settlements in small collectives and villages only

Dominant Religious Leanings: Varkura and the Char/Menthaki pantheon

Alignments: NG, CG, LN, N, CN, NE, CE and LE around the tribes that worship Zurak Resources: Gold and copper salvaged or mined near ancient cities, Herbs and natural chemical resources of the jungle

Scattered in various regions of the Jungles of N central Arboria, Charlak Tribesmen organize around family structures. Their villages are seemingly primitive, made of thatch wood, rough stone pilings and Jungle moss. Adventurers who come here often make the mistake of underestimating the fierceness and skill of these Tribes, thinking them "uncivilized."

Especially when defending kin and clan, the Charlak are cunning and savvy warriors, armed with spears and long-knives. Several tribes have come under the command of Zurak, whom they worship, and these tribes the erstwhile Oligarch uses to plunder and explore some of the ruins scattered throughout Arboria. Indeed, that is the reason he established his tower, for it is said he is seeking an artifact that will restore his immortality.

Conflicts & Intrigues: As always, the Charlak must contend with any number of powerful and mythical creatures, although recently there has been a rise in undead around the abandoned Char metropolis known as "The Dark City." Zurak's followers are beginning to incite unrest amongst other Charlak tribes. The arrival of adventurers from the north brings back memories of the settlers of Brenmar from Xanadar many centuries ago, violent exploiters of the land whom the Char eventually slaughtered.

The Dim Coast

Proper Title: None

Ruler: (Nominal) Sir Dareth Uforr, Lord of Mor Castle

Capital: (Nominal) Mor Castle (780)

Population: Approx. 17,850 (Zarthani/Baku Mix 48%, Half-Elf 19%, wide variety of Humanoids 30%)

Major Cities and Towns: Lost Haven (ruined, inhabited by 300-400 Orcs), Prinden Bay (4,004), Grosh (2,880)

Dominant Religious Leanings: Kalar, Zar & Solan (Mor Castle),

Brax, Andost, Nurina, Chalosz, Pelos, Garn

Alignments: LG (only in Mor Castle), CG, N, CN, NE, CE, LE

Resources: Negligible – some fishing and farming around Prinden Bay, Timber exploited by Grosh from nearby woods

What was once the Beli Coast province of Xanadar has stood for millennia as the borderland between nations and the foulness of Golgithar. Despoiled by the Star Wood Elves during the Great Rebellion, many of the human inhabitants were killed or driven from the land and the town of Last Haven was sacked and ruined, now known as "Lost" Haven and inhabited by Orcs who refused to worship Mordan. The Knights of Ilshara maintain Mor Castle as a watch on the Horrid Lands. Prinden Bay remains the only civilized human settlement, owing most of its economics to its position as central waypoint for adventurers heading north. Grosh is an almost exclusively Hobgoblin community, which at times has been part of Golgithar but currently asserts its independence from Mordan. The rest of the Dim Coast is sparsely populated by hearty and independent farmers, organized in small communities, as well as by disparate humanoids and other creatures.

Conflicts & Intrigues: As always, the threats of Golgithar are omni-present in this land. Sir Dareth has vocally



questioned the level of support he receives from the Knights in Castle Keep, and has expressed the possibility of removing himself and the Castle from the Order. Tensions and fear exist among some of the humans concerning the Elves of the Star Woods. In Altherthyme, a strange ship with no crew or cargo apparent came into Prinden Bay under full sail, bearing strange markings – strange disappearances have started at night in Prinden following this arrival.

Confederacy of Freeholds

Proper Title: The Concordant Confederacy of Freeholds

Ruler: Various independent Lords and Freeholders

Capital: None, but the Paladin's Freehold is considered the most powerful

Population: 102,488 (Baku 55%, Zarthani 29%, Half-Elf 8%, Gnome 5%, Halfling 1%)

Major Cities and Towns: Highland Hold (2,887), Lake Hold (7,890), Cove Hold (1,984), West Hold (6,227), The Paladin's Freehold (9,864), River Keep (7,412), Rock Keep (989), Hill Keep (1,118)

Dominant Religious Leanings: Kimra, Solan, Gulthan, Marz, Chalos, Aldoran, Pelos, Deleen, Chronar, Kristan

Alignments: Ranges principally from NG to CN, some LG, CE, NE, and LE

Resources: Fertile lands for farming (especially grains and core foodstuffs), Husbandry and livestock, Trade and Commerce from all travel between E and W Ilshara; Some timber and fishing, Gems I, II & III, Copper, Steel, Brass

The lands of the western El river valley have had to adapt and change over many centuries to varying allegiances and claimants. Originally home to various Baku nations, Halflings and Gnomes, the latter races were pre-dominantly pushed from the lands during Mordan's 1st assault on Ilshara. Later the region was annexed by the Republic and Empire of Xanadar, only to splinter after the Fall. The peoples of this realm have always had a strong streak of independence and self-reliance, and as such formed "Freeholds," enclaves of self-rule. The emergence of an evil cult dedicated to Nurina in the Hill Woods forced the numerous holds and keeps to form a loose confederacy, which only indicates a combined authority when dealing with overall threats to the land. The doings of each independent region are left otherwise completely up to the individual hold or keep, which are strongly constructed castles or walled towns whose only truly held common belief is to never be ruled by anyone else again. There are also many smaller settlements and villages, each owing nominal fealty to the closest major hold or keep.

Highland Freehold – Nestled in the hills just south of the Dantredun, the inhabitants here embrace Half-Elves who wish to remain close to that forest. Governed by Her Eminence the Lady Freeholder Evealyne Rushtoll (Baku F),

the Freehold is the central trading point with the realms of NW Ilshara, including any wishing to enter the Syak Imperium. The Freehold is protected by about 100 "Highlanders," stout fighters well-armed and armored. The Freehold also protects a number of mines in the hills and low mountains to the west.

Lake Hold – Supported by trade with Jendar and south along the El river, as well as fishing and agriculture. Lake Hold is governed by Lord Hestiphus Begora (Baku M), and as the most protected by geography of all the Freeholds supports only a small constabulary force of about 50 men armed with mace and crossbow. Lake Hold also encompasses a small Gnome enclave just east of the Hold.

Cove Hold – Small Freehold in the central valley bounded by the Cove Woods. Governed by the Half-Elf wizard Questor the Green, the Cove is strongly devoted to Aldoran as a patron. The Cove boasts no regular force, protected instead by Questor and several fellow wizards.

River Keep – Along with Lake Hold one of the larger Freeholds, River Keep was originally a citadel of the Knights of Xanadar. The Knights who live and rule here now have renounced all fealty to any but their own, forming the Knight Protectors of the El River, numbering about 70 and dedicated to the protection of trade and peace along the western shores of the river down to Trajanar. The current governor is Sir Niklas Porthanos (Zarthani M), Lord of River Keep and elected head of the Knight Protectors.

West Hold – Governed by Freeholder Magnus Cromellan (Baku M), this small hold prospers enormously as the waypoint between the sheltered lands to the west and all nations of central and eastern Ilshara. Boasts a militia of 200, clad in chain shirts and armed with longswords and bows. West Hold also has a small number of elite rangers in its employ, tasked with constant supervision of the borderlands. The Inn of the Setting Sun is a well-known and popular tavern here, stopping point for many adventurers crossing into the west and especially on their way into the deserts and wastes of the south.

Rock Keep – Governed by Lord Benden Makort (Baku M), this citadel in the southern lands protects several very lucrative mines and steel foundries along the slopes of the northern Barrier Peaks. One of the top producers of steel and weapons in the lands of Ilshara, Rock Keep products are found in markets as far as Malystare and even Kalistax. Lord Makort protects his investments by the employment of about two-dozen "strong men," well-armed and experienced fighter mercenaries he has recruited and pays handsomely to serve the Keep.

Hill Keep – Peaceful community in the southernmost hills just before the boundaries of the Trader's Coast, Hill Keep lived in quiet seclusion and with a mix of Baku and Gnomes for many centuries until the rise of a cult



dedicated to the Evil One Nurina about 50 years ago. The cult, headquartered in an ancient Baku temple rebuilt and renamed the Temple of Despair in the Hill Woods, became the source for much evil, including the constant and terrifying re-animation of the dead from cemeteries, and a plague that swept the region that also ended in the creation of zombies. The Confederacy was formed as this cult's influence began to spread to other Holds and Keeps, and eventually a combined militia spearheaded by several groups of adventurers and the Knight Protectors took on the evil at the Battle of Hill Woods. While the small army battled the forces of the Temple above in the woods, two small groups entered the Temple, defeated the cultists (powerful clerics and wizards) and sealed a gate opened by the Cult to the abyssal plane. Still, even after this victory, evil and foul creatures seem drawn to this small corner of the world, and the peaceful days of the past seem a distant memory. Currently governed by Lady Diamond Lex (Zarathani F), Hill Keep maintains a small militia of about 60 constables, as well as an invited Guard of 4-5 Knight Protectors from River Keep.

The Paladin's Freehold - The strongest and most powerful of the enclaves, the Freehold was named for its beginnings as an outpost of the Knights of Xanadar. Currently governed by a triad of former adventures known as "The Paladin Three" (although none are Paladins - one is a N fighter, one a Cleric of Kristan, one a Half-Elf ranger), the Freehold boasts and organized and well-trained force of 25 cavalry, 100 infantry with chain armor and both short swords and long swords, and 100 archers with longbows. Principal contributors to the victory at the Battle of the Hill Woods, the Freehold is charged with maintaining the security and protection of the roads through the central confederacy that remain many centuries after their construction by Xanadar.

Conflicts & Intrigues: It is said that the newly empowered Expansionist faction of Syak has cast its eye on the northern lands, especially the Highland Freehold. Evil creatures continue to be drawn to the Hill Woods, and it is also said some demonic presences remain there as well despite the downfall of the Temple of Despair. The Freeholds have also unfortunately attracted less savory characters fleeing the law in Makistan and Tygrath. Some fear Lord Makort's zeal for mining may disturb things beneath the Barriers best left alone.



Dantredun Wood Elves

Proper Title: None

Ruler: Various Wood Elf Lords and Elders

Capital: None

Population: Unknown, but estimated between 5000 and 6000 Wood Elves.

Major Cities and Towns: None apparent

Dominant Religious Leanings: Jorana, Selina Star Rider, Raven, Kyriana, Devoni Ras, Pelos, Mrirbar, Mira Silverhand

Alignments: CG, NG, N, CN

Resources: Unknown, but certainly resources of the forest and magic

Legends speak of a "Kingdom of the Elves" in the Dantredun as far back as 5000 B.C.E. Certainly there is no known court or organized ruler here, but the collective of Wood Elves does act in unison in defense of their forest realm. In the past they have successfully rebuffed outside incursions from the Syak and by Mordan, and even emissaries from Xanadar at its height were either thrown out or simply disappeared. It is probable that most adult Wood Elves are skilled at fighting, armed with bow, spear and sword. There is also a strong magical presence amidst the Elves of Dantredun, centered around Mira Silverhand and focused on the Wood Elf wizard Celibaris Vendros the Wise at the tower of Dar Danetrad.

Conflicts & Intrigues: Tensions rise with the coming to power of the Expansionists in Syak. Jendar is not exactly a friend, as the Elves are becoming increasingly disturbed by adventurers from that city. While Elves and Dwarves have never had any love for one another, the Wood Elves maintain respectful dealings with Zanatas-Ur. A strange affliction which diminishes magical ability seems to be occurring in the SE area of the forest. The Elves are concerned with the emergence of several enclaves of foul beasts and evil creatures in small pockets of their realm.

The Dwaro-Delve

Proper Title: The Mighty Kingdom of the Eastern Dwarves, The Dwaro-Delve of Stor

Ruler: His Stout and Resplendent Majesty, Thor Roth-Ur, King of the Dwarves of the East

Capital: The Dwaro-Delve

Population: 14,800

Major Cities and Towns: None, all contained within the mountain kingdom

Dominant Religious Leanings: Stor, Branth, Faltor Pal, Gor, Derock, Kormann, Telgar

Alignments: LG, NG, CG, LN, CN

Resources: Gold, Brass, Copper, Iron (Steel), Gems I-V, Exporting of Dwarf-made armor and weapons



The younger of the two Dwarven kingdoms of Ilshara, the Dwaro-Delve has long maintained its independence from Xanadar, a realm that even after the Fall surrounds it on all sides. King Thor has much better relations with the current Kingdom of Xanadar than the Dwarves had with any previous incarnations of the Republic or Empire. The steel products and gold mined by the Dwarves gives it much economic power and sway in the commerce of eastern Ilshara. The Dwarves at Dwaro-Delve maintain a standing army of 800, armored with full-plate and wielding magically empowered axes and hammers. In a very quick time, however, the King could muster an additional 2000-3000 soldiers, and in case of any assault nearly 80% of the Kingdom's denizens can form an almost unconquerable army.

Conflicts & Intrigues: There are some within Thor's court who have expressed fear of delving too deep into the more northern reaches of the Zad mountains where the Kingdom sits. The Elves of the Star Woods openly disdain the Dwarves. It is said that Mordan covets some ancient artifacts the Dwarves keep locked in their deep treasuries. About a decade ago, forces of the Delve killed a red dragon who attempted to set up lair very near them – there are whispers and fears that dragons might be returning in greater numbers to Ilshara and the riches of the Dwaro-Delve would be tempting to these creatures.

Golgithar: The Horrid Lands

Proper Title: The Empire of Mordan
Ruler: Mordan (Origins and Race unknown)
Capital: Gothos (est. at 29,000-30,000)
Population: Unknown, but est. between 180,000 and 200,000 (Orcs, Hobgoblins, Ogres, Fire Giants, Hill Giants, evil Baku Humans, other fell creatures, percentages and distribution uncertain)
Major Cities and Towns: Targ Keep (7,000 predominantly Orc and Baku)
Dominant Religious Leanings: The worship of Mordan is the only sanctioned religion, though some still quietly devote directly to Brax, Andost and Nurina)
Alignments: LE dominant, CE and NE also present
Resources: Iron and metals from the Gol furnaces, diamonds, Gems II, III, IV

Who or what Mordan truly is remains a mystery to most. All that is known is that he represents the most overtly evil and malicious force in the history of the continent, twice having mustered evil to conquer many realms. Legends speak of Mordan as an incredibly handsome and charismatic human male of indistinct race, whose mellifluous voice and charm was powerful enough to sway the Dwarves and Elves. Some whisper that since his return to power he again travels in this form, attempting to subvert and twist individuals, cities and nations to his dark vision. According to the Oligarchs he was one of the immortals, and tales from some captured raiders

from Golgithar tell that Mordan also appears variously as a dark "shape" that moves across the land, a shriveled and evil-looking old man, and a fiery demon of enormous size. So far Golgithar has not openly threatened the world outside, but there can be no doubt that Mordan is either actively setting plans in motion or contemplating future acts of evil. It is accepted that Mordan can field a large army at any time.

Conflicts & Intrigues: What Mordan intends can only be guessed at. Some rumors (perhaps just wishful thinking) say that some of the current evil beings are less than thrilled with Mordan's return as ruler of the land.

Graffspere

Proper Title: The Archbarony of Graffspere
Ruler: His Most Noble Excellency, Folker Hawthorne, ArchBaron of the Graff
Capital: Graff (28,972)
Population: 90,440 (Baku 28%, Menthaki 27%, Zarthani 18%, Gnomes 15%, Half-Elves 8%, Halflings 3%)
Major Cities and Towns: Ton (8,542), Sparos (11,207)
Dominant Religious Leanings: Kimra, Deleen, Solan, Gulthan (Elon), Vuchar, Garn
Alignments: NG, CG, N, CN, LN,
Resources: Fishing and Trade throughout the central Gulthani Bay region. Timber from the Graff Wood. Copper and Brass. Gems I, II & III. Shipbuilding.

The Archbarony of Graffspere is perhaps one of the most racially diverse and a model of co-existence in the land, sporting a mix of Baku and Menthaki settlers, with additional settlements of Zathani, Gnomes, Halflings and Half-Elves. Politically the Graff like to remain neutral, and its peoples still resent the era of inclusion under the Empire of Xanadar (although it is the latter evil days that truly subjugated the realm – the earlier Empire merely claimed Graffspere as a province but always allowed home rule). The shipyards and docks of Graff are known as among the busiest in all the lands, and the Graff are famous for the high-quality ships (especially Caravels) produced here and sold to all takes. The Army of the Graff boasts 200-300 elite rangers who patrol and protect the borders, perhaps 50-60 cavalry, and a mixed infantry/archer force of between 400 and 500, mostly leather clad and wielding a variety of weapons from club to sword to hammer to axe to crossbow to bow.

Conflicts & Intrigues: Emissaries from Gulthanis have accused the nation of selling ships to pirates (which is probably true) and are threatening embargoes and taxes if this is not stopped. As more and more adventurers pass through, illegal and shadier personas and groups are gaining footholds in Graff and Sparos. The Graff are always worried with possible threats from creatures in the Graffos Peaks. The Riders of the Rift have begun appearing more commonly



in the north of the wastes closer to Graffspere than in the past. Tensions continue to be strained with members of the Trader's Coast which seeks to monopolize commerce in the western Bay of Gulthani.

Gulthanis

Proper Title: The Free Maritime City of Gulthanis

Ruler: Lord High Mayor Mefflar Dargolis II

Capital: Gulthanis (46,456)

Population: 49,000 total including settlements around the city (Mixed Baku/Zarthani 78%, Zarthani 10%, variety of demi-humans and humanoids 10%)

Major Cities and Towns: None other than the free city itself

Dominant Religious Leanings: Gulthan, Kristan, Deleen, Garn, Aldoran, Andost

Alignments: NG, CG, N, CN, LN, NE

Resources: Almost exclusive economic reliance on trade and commerce. Fishing is the only dominant local source of production

Once the primary western port of the Empire of Xanadar, Gulthani citizens even then prided themselves on a wariness and strength through knowledge of the greater world at large (hence the patronage of Gulthan and the naming of the city). Following the Fall of Empire the city became a Free City and is ruled today by a Council of Magistrars representing the various guilds, temples and organizations in the city. The Council elects from their own a Lord High Mayor to serve for an 8-year term. The current Lord High Mayor Dargolis is a Zarthani from the Shipping Guild who was elected just over a year ago and struggles to keep the fractious elements of the city government in line. Gulthanis maintains a Guild of Sheriffs to maintain the peace, with an appointed High Sheriff to lead them. The force is composed of perhaps 250 sheriffs (often mercenaries and toughs looking for work) armed variously in leather or chain shirts, mostly carrying maces or short swords, with some units armed with crossbows.

Conflicts & Intrigues: In a city such as this intrigues are everywhere. From a corrupt government structure to competing guilds and organizations to individuals establishing their own base of operations here, Gulthanis is a portal to all forms of contracted service and adventure both within the city itself and abroad. Externally the Lord High Mayor and the Council are most worried with an increase in piracy over the past decade in the lower Bay of Gulthani.

Grand Duchy of Makistan

Proper Title: The Grand Duchy of Makistan

Ruler: The Glorious Protector of the Realm, The Most Honorable High Commander of the Knights of Valor, His Excellency Sarak Felar IV, Grand Duke of Makistan

Capital: Matos Remar (88,902)

Population: 679,580 (89% Baku, 5% Syak mix, 5% Halfling and Gnome)

Major Cities and Towns: Riverbend (27,805), Benjos (25,489), Arkon Mor (19,777), Pablos Felar (31,320), Greenway (15,408), Northgate (17,112), Cold Springs (3,450), Makarta Keep (2,012), The Marker Keep (1,909)

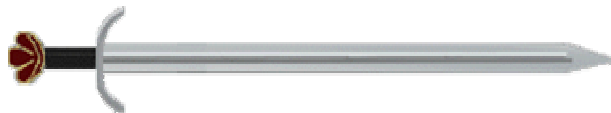
Dominant Religious Leanings: Thira, Boridan, Tamara, Ytaris, Elon, Mori, Orn, Deleen, Garn

Alignments: LG, NG, CG, N, LN, CN

Resources: Extremely fertile farmlands and livestock production. Heavy commerce along the Mendos river. Advanced manufacturing of wares and goods. Extensive mining in mountain regions of the east and north. Silver, Copper, Brass, Iron, Gems I-IV

Often simply referred to as "The Grand Duchy," Makistan is one of the oldest continual human realms on the continent, having been established by Baku settlers as a duchy between 1000-800 B.C.E. and proclaimed the Grand Duchy in 795 B.C.E. Forming a large part of the eastern side of the "sheltered lands" protected from the east and north by the Markers, Makistan has remained relatively untouched by the disorders of the east over the centuries. The Grand Duchy is divided into numerous smaller duchies and baronies, each under the control of one of the seven noble families of Makistan. The current Grand Duke came to power just three years ago and is scion of one of the most powerful of these families, House Felar, whose ancient holdings encompass much of the SE plains and grasslands of the realm. The military is headed by the Knights of Valor, comprising some 750+ Knights who then command a standing army of about 2000 Makistani fighters, in mixed units of infantry (chainmail and longsword) and archers (longbows). The truth is this army is impressive on paper, but centuries of little action have made both the Knights and the army as a whole rather less than cutting-edge, with internal intrigues and politics more in focus than true military training. Luckily till this point that potential weakness has yet to be tested.

Conflicts & Intrigues: The current Grand Duke is only 28 and unproven. The Kingdom is less friendly with both the Halflings of Aloria and the Elves of Ravenclar than earlier days. A racist "Baku supremacy" movement has gained momentum in Arkon Mor and Pablos Felar. The long-told stories of Giant men in the mountains of both south and north have become to increasingly be seen as plausible with the rise of actual reports of these mythical creatures. Some in the Grand Guild of Miners have attempted to warn that the sources of metals and gems are diminishing, and that the nation's historic wealth from these mines may disappear in the not-to-distant future.





Duchy of Hunovia

Proper Title: The Noble Menthaki Duchy of Hunovia
 Ruler: His Excellency the Right Noble Duke of Hunovia, T'Gareth Mollax
 Capital: Hunovar (31,220)
 Population: 92,486 (Menthaki 85%, Baku 10%, Half-Elves 2%, a few other Demi-Humans and humanoids)
 Major Cities and Towns: Kanavar (10,040), Elas (7,256), Boron (5,428)
 Dominant Religious Leanings: Menthaki pantheon with Shollan, Charune, Zyrtha and Jaktu Liann predominant
 Alignments: LG, NG, CG, N, some LN and CN especially on northern Isle
 Resources: Fishing, some timber and agrarian economy. Fruits. Trade and commerce with other regions of central Ilshara. Diamonds. Gems I & II

The Duchy of Hunovia is one of the more successful adaptations of Menthaki civilization into the more modern eras. While maintaining much of their cultural heritage, the Hunovar Menthaki have adapted and incorporated Baku and later Zarthani modes of commerce, technology and systems of government. The Duke is chosen not by direct lineage, but in royal conclave by the noble houses upon the death of a previous ruler. This assures that no single family becomes too dominant in the leadership of the Isles. The Duchy fields a small army of predominantly archers on the Islands, but is more known for its impressive fleet of naval vessels that patrol the Arboria straights, the southern Bay of Gulthani and portions of the south seas. Indeed, it is only through the efforts of Hunovia that piracy has not overtaken most of these seas. Hunovia purchases most of their ships from Graffspere, but the some 1000 trained Hunovar Marines who operate them are as skilled a naval force as can be found on the continent. The Hunovar are primary exporters of exotic fruits that are craved throughout the upper echelons of society across Ilshara.

Conflicts & Intrigues: The Duchy is one of the few nations to trade and deal directly with the Oligarchs of Samarkand. Mykos is attempting to wrest naval dominance of the Bay of Gulthani from Hunovia. Better trained and more capable pirate lords are emerging in the South Seas, boldly striking closer and closer to Hunovia. The Temple of Dakronoth, a minor sect, preaches a coming apocalypse in the same way as all Char and Menthaki kingdoms before have been cursed. There are rebellious enclaves of Half-Elves and some humanoids on the northern Isle.

Free City of Jendar

Proper Title: The Free City of Jendar
 Ruler: His Honor the Lord High Mayor of Jendar, Sef Sermac
 Capital: Jendar (38,912)

Population: Approx. 50,000 total in Free City and lands surrounding (Mixed Zarthani/Baku 67%, Baku 7%, Zarthani 5%, 7% Dwarves, 6% Gnomes, 4% Half-Elves, 3% Halflings + a few Half-Orcs)
 Major Cities and Towns: None other than Jendar itself
 Dominant Religious Leanings: Full Zarthani pantheon, excluding Nurina
 Alignments: Entire spectrum of alignments present in city state
 Resources: Lake Elos (fishing and commerce). Trade along n/s river routes, principle commerce point between Zanatas-Ur and rest of continent. Some farm and husbandry in domain around city.
 Tariffs paid by Tygrath and Confederacy for Jendar's patrolling of the Lake. Gems I

Although Jendar will be detailed in Part IX of this Gazetteer, it is important to reference it here as well. Once a minor trading post of the Republic and Empire, Jendar rose to prominence during the Rebellion and the decades after it as perhaps the center of commercial and diplomatic activity across Ilshara. Because of its locale and accessibility to travel while enjoying relative security, many larger cross-national Guilds, Temples and organizations began shifting their headquarters to this suddenly burgeoning city. Proximity to the Knights of Ilshara in Castle Keep gave the town political sway, and soon Jendar became THE place to go for all merchandise, common and military, ordinary or magical. Jendar became home to several schools and colleges, as well as the Society of the Magi and its new College of the Arcane. In addition, Jendar is perhaps the best locale to seek information on just about any corner of the continent. Inns and taverns abound, catering to all tastes and ethnicities, and virtually every god save Nurina has a major temple located here.

Conflicts & Intrigues: See Part IX – Jendar: City of Adventure for further details on the Free City.

Kalibeth

Proper Title: None
 Ruler: Krathikon J'Turos, The Padish of the Dak Clans (western), Vorlok the Blue (Dragon overlord of the east)
 Capital: None
 Population: Est. at between 9,000 and 10,000 (Char 85%, Mixed Char/Syak 7%, Hobgoblins & other various Humanoids 7-8%)
 Major Cities and Towns: None
 Dominant Religious Leanings: Varkura, Dakronath, Zyrtha, Streth, some eastern tribes worship Vorlok the Blue as their "god"
 Alignments: CG, CN, NE, LE
 Resources: Negligible

The Kalibeth Desert is home to a number of predominantly Char tribal clans which have adapted to desert life over the centuries. While there is a small portion of Syak mix that occurred from explorers or exiles from Windmar, the Char remain dominant both in blood and culture (although much of the more elaborate and outward expressions of the ancient



Empire have been jettisoned out of practicality). The largest collection of Char are organized in the west as the Dak Clans, who have no permanent settlement but move about sporadically. The Padisha of these tribes is a hereditary position, said to be handed down through a direct blood-line to the Emperors of old in Arboria. Several eastern Char tribes worship and serve the Great Blue Vorlok, who makes his home in the central Kalibeth Range.

Conflicts & Intrigues: It is rumored that Vorlok the Blue is one of the oldest Dragons, having never left Ilshara, and that his lair holds vast riches – an enticement to many adventurers and treasure seekers. Several parties have attempted to infiltrate Vorlok’s lair – none have survived to date. There is increasing tension between the Dak Clans and privateers from Windmar who have set up occasional encampments along the coast. Some have speculated that if there ever was an ancient and advanced Baku civilization, its ruins might be buried under the blistering sands and dunes of the Kalibeth. Some of the smaller Hobgoblin tribes have begun to assert themselves in the north-central portion of the desert.

Kingdom of Kalistax

Proper Title: The Imperial Zarthani Kingdom of Kalistax
 Ruler: His Imperial Majesty, Uthoris Bogan VI, High King of Kalistax, Emperor of the Zarthani in Exile, Dragonslayer of South, Lord of the South Seas
 Capital: Kalistax (59,713)
 Population: 689,345 (Zarthani 85%, Gnomes 7%, Halflings 5%)
 Major Cities and Towns: Amorax (40,018), Falloji (28,972), Kellithor (36,212), Waypoint (14,202), Sentinel Keep (4,587), Silverlode (10,208), Riverside (8,706), Bon (11,098), Deveron (20,444), Trojar (1,389), Fire Keep (989), Hard Keep (788), Southwind (7,980), Plotar (18,222), Kal (19,745)
 Dominant Religious Leanings: Zar dominant, entire Zarthani pantheon
 Alignments: Entire range of alignments from LG to CE
 Resources: Fishing, Agriculture, Shipbuilding, timber from the Kaloris Isles, Silver, Brass, Copper, Iron (Steel), Gems I-IV

Kalistax is a kingdom of decadence, founded by arrogant Zarthani fleeing the Draconic Apocalypse of Athgar. When the exiles discovered the resource-rich eastern portion of the Island of Kalis, they established Kalistax in honor of Kalar, however the descendents who rule here now hold little in common with the image of the God of Righteousness other than their absolute confidence in their own superiority. The Court of King Bogan, as was the case with his forbearers, is overrun with sycophants and soothsayers, charlatans and profiteers. The other regions are ruled by Zarthani noble houses which seek only the increase of their own wealth. All peasants and non-nobles, including the small factions of

Gnomes and Halflings who somehow located here after their great wanderings, serve as indentured servants to the nobility. While falling short of outright slavery, life for the common people borders that condition remarkably. The King, as have most of his line, styles himself the “chosen” of the Gods, and temples spend as much time organizing devotions (officially anyway) to him as to the Gods themselves. Bogan also claims to be a “Dragonslayer,” but the story of this great “deed” is pretty much accepted as self-created. The Grand Army of Kalistax is led by a decidedly malicious general named Grax who commands approximately 300-350 Knights, 2000 Infantry with varying armor and sword, and 500 archers. In addition, if necessary (although it’s never been done) the General can conscript from the indentured masses between 5000 and 6000 peasant levies.

Conflicts & Intrigues: There is a growing separatist movement in Deveron and the Kaloris Isles. The Fire Lands remain as they have for centuries, the realm of many humanoids and creatures, including the Fire Giants of the south with whom some in Kalistax have come to know as real. There has been a declared “war” with Praxis for nearly 9 centuries, although no major battles have been fought against the mixed-race western neighbor owing to the boundary of mountains between the two nations. Occasionally there are naval skirmishes, but even these are few and far between. Intrigues abound within the court. Several of the noble houses have sponsored expeditions across the seas to Athgar to attempt to locate ancient heirlooms, relics and even explore retaking the ancient Zathani lands. Of the 5 expeditions that have embarked, none have returned.

Kingdom of the Sun

Proper Title: The Divine and Unified Kingdom of the Sun
 Ruler: The Brightness of the Kingdom, Light of the Sun, Her Majesty S’Tara Xosk, Queen of the Upper and Lower Lands of the Sun
 Capital: Acropolix (42,307)
 Population: 228,504 (Char 98%, some Menthaki strains who fled here from the Rift Wastes)
 Major Cities and Towns: Arthos (35,709)
 Dominant Religious Leanings: Monotheistic worship of the Sun God (Charune)
 Alignments: NG dominant, all other alignments present but any clerical religious devoted to differing alignments are necessarily underground movements
 Resources: The Dralhti river basin is source of all agriculture. Fabrics and exotic pottery, art and relics of earlier Char civilizations. Copper, Brass. Gems I-III

Originally settled by Char from their Empire in Arboria, the lands became divided into two kingdoms, and Upper Kingdom centered around Arthos and a Lower Kingdom along the Dralhti centered around Acropolix. After the sudden decline of the Char in Arboria, the whispers of an ancient curse



amidst the court of King R'Kar of the Upper Kingdom led to the turn from pantheism to absolute monotheistic rule under the One God, the Sun, whose blessings were both visible and tangible in the life-blood of the seasons which came and went with regularity. After the Unification war, the Royal House of the Upper Kingdom overthrew the Princes of Acropolix (who defended the pantheon of many Gods) and moved their court to that city, declaring the newly unified realm the Kingdom of the Sun and instituting monotheism throughout the kingdom. Because of a lack of iron, the Kingdom of the Sun remains a bronze-age style economy. The Kingdom fields an army of approximately 2000, bulwarked by an impressive corps of chariot units and infantry with spear, sword and shield.

Conflicts & Intrigues: While there have always been reports of monsters and other fell creatures in the Telthores, lately these have been multiplying and have become a threat to the north. The practice of elaborate funerals and burials has led to a strange and troubling increase in undead in some regions. Queen S'Tara is aware of a sect dedicated to Jaktu Liann and seeks to quash it. A powerful and shadowy wizard named K'Pon has gained, according to some, too much influence in the Queen's court.

"Kingdom" of Krystar

Proper Title: None
 Ruler: Krystar the White
 Capital: None – Krystar's lair
 Population: 7 White Dragons, 100-150 Baku "servants"
 Major Cities and Towns: None
 Dominant Religious Leanings: Krystar has no use for religion
 Alignments: CE
 Resources: Whatever Krystar and her flight feel like taking

Krystar and her flight of six lesser whites still dominate the central Pack Isles. While the "treaty" with Xanadar has long since passed, Krystar has grown older and more complacent, still raiding the coast of Ilshara, but content to command her small domain and lord over the small Baku tribe she allows to live on her island in exchange for their devotion and service.

Conflicts & Intrigues: The Atamos Compact is concerned with Krystar's raids and has recently begun sponsoring adventurers to eliminate the white dragon presence in these lands. Krystar avoids the Baky Mori completely, a fact that has been taken note of by some of the hardy merchants who trade along the northern coast. Rumors have it that Krystar guards some important artifacts, including perhaps one or several lesser Dragon Orbs.

Kron

Proper Title: The Guard Keep of the North, the Citadel of Kron
 Ruler: Magistrate Boklaidis Murath
 Capital: Kron (5,981)
 Population: same as above
 Major Cities and Towns: only Kron
 Dominant Religious Leanings: Kalar, Solan, Gulthan, Vuchar
 Alignments: LG, NG, CG, N, CN, LN
 Resources: Tithes and support from the Knights of Ilshara. Trade and duties for protection of shipping.

Founded first as a Keep by the Knights of Ilshara in 1058 C.E., Kron quickly became an independent city in the southern Pack Isles. The Knights still maintain their garrison here, and control the 200-300 hired marines who help patrol and secure the coastal trading lanes, but the city governance is left to a city council. Kron is well known for attracting an adventurous lot, especially younger members of other nation's nobility who seek their own fortunes when they feel stuck behind the positions of older siblings in their families. There are approximately 20-30 Knights in residence at any given time, although they tend to only assert themselves in matters of commerce. Internal security is handled through a town militia of some 80 men, with heavy leather armor and a variety of weapons including spear, sword and club.

Conflicts & Intrigues: Magistrate Murath resents the continued presence of the Knights in "his" city. The council is over-stuffed with privateers and merchants who advocate striking a "deal" with Krystar to increase their trading power. The emergence of the Brotherhood of Ice to the east has caused some consternation because no one knows anything about this group, and both the Knights and the Council hate unpredictable factors in their calculations.

Free City and Domain of Malystare

Proper Title: The Free City and Domain of Malystare
 Ruler: His Excellency, Redjak the Bold, Governor of Malystare and Protector of the Isles of Malis
 Capital: Malystare (78,542)
 Population: 168,212 (66% Zarthani, 10% Dwarves, 10% Wood Elves, 8% Halflings, 5% Gnomes, 1% Half-Elves)
 Major Cities and Towns: Fisherman's Point (2,987), Buka (7,890 – mainly Dwarves and Gnomes), Molar (10,313)
 Dominant Religious Leanings: Zarthani pantheon, Derock and Gor for Dwarves, Pelos among the Wood Elves; Garn
 Alignments: Complete Range of Alignments
 Resources: Fishing and ocean resources abundant. Trade and commerce. Financial services and independent protection of assets of individuals from other lands. Timber and shipbuilding. Precision fabrication of tools and complex items (clocks, millworks, etc.). Copper and nickel mines. Gems I-IV



One of the oldest cities settled by Zarthani exiles on the continent, Malystare has long held an important place in the history of the lands. The rugged independence of its Zarthani descendents, bolstered by their co-operative existence with other demi-humans, has garnered the Free City the highest reputation as THE place to relocate wealth to for security. A bulwark of the Rebellion over 500 years ago, the current Governor of the Domain Redjak is the Dwarven grandson of Rothjark the Incorruptible who led the Mal Peninsula in revolt against the evil Salizar Rothan. The Governor is elected by the citizens of the City-State to eight-year terms, and if a Governor is popular enough to win three elections he/she is elected for life. Redjak is such a case, and has been serving as Governor for nearly 90 years. The diversity and prosperity of the City and its domains is ensured by a ready force of varying units that serves the Governor: a flotilla of caravels and galleons that control all the seas north to the coast of Golgithar (keeping a watch here as well) and south to the Zarthon Archipelago. The Principality of Suranista also pays Malystare to patrol their coasts, as this outsourcing of naval defense is cheaper than maintaining their own fleet. The land based militias include 30-40 independent "Knights of the City," 500 city constables armed in leather and with sword & crossbow, 100 Dwarven axe "protectors of the hills," and a contingent of Wood Elf archers and fighters. The Knights of Ilshara are allowed by treaty to keep a small presence in the city, but this is more a consular representation as the Knights have no authority outside of individual contracts for travel protection. The City is awash in banks, corporations and trading companies that stretch their reach throughout the continent - indeed the protected vaults of the three largest Banks of Malystare (the Rothmork Bank, the Bank of Malystare, and the Bank of Zar) are among the safest places in the world to store riches.

Conflicts & Intrigues: Needless to say, such a city boasts a large underground, and its pride in protecting financial concerns has attracted a large Guild of Thieves devoted to breaking this myth. For any thief on Ilshara, being able to claim a theft from the three great Banks would solidify fame and standing - a feat only one thief has managed in the past 100 years (and that was just one bag of gems at that). There are growing tensions with the Zarthon Archipelago to the south over control of the eastern Sea of Xanadar. Redjak is extremely concerned with Mordan's presence up the coast. Some of the Wood Elves in the eastern Isles of Malis have become belligerent. Adventurers recently discovered a strange and seemingly abandoned black-stone tower sw of Molar.

Mendar

Proper Title: The Republic of Mendar

Ruler: His Excellency, Thomas Rykard IV, First Citizen of Mendar

Capital: Mendaris (62,458)

Population: 269,118 (Baku 77%, Syak/Baku Mix 10%, Syak 4%, Gnomes 7%, Half-Elves 2%)

Major Cities and Towns: Glendale (29,313), Harwood (33,717), Olvengate (9,318)

Dominant Religious Leanings: Thira, Boridan, Tamara, Ytaris, Elon, Mori, Orn, Chalosz, Andost, Deleen, Garn

Alignments: Heavily weighted towards CG, NG, N, with strong LG element in government and society, and some NE and CN elements especially in the Capital city.

Resources: Trade with Ravenclar, Windmar, Makistan, Aloria and Nevara Setalix. Fertile agricultural base along the Mendos river.

Fishing, husbandry and textiles. Gems I

Mendar is the one true representation of a democratic government in Ilshara. Its rule is given to an elected Senate, voted on by all citizens of the realm to represent the different provinces in Mendaris, and the Senate is led by a "First Citizen" elected to four-year terms by that body. First Citizen Rykard (Baku M) has been in office now for 3 terms and was just re-elected to his fourth. He is an able administrator, and has negotiated several beneficial treaties with Windmar and Nevara Setalix. He has also improved relations with Ravenclar, and has impressed the Elves of that Realm with his astute understanding of and study of their culture. Mendar also remains friendly to Aloria. The Republic supports and garrisons members of the Knights of Valor from Makistan, but their presence is subject to yearly oversight and review by the Senate. For the time being, the Republic's sheltered position and lack of threats allows it to rely on this arrangement with the Knights for its primary protection, although the Senate can call on a militia of 2000-3000 from Mendaris and Harwood at any time.

Conflicts & Intrigues: There are tensions with the young Grand Duke of Makistan. Some reports of creatures in the Mar Hills have caused discussion of greater cooperation with the Knights. The clerics of the Temple of Garn have begun preaching of a coming "age of sorrow" in the lands. Despite his popularity and very effective rule, some have whispered that there is a strangeness to First Citizen Rykard, and that political enemies within the Senate have suffered strange diseases or, in one or two cases, simply disappeared. Most say these whisperings are just political jealousy.

Primacy of Mykos

Proper Title: The Island Primacy of Mykos

Ruler: Prime Minister Molari Olthari

Capital: Mykos (35,479)

Population: 75,212 (Mixed Zarthani/Baku 80%, Zarthani 10%, Baku 6%, other demi-Humans 4%)

Major Cities and Towns: Moran (12,870)

Dominant Religious Leanings: Zar, Solan, Gulthan, Chronar, Al-doran



Alignments: NG, CG, N, LN, LE, a smaller representation of LG, CN and NE

Resources: Fishing and trade primary core of economy. Timber and some shipbuilding.

The isle of Mykos was for many centuries a part of Xanadar, but went its own way following the Great Rebellion. Although nominally aligned with Gulthanis in cooperative trade in the eastern Bay, Mykos has been attempting to assert its own authority by challenging the Graff and Hunovia in terms of shipbuilding and sea commerce. The nation is ruled by a Privy Council of the nobility of Mykos, who appoint from their ranks a Prime Minister as head of State, although his powers are severely limited. The true power in Mykos resides with the Council, which is saturated with businessmen and guildmasters who promote policies beneficial to their own needs. While none of these factions is evil, and in total the land is fairly aligned to good, the desire for wealth and prosperity does propel much of the decision-making of the Council. Religion is less dominant here, as the people tend towards more secular and practical views of life as reflects their mercantile interests.

Conflicts & Intrigues: Rumor has it the Privy Council is unhappy with Prime Minister Olthari and wishes to replace him soon. Some suspect that certain guilds within Mykos sponsor privateers who interfere with the sea traffic to Gulthanis. The Temple of Brax, outlawed in much of the eastern continent, was allowed to continue here and has been a thorn in the side of the Council for many decades.

Nevara Setalix

Proper Title: The Free and Open City of Nevara Setalix

Ruler: Count Ajax Gromeer, Speaker of the Assembly and Proconsul of the Open City and Its Lands

Capital: Nevara Setalix (41,208)

Population: 60,048 (Baku 58%, Syak/Baku Mix 10%, Char/Baku Mix 6%, Gnome 6% Elven 4%, Dwarf 5%, Half-Elf 3%, Menthaki 4%, various others 4%)

Major Cities and Towns: No major, some smaller farming communities, villages and The Steel Keeps in area

Dominant Religious Leanings: All religions represented in some form

Alignments: Entire range of alignments

Resources: Fishing (on river and lake), Trade and Commerce, Farming and Husbandry, Independent financial services, Gems I & II

The Open City was founded many centuries ago by Baku who sought their own sovereign governance from Makistan. Nevara Setalix serves the sheltered lands of the west much as Malystare does the east, providing protected safe-keeping for wealth and treasure in the vaults of the city. Nevara Setalix refuted the authority of the Knights of Valor some 300 years

ago, and seeking even more independent status contracted with the Knights of Ilshara from the east to garrison and protect its interests. The ruler is a Count from one of the oldest settled families, whose manor and lands lie just west of the city itself. As Speaker of the Assembly (which represents guilds, temples, other organizations) and as Proconsul of the City (with authority over the city militia), the position is hereditary yet a family can be removed from power by the will of the assembly. Aside from the small garrison of Ilshara Knights in the city (and more in the Steel Keeps established to protect the southern boundaries of the City's domain), Nevara Setalix employs a militia of 300, armed mainly with leather armor, club, mace, short sword or crossbow. The city itself is a sprawling mix of every race, and is very concerned to remain "open" to any and all who wish refuge – which is both beneficial and troublesome in the range of citizenry who call the city home. Nevara Setalix is regarded as one of the best places in Ilshara to "get lost" for many who might be seeking to disappear from other lands.

Conflicts & Intrigues: The Knights of Valor resent the presence of the Knights of Ilshara here, and actively work to undermine their effectiveness. For nearly three centuries the Steel Keeps were protection against more imagined threats than real from the south, but now monsters and some raiders from the Great Desert have made these three fortified positions more practical. The vaunted protection of riches in the city vaults has come into, for the first time, question as a new master thief has apparently made the city home and has "retrieved" several artifacts and treasures thought to be secured. Count Gromeer is doing everything he can to keep the latter from becoming known, less business and commerce interests in the sheltered lands become less trusting of his City and move their wealth elsewhere.

The Nomads of the Arid Steppes

Proper Title: None

Ruler: His terrible ferociousness, the Master of the Winds, K'Plan Umalik, War-Rider Of the Menthak Clans, Lord of the Arid Steppes

Capital: None

Population: True number obscure, est. at between 4,500 and 7,000 varyingly

Major Cities and Towns: None

Dominant Religious Leanings: Dakronath, Puchak (*Deleen in Menthaki), Mystrajzar, Zyrtha, Streth, Vol

Alignments: CN, N, LN, NE, CG, NG, CE

Resources: Negligible – some exploitation of the far west Graf woods and the Sand Marshes, some animal husbandry

The Menthaki refugees from Reboria who made their way to the Arid Steppes formed vicious, warring clans amidst the harsh terrain. Over the centuries, these clans were forced to unify more and more so that even while maintaining their



own nomadic existence, they now come together in conclave once a year to pay homage to the most powerful tribe, led by War-Rider Umalik. While first appearances might lull outsiders into thinking these nomads savage and barbarian, they are in fact cunning warriors (every male nomad is a fighter to some degree, armed with spear, knife and very deadly and accurate bows). The nomads protect their meager resources, including herds of “haunched aurachs (similar to buffalo)” and goats, as well as regions believed sacred in the shamanistic devotions of the clans’ clerics (especially to Dakronath).

Conflicts & Intrigues: One clan of nomads has discovered vast treasures in ruins of the south central Barriers, and is seeking to trade these to Graffspere and the Trader’s Coast without the knowledge of the War-Rider or the other clans. The Nomads are always concerned with Dragons in the Draconis Range, especially with Rax and his Orc city domain of Mothgar. Some evil dangers have emerged in the Sand Marshes. The Nomads have clashed with Wild Elves of the Graff Woods as they have attempted to exploit timber and wildlife in its western-most edges. The Nomads are hostile to adventurers crossing through their lands.

Islands of the Noman

Proper Title: None
 Ruler: Various Baku chieftains and Shamans
 Capital: None
 Population: Est. between 3000 and 5000 (Baku nearly 100%)
 Major Cities and Towns: None
 Dominant Religious Leanings: Deleen, Thira, Ytaris, Elon, Mori, Orn
 Alignments: CG, N, CN, LN, NG, a few CE, NE
 Resources: Ice fishing and husbandry of arctic wildlife (trapping)

Similar to their cousins the Baku Mori, the Noman tribes eek out a meager existence amidst the Pack Isles of the Frozen Sea. Very little contact exists save for a few trading ships from Kron, Ornland and Zor which come here for pelts and furs. All members of the tribes (male and female) have some skill in fighting and can wield spear and bow, although one or two tribes have acquired some steel weapons in trade with the mainland. Elite fighters learn to tame and ride griffons which inhabit the isles, forming a small airborne defense against outsiders, monsters, and especially Krystar and her flight to the west.

Conflicts & Intrigues: Once several centuries ago Krystar attempted to dominate these tribes, but the fierceness and honor of its warriors caused her to make a pact with the chieftains and Shamans of the tribes – they pay tribute in a yearly sacrifice of several choice young men and women, chosen by lottery, and delivered by flight to her Island, and she does not attack. There are clans which are

growing more rebellious and resentful of this practice. The Noman isles are a gateway to Friggia, the nearest region to gain supplies (although limited).

Orn Land

Proper Title: The Coastal Kingdom of Orn (formerly Vice-Royalty of Orn Land)
 Ruler: His Highness, King Marko Alfretti, Protector of the Coast and Holy Shield Of Orn
 Capital: Orn (28,199)
 Population: 124,206 (Baku 78%, Mixed Baku/Zarthani 12%, Zarthani 5%, various Other demi-humans 4%)
 Major Cities and Towns: Ice Bay (14,447), Cold Post (4,702)
 Dominant Religious Leanings: Orn, Thira, Deleen, Garn, Boridan, Tamara, Ytaris, Elon Mori
 Alignments: LG to CN, only a few of any evil alignment
 Resources: Ice Fishing in Frozen sea, exotic seafoods, timber, some agriculture and animal husbandry, Gems I, II & III

Originally settled by Baku natives devoted to Orn, this lands has undergone several changes in human dominance. In the 8th century B.C.E., Zarthani druidic cults dedicated to “Faith in the Land” settled the region after many of its Baky founders (who named the region after their preeminent God) fled before Mordan’s horde. These Zarthani remained in control of the isolated region until their numbers began to dwindle – unfortunately many of these Faithful practiced celibacy as one rite of worship, unhealthy for their culture’s continuation. The remainder eventually were absorbed by Xanadar during its rise as Republic and later Empire, and the region was made a vice-royalty. During the period of the Sythgar domination of Xanadar, Orn Land again became a home to many Baku – sent there under the dominance of Zarthani warlords (some culled from the previous inhabitants, others being Sythgar of House Naran) to work in slave camps in the hills and mountains. These Baku rebelled, with the help of Wood Elves from the nearby Great Forest, and after the fall of the Empire Orn Land again became an independent Baku kingdom, with many Zarthani killed in retribution or forced into exile again (although some Zarthani clans still devoted to the Land were allowed to stay). The current King commands a small but talented army of approx. 100 cavalry, 500 infantry (chain, longsword and pike), and 200 archers (elite longbowmen). In addition, Orn fields a small flotilla of triremes which patrol the frigid coast and protect some coastal sea trade with Zor, Kron, and the Atamos Compact. The Baku of Orn Land are larger and less cultured than elsewhere on the continent.

Conflicts & Intrigues: As with all northern realms, worries abound about Krystar’s presence. Orn Land was always the central invasion route of Mordan’s forces in millennia past, so the news of his resurgence to the east has caused much consternation – King Alfretti has sought to establish



stronger ties again with the Kingdom of Xanadar to the south because of this, but in turn this has caused friction within the young Baku noble families which dominate social and political life in the city of Orn and the King's court. Rumors of Giants, Ogres and other creatures are on the rise in the sw near the Morgoth Peaks. Orn Land grudgingly supports the Knights of Ilshara stationed between them and the Dim Coast at Mor Castle, but the King would like to control that citadel directly.

Phelios

Proper Title: Holy Gem of Ilshara, the Blessed and Independent City of Phelios

Ruler: His Blessed Reverence, Archcleric Trevar Trinarithon, Primate of the Church of Zar, Mortal Ambassador to the Gods, Defender of the Holy See

Capital: Phelios (71,823)

Population: 108,002 (Zarthani 85%, Mixed Baku/Zarthani 5%, Half-Elves 5%, Dwarves 3%, various other 2%)

Major Cities and Towns: Smaller villages and settlements in the Border Lands

Dominant Religious Leanings: Zar, Zarthani pantheon excluding Brax and Nurina

Alignments: LG, NG dominant, CG, CN, N, LN, NE

Resources: Strategic trading position between Xanadar and the west. Fishing, farming and livestock. Wines and spices. Religious tithes from throughout Ilshara to the principal seat of the Church of Zar, Father of Gods. Gems I

For centuries Phelios was the center of true religious devotion in the old Republic and later Empire of Xanadar and See of the Church of Zar in Ilshara. Only during the dark days of the Empire, when clerics of Brax were given authority, did the temples of Zar and the Primate not control this city. Indeed, early cells of the Rebellion were aided by the clerics of Zar, who forged an alliance with the political entities of the city under the auspices of Senator Klestreus Adivarius to fight against the Sythgar tyranny. After the fall of the Empire, Phelios was the site for the great Treaty of Phelios which settled the post-war peace, the treaty being brokered by the Church of Zar. After this Phelios remained an independent Holy City for Zarthani religion, standing amidst the border lands between Xanadar and the west and central portions of Ilshara. The Church contracts with the Knights of Ilshara, and one of the largest contingents of Knights garrison the city (125-150 Knights at any time, given the title "Defenders of the Holy Church"). The city is the site for pilgrims each Altherthyme paying homage to Zar, as well as sub-festivals for Kalar, Kimra and Solan. Chronar also has a strong subordinate temple here.

Conflicts & Intrigues: Some have voiced concern that the upper echelons of the Temple hierarchy have become too secular, too interested in trade and commerce rather than

devotion. The rise of the Bandit Kingdoms to the west is a constant source of worry and problems. Relations with the secular Kingdom of Xanadar are always a bit strained. There are some who feel the Knights of Ilshara are not representative enough of divine righteousness and should be replaced by homegrown Paladins of Zar and Kalar.

Republic of Praxis

Proper Title: The Republic of Praxis

Ruler: Her Most Noble Ladyship, Duchess Suurena Vemora, High Chancellor of the Republic

Capital: Praxis (51,289)

Population: 270,250 (Menthaki/Zarthani Mix 75%, Wild Elves 14%, Half-Elves 2%, Dwarves 5%, Various other demi-humans 2%)

Major Cities and Towns: Nomi (32,387), Velos (27,205)

Dominant Religious Leanings: Mixture of Menthaki and Zarthani pantheons

Alignments: NG, CG, LG, N, CN, LN

Resources: Prime grazing and agricultural lands. Resource-filled forests, utilized under cooperation with Elves that inhabit the forests. Shipping, timber, textiles. Gems I, II, and III

The western portion of what is today called the Island of Kalis was originally referred to as "Easterland" by the Menthaki who settled here from Arboria. The arrival of the Zarthani on the other side of the island inevitably changed the society that evolved here. Early on, the Zarthani who crossed by coast and around the hills of the Northern Peaks established friendly co-existence with the Menthaki, and indeed soon the two branches of humanity had inter-mingled and developed a society and culture that unified first as a duchy, later a kingdom then finally evolving into a Republic. This evolution in governance allowed the peoples of this land to thrive and develop together at the same time the Kingdom of Kalistax drifted into stagnation and decadence. While a state of "war" was declared centuries ago by one particularly arrogant and power-thirsty Kalistax king, the Republic has gone on without really ever noticing or having to battle their eastern neighbors, owing to the protective nature of the central mountain ranges that split the island in two. Still, the nobility and the government (headed by a High Chancellor elected from the peerage) maintain a defensive force of about 1500 troops, including 100-125 knights, 700-800 infantry with armor ranging from studded leather to chain shirt and armed with swords (both long and short) and shield, and an elite archer division of longbowmen. Praxis also fields a small but strong coast guard of caravels manned by about 500 elite marines.

Conflicts & Intrigues: There is some tension between the humans of the land and the wild elves that inhabit the Nor Woods and Paras Forest. Trade via sea with the mainland is being disrupted by growing piracy in the South



Seas. Some recent merchants have disappeared in the waters south of the island, and strange tails of mer-people and other fanciful monsters now circulate in the taverns of Velos and Praxis. The “war” that has for so many centuries with Kalistax shows some signs of actually reigniting as real combat as several Kalistax vessels have begun actively engaging the ships of Praxis on an increasing basis over the past 5 years. The Duchess recently took a new consort, a strange wizard named Garuth whom some fear is angling for power in her court.

Ravenclar

Proper Title: The Golden Elven Realm of Ravenclar
 Ruler: Her Radiance, Crowned Princess Adira Quelosar, Lady of the Night and Protector of the Raven Elves
 Capital: Ravenclar Citadel (10,230)
 Population: 189,205 (Grey Elves 94%, Wood Elves 4%, Half-Elves 2%)
 Major Cities and Towns: Rothgar (14,202), Raven Bay (8,205)
 Dominant Religious Leanings: Raven, Jorana and Elven Pantheon
 Alignments: CG most prominent, CN and N also fairly common, a few NG and LG
 Resources: The Golden Forest. Fine-crafted weaponry, especially in archery, other resources unknown but assumed to include strong magical ability to create artifacts and objects of arcane power.

The Realm of Ravenclar is the oldest continual society on the continent of Ilshara, having been established by the Grey Elves as the first of their two kingdoms over 6000 years ago. The Elves of the Raven Woods (also known as the Golden Woods for the incredible shades of color exhibited here during Windmarch) exist in absolute mutual co-existence with nature in the forest, and very few fell creatures even attempt to enter the ancient and well-protected woods. The Elves are on friendly relations with the Halflings of Aloria, and thanks to the efforts of First Citizen Rykard of Mendar for the 1st time in millennia the Raven Elves actually have begun to trust (although always with careful discretion) the humans of the southern sheltered lands. Makistan is another matter, and while not hostile to the Grand Duchy, the Elves look on the rulers of Matos Remar as typical of some of the more negative traits of humans. The rule of Ravenclar is a hereditary matriarchy that is said to pass directly from the legend of Selina Star Rider and Raven’s birth of the first mortal Elven Lady of the Woods. The current crowned princess is quite young, only a little over 300 years-old for someone of her position amongst the Elves. The Princess can call on her consort to raise the Elven army, which can quickly swell from around 1000 regular “sentinels” of the forest to a force of 10, 15 or even 20 thousand within days. Masters of combat, with Elven-made armor, steel and bow, the Raven Elves could probably defeat just about any force on the planet. They have not, however, ever fought outside their borders

and remain aloof to the plight of others on the continent, even the during the assault on their cousins in the Star Woods by Mordan many centuries ago.

Conflicts & Intrigues: Elven Magic is centered around the cadre of High Elven Wizards at the Moon Tower, and there is some evidence that these Wizards have grown distant from the matriarchy and some may even believe that it is time for them to rule Ravenclar. Distrust of Makistan grows, and the Elves are especially displeased with the arrogance and intrusion of the Knights of Valor into their eastern forest reaches. The Elves are also concerned with Makistan taking aim at Aloria and their halfling friends. News that Syaks have again begun asserting themselves out of the Imperium up the coast causes some to believe that in the not-too-distant future we may yet see a Raven army sortie forth – the Raven Elves hate the Syaks who once came through their lands and immediately attempted to enslave what they thought were “inferior” Elves. Many Elves wonder if their young Princess is truly up to leading Ravenclar into a period some predict will be more troubled for their beloved woods.

Riders of the Rift

Proper Title: The Sultanates of the Rift Valley
 Ruler: Two Sultans, T’Mor Ykaran and F’Mora Brakaris, commanding rival tribes that move about the Rift Wastes
 Capital: None
 Population: Est. between 3,000 and 4,000 (Almost pure Menthaki)
 Major Cities and Towns: None (the Sultans make encampments which become small towns for brief periods before they pack and move on)
 Dominant Religious Leanings: Varkura and Menthaki Pantheon
 Alignments: NG, N, CN, NE, CG
 Resources: Moisture farming, recovery and peddling of Reborian Menthaki artifacts to Graffspere

The two Menthaki tribes that continue to inhabit what was once fertile Reboria contend with each other over which portions of the wastes they control and exploit. The “Riders” as both tribes are referred to are each led by a Sultan, hereditary in the case of Ykaran’s tribe and decided through strength of arms in the case of Brakaris. These Riders maintain their existence through a clever use of moisture farming, aided by Shamanistic magic, which draws water out of the air, temporarily fertilizing small tracts of wasteland for seasonal farming. Unfortunately, the process isn’t replicatable on the same ground again for 5-10 years, so each tribe moves in constant nomadic existence. There is also a wealth of treasure buried in many ruins throughout the land, including ancient Ventaki artifacts brought to Reboria by the Menthaki. The tribes have learned that these relics can be traded for wealth with nearby Graffspere.



Conflicts & Intrigues: Despite trading with the Graff, that land has become concerned with Sultan Brakaris's recent movement of his clan closer and closer to the Graff border in the northern wastes. The actual rift is still avoided, for any living thing coming within 25 miles of the great rift and remaining there for more than a few days contracts a strange wasting disease. Both tribes are concerned with the emergence of a powerful wizard at the far western part of the Rift Wastes. Tensions between the two contesting Sultans have recently grown more violent, except for one area of agreement – both tribes hate the adventurers and treasure seekers that have come recently and both clans kill outsiders whom they catch in “their” lands.

Samarkand

Proper Title: The Oligarchy of Samarkand, Chosen Protectors of the Gods

Ruler: The Oligarchs, Six Wizards led by the High Oligarch, the Golden Sorcerer Seskis Andante the White; Nominal political control also invested in Governor Pek Lamor over the non-magical denizens of the land

Capital: Solaris (27,282)

Population: 117,330 (Menthaki 48%, Baku/Menthaki Mix 20%, Wood Elves 20%, Half-Elves 7%, Gnomes 4%)

Major Cities and Towns: North Port (7,802), South Bay (13,458)

Dominant Religious Leanings: Marz (Mori) predominant, Zar/Thira

Alignments: N, NG, LN, CN, CG

Resources: Unknown but assumed to be considerable. Some trade, mostly with Hunovia. Magical items, spell components and scrolls, arcane devices which somehow end up in the various markets of the continent. Gems I-V

When Mordan made his first attempt at domination, it is said that the Gods sent the Oligarchs, mortal Avatars of the Quintari, to defeat him and maintain the balance of the world. In doing so, the Oligarchs became mortal wizards of great power, yet gave up their direct connection to the Gods to accomplish their worldly mission. Despite releasing Mordan from his prison, the Fellowship of Five also discovered that of the original six (Seskis the White, Alexander the Red, Zurak the Grey, Menthor the Blue, Karina the Green and Krogan Krolar the Black) only two remained on Samarkand, Menthor, Karina and Krogan having succumbed to mortal death over the centuries and Zurak having abandoned his former colleagues (after supposedly going quite mad with desire to regain immortality). Then Mordan, held without aging, emerged and killed Alexander, leaving only Seskis. The other “current” Oligarchs are native wizards, sought out while children and tested for magical ability, then raised on Samarkand to assume their positions in the Oligarchy (more below). The Menthaki, Baku mixes and other denizens have

long enjoyed the protection afforded them by serving the rather mundane needs of their masters, and indeed the Oligarchs have long left them to their own lives other than providing servants, food and resources. The islanders have their own governor, and merchants from Samarkand trade with and through Hunovia with the rest of Ilshara, and a special trade exists directly to major cities as one or two Oligarchs (in disguise) take magical wares to sell (although never introducing too powerful or dangerous artifacts to the lands). While Samarkand has never needed to field an army with the magical protections afforded them, Governor Lamor does command a constabulary force of about 70-80 men in Solaris, with slightly smaller numbers in North Port and South Bay.

The Oligarchs themselves live in impressive and nearly impenetrable towers scattered about the island. The towers and the current Oligarchs are as follows:

Dar Armenos – Tower citadel in the Spirit Wood of the only remaining true Oligarch, Seskis the White.

Dar Draconis – Home to the wizard Tolmas Sulante, a Zarthani from Xanadar who is most vocal about opening ties between the reclusive Oligarchy and the mainland, especially with the Kingdom of Xanadar.

Mintar Dar – Currently occupied by Feleena the Blue, an Elven wizard who was brought here centuries ago and mentored by Menthor.

Solisar Dar – Currently the residency of the Archmage Telerand, a Baku native of Nevara Setalix that Seskis encountered as a teenager in the markets of that city.

Dar Rethon – Inhabited by the sorceress L’Kana Moor, a Menthaki magic user from Hunovia.

Dar Andros – Formerly the home of Alexander the Red, this citadel has remained empty while the other Oligarchs seek a new wizard to train. Tolmas has suggested the Oligarchy forego raising someone from youth, and that in need to more swiftly replace the fallen archmage they should recruit someone already powerful. His suggestion of Zar Kataris was rebuffed however, because of Seskis’s view that the folly he showed in releasing Mordan disqualified him. Kataris is most certainly unaware of his name being discussed by these powerful wizards.

Conflicts & Intrigues: The Oligarchs have long kept the Wizard’s Pass free of monsters and piracy, but their powers over this straight of sea have waned. The vaults and magical cells of the Spires are aging and the Oligarchs fear with the loss of the ancient strength of their magic they can no longer contain some of the fell beasts and demons there. Following on legends of the Fellowship of Five, other adventurers have attempted to enter Samarkand. The Oligarchs are aware of the piracy of Setlaran and the growing slave trade through the south seas. Mystical fear of the island and the



Oligarchs may be waning with stories of the freeing of Mordan. The Wood Elves of the Spirit Wood have become more independent and rebellious of their traditional services to Seskis, and the same Elves are less friendly with the human populations of the island, especially as more Half-Elves have been allowed to immigrate to the lands – the only recent immigrants allowed (probably because Seskis empathizes with their duality).

The Sea Lords of Setlaran

Proper Title: The “Princedom” of the Pirate Lords of Setlaran
 Ruler: “Prince” Skarma Gorth, Lord of Setlaran and First Among Princes of the Pirate Lords
 Capital: Setlaran (20,778)
 Population: 42,699 (Continually varied – denizens of all races and branches)
 Major Cities and Towns: Arbor Keep (10,204)
 Dominant Religious Leanings: Garn, Andost, Chronar, Deleen, Orn, Mori
 Alignments: CN, N, CE, NE, some CG
 Resources: Plunder from piracy. Some timber and fishing. Gems I & II, some Copper locally. Slave traffic.

Over the past several centuries, two former distant outposts of Xanadar have become havens for ruthless pirate “princes” who have taken command of the Isle of Selt. Numerous princes abound in the rambling port of Setlaran, raiding north and east as far as the Bay of Gulthani and deep into the Sea of Xanadar. Prince Gorth is the wealthiest and most successful of these sea lords, and controls not just the principal administration of the docks and citadel in Setlaran, but also controls Arbor Keep, which he maintains as point of entry for the slave trade that has erupted as these pirate lords “conscript” Ilsharans of all races to serve the increasingly evil and decadent Vol Regency in Arboria. In the last decade, the loathsome Gorth has also begun running slaver ships to the Zarthon Archipelago in exchange for a no-raid policy against ships of that Zarthani nation. Perhaps even more ominously, several other lesser pirate princes have taken slaves on a dangerous gauntlet, passing through the Malis straights heading north. The only conceivable destination is Golgithar, causing many to worry that the sea lords may have made an agreement to provide human and demi-human fodder to the Dark One Mordan.

Conflicts & Intrigues: Not all the pirate lords agree with slaving, and there is certainly infighting over the newer slave trade to Zarthon and Golgithar. Sea-going nations like Hunovia, Malystare, Praxis and Xanadar could wipe out the pirates if they ever set their minds to it. Till now the fractured nature of the post-Imperial continent is the best defense the sea lords have. The Regents of Vol have become an increasingly intrusive presence in Setlaran, much to the consternation of Gorth.

Shevaros

Proper Title: Gateway of the East, the Free City of Shevaros
 Ruler: Lady Mimbeth Shulara, High Councilor of Shevaros
 Capital: Shevaros (69,327)
 Population: Approx. 80,000 total in city and surrounding lands (Zarthani 71%, Gnomes 10%, Elves 10%, Half-Elves 5%, Dwarves 2%, Halflings 1%)
 Major Cities and Towns: Smaller Gnomish and Halfling settlements within the boundaries of the Free City
 Dominant Religious Leanings: Zarthani and Elvish pantheons, especially Kristan, Taran, Miribar, Aldoran and Mira Silverhand
 Alignments: LG, LN, CG, N dominant, some NG, a few NE
 Resources: Fishing and agriculture. Principal trading city in eastern Ilshara. Acts as primary gateway to the Star Woods, and is only friendly outside realm to the Elves of that land

Shevaros was once one of the three regional capitals (along with Marz and Trajanar) of the Republic and Empire at its height, commanding the regions that encompassed the Beli Coast, Suranista, Malystare and even Gol for awhile. An active part of the Great Rebellion, Shevaros became an independent city soon after the fall of the Empire. Shevaros sits strategically at the confluence of the Star and Sun rivers, and as such controls river trade north to Mor Castle, to and from the Elves of the Star Woods, as well as between Suranista and Xanadar (who like having the independent city broker their commerce). The city is ruled by a Council of Twelve, with the council electing their own High Councilor every 12 years. Shevaros maintains a mixed force of human and Elven fighters, including some 300 Master Swordsman and 150 Elite Archers. The City also contracts with Castle Keep and maintains a small force of the Knights of Ilshara, although this branch has better relations with the Elves than those posted in Mor Castle. Shevaros’s environs also claim the closest settlement to a “Gnome homeland” in Ilshara, with many Gnomes making their homes along the rolling riverbanks north and south of the city.

Conflicts & Intrigues: Despite its prosperity and relative peacefulness, Shevaros’s status as a Free City does attract many disparate types, including shadier denizens and those who see the city as an entry point for mischief in the Star Woods. The Council of Twelve has tried hard to quash any Thieve’s Guild from taking hold in the city, but the practical reality is that, as in any major metropolis, there certainly is a thriving underworld. Like all citizens of the eastern continent, possible tendrils of evil from Mordan’s realm have caused growing tensions and fear in many who live so close to Golgithar, even if the Star Woods protect their borders for now.





Barony of Slar

Proper Title: The Barony of Slar

Ruler: His Eminence, Terror of the North, Zakar Kann, Baron of Slar

Capital: Slar (4,201)

Population: Unknown, but estimated at between 17,000 and 20,000 (various mixes of Baku, Zarthani, Orcs, Half-Orcs, Hobgoblins, Lizard-folk, Ogres, etc. – distribution and percentages uncertain)

Major Cities and Towns: None- various strongholds, villages, and fiefdoms of evil denizens

Dominant Religious Leanings: Brax, Andost, Nurina, Chalosz, Remenith

Alignments: LE, CE, NE, some CN

Resources: Unknown

For many centuries the northern reaches of what became known as the Welterlands was already home to evil, settled by Mordan's war-leader Slar following his first defeat. But



evil knew this realm as a home even before that, and whatever strange fell magic permeates the cold swamps and dark woods of the lands has attracted evil creatures for as long as any can remember. It is said that the legendary Black Dragon Arloch the Horrible once ruled the land, and that his treasure rich lair remains hidden somewhere in the

swamps. Certainly the Sythgar Lord who took up residence after the Fall of the Empire built his citadel with many dungeons, and while the upper reaches of that castle lay in ruin the labyrinths below remain. Following the Slar Crisis, evil Barons again claimed the land and rule from Slar, a black and morbid city in which clerics of Brax, Andost and Nurina torture and maim at will, where graphic acts of inhumanity occur on a daily basis. The Baron Kann does employ a mixed force of humans and humanoids (numbering around 100 and including several dark Knights), but the rest of the Barony is divided amongst the squabbling and decrepit humanoids and lesser evil human chieftains.

Conflicts & Intrigues: Baron Kann seeks to infiltrate the Atamos Compact and incite conflict amongst the city states to the south. The tales of both the lost lair of Arloch and the Sythgar dungeons draws more and more adventurers, mostly foolhardy, to this evil land. There is tension and conflict on a daily basis between the human and humanoids of the Barony. A decrepit old man, referred to as the Night Hermit, has been seen wandering the Slar woods – it is said that those who approach him are found burned and mutilated soon after. The Temple of Brax and the Temple of Nurina vie for religious power in the craven city of Slar. Strange beasts not seen elsewhere on the continent are said to roam the cold swamps and the coastal regions.

The Star Wood Kingdom

Proper Title: The Radiant and Glorious Realm of Elvendom in Ilshara

Ruler: His Radiancy, Son of the Stars and Glorious Defender of the Realm, Thallander Durandos, High Prince of the Star Woods

Capital: Scelibar Venture (29,345)

Population: 78,600 (Exclusively Grey Elves)

Major Cities and Towns: The Star Tower (275)

Dominant Religious Leanings: Gillari, Selina Star Rider, Kyriana, Raven, Pelos, Miribar, Mira Silverhand

Alignments: CG, NG, LG, N, CN, LN

Resources: The Star Woods. Ancient magical knowledge. Exportation of fabrics, weapons, elaborate art and artifacts. Gems I, II, III.

The second oldest of the Elven Kingdoms, the Star Wood Elves are far less inclined to deal with outsiders than their Raven cousins in the far west, principally owing to the assaults made by others (Mordan and Imperial Xanadar) on their lands over the centuries. While much of the western portion of the woods officially lies within the borders still of the Kingdom of Xanadar, the High King wisely recognizes the autonomy of the Elves and never attempts to claim these woods other than on printed maps. The Elves could care less what Xanadarian cartographers do, so long as human armies don't foolishly assault the woods again. High Prince Durandos does allow trade along the Star River, for which he receives tithing from both Shevaros and Xanadar. The Star Wood Elves are cunning both with steel and with magic. The High Prince entrusts his realm's defense to Elven General Thurilond, his cousin, who commands a force of somewhere between 600 and 800 well-armored and well-armed elite fighters, bolstered by 100-200 archers and perhaps two dozen wizards. Star Wood culture is centered around the Halls of Knowledge in the Star Tower citadel, epicenter of magical study both arcane and divine, as well as home to a powerful observatory. The Elves of this realm have the greatest knowledge of the actual universe, the connections between this world and the planes beyond, and nature itself.

Conflicts & Intrigues: General Thurilond spent several decades abroad as representative of the Elves to human realms such as Xanadar, and it is said he pines for a lost love named Elaina, an adventurer he encountered during those days. The Elves prepare constantly for the threat of Mordan's forces moving again. There are some in High Prince Thallander's court who argue for complete isolation from the outside world.





Principality of Suranista

Proper Title: The Royal Principality of Suranista

Ruler: His Royal Highness, Defyline Mokfoot II, Prince of the Eastern Realm of Suranista (Head of State); Viceroy Wellis Avelar (Head of Government)

Capital: Suranist (81,498)

Population: 368,870 (Zarthani 50%, Mixed Zarthani/Baku 22%, Grey Elves 7%, Half Elves 7%, Gnomes 6%, Halflings 5%, Dwarves 2%)

Major Cities and Towns: Suranova (41,227), Syntar (17,287), Karn (14,586), Welther Bay (15,206), Antonar Bay (31,009)

Dominant Religious Leanings: Zarthani Pantheon, Secularism

Alignments: Range from LG to NE, very few LE or CE

Resources: Agriculture and husbandry. Fishing (both river and deep-sea). Timber. Copper and Brass, some Iron (Steel). Gems I, II

When this former province of Xanadar declared its independence, the noble houses of the land looked to assure their former lords in the new Kingdom of Xanadar would not look on them as expansionist, and sought a similar image to portray to the Star Wood Elves. As such, the nobles constructed a government which would appear benign to outsiders, and so crowned a Gnome family as Princes of the realm. The Mokfoot family was given duty as Head of State, but real governmental power was vested in the House of Lords, administered by the Viceroy of the House (appointed by his or her peers). Suranista maintains a small army of perhaps 50 Cavalry, trained by Knights of Ilshar under contract to the House of Lords, 400 Infantry with pike, sword and mostly chain armor, and 200 archers, most assuredly not elite bowmen – a joke has made its rounds that brands poor marksmen and scoundrels alike as “crooked as an arrow shot in Suranista.” Despite having a large commercial navy, the House of Lords pays Malystare a tribute to protect its coasts, thus eliminating the need for their own navy. The farmlands of Suranista are among the most fertile and generous on the continent, giving the land the reputation as the “breadbasket” of Ilshara.

Conflicts & Intrigues: Prince Defyline is viewed by most as a well-meaning bumbler and buffoon, however some suspect this is a front and the Prince is actually a cunning politician who sees the future in taking direct reigns of government himself. Viceroy Avelar, while not evil, is a somewhat shady former ranger-turned-merchant (Zarthani M) who astutely manipulated and consolidated power in a very short time – his quick rise to Viceroy only took some 8 years and he became the youngest leader of the House of Lords at 39. There is some tension with Malystare over mines on the ill-defined hilly border between the realms, giving rise to fears of the loss of the latter’s naval protection of Suranista’s coasts. The nobles here still hold animosity towards the remnants of House Naran which still control Xanadaran lands

just sw of their principedom. It is rumored there remain hidden and abandoned Sythgar lairs in this land, never found in the centuries following the purges.

The Syak Imperium

Proper Title: The Resolute and Pure Imperium of the Syak of Ilshara

Ruler: Emperor Zhaou Marj Far, Gaurdian of Purity and Judge of the Syak in Exile

Capital: Syakar (69,444)

Population: 257,402 (Syak 87%, Syak/Baku Mix 9%, Syak/Zarthani Mix 3%)

Major Cities and Towns: Zarathustrax (48,950), Flon (22,568)

Dominant Religious Leanings: Remenith, Syonn, Seyros, Wo Chu

Alignments: LE, CN, NE, N, LN, CG

Resources: Vast riches from mines in the northern Markers – Gold, Silver, Copper, Iron. Gems I-V. Animal husbandry. Some agriculture (rice and basic grains). Minimal trading through the Freeholds of art (sculpture, pottery, painting)

The elitist and racist Syak exiles from Setaar formed this Imperium after attempting to settle the sheltered lands and battling Baku and Elves in central Ilshara. By the time the few “pure” tribes made their way to the isolated lands north of the Markers, they were but a few thousand. For the ages since, the Syak Imperium has held itself up to its own people as a realm of might and purity, holding long traditions of Spartan life-styles and militaristic society. This is ironic because the Syak here do have some intermingling with Baku and even later Zarthani exiles fleeing the fall of the Empire. More than that, the nation has remained stagnant for over a millennium as they kept themselves isolated from the outside world. A strict code of physical perfection led to the continual execution of children born that are deemed “unfit” or “unsure.” That practice (which remains in effect today), coupled with a barely adequate food supply, as well as a martial way of life that includes harsh combat training and dormitory life for young men beginning at age 5 (both unarmed and armed combat trials are a yearly part of life till 18) has resulted in a land that does not grow, with a relatively small population for the realm’s age. The Syak Army is an impressive unit of 500 Cavalry, 2000 Regular Infantry (Platemale, Longsword or Pike), several dozen “Fists of the Syak” (well-trained Monks and Assassins), 1000 longbowmen, and approximately 100 “special” soldiers armed with a rudimentary invention known as the Fireseed Arm – a roughly built tube that the Syak use “Fireseed” to ignite and propel steel balls. The knowledge of “Fireseed” was discovered accidentally by healer temples and its propellant properties quickly discovered, although this is only implemented in the most



basic of ways as the Syak lands hold only limited supplies of saltpeter to make the fireseed with.

Conflicts & Intrigues: Syak isolationism is coming to an end. For centuries, noble families sought mainly to consolidate their own power and holdings in the Imperium, so most strife was internal (with the exception of skirmishes with the Wood Elves to the east and in the Myr Wood). With the ascension of the Far Dynasty, however, a new expansionist movement has taken hold. Emperor Far is aided in this new direction by his ambitious Grand Vizier, a wizard named Wu, who has traveled as far as Xanadar and is convinced it is time for the Syak to again dominate other lands. The Elves are especially hated, as are the Baku of the Sheltered lands. While open conflict with their more barbarous Syak neighbors to the north has long been settled, there is still animosity between the two lands. The Viceroy and the Emperor, while in sync on their expansionist ideas, are said to be suspicious of each other. The Syak may also have gained powerful ancient Baku artifacts in their archeological expeditions throughout the Empty Steppes.

The Trader's Coast

Proper Title: The League of Cities of the Trader's Coast

Ruler: Four Lords of the major Cities of the Coast

Capital: None

Population: 65,222 (Baku 39%, Menthaki 17%, Zarthani 12%, Mixed Human 15%, Dwarves 6%, Gnomes 4%, Halflings 3%, Half-Elves 4%)

Major Cities and Towns: Tendos Bay (7,389), Nevos (13,302), Shan (7,700), Hakos (13,900)

Dominant Religious Leanings: Garn, Deleen dominant, all others represented

Alignments: N and CN dominant, all others represented

Resources: Trade in the Bay of Gulthani.

The four cities that make up the well-known "Trader's Coast" have existed for centuries, 1st as independent trading cities between central Ilshara and the former Kingdom of Reboria before its destruction, then later as vassals to Xanadar, then more recently returning to independence as cities in which all manner of goods and exchange takes place. The cities here are wilder and more diverse, and certainly less-regulated than Trajanar or Gulthanis on the Bay. Because of this, these cities are often the center of less-than-legal trade, and home to more nefarious organizations of commerce. Indeed, Hakos has become the starting point for what has recently come to be known as the "Triangle Route" of slaving, with several organizations utilizing varying means to capture travelers and individuals in lands between the Freeholds, around the bay through the two major free cities and into the Bandit Kingdoms, secreting these captives to slave pens hidden in Hakos, then onto ships bound for Setlaran and thence to Vol, the Zarthon Archipelago, or even

Golgithar. While the other cities are so far clean of the slave trade, they certainly make up for it in the dealing of stolen goods and illicit materials. Nevos has become known for its offering of exotic "backroom" taverns, in which patrons may pay for all forms of "entertainment" from whatever race or species they desire. Each of the cities is independent of each other, although the four rulers do form collective group known as the "Lord's Commission" which meets semi-regularly to iron out disputes and make sure no one city steps on the financial profit of the others. The current rulers of the cities are:

Tendos Bay - Lord Fraken Falpone (Baku M), a sniveling and conniving man who attained his rule through assassination and intimidation. His ascension was backed by the Assassins guild, who see Tendos Bay as the perfect place to "disappear" notable targets from around the region.

Nevos - Lady Imelda Sal Thantos (Zarthani F), formerly a courtesan, Lady Thantos was so successful (not just in her work but in the "relieving" of the riches of her customers) that she eventually bought her way into a title, then into the rule of the city. Known to most as "The Lady of the Night," Imelda enjoys the backing of the sex merchants of her city, and thus the guilds that benefit from their percentages in these "taverns."

Shan - Duke Zapran Fok (Dwarf M) loves good food and good drink, and Shan is perhaps the best known market for exotic wines, ales and foodstuffs in the central lands. Bolstered by the culinary skills of Menthaki refugees centuries ago, Shan cuisine is the primary reason for so many Graff visiting the city during each year. Because of the growing "tourist" trade, Duke Fok tries to limit overt thievery and raucous behavior in his city, at least during daylight.

Hakos - Lord Harmakros Delvori (Mixed Zarthani/Baku heritage, M) rules the island city, and it is he who has made pacts with Prince Gorth and the Sea Lords to use Hakos as slaver base for the thugs, hirelings and bandits that kidnap humans, elves, halflings and gnomes from around the central continent to sell for ever-increasing profits and wealth - especially in the extraordinarily pure bars of gold delivered by the Vol Regents for their slave shipments.

Conflicts & Intrigues: In cities such as these, the conflicts and intrigues are about as apparent as you can want - such cities are wide open to every kind of encounter possible, or every kind of employment - both working for good and for evil. The slave trade is just beginning to gain the attention of some nations of the world - up till this point only Hunovia, those involved in the trade, and possibly the Oligarchs were aware of it, but recently Malystare has discovered slave ships heading north and seeks to make others aware of the problem.



Trajanar

Proper Title: The Free City of Trajanar

Ruler: Duke Palam Suraf, First Lord of Trajanar

Capital: Trajanar (91,245)

Population: 115,766 (Baku 50%, Mixed Zarthani/Baku 18%, Zarthani 10%, Halflings 7%, Dwarves 6%, Gnomes 4%, Half-Elves 2%, Elves 1%, various others 2%)

Major Cities and Towns: None major, a few smaller villages in area

Dominant Religious Leanings: Entire pantheon represented

Alignments: Entire range of alignments found in city

Resources: Fishing and seafaring enterprises. Trade and commerce. Some farming and husbandry. Negligible minerals wealth.

Once eons ago Trajanar was the capital of the principle Baku kingdom of the lower El River valley, the Andronax Kingdom. With the decline of the Baku, it became briefly a city-state that dominated the Bay of Gulthani till it was annexed by Xanadar, eventually becoming one of the three regional capitals (along with Marz and Shevoras) of the Xanadar Empire. It flourished until the era of the Sythgar domination, where it became a fortified encampment for Salizar Rothan's Army of the El. When that Army was forced to leave the city to engage rebels in Tygrath and the Dush river valley, Trajanar simply declared its independence again and the falling Empire never mustered an attempt to retake the city. Prominent families, clerics, merchants and guildmasters formed a Council of Lords to govern the city, and every ten years one of their own is elected as "First Lord" of the Council. Next to Xanadar, Trajanar is the largest city on the continent, and is the gateway to the seas for central Ilshara. All manner of shipping arrives in the massive harbor of Trajanar, marked by the light of Lanteri's Lantern, an enormous 500 ft lighthouse that guards the Trajan harbor. Trajanar forms the southern nexus of a trading empire that is shared with Jendar in the north, with Lake Elos and the El River as the heart and artery of commerce leading to the sea. The Council of Lords employs the Knights of Ilshara as principle defenders of the city, and they train and martial a militia of approx. 200 fighters (chain armor with longsword), 200 elite rangers, and can conscript a "home city" defense force of 2000-3000 with club, shortsword, shield and crossbow within several days' time.

Conflicts & Intrigues: Like Jendar, Trajanar is a city made for adventurers, with every manner of item or equipment available somewhere in the city. Trajanar is relatively protected from direct external threat, but nefarious people, organizations and plots wind through the city like so many threads. The slavers of Hakos view Trajanar as a good site to procure "merchandise," although the city has begun to notice more disappearances than before and Duke Suraf has asked the Knights to look more closely into this. Trajanar is never on very good terms with the horse-lords of Tygrath,

who chafe at the amount of commerce that bypasses Nicopolis and Elisar on its way down the El.

The Tygrath Regency

Proper Title: The Regency of the Horse-Lords of Tygrath

Ruler: His Majesty, Amerath Dekore V, Regius Equine, High Rider of the Thanes, King of Tygrath

Capital: Tegaros (13,457)

Population: 338,405 (Mixed Baku/Zarthani 58%, Baku 17%, Zarthani 9%, Dwarves 9%, Gnomes 4%, Half-Elves 2%)

Major Cities and Towns: Nicopolis (31,205), Elisar (10,216), Tygos Bay (14,202), Boridan's Deep (1,456), Tolar (12,515)

Dominant Religious Leanings: Mixed Baku and Zarthani pantheons, Kimra dominant

Alignments: LG, NG, CG, N, CN, LN

Resources: Horses. Extensive agriculture and animal husbandry.

Mining along southern Telgar – copper, brass, silver, iron (steel). Gems I-IV

Once a powerful province of Xanadar, the Tygrath lands were earlier the site of numerous Baku kingdoms and the first homelands of the Gnomes who are now a minor presence here. Even in its earliest incarnations, Tygrath was well-known for its stock of horses, the best on the continent. The lords of this land, no matter what government controlled them, have for two millennia been referred to as "horse lords" for their breeding and use of the magnificent stallions and mares produced in the open plains east of the El. During the rebellion, "Thanes" of horsemen were formed as rebel forces, and following the collapse of the Empire the leaders of these Thanes took noble titles and proclaimed their lands a Kingdom. The Tygrath are fairly wealthy due to the carefully controlled export of both their prized horses (especially to the Knights of Ilshara, the Freeholds, and to Xanadar today), as well as extensive mineral wealth obtained in mining the southern slopes of the Telgar. The Tygrath humans enjoy good relations with their Dwarven subjects in those ranges as well. The forces of the Regency are divided into three Thanes – High, Middle and Low, which patrol and defend the regions of the land corresponding to their names. Each Thane is made up of approx. 450-600 riders, Knights and fighters trained for mounted combat – well armored with plate, shield and longswords and kites.

Conflicts & Intrigues: Longstanding animosity against the corrupt men of Zor has always threatened to escalate, so the Low Thane established the "Phalanx," a series of Keeps that not only protects the south-east border against Zor but also against troublesome raids from the Bandit Kingdoms to the east. Tygrath seethes that none of its port cities enjoys the commerce and success of Trajanar or Jendar, and seeks a way to undermine these Free Cities whenever possible. The ruins of a tower citadel, Dar Andronax, dating back



to the ancient Baku kingdom that dominated the south lands were recently discovered. The Dwarves of the Telgar report discovery of more and more strange monsters and creatures, including a heretofore unknown race of human-like subterranean dwellers referred to as the Morloquai.

Ushar

Proper Title: The Kingdom of the Ush, Ushar
 Ruler: Her Highness, Syenaor Deethra, Bright Queen of the Ush
 Capital: Ushan Vor (8,920)
 Population: 57,201 (Zarthani 90%, Baku 6%, demi-humans less than 2%, some Humanoids)
 Major Cities and Towns: Rothk (7,045), Tork (5,688)
 Dominant Religious Leanings: Chronar, Solan, rest of Zarthani Pantheon
 Alignments: CG, NG, CN, N, LN, NE
 Resources: Some fishing and sea economy (Rothk), some trade in relics and artifacts discovered in the sands of the Ushar Desert.
 Mining – Gold, Silver, Copper, Iron. Gems I-III

No one has ever been able to fully explain the desert climate that suddenly covers the peninsula south of the Ushar hills – its bright sands and scorching temperatures do not mesh with the weather patterns of this region, and just over the hills into Xanadar are fertile and moderate weather climes. Likewise, leaving the coast the temperatures moderate only one to two miles away. Speculation is that this region was the result of some long-forgotten magical fury, and exhibits the desolate aftermath of that event to this day. Ushar was settled by Zarthani exiles and quickly became part of Xanadar in all its incarnations, but gained its independence when the Ushar overthrew their Sythgar overlords during the Great Rebellion, becoming a kingdom in its own right soon after. The Zarthani families who settled here were always a tough and hardy lot, reveling in the challenge of taming the harsh desert. They remain so to this day, enjoying the riches of mineral wealth provided in the hills of the realm. Ushar fields a very small army of only 100-200 “rangers of the desert,” not really needing more as none of its neighbors really wants such an inhospitable land.

Conflicts and Intrigues: Every few months there are new discoveries of ancient tombs and ruins which do not correspond with any existing human tribe, not even the Baku. Who or what these mysterious ancients were is a mystery, but they were obviously advanced and so Ushar has become another recent foci of adventuring parties looking for both wealth and knowledge. Queen Deethra is not popular with her peers, for she seems to care only about the extravagance of her own court and is surrounded by astrologers and soothsayers on who she relies for advice. The religious temples in particular despise her devotion to astrology over traditional divine guidance. Ushar has always avoided building

a coastal city on its south-eastern coast because of the Oligarchs controlling the Wizard’s Pass, but recent rumors that the wizards of Samarkand have lost much power have emboldened the Ush to consider building a new city and expanding maritime commerce to Hunovia and Suranista in the east.

The Vol Regency

Proper Title: The Menthaki Regency of Vol
 Ruler: The Regents of Vol (6 High Priests of Vol)
 Capital: D’Tran (38,404 – swelled recently by thousands of slaves)
 Population: 160,448 (Menthaki 65%, Char 25%, various human and demi-human slaves 10%)
 Major Cities and Towns: T’Por (20,554), V’enak (15,345)
 Dominant Religious Leanings: Vol, Char/Menthaki Pantheon
 Alignments: LE, CE, N, CN, NE
 Resources: The Vol Mountains (Vast Deposits of Gold, Silver, Iron). Timber and Jungle resources. Slave-based agriculture and labor.

Despite its organization as a theocratic nation, the Vol Regency is cursed in that its religious leaders receive no powers (for whatever punishment its people have been given by the Gods). Because of this, this Menthaki kingdom, which grew up in the shadow of the earlier and far more advanced Menthaki Kingdom, has very little ability with magic or arcane arts save one area- herbalism and potions, which the Regents and priestly hierarchy perfect for many needs from healing to poison to control of its slaves. The Vol are decadent, and exceedingly wealthy with Gold and Silver. The practice of enslavement of “lesser” beings began with the entrapment of Char descendents encroaching from the west many centuries ago, and contact with Ilshara began when the Sythgar Empower Rothan began shipping Baku and Demi-humans in exchange for gold. After the fall of Empire, this stopped for several centuries, but the recent rise of the Sea Lords gave the Regents a new source of slaves illicitly abducted from the continent and shipped here to serve all manual labor for the Regency. The reasons the Vol need such a large work force are clear – the Regents wish to expand south into the jungles to regain cities and riches of the lost Ventaki lands, and sheer manpower under a whip is a swifter solution than arduous work of their own nobles. It is possible that this predisposition to the exploitation and suppression of other beings is consistent with the “sin” of their ancestors, and is the cause of the Vol’s lack of divine blessing.

Conflicts & Intrigues: The Regents have recently begun attempting to pay off the pirates and sea lords in lesser quality and “faux” gold mixed in with the real metal – so far this hasn’t been noticed. Thousands of slaves of all races are now held in large camps, forced daily further and further



into the southern jungles. The Vol keep them sedate and un-rebellious through mind-softening potions mixed with the gruel fed to the slaves daily. Polygamy is the norm for the Regents and other Menthaki lords, and women are viewed as little better than slaves. Some nobles have become jealous of the level of decadence enjoyed by the six regents, and seek to seize power themselves. While the methods of exploring and reclaiming are nefarious, the results have been impressive – no less than 3 ruined Ventaki cities have been discovered, with even vaster amounts of wealth and treasure. Unfortunately, the Vol have ever-increasing need for more slaves as hundreds are killed by the various monsters that permeate the jungles, not to mention slave-loss due to starvation, heat exhaustion and overwork.

The Protectorate of Windmar

Proper Title: The Syak Protectorate of Windmar
 Ruler: Gao Jian Yong II, Lord Protector of the Isle of Wind
 Capital: Windomeer (31,207)
 Population: 84,086 (Syak nearly 100%, a few Baku mixed families)
 Major Cities and Towns: Prok (10,334), Sala Don (7,890)
 Dominant Religious Leanings: Syonn and Syak Pantheon, Lu Hong (Taran)
 Alignments: LG, LN, LE, NE, N
 Resources: Principally sea economy – fishing and trade with Mendar and Ravenclar. Agriculture and animal husbandry. Timber.
 Gems I & II. Art exportation.

The Syak exiles who settled the Isle of Wind were less militaristic, simply more devoted to ordered lives. The inhabitants of the isle are overly legalistic, very fastidious on all aspects of life. Their rejection of other races is not hatred, merely a single-minded devotion against ANY change in their society. The peoples of this island land are not decadent, but keep a very formalized path in life that begins as soon as children can talk – with strict paths of education into apprenticeships that replace parents at 10-12 years of age. The ideal of a socialistic society permeates everything, with the rulers of the land (“Protectors”) selected for leadership paths at young ages. All wealth and resources are distributed (at least theoretically – in truth the upper leadership castes certainly get more) evenly among the populace, which is divided into three subordinate castes – workers, warriors and religious. Arcane magic is restricted to the leadership caste. As such, the alignments are almost universally Lawful, with a fairly even balance between Evil and Good at all levels of society.

Conflicts & Intrigues: The Elves have never liked the Syak, but trade with these less-aggressive islanders because of the exquisite arts they produce. It has become a recent practice of the warrior caste, which seeks to bring law and order to other lands, to send out young adepts to learn the world by joining adventuring parties abroad. It is said that

perhaps the only detailed maps and resources on lands overseas, including possibly a way to reach the legendary sunken Atalantar, are held in the deep vaults of the Protectors’ Citadel in Windomeer.

Kingdom of Xanadar

Proper Title: The Noble Kingdom of Xanadar
 Ruler: His Imperial Majesty, Kalvan Kristanos IX, Overking of Xanadar
 Capital: Xanadar (108,212)
 Population: 1,018,204 (Zarthani 78%, Mixed Zarthani/Baku 8%, Elves 7%, Dwarves 5%, some Gnomes and Halflings)
 Major Cities and Towns: Ethos (11,313), West River (10,787), Tower Hill (20,244), Dengle (18,489), Bandihar (31,212), Torax (20,008), Trar (11,780), Nimran (17,989), Androsar (40,414), Timli (11,289), Port Kapi (18,790), Naran (6,882), Storm Keep (2,040), Port Dravar (21,888), Brockton (13,070), Ashton (19,253), Safeton (17,552), Pendar (24,560), Gold Keep (3,450)
 Dominant Religious Leanings: Zarthani pantheon, but strong secularism amongst Populace of Xanadar
 Alignments: NG dominant, complete range of alignments also found
 Resources: Vast agricultural resources. Trade and commerce. Copper, Silver, Brass, Iron (Steel), Zinc and other mineral resources. Fishing and sea economies along the coast. Gems I-V

The history of Xanadar is already well-covered in the earlier part of the gazetteer and so will not be repeated here. Despite its fall from Empire, Xanadar remains the most populated and powerful Kingdom on the continent, and although its boundaries are a mere fraction of its former reach it still encompasses a large amount of fertile and productive land. The nation is divided into various duchies, baronies and principalities, with all owing fealty to the Overking in Xanadar itself. The divisions, with their regional seats and pre-eminent houses are as follows:

The Southland March – House Androsi, Androsar
The Lake Barony – House Kristanos, Ethos
The Imperial Marchland of Xanadar – House Kristanos, Xanadar
The Duchy of the West River – House Zavar, West River
The Zad Principality – House Morganos, Dengle
The Duchy of Nimran – House Androsi, Nimran
The Central Barony – House Zavar, Torax
The Principality of Naran – House Naran, Naran
The East March – House Seflani, Ashton
The Star Duchy – House Uthanix, Pendar

The Kingdom still fields an impressive standing army, led by Overking Kalvan’s trusted General Aurellius Zavar, who also heads the Order of the Knights of Xanadar, numbering



approximately 500-550 Knights at any given time. The Knights command an infantry of 4000, varyingly armed and armored, and another 1000 longbowmen. Zevan also employs several hundred elite rangers, organized into border patrols.

Conflicts & Intrigues: Tensions with the Theocracy of Chall led to the construction of the Watch Keeps along the Xanos river. Xanadar has never regained the trust of either the Elves or the Dwarves, both of whom have autonomous and independent lands within the borders of Xanadar. The secularism of this realm has caused friction with the Holy See in Phelios. There are some in the East March who openly advocate withdrawing from the Kingdom and aligning with Suranista, who would tax their produce less. While the court and army is most concerned with Mordan to the NE, Overking Kalvan seems preoccupied with the Oligarchs and Samarkand off the southern shores. House Naran, while a shadow of its former self after the Sythgar purges, has been reasserting itself in recent years. As always, fear of unknown Sythgar in the shadows permeates the taverns and rumors of all.

Zanatas-Ur

Proper Title: The Kingdom of the North, The Dwarven Realm of Zanatas-Ur

Ruler: Knorith Kang, King Under The Mountain, Dwarf Lord of the North, The Golden Hand of Faltor Pal, Lord of Zanatas-Ur
Capital: Zanatas-Ur (29,457)

Population: 40,202 (Dwarves 98%, Gnomes 2%)

Major Cities and Towns: Some small delvings (including Gnomish settlement) in mountains surrounding Zanatas-Ur

Dominant Religious Leanings: Faltor Pal, Stor, Branth, Gor, Derock, Kormann, Zanatas, Telgar

Alignments: LG through CN

Resources: Enormous mineral wealth – Gold, Silver, Copper, Iron, Diamonds. Foundries produce high-quality weapons and armor, contract to make arms for Knights of Ilshara. Gems I-VI.

The Northern Kingdom of the Dwarves is by far the richer and older of the two Dwarven realms. Never conquered, and only truly threatened once by the Black Horde of Morden over 3000 years ago, the Dwarves proudly defend the towering Ziggart peaks that house their Kingdom. Burrowed on the sides and deep into the three tallest peaks, King Knorith Kang can climb the Stairs of Stone to view a vista that can, on a clear day, see the Frozen sea and as far as portions of Tygrath and the Freeholds. The King can raise a force of 10,000 bearing axe and hammer very quickly, and keeps a standing force of 400 to patrol the passes and approaches that wind through the base of the mountains before climbing to the fortress entrance into Zanatas-Ur itself. The Dwarves are master builders, and have constructed parapets, plateaus, bridges and stone gardens amidst their peaks, often lined with gems or gold or silver plating.

Conflicts & Intrigues: Tensions have heightened between the Elves of the Dantredun Forest and their Dwarven neighbors. Concern from recent reports of new dragon appearances near the Dwaro-Delve have made their northern cousins worry that larger, more powerful beasts might return to Ilshara and take aim at the riches of their Kingdom. There have been troubles with creatures making their way from Slar into the mountains. Although the Dwarves seldom speak of it, and never to outsiders, they still have the memory of a large group of “Dark Dwarves” who followed Mordan, attempted to usurp the Kingdom as his horde approached eons ago, and were exiled – departing into dark paths beneath the earth and swearing their revenge.

The Zarthon Archipelago

Proper Title: The Empire of Zarthos in Exile

Ruler: His Imperial Majesty, Emperor Crazik Verhorthan III, Lord of all Zarthani in Exile

Capital: Zarthos (27,328)

Population: 89,323 (Zarthani 88%, Wild Elves 4%, Mixed Baku/Menthaki Slaves 8%)

Major Cities and Towns: Zutaro (13,455)

Dominant Religious Leanings: Zar, Solan, Marz, Chalosz, Brax, Andost, Chronar

Alignments: LE, NE, CN, N, CG, CE

Resources: Fruits and tropical agriculture. Fishing and sea economy. Slave trade. Volcanic mineral resources. Glassmaking. Timber and shipbuilding. Pearls. Gems I & II.

Long ago this archipelago was a large island before the volcano at its heart erupted and blew most of the island away, leaving the archipelago as it is today. The very 1st Zarthani settlers discovered and settled here before the destruction of their homeland, and brought with them the pride and arrogance of that realm in its declining days. When the Draconic Apocalypse occurred, the noble family of Thorlann declared itself the Empire of Zarthos in exile and renamed their major city Zarthos as well. Later “Emperors” tried to press claims over the Kingdom of Kalistax, only to be rebuffed, and the Zarthon Archipelago (as it is referred to by all others – no one sees it as an “empire”) has never had the military might or the metal resources to field any form of army to project to other lands. So the islanders sit in prideful arrogance, claiming their “true rule” over all Zarthani in exile. At its height Xanadar annexed the archipelago when it sent a flotilla to the islands and established a garrison, but this occupation was allowed to wane by 500 C.E., so that the Empire in Exile had reasserted its self-rule long before the great Rebellion on the continent. Recently Emperor Crazik has begun importing slaves through the Sea Lord traffic, using this slave labor to build impressive monuments to his dynasty and to train as war-thralls for a possible excursion into the Kaloris Isles. The Wild Elves of the western Island have always been treated



badly, and now they are being made full-fledged slaves as well.

Conflicts & Intrigues: The Wild Elves are attempting to revolt, although their disdain and distrust of humans causes them problems in rallying with imported slaves. Frustrated by centuries on centuries of isolation and irrelevance, the current Emperor has apparently made some sort of agreement with Mordan and Golgithar to help deliver slaves to the evil land in exchange for some favor. Emperor Crazik aims at taking the Kaloris Isles as a stepping stone to conquering Kalistax. A Zarthon spy posing as a merchant was arrested in Malystare.

Duchy of Zor

Proper Title: The Duchy of Zor

Ruler: His Ferocity, Orath Drogan, Duke of Zor

Capital: Zorak (16,504)

Population: 98,205 (Baku/Zarthani Mix 58%, Orcs 20%, Hobgoblins 10%, Half-Orcs 7%, various other humanoids 4%)

Major Cities and Towns Trast (5,343), Gripshine (10,205), Zakthar (13,444), Heartwood (2,455)

Dominant Religious Leanings: Brax, Remenith, Andost, Chaolsz, Nurina

Alignments: LE, NE, CE, CN

Resources: Negligable agriculture. Some fishing. Some timber extracted from the Great Forest around Heartwood. Copper and Zinc from mines in the north. Gems I, II

The Duchy of Zor is the heart of Brax worship on the continent. Founded in evil by one of Mordan's generals following the second assault on the continent, Zor was for centuries "controlled" by Xanadar, although the governors sent here never attempted to really reign in the evil factions lest they ended up dead in their sleep. The evil nobles reasserted themselves during the Great Rebellion, but immediately reinstalled their own evil dictatorship, slaughtering many of the rebels they fought along side against Xanadar after their purpose and freedom had been achieved. Zor is a squalid, depressing land, with very little fertile ground and minimal resources. The climate is rough, damp and cold even in the summer. The Duke maintains a force of about 200 Dark Knights (based at Castle Guard where they raid and harass the Wood Elves of the Great Forest), and 700-800 infantry armed with leather armor, clubs, maces, short swords and spears.

Conflicts & Intrigues: Zor is unfriendly to all around, but the greatest tensions are with their neighbors in evil the Barony of Slar. Duke Drogan wishes to annex those lands and pilfer the treasures in the various ruins there. The Duchy is always skirmishing with Tygrath, and is openly and continually at war with the Wood Elves in the western Great Forest. The Duke is attempting to negotiate some form of treaty with Krystar.

The previous entries have been intended as an overview of nations and regions in Ilshara. They are by no means complete, and further details are left to the imagination of individual GM's and the games played. Some specific locations may not have been discussed above, but may be found later in the section on Adventuring in Ilshara.

Part VI – Topography

This section is devoted to descriptions of some of the more prominent topographical features of Ilshara. It is divided into five sections: Mountains and Hills, Forests and Woodlands, Rivers and Marshes, Seas and Lakes, and Islands. At the end of the section will be a brief discussion of weather and climate effects associated with the lands of Ilshara.

Mountains & Hills

The Barrier Peaks

This collection of mountains west of the Trader's Bay gets its name from the protection it offers the coastal regions from the Arid Steppes.

The Dark Peaks

Trimming NE Golgithar, these mountains are steeped in evil and home to many of the foul creatures who serve Mordan.

The Draconis Ridges

Once upon a time these mountains were home to great Dwarven kingdoms, but the Dwarves were assaulted and exiled by powerful dragons. At least one Ancient Red, Rax, still resides here, but others may as well. The southern portion is also home to many Orcs, yet adventurers still come seeking the lost treasures of the former Dwarven realms.

The Elmar Hills

A rolling collection of hills on the north coast of Lake Elos, the eastern portion of which holds the city of Elmarix.

The Frozen Peaks

Vast and towering, these snow-covered and icy ridges block the coastal regions of Friggia from whatever unknown cold lands that lie north of the peaks. Certainly home to many creatures dangerous to explorers of Friggia.

The Gol Furnaces

The volcanic ranges of Golgithar are the heart of Mordan's war machine, from which steel and weaponry are forged. Constantly churning with lava and fire, it is said Mordan also uses the Furnaces to craft evil artifacts for his own diabolical plans.



The Graffos Peaks

Range of mountains in south-central Ilshara that border Graffspere on the west and divide the Arid Steppes from the Rift Wastes.

The Kalibeth Range

Mountain range that divides the Kalibeth Desert from the Great Desert.

The Kalys Mountains

Imposing peaks that separate the Kingdom of Kalistax from Praxis. Resource rich, but with growing evidence of humanoid emergence.

The Krakens

Volcanic range in northern Arboria, south of the Charlak tribes who worship Zurak.

Krystar's Peaks

Jagged and icy peaks which house the lair of Krystar and her flight of white dragons in the Pack Isles of the Frozen Sea.

Hill Lands of the Mal Peninsula

Uneven and rocky hills that dominate the Mal Peninsula and offer both homes and resources to that domain.

The Markers

Central and massive ranges and peaks which cut off the sheltered lands of the west from N and central Ilshara. The western slopes are exploited by the Grand Duchy of Makistan, but the mountains also hold many monsters and entrances to the Underreaches of Ilshara, including abandoned Dwarvern mines, Drow civilizations, and other cavernous underground realms and regions.

The Morgath

A mass of peaks and ridges bundled together at the north end of the Zad mountain range, the steep vertical climbs here have made exploration of these mountains difficult and any secrets or denizens of the Morgath are as yet undiscovered.

Mount Doom

So named because this volcanic mountain in NE Arboria was the final doom of the Menthaki Kingdom that surrounded it. Still very active today.

The North Peaks

Small range of mountains the borders between the Ice Barrens and the Empty Steppes.

The Northern Peaks of Praxis

Smaller spur of mountains that also divides the Island of Kalis and protects Praxis from overt action by Kalistax.

The Orn Ridges

Range of mountains spurring off to the NE from the Morgath, bounding the southern edge of Orn Land. Rumored to be overrun with humanoids and strange creatures, both under and over the ridges.

The Spine Ridges

Massive boundary of mountains that isolates Cashani, certainly thought to contain any numbers of dangers and connections to the Underreaches.

The Spires of Samarkand

Several massive peaks at the center of Samarkand, under which the Oligarchs constructed numerous caverns, dungeons, and magical caves of varying purposes.

The Stark Mounds

Range of hills that bounds the northern extremes of the Great Desert and cuts this stark region off from the more hospitable sheltered lands to the north. The Knights of Ilshara patrol these hills from the three "Steel" Keeps.

The Telgar

Mountain range that borders northern Tygrath. Source of much mineral and metal wealth, but also source of rumors of Giants and strange dwellers of the Underreaches known as the Morloquai. Named by the Dwarves for one of their Gods.

The Tolthores

Unremarkable and surprisingly resource-lite mountains that separate the Kalibeth Desert from the Kingdom of the Sun. The only real resource is that this range is the source for the heart of the Kingdom, the Dralhti River.

The Trader Hills

Series of hills at the base of the Barrier Peaks on which several of the cities of the Trader's Coast rest.

The Vol Mountains

Resource rich mountains of north-central Arboria around the western slopes of which the Vol Regency has established itself.

The Zad Mountains

Mountain range that divides Xanadar into its eastern and western lands, the southern part of which is the domain of the Dwarven Kingdom of the Dwaro-Delve.

The Ziggartut

Massive and towering peaks at the north end of the El River, the tallest of which is the highest mountain on the continent, and most of which is the domain of the Dwarven Kingdom of Zanatas-Ur.



Forests & Woodlands

The Jungles of Arboria

Seemingly limitless jungles that cover Arboria, dominated by teak and palm woods that obscure vast ruins of the earlier Ventaki civilization. Deep tropical vegetation supports a vast and varied ecosystem.

Cashani Woods

Several northern pine forests in Cashani, source of strong hardwoods but also home to several groups of Wild Elves.

The Dantredun Forest

Old and extensive coniferous forest NW of Lake Elos, the homeland of many Wood Elves. Also home to many Fey and enchanted creatures of legend.

The Friggia Woods

Cold hardwood forests that straddle the coasts of Friggia, reported to be home to many bizarre creatures and possibly some ruins of an as yet unidentified lost civilization.

The Golden Woods (also known as the Raven Woods)

Beautiful mix of deciduous and coniferous trees that form the large forest in the far west of the continent – long home to the Raven Elves of Ravenclar.

The Graf Wood

Dense sub-tropical forest west of Graffspere, home to a number of clans of Wood Elves and exploited somewhat on its eastern and western ends by Graffspere and the Nomads respectively.

The Great Forest

Located in east-central Ilshara, The Great Forest is the largest woodlands on the continent, moving from mixed deciduous/coniferous trees in the south to hardwoods and pines in the north. Differing portions of the Great Forest are claimed by varying entities, such as Zor's claim on the NW side of the woods, Pellon and the Bandit Kingdoms' assertions on the lower portion, and vast tribes of Wood Elves inside the Forest itself (thought to number between 40 and 50 thousand). There are also other isolated citadels and enclaves that hide deep within the forest (see Part VIII). Certainly Fey and other enchanted creatures also make their homes here.

The Green Wood

Large forest once at the heart of the Xanadar Empire, now autonomous. Home to numerous Wood and Wild Elves, with deep reaches barely explored by humans.

Hill Wood

Small and unremarkable forest in the southern Freehold

lands, brought to prominence when a Cult of Death dedicated to Nurina arose here, forcing the formation of the Confederacy and a sustained effort of battle and adventure to break the cult. Still, the after-effects of this continue to cast a shadow on the wood, which seems to be a magnet for fell and evil creatures and beings. Most avoid entry into the Hill Wood when possible, and the Wood Elves keep to southernmost regions.

The Lek Wood

Smaller coniferous forest in the NW of the Bandit Kingdoms, but wholly separate from that realm. Home to a mix of Grey and Wood Elves who for some reason seek isolation from the larger Elven civilizations. Reputed to be home to Elaina Brightstar, formerly of the Fellowship of Five.

The Myr Wood

Dark and tangled wood on the north coast of Raven Bay, said to be home to Wood Elves who have devoted themselves to the Cult of Lanteri.

The Nor Woods

Small sub-tropical forest in Praxis, home to a number of Wild Elves.

The Paras Forest

The sister-wood to the Nor woods, also home to Wild Elves.

The Slar Woods

Cold, dark and dangerous hardwood forest in the Barony of Slar, reputed to be home to many foul things.

The Spirit Woods

Enchanted forest of Samarkand, home to a number of Wood Elves as well as Fey creatures.

The Star Woods

Beautiful forest of eastern Ilshara which is home to one of the two great Grey Elven Kingdoms.

Rivers & Marshlands

The Atemisar

Shallow river running from the North Peaks to Lake Atamos, separating the Barony of Slar from lands to the south.

The Cold Marshes

Dark and dangerous swamps in the heart of the Barony of Slar, said to radiate with evil both old and new – certainly there are the remains of a Sythgar fortress here.

The Drak

Shallow and muddy river that separates the Arid Steppes



from the Great Desert, the waters of the Drak are dark and filthy and move slowly. Unlike the Dralthis river does not overflow and allow for the development of arable land.

The Dralthis

River that flows from the Telithores in the south, annually overflowing and fertilizing the river basin of the Kingdom of the Sun.

The Dush River

Spur of the Telithor River that flows to the Dul-Marsh and empties into the Bay of Gulthani. Wider from its confluence to Dusher, it narrows and shallows in the marshes.

The Dul-Marsh

Boggy lands at the southern end of the Dush, home to many exotic animals and creatures.

The El River

Wide and deep river that runs from the Ziggarrut, broadening into Lake Elos, then returning to flow south to a wide and navigable delta that opens into the Bay of Gulthani. Source of trade and civilization in central Ilshara.

The Fens

Marshland between Chall and Ushar, whose boggy shallow waters prevent river traffic from accessing the sea.

The Fran River

Cold-water river that spurs from the Star River to flow north into the Frozen Sea along the border of Orn Land.

The Kor

Deep water river running from Lake Xanadar to the Sea of Xanadar, principle water-trading route for Xanadar.

The Kura River

Shallow but wide river dividing eastern Kalistax from the SW Fire Lands.

The Mendos River

The longest river on the continent, the Mendos forms the center of the Sheltered Lands, running from the Markers through Makistan, Aloria and Mendar to the sea.

The Menthak

River that once ran through the heart of the Great Menthaki Kingdom just south of Arbor Keep in NE Arboria, now lined with ruins of that civilization.

The Parath River

Primary river of the Republic of Praxis, running from the North Peaks of that land to the South Seas.

The Rab

Runs from the North Peaks of the Empty Steppes and forms Lake Rabon.

The Rathon

Trubutary of the Mendos, flows into the heart of Ravenclar and into the Moon Lake of that land.

The Sand Marshes

Squalid wetlands as the Drak empties into the Bay of Wind, filled with dangerous creatures and quicksand.

The Scharos

River that once ran through the Char Empire in Arboria, also gateway to the ruins of this land.

The Slar River

Black and cold tributary of the Atemisar that forms the boundary of Slar and forms the Cold Marshes at its end.

The Sop River

River running from the Spires to the South Seas on Samar-kand, Solaris is built on its banks.

The Star River

Long river that begins in the Zad Mountains, winds through the Star Woods then south, marking the border between Xanadar and Suranista before flowing into the Sea of Xanadar. Highly navigatable, the Star forms the core of commerce in the far east of the continent.

The Sun

Tributary of the Star, flows into central Suranista before dissipating into relatively benign wetlands in the center of that realm.

The Telithor River

Relatively long and well-traveled river that flows from the Telgar south, bounding Zor and Tygrath, then into the Bandit Kingdoms where it empties into The Water. Site of much trade but also river piracy and illicit activities.

The Tra River

River of Charlak land in N Arboria, flows near the one-time Zarthani settlement of Brenmar which is now a ruin of undead. Supposedly a "cursed" river.

The Xan Marsh

Wetlands south of Lake Xanadar, fairly benign but home to some varied wildlife and creatures, some dangerous although not overtly evil.



The Xanos River

Almost as long as the Mendos, the Xanos flows from the Morgath through central Xanadar, forming Lake Xanadar before continuing into the boggy lands of the Fens. Travel and commerce is mostly on the upper Xanos.

Lakes & Seas

Sea of Arboria

Warm sea between Arboria and the desertlands of SW Ilshara, very rarely traveled and reported to be home to large and dangerous sea monsters.

Lake Atamos

Cold but productive lake in the center of the Atamos Compact.

Bay of Beli

The Bay is bounded by Golgithar on the North, the Dim Coast and Suranista and Malystare on the south. Most sea-going trade through the windswept bay is conducted along the southern coasts.

Lake Elos

Along with its attendant river the El, the heart of economy and commerce in central Ilshara, with Jendar, Nicopolix, Elmairx and Lake Hold all sitting on its shores.

The Endless Sea

Vast ocean to the west of Ilshara, across which lies Setaar, and in the midst of which is rumored to be the sunken lands of Atalantar.

The Frozen Sea

Icy (from which it gets its name) sea that separates Ilshara from Friggia, dotted with the Pack Isles. Portions of the sea freeze over during winter, especially in the east around the Pillars of Night and the Brotherhood of Ice.

Bay of Gulthani

Large Bay that is the most commonly traveled body of water, with trade crossing from Trajanar to Gulthanis to the Trader's Coast to Hunovia, Chall and Mykos. Dominance is highly contested, and the southern areas of the Bay have become the site of increasing piracy.

Bay of Kalis

Small bay that faces the Fire Lands of Kalistax to the west and the more fertile southlands to the East. Well known for the swordfish caught here and marketed around Kalistax and indeed sometimes overseas.

Bay of Mendar

Windswept bay between the Sheltered Lands and the Endless Sea, Windmar is located here.

Moon Lake

Cool and serene lake at the heart of Ravenclar, it is said that perfect relections on Lanteri allow for mystical visions to be made by Elven wizards and clerics in the waters of this lake.

The Mystic Sea

Located south of Windmar and west of the Sea of Arboria, seldom traveled but rumored to contain strange magical creatures and perhaps undersea kingdoms of Mer-peoples.

Raven Bay

North of Ravenclar, and claimed by the Elven realm and patrolled by ships of that land to protect to ecology of its waters, Raven Bay also is protected by stark cliffs along much of its shores, especially along the coast of Syak which prohibits the Imperium for access to the waters.

Lake Rabon

Surprisingly temperate Lake in the middle of the Empty Steppes, fed by the Rab.

The Straights

The crossing between east and west at the closest points of Arboria and Ilshara, could potentially provide Sea trade between the nations of the east and west but is controlled by the Sea Lords.

The South Seas

Pirate infested waters between Arboria, Samarkand and Praxis, the Sea Lords prey on commercial traffic from Praxis to the mainland and Bay of Gulthani.

The Water

Well-stocked lake in the northern Bandit Kingdoms.

The Wizard's Pass

Located between Samarkand and the mainland, once a protected and safe pass for commerce from Xanadar and the east and the Bay of Gulthani, but with the waning of the Oligarchy's power it too is becoming a target for piracy and brigandry.

Sea of Xanadar

Primary sea south of the eastern mainland, containing Samarkand, Zarthon, and northern Kalis Island. This is the playground of pirates and the sea lords as they both attack trade between Praxis, Kalistax and Xanadar, as well as now being a conduit for the illicit slave trade to the Zarthon Archipelago.



Lake Xanos

Productive lake at the center of Xanadar city's economy. Xanadar employs a small lake guard to patrol the waters. Zar Kataris's tower is located on the western shores of the lake.

The Zarthos Ocean

Vast ocean to the east of Ilshara across which the Zarthani exiles came from Athgar.

Islands

The Dead Isles

Two desolate isles in the Bay of Wind that hold ancient Char and Menthaki tombs, now the domain of numerous undead.

The Island of "Faith"

Small island in the NW Pack Isles, home to Baku Tribesman who are devoted in monastic lifestyle to their "god," actually a Cloud Giant who visits them once a year.

Isles of Hunovia

Sub-Tropical islands in the south of the Bay of Gulthani which are home to the Duchy of Hunovia.

Kalis Island

Large island in the SE Sea of Xanadar, split into the Kingdom of Kalistax and Praxis.

Isles of Malis

Chain of isles extending from the Mal Peninsula and reaching into the Zarthos Ocean.

The Kaloris Isles

Small chain of isles extending NE from Kalistax and the Island of Kalis.

The Karmak Islands

Trio of islands off the far NW corner of Ilshara, unexplored to date but possibly containing clues to the mystery of the Baku's past.

Mykos Island

Fertile Island in the eastern portion of the Bay of Gulthani.

The Pack Isles

Collection of islands of varying sizes and compositions in the Frozen Sea north of Ilshara. Home to the Baku Mori, Krystar, Kron, the Noman and the Brotherhood of Ice.

The Pearls

Once an island chain part of the Char Empire, now these tropical isles contain fell lizard-like creatures that swarm the

ruins of Ossus, once a mighty center of magic for the lost empire.

The Pillars of Night

To stark and imposing isles of sheer black rock that guard the entrance from the Zarthos Ocean into the Frozen Sea. Treacherous waves and winds make it very difficult to navigate, and those who do usually end up smashed against the Pillars of Night.

Isles of Rethon

Small strong of islands that extend from the mainland and bound Raven Bay – these isles are part of the Kingdom of Ravenclar and are settled by Grey Elves.

Samarkand

Large island just south of the central mainland, the home of the Oligarchs.

Isle of Selt

Small tropical island that has become the center of piracy and slave-trading in the world today.

Tinian

Small island domain of Cashani, but a strange and gloomy place where the citizens talk to the spirits of their "ancestors," or at least to the many shapes, ghosts and ghouls found in this rather dark place.

Isle of Wind

Fertile island west of Mendar and the Kalibeth desert, home to Syaks exiled to Ilshara.

The Zarthon Archipelago

Three islands formed long ago from a massive volcanic eruption, the main island still is dominated by an active volcano. Home to the decadent and evil Empire of Zarthos in Exile.

Other Features Including Deserts

The Arid Steppes

Dry scrubby flatlands south of the Draconis ridges. Home to wandering nomads.

The Cold Desert

A high cold desolation on between Cashani, Syak and the Empty Steppes on which a defining battle between the two Syak branches was once fought – said to still exhibit the spectral echoes of that battle.



The Empty Steppes

Vast dry lands of the NW continent, sparsely covered with dried moss, some grasses and brush. These deserted lands are said to hold mysterious ruins and artifacts of the Baku.

The Fire Lands

Hot and desolate lands marked by several volcanoes in the southernmost portion of the Island of Kalis. Reportedly the home to numerous fell creatures and Fire Giants.

The Great Desert

Vast desert in the SW of the continent, also said to contain mysterious ruins.

Golgithar

The alternating cold and hot barren lands of Mordan's realm, some portions are ash-soaked, others baked dry, all completely inhospitable.

The Ice Barrens

Frozen tundra that seems barren north of the North Peaks and Slar, but possibly containing clues to not only the mysterious history of the Baku but ruins of other unidentified civilizations as well.

The Kalibeth Desert

The hot and sandy desert of the far SW corner of the continent, home to Char tribes and a great dragon.

The Ush Desert

As mentioned earlier in the book, no one can explain the arid and hot desert in this southern portion of eastern Ilshara. Its desolation is thought to be magical in nature.

Notes on Weather & Climate in Ilshara

As was noted in Part I of this gazetteer, the unique orbit and axis of the world of Mystika keeps its weather patterns fairly static and unchanging through the various seasons. Weather can play an important part in any campaign, and GM's should work to make it appropriate to the lands that players are exploring as well as to the time of year that an adventure occurs in. The easiest way to deal with weather and climate is by the GM simply applying and using common sense – and applying weather as it may befit the adventure at hand. If the players are in the mountains, especially during winter, it does not take the roll of a die to indicate that snow might be present. Indeed, the important part of weather is its effectiveness in adding flavor and detail to movement through various regions of the world.

In this section the basic patterns of weather for the varying regions will be briefly discussed, followed by a short table for random weather effects (if desired – mainly for wilderness travel without specific plot-needed weather), and finally a short discussion of the effects that climate might have on characters in Ilshara.

Basic Patterns of Weather

The following is a brief description of the most common weather patterns and temperature variances that occur in the various regions of Ilshara. All temperature ranges are in degrees Fahrenheit.

Arboria – The southern latitudes of Arboria are tropical, and the weather patterns range from the merely hot to extremely hot of summer. Temperatures range from 78 at the coolest to 105-115, with strong humidity and heat indexes. Tropical thunderstorms and flash-floods are common in the jungles.

Southwest Ilshara – The Deserts – The Kalibeth Desert remains fairly hot throughout the year, with temperatures ranging from the low 90's to around 120. There is a cooling period nearer to the mountains in winter, but this amounts to a drop of 10 degrees at most. The Great Desert and Kingdom of the Sun maintain temperatures in the 90's and 100's during most of the year, spiking to 110-140 during the summer, although at night the desert can drop in temperature substantially, even reaching as low as the upper 40's during winter. Sand storms are common during late spring, summer and early fall.

The Arid Steppes and the Rift Wastes are somewhat cooler than the western deserts – with average ranges from low 70's to upper 90's in the summer, and 50's to the 70's in the winter, with colder effects due to the sweeping winds that pelt these regions. Indeed, wind gusts can average 15-20 mph at normal times, rising to 50 and sometimes 60 mph at other times, especially during winter.

The Sheltered Lands – Among the most moderate in terms of weather, Mendar, Ravenclar, Aloria and Makistan enjoy temperatures in the 50's to low 80's much of the year, with a slight dip into the upper 30's to low 50's during winter. Only the north-east portion of Makistan drops further and deals with snow, at least as far as Arkon Mor and Benjos. Growfar is the rainy season along the Mendos River Valley.

NW Ilshara – Beginning with the Syak Imperium and running around the NW coast, colder climates are more prevalent. In Syak, only during the highest point of summer do the temperatures rise to the mid 80's and sometimes 90's. By



By Windmarch the range is already dropping fast to the 40's and 50's, and by the dead of winter average in the 20's. Cashani is even colder, with the sw portion ranging from 60's at the height of summer and ranging from 0 to 35 the rest of the year. The northern portion of the realm never gets warmer than the upper 40's or 50's and spends much of the year in constant snow and temperatures between -10 and 25. The Empty Steppes are likewise cool most of the year, and downright freezing during winter. The Ice Reaches remain in frozen state most of the year, and temperatures never rise above 30 here. Snow is common to much of this region, ranging from an average of 3-4 months coverage in Syak to 10-11 months in northern Cashani.

Central Ilshara - Weather from the Freeholds and Tygrath north to the Barony of Slar ranges from moderately warm in the summer in the southern regions to icily cold during winter in the north. The El River valley is warmer to the west, with summer ranges from the upper 70's to low 90's and winter ranges from the low 30's to the low 50's. Tygrath typically exhibits mild summers of 60's to mid 80's, and cold, snowy winters with ranges from the upper teens to mid 30's. Jendar is similar to Tygrath, although occasionally it experiences hotter summers and milder winters due to its position between forest and lake. Castle Keep and Zanatas-Ur experience very cool summers (40's to low 60's) and cold, snow-driven winters (0 to low 30's). The Atamos Compact is fairly cool most of the summer (40's to low 60's), but has a longer winter (especially in the north) with 5-6 months of snow north of the river and lake and temperatures that range from the 25-40 range in the south to 0 to mid 20's along the coast. The Barony of Slar is a weird mixture of temperatures, thought to be affected by both magic and warm gaseous springs in the swamps that cause the environment here to wildly vary at all times of the year from frigid to foggy and steamy (although true temperatures never rise above the mid to upper 50's).

Bay of Gulthani - The warm waters of the Bay of Gulthani often produce thunderstorms and windstorms along all of its coastal regions, with only the waters off Tygrath being somewhat cooler. Graffspere and the Trader's Coast enjoy the greatest variance in weather, with some very hot summers (80's to 100) and sometimes cooler summers (70's to low 90's), but almost always sees mild winters with ranges in the mid and upper 40's and even low 50's. Snow is relegated to the mountains here. Trajanar is similar to the Freeholds in weather, and the eastern shores and Mykos enjoy temperate summers of 70's and 80's and mild winters of 40's and 50's. Cold rain is more common in winter here.

NE Central Ilshara - The Duchy of Zor experiences weather similar to the Atamos Compact, but here even the summers stay even colder (it is rare to see a day of 50 even at the height of summer). For some reason it snows less during winters, but the bleak winds coming off the Frozen Sea make conditions very inhospitable for 7-8 months of the year. The Great Forest ranges from temperate summers in its southern parts (60's to 80's) to cooler summers in the north (50's to low 70's). Winters in the forest drop the temperatures into the 20-30 range in the south and 0 to upper 20's range in the north. The Bandit Kingdoms tend toward humid, hot summers of mid-70's to mid-90's, and varying winters of mild (30's to 50's) to colder (Teens to 30) from year to year. Some years it snows, some years it doesn't.

Xanadaran Regions - Xanadar and former provinces across the south east portion of the continent are fairly stable and mild (except for Ushar, see below). Mild and pleasant summers range from the mid 60's to upper 80's varyingly, and winters show temperatures equally as mild (from around 40 to upper 50's). Rain is most common in the spring and early summer.

NE Ilshara - The climate is rougher and colder in Orn Land and the Dim Coast, with cool summers (40's and 50's) and frigid winters (teens to low 30's, with drops into sub-zero ranges). Snow and ice storms are common during Reckoning. The NE portions of Xanadar show colder winters, with some snow and ranges from the low 20's to 30's.

Malystare - The Mal Peninsula and its isles show hotter summers, with temperatures ranging from low 80's to upper 90's, with humidity adding to the heat. Winters are temperate, with ranges from the upper 40's to mid 60's.

The Pack Isles - Temperatures across the Pack Isles in the Frozen Sea remain cold year round, never rising above the mid 40's in summer and plummeting to the -15 to -5 range over winter. In the east the sea freezes, and ice and snow storms are common in every season except Altherthyme.

Friggia - Winter reigns here year round. The highest temperature reached is around 40, with ranges from -25 to 10 more common throughout the year. Snow and ice are constant.

Windmar and Hunovia - Both islands enjoy similar sub-tropical climates, with hot summers (80's and low 90's) and mild winters (40's and 50's), but both are subject to powerful sub-tropical storms that develop in nearby warm waters over the summer months.



SE Sea of Xanadar – Both the Zarthon Archipelago and Island of Kalis are sub-tropical regions, with hot summers (upper 80's to around 100) and very mild winters (upper 50's and low 60's). Sub-tropical rain is a year round possibility, as are stronger storms that develop in the warm waters around these islands.

Magically Altered Weather Patterns:

Samarkand – Despite its sub-tropical locale, Samarkand enjoys constant and steady mild weather throughout the year, controlled always between the mid 60's and low 80's by the power of the Oligarchs. Rain is always controlled and never destructive.

Ushar – No one knows what magical affliction created the scorching Ush desert, but it is hotter here in summer than even in the western deserts, with temperatures ranging from the mid 90's up to 130. Winters are barely better, with temperatures usually in the low 80's. Sand storms and thunderstorms that turn the ground to impassable mud are common during the early spring and fall.

Golgithar – The patterns here are completely reflective of Mordan – ranging from biting sub-zero temperatures to furnace-like conditions within a few dozen miles, and changing rapidly. Even during his absence, Mordan's evil control kept the climate here unbearable, a churning pot of ash, smoke, black ice and fire alternatingly intermingled.

Random Weather Generator

In this section a table is provided for use in generating random weather events. This is not meant to be a "must-check" reference for any and all weather – indeed, as stated earlier, it is better if the GM makes the decisions on how weather is occurring at any given moment during a campaign. There are, however, stretches when weather is meaningless to a plot and its unpredictability might add flavor and variety to a party's travels, and so therefore this generator is provided. Remember to use common sense in applying results – a random snow-storm at the height of summer in the Freeholds wouldn't be realistic and would lead players to assume supernatural forces are at play.

** Note: These tables provide both a base d20 and a % roll – further conversion would be needed if the GM is running a system based on d6, d10, etc.

Random Weather Table Generator:

D20	%	Random Weather
1-2	1-10	Intense Storm (Tropical, Snow, Thunder, Wind, Sand as appropriate)
3-6	11-30	Moderate Storm or Wind Effects (as appropriate to region)
7-9	31-45	Light storm conditions (Wind, Rain, Light snow)
10-13	46-65	Clear conditions
14-16	66-80	Mild Conditions – slight overcast or light wind
17-19	81-97	Heavy overcast and cooling but no storm conditions
20	99-100	*Chance of Freak Occurrence of Nature (see below)

Area of Weather Coverage – Once both the event and the duration are rolled, determine what direction and area coverage the weather system is affecting. The area of coverage should be larger or smaller based on the duration roll, but the direction and intensity of events should be GM's option – if you don't want to slow a party down too much then don't have them heading *into* the heart of a large massive random storm. Random weather rolls should never be made more than once a day, unless circumstances (travel in Arboria during summer or northern climates during winter) might indicate otherwise.

** If a 20 (or 99-100%) is rolled, that means there is a chance of a freak occurrence of nature. To determine what, if any at all, this occurrence is, roll and use the following table, adjusting for type of region currently in.

*** GM should adjust damage to match if dBase differs

2d20	%	Type of Occurrence:
2-4	1-10	No freak occurrence
5-6	11-15	Sudden powerful wind gust (all terrains/regions)
7-8	16-20	No freak occurrence
9-10	21-25	Heat Lightning strike (temperate, tropical, sub-tropical zones – causes random 4d6 damage to those in area of strike)
		Small Landslide/Rubble fall (Mountains – 4d6 dmg)
		Severe Sun Flare (Desert/Hot Climates – 2d4 dmg)
		Severe wave, water turbulence (Rivers, Lakes, Seas – chance of overturning craft)





2d20	%	Type of Occurrence:
9-10	21-25 (cont)	Severe Sun Flare (Desert/Hot Climates – 2d4 dmg) Severe wave, water turbulence (Rivers, Lakes, Seas – chance of overturning craft) Falling Branch (Woods – 1d4 damage if striking player)
11	26-27	Severe Thunderstorm with Tornado (Temperate, Sub-tropical, tropical – deal with severe damage if players cannot avoid in game play) Severe Ice Storm with Razor-sharp ice crystals (Northern regions – 2d6-6d6 damage depending on cover or avoidance) Tsunami Wave (Seas – Capable of destroying craft and severely endangering players) Major Rockslide (Mountains – 6d10 damage and chance of being buried) Sand Twister (Deserts – tornado effects with blowing sands) Forest Fire/Flash Flood (Depending on conditions of forest or jungle players are in)
12-14	28-35	No freak occurrence.
15-16	36-40	Mild earth tremor, duration 5-10 seconds
17-18	41-45	No freak occurrence
19-21	46-52	Extreme wind gust (70-80 mph)
22-25	53-62	Sudden minor storm (Rain, Thunder, Snow, Ice, Sand)
26-29	63-72	No freak occurrence
30-31	73-78	Medium earth tremor, duration 15 seconds
32	79-80	Same as 11 above
33-35	81-88	No freak occurrence
36-37	89-92	Sudden change in temperature – drop of 15-25 degrees in less than 15 minutes
38-39	93-98	Sudden change in temperature – rise of 15-25 degrees in less than 15 minutes
40	99-100	Major earthquake (Damage to area and any villages or towns in affected region)

A few damage guidelines are given in the above, but it is left to the GM to improvise specific damages based on severity of the event. Certainly not all characters in a party will be equally affected by a freak occurrence, so it is also up to the GM to figure out (randomly if possible) which characters might be caught under the path of falling objects, etc. It is also important to deal with some occurrences using ability checks to determine their character's reactions – i.e. having to swim as result of an overturned boat, reflexes in dodging debris or avoiding being sucked into a nearby Sand Twister, etc. The above table is thus given as a reference and can be used, modified, or discarded based on the personal needs of the game at hand.

Effects of Weather and Climate on Characters

Weather can be an aid or a detriment to a party traveling in the open. Addition of weather effects is one of the simpler ways to add a sense of realism and tension beyond merely combating monsters or unlocking puzzles. The GM should, however, keep in mind that weather (and especially prolonged exposure to extremes in climate) can affect a character in adverse ways, appropriate as always to the physical descriptions of the characters' races. As always, circumstances and individual character situations should be considered and common sense of the GM applied – a Knight in full plate cannot roam happily through a scorching desert without some effect on his constitution and health.

Given here are some basic guidelines for dealing with effects on characters, but without rigid damages or absolute effects. The GM should make the decision based on exactly what conditions are at any given time:

Sun and Heat Effects – Characters unused to or not dressed properly for desert and heat conditions should show signs of weakening (temporary constitution or health damage) after a few days in such conditions. Extended exposure without relief should extract more permanent damage, as well as harming charisma (skin attractiveness)

Freezing Conditions (Ice and Snow) – Characters can be ascribed damage from frost-bite or freezing conditions fairly soon when in such environments, especially if they are wearing or wielding metallic objects (steel). A day or two of continuous exposure to such conditions will want some temporary constitution or health damage, and like Sun and Heat continual extended exposure will extract more permanent constitution or health damage, as well as harming charisma (skin and physical appearance).



Altitude Effects – When dealing with adventures at higher altitudes (mountains or possible visits through magical means to places in the sky) – it should be considered that oxygen levels will be lower and this will effect the skills and abilities of the players unless they are used to such conditions. Consider negatives against rolls involving exertion of any kind.

The GM may encounter other situations in which effects of weather or climate may affect a player-character. In all cases, the best rule of thumb is to not attempt to “give” damage or limit a character’s actions or progression unless the players stubbornly refuse to role-play dealing with elements as they come their way. In other words, the dangers given herein are easily avoided by characters taking precautions or quickly recognizing climate hazards. It does however add flavor and believability for the world at large and nature to sometimes pose a threat to a well-armed, ready-to-fight party, especially groups that become too focused on killing monsters and forget the world around them.

Part VII – Religion in Ilshara: The Gods of Mystika

As was noted in the earlier sections of this Gazetteer, religion and the Gods of Mystika play an important role in the campaign setting that is Ilshara: The Lands of Exile. Unlike other settings, however, they do not appear or interfere on a regular basis with the comings and goings of the mortals of the world. The Gods show themselves only through the powers that worship bestows on individuals and religious groups (clerical magic), and as such the GM should be aware of the displeasure or pleasure of a deity over the actions of any player that calls upon these powers.

The Gods of Mystika are the same for all races and peoples of the world, although each culture represents and names them differently they are the same core pantheon for all. Even the monotheistic Sun religion simply recognizes one of the many gods from the overall pantheon. All cultures recognize a “prime,” or first among Gods. This prime deity is most commonly referred to as Zar, from the Zarthani pantheon, but is represented differently amongst others. No god is “actually” male or female, as gender only applies based on the image and association of individual cultures who accept one gendered vision of that particular deity. Thus, Zar is a male to the Zarthani, but is represented by the Mother image of Jorana to the Elves.

After the “Prime” deity, there are the Greater Gods. Each alignment is represented by one deity, each of which governs an aspect of the universe. Under these Greater dei-

ties are the Lesser Gods, each of whom act as servitors of their aligned Greater Gods (there are twelve Lesser Gods, serving the more all encompassing alignments of Chaos, Order and Balance). After the discussion on these principal members of the Mystika pantheon, this section will also detail demi-gods and a few false religions in Ilshara.

The Pantheon of Mystika

The Prime Deity: First Among Gods

According to almost all legends of all peoples, there is one God who came first, bringing the other Gods into being, and eventually creating the universe. The details of the mythology of how this occurred vary from culture to culture, but the essential elements remain constant. In current Ilshara the Gods are most commonly referred to by their Zarthani names, as the culture of Xanadar spread the Zarthani images of the pantheon to almost all quarters of the continent. This common acceptance is not applied in Syak and Cashini, which still use the Syak names of the Gods, the Elven and Dwarven realms, the nations of Makistan and Mendor (which use the Baku as do the Baku Mori), or various Char/Menthakin descendents of the deserts or Hunovia who use the Char/Menthaki pantheon (which is the same from its common Ventaki derivation). Halflings for the most part accept the Baku pantheon while Gnomes generally tend towards Zarthani.

The principal deity is named as follows depending on the pantheon noted (the “gender” of any god is noted in parentheses after the name). The “Prime” God is of no specific alignment, encompassing all ranges of desires and inclinations within his/her deity:

The Names of the First Among Gods:

Zarthani	Baku	Syak	C/M	Dwarves	Elves
Zar (M)	Thira (F)	Syonn (M)	Varkura (M)	Stor (M)	Jorana (F)

After the principal deity come the Greater Gods, one each for the principal alignments of the universe. The domains of these Gods will be listed in the more detailed section to follow. Where a particular alignment is rejected or not worshipped by a particular race the name is noted as “none.”

**** GMs should feel free to adjust or make changes as befits the necessities of their individual games.**



The Pantheon of the Greater Gods:

A	Zarthani	Baku	Syak	C/M	Dwarves	Elves
LG	Kalar (M)	Boridan (M)	Mrovar (F)	Shollan (F)	Branth (M)	Gillari (M)
NG	Kimra (F)	Tamara (F)	Rev (F)	Charune (M)*	Gor (M)	Selina Star Rider (F)
CG	Solan (M)	Ytaris (M)	Vrantar (M)	Zyrtha (F)	Derock (M)	Raven (M)
LN	Gulthan (M)	Elon (F)	None *	Mystrajzar (M)	Kormaan (M)	Delthi (F)
N	Marz (M)	Mori (M)	None	Jaktu Liann (F)	Zanatas (M)	Kyriana (F)
CN	Chalosz (M)	Orn (M)	None	Dakronoth (M)	Telgar (M)	Devoni Ras (M)
LE	Brax (M)	Trethgos (M)	Seyros (M)	Volkor (M)	None *	Darkos Hevar (M)
NE	Andost (M)	Craman (M)	Wo Chu (F)	Streth (F)	None	Arigan Firethorn (M)
CE	Nurina (F)	Thurk (M)	Jor (M)	Vol (M)	Gjarak (M)	Synistar (F)

* The "Sun God" of the Kingdom of the Sun is Charune.

* The Syak worship no purely neutral Gods – the Syak believe one must accept a firm way in life, either evil or good.

* The only evil God accepted by Dwarves is Gjarak – if a Dwarf is evil he views chaos and disorder in the earth as prime.

The Lesser Gods of Ilshara

The Lesser Gods serve the broader orders of Chaos, Order or Neutrality, and as such may be connected with both evil and good Greater Gods. There are four for each major aligned focus, and herein they are called only by their most commonly accepted names (with whichever culture those names come from in parentheses). Distinct cultural and racial names for each of the Lesser Gods may be created and assigned as the individual GM sees fit, along with distinctions in images of gender that may vary from culture to culture.

Chaos	Order	Neutrality
Chronar (M-Zarthani)	Vuchar (M-C/M)	Aldoran (M-Zarthani)
Deleen (F-Baku)	Kristan (F-Zathani)	Pelos (M-Elven)
Faltor Pal (M-Dwarven)	Taran (M-Zarthani)	Mira Silverhand (F-Elven)
Remenith (M-Syak)	Miribar (F-Elven)	Garn (M-Baku)

It is also important to note that the descriptions of a deity as "Greater" or "Lesser" in the sections above refer to the ordering amongst the Gods themselves. There is also the distinction of Major and Minor as applied by a particular nation or group which differentiates those particular Gods as most important only in that land. For instance, Remenith is the Major God of the Prelacy of Cashani and many Syak, despite the fact that he is a "Lesser" God in the above pantheon. The Sun God (Charune) is obviously the Major (actually only) God of the Kingdom of the Sun, and in other realms all Gods who are not considered Major are considered Minor regardless of their actual standing amongst other Gods. Only in a very few realms is the Prime God not considered a Major God.

Descriptions of and Domains of the Gods

Described hereafter are the Greater Gods and some of the Lesser Gods and the domains they are entrusted with. For the purposes of this section, the Zarthani common names



will be used except for the details of the Lesser Gods when known by the above indicated cultural/racial names. Of course, in many cases the “power” of a God may be ascribed to any number of events unconnected to true divine power (i.e. blaming Chalosz for every storm). More often than not the Gods simply shaped the world to reflect their ideals and allowed it to proceed in balance between Chaos and Order.

Zar – Zar is the Father of All Gods, the First Among Them. Zar brought the universe into being and set about the tides of Chaos and Order and the Balance between them. Zar’s domain is the heavens and the rule of other Gods, to whom he leaves the details of the creation of the world and its peoples.

Kalar – Kalar is the God of Justice and Righteousness, the patron of all those who battle evil.

Kimra – Kimra is the Goddess of Light and Fertility, patron of all things that grow and multiply. In whatever culture, Kimra is the embodiment of nature at its best, of beasts and of plants.

Solan – This God is the patron of unpredictability and evolution, of positive change and the beneficial effects of Chaos. It is often said that strange and weird looking animals (the Oliphant for instance) are “jokes” of Solan upon the world.

Gulthan – Gulthan is the God of Wisdom – his powers and inclinations are patrons to those who are wary of disturbances in Balance and seekers of knowledge to better understand the universe.

Marz – The God of Magic. The imposer of Magic on the world as a true unifying force in the Balance of existence.

Chalosz – The principal God of Chaos, architect of all that is unpredictable in the world.

Brax – The God of Oppression and subjugation to Power. The patron of the Sythgar and evil overlords of the world. Devoutly opposed to the devoted of Kalar.

Andost – The God of Subterfuge and Deceit. The cunning and sneaky shall inherit the world. The motto of those who worship Andost is “Do unto others before they’d do it to you.”

Nurina – Goddess of Death, Disease and Suffering. Nurina’s worshippers believe that only through pain and despair is truth to be found.

Chronar – The God of Time and all things Temporal.

Deleen – The Goddess of Weather and of the Elements.

Faltor Pal – God of Stone and Earth.

Remenith – God of Judgement through Battle. Only through the Chaos of Conflict can the strong survive and prosper. Often referred to as the “Uncaring One.”

Vuchar – God of Knowledge and Learning. The patron of the arts, and all non-magical sciences.

Kristan – Goddess of Healing.

Taran – God of Law and Order.

Miribar – Goddess of Order and Purpose in Nature. Greatly revered by the Elves, but also by Druidic societies in Ilshara. Sometimes referred to as “Mother Earth.”

Aldoran – God of the Stars and the Moon, who look down with neutrality on the denizens of Mystika.

Pelos – The God of Animals and wildlife.

Mira Silverhand – Principal servant of Marz in the realms of Magic, especially of Illusion.

Garn – The God of Luck and of Mischief. Garn is tasked with supplying the forces of luck as subtle oppositions to both good and evil in maintaining the Balance of the Universe.

Temples and religious orders devoted to the Gods above can be found all over Ilshara, but certainly some are banned or persecuted in some lands and others favored. Be sure to check the individual descriptions found in the previous section on the Lands of Ilshara and the History to determine the commonality or appropriateness of worship or temple locations. One is not likely to find a thriving and open Temple of Nurina amidst the Free City of Jendar, for example, or a Temple of Brax in Xanadar today after its banning. Underground temples however may exist anywhere when appropriate to a specific campaign. The GM should also note that there are many temples which practice “ordinary” worship and devotion and place these accordingly in the scope of the setting.





On Demi-Gods and Other Entities

There are also numerous beings that exist on the many planes of the universe who desire or demand worship, some of them banished Archons and Solitars, others in the forms of demons, etc. While not “Gods” in the true sense, some of these beings do find breaches with the material world, or in some cases contact is made by extraordinarily foolish mortals. Clerical powers may arise from these demi-gods or entities, and their direct involvement in a campaign may be greater than that of the true pantheon of Gods. It is however highly recommended that such entities be used sparingly, only much later in campaigns with higher level characters, and confrontation should never be the focus of any such endeavor (i.e. the adventure should revolve around plots initiated or aided by such demi-gods or entities, but not be a direct “let’s hunt and kill a demon lord of the infernal plane”).

On False Religions or Religious Devotion Outside the Pantheon

There are some cases in which religious devotion is not to any one of the true “Gods” of Mystika, but to an entity which cannot imbue powers or simply doesn’t exist at all other than in the minds of worshippers. Below are a few examples which fit in this category, but of course other such occurrences may be developed and utilized by the individual GM in any adventure.

The Cult of Mordan

Mordan is not a God, but certainly demands worship as one. The denizens of Golgithar either choose or are forced to worship him, and clerics of the realm do receive powers – although they are really powers of Brax, Andost or Nurina, funneled through the personage of Mordan. As such, all evil clerical powers of the Cult of Mordan operate at about 75% of the strength and power than if the clerics of Mordan worshipped these evil Gods directly.

The Worship of Vol

Clerics in the Vol Regency still worship Vol, but for whatever reason that God abandoned the Menthaki in this region (related to whatever “curse” or punishment the Gods placed on that race in Arboria). As such, the rituals and practices of these worshippers garner no actual powers, and so they rely on herbalist knowledge to promote their “religious” powers.

Draconic Worship

In several cases Dragons are worshipped as Gods, as the Orc civilization of Mothgar does. Needless to say, this worship is

pretty much one-sided in terms of power, and Dragons do not provide divine clerical powers to the priests that adorn themselves with the Dragon’s symbols.

The Island of “Faith”

In the NW of the Pack Isles just north of the Duchy of Zor can be found a monastic community dedicated to their “Faith” in the God Argonis. They spend their entire lives and endeavors in seeking riches and sacrifices to present each year at Argonis’s appearance in the Great Temple. Argonis is not a God, rather he is a Cloud Giant who has found a ready source of tribute in these rather zealous but pliable Baku descendants.

The Religion of Tinian

The Syak inhabitants of this Island part of Cashani eschew divine devotion for ancestor worship. They believe the spirits of their Syak ancestors guide them instead of any deity, and some adventurers have told tales to at least indicate that there are supernatural presences (ghosts, ghastrs, ghouls) who are either what the Tinians claim them to be or ghoulish imposters taking advantage of the beliefs of the Island inhabitants.

The Elvish Cult of Lanteri

Some Elves, especially Wood Elves of the Great Forest and the Green Wood, have abandoned their Elven pantheon for direct worship of the world’s one moon, the silvery orb known as Lanteri. Clerical powers do not come from this Moon, but Cultists of Lanteri claim that all magic originates with their very visible “God.” As such the Cult is made up of magic users and illusionists.

The above are just a few examples of religious worship that fall outside the mainstream of pantheistic worship in the World of Mystika. Secularism, or the rejection of the divine, is also a growing phenomenon, especially among humans in major cities and individuals who believe they “make their own existence” (a common philosophy or rogues or thieves).

Notes on the place of Astronomy in Worship

While only the above mentioned Cult of Lanteri worships an astronomical fixture directly, the Sun and the Moon certainly play an important role in many religious rituals and are connected in many ways to the pantheon. Some (like the Char of the Kingdom of the Sun) personify one deity (Charune) directly as the Sun above, other mystics see the Sun as personifying the Father God or Kimra, the God of Light.



Mystika's sole moon, Lanteri, is a silvery orb that legends say once was fertile as the lands of Ilshara before some cataclysm rendered it uninhabitable. These are just legends of course, but many connect these fables with the origins of the Dragons. Lanteri is varyingly associated with Nurina (for those who view night as associated with evil and death), Garn, Mira Silverhand, Deleen, and of course Aldoran. Lanteri cycles around the planet once every 45 days, producing either one full moon and two new moons or two new moons and one full moon over a 90-day period.

The Elves especially also connect constellations and stars with their religious pantheon, naming many of them after the differing Gods of their culture (the individual GM can ascribe a certain Elf deity to the constellations listed below under their commons names).. The most commonly seen constellations for the sky above Ilshara are given here under their common Zarthani names. The names tend to be descriptive of what the constellations look like, and alternative names given these by other cultures can also be ascribed.

Constellations of the Sky of Ilshara:

The Broken Arrow, The Twins, The Antelope, The Pentagon, The Great Sword, The Short Sword, The Dragon, the Anvil, The Wheelbarrow, The Night Diamond, and The Pyramid.

In addition, two named stars figure prominently, associated with the Gods but more often used as part of navigation:

Aldoran's Fire, a shining red star in the distance that seems to move independently of the other stars in the night sky, but whose regular passage each year makes it a point of reference.

The Guiding Light, a star that remains relatively fixed always in the northern sky, providing a fixed point for astronomical study and navigation. The Zarthani also refer to it as Kalar's star.

Application of Deities to Monsters & Other Creatures

When determining influence of the Gods in the dealings of other races, from Orcs to Giants, and including any of the creatures as listed in various monster tomes, the majority of creatures fall into either of two patterns - not associated with worship (regardless of whether they possess magical abilities that are inherent to their existence as beings in the world), and those who do owe fealty of some level to a deity. In the latter case, a particular collective or individual creature usually is associated with only one deity from the greater pantheon described earlier. This monotheistic application of deities is not exclusive across a race (i.e. not all

Hobglobins worship Kronk), but can vary from tribe to tribe, region to region, etc.

The names of deities associated with a selection of creatures is listed below. In these cases the names and associated Gods are reflective only of the most common association, and are by no means representative of all individuals within the larger culture (the Orcs of Golgithar worship Mor-dan for instance).

Hill Giants - Tjarlaff (M), better known as Remenith

Fire and Frost Giants - Dorg (M), more commonly known as Deleen

Orcs - Chislar the Angry (M), more commonly known as Brax

Nymphs & Faerie Folk - Starina (F), more commonly known as Kimra

Hobgoblins - Kronk (M), more commonly known as Brax

Ogres - Groshakz (M), more commonly understood to be Nurina

Centaurs - Equivar (M), more commonly known as Chalosz

Kobolds - Kofanti (M), more commonly known as Andost

Lizardfolk - Zshirrishvar (F), more commonly understood to be Pelos

The GM is free to develop other appropriate corresponding names for differing bands of these and other races of creatures. Dragons most commonly like to see themselves as the most powerful entities around, so only a very few of these great creatures are likely to be tied directly to Brax or Nurina.

Part VIII ~ Adventuring in Ilshara

Adventuring in Ilshara should reflect each and every individual game as possible. It is intended that every GM and player make the world their own, using the basic information provided to this point only as a jump-start to any number of possible campaigns. This section is not meant to be an addendum or extension of rules, but merely a collection of additional information that might prove handy in establishing an adventure within the Lands of Exile.



Part VIII is thus divided into several sections: Movement and Distances in travel in Ilshara; Use of Coinage and Money in various lands; Sites of Interest in Adventuring; Random Encounters in Ilshara; Adventuring Below, Above, and Beyond Ilshara; Organizations in the Lands of Exile; a small collection of Notable NPCs in various locations; Notes on the Sythgar and then Psionics; and, two sections designed to give potential starting points for campaigns - Rumors & Legends, and Adventure Hooks in Ilshara. The GM will hopefully find some of this material useful, but certainly can utilize the contents herein with as much flexibility and personal choice as they so desire.

Notes on Distances and Travel in Ilshara

From east to west the Continent of Ilshara is approximately 2,400 miles across. When measuring on the provided map, each Hex is roughly 24-25 miles, although the GM is free to change or adjust this for a smaller or larger world if they so choose. For reference, the following distances are provided:

Distance from Xanadar to Marz - Approximately 310 Miles

Distance from Jendar to Elisar - Approximately 300 Kilometers.

When using overland travel, it is most important to maintain scale and pace in accordance with the adventure - never let slavish devotion to amounts of time taken to travel between two points slow the overall campaign to a crawl - in other words, don't feel you have to play every day of travel while fastidiously rolling random encounters or weather checks. The GM should use common sense in applying these, both from the previous section on weather and in dealing with random encounters detailed later in this section. Make movement through the lands fun and interesting - remember, players are taking a fantasy vacation in the world before them, and interesting sites and encounters are what they are looking for. Events that interrupt travel should occur for a purposeful reason, and impediments to successful movement around a region or even the entire continent should mean something in terms of story or narrative rather than "simply happening." It is also important to avoid the trap of spending too much time on maintenance of equipment or trivial matters involved in travel. Often it is best to assume the basics unless obvious thoughtlessness is at play.



Use of Coinage and Money in Ilshara

Throughout most of the regions and nations of Ilshara use of coinage for monetary transactions is fairly standardized, although different realms may name or identify their minted coins differently. The four most common (although not exclusive) mint variations are Xanadaran, Makistani, Kalistax, and Hunovian (adapted from Menthaki and Reborian names). Xanadaran coinage is by far the most commonly accepted and copied. The table below gives the base differences and names from the four most common mints:

P.P.= Platinum Piece G.P.= Gold Piece S.P. = Silver Piece
C.P. = Copper Piece

Coin	Value v. 1 GP	Xanadar	Makistan	Kalistax	Hunovia
P.P.	10	Staaran	Royal	Imperial	Puchar
G.P.	1	Zaaran	Ducal Piece	Ducat	Auran
S.P.	1/10	Kilnar	A Barron	Silvercoin	Soran
C.P.	1/100	Coffer	A Redal	Mark	Cuchara

GM's may also feel free to assign and create names for other realms, although the Dwarves, Elves, Halflings and Gnomes are likely to simply refer to the coinage by the type.

It is important to remember that while the addition of "named" coinage can add spice and flavor, it is recommended that players and GM alike not get bogged down in trying to always "get it right" in handling money - the values are important to know by heart, the regional names less so.

There are several notable exceptions to the above standardization:

The Syak Imperium - Within the Imperium, the Syak have turned to paper money backed by holdings in the Imperial vault. Their paper currency is the Sythe (equals 1 G.P.), the Suthar (1 P.P.), the Zinthe (1 S.P.), with copper pieces (called Thines) being the only coin in use. Any visitors to the Imperium will have to exchange money with the Syak currency to purchase anything here.

The Kingdom of the Sun - Lack of metals means the Kingdom of the Sun relies on two coins - Platinum and Copper, with Platinum undervalued at 1/2 its value elsewhere and Copper overevaluated at roughly the equivalent of 1/2 of a G.P.

Arboria - Gold is overabundant in Arboria, so its value is actually less to the Charlak and Vol. While the char barter with quantities (not minted), the Vol Menthaki do deal in



coin, and their values shift S.P. up to the equal of G.P. elsewhere, C.P. to the equal of silver elsewhere, and G.P. drop to the value of C.P. This is one reason why the Sea Lords are so interested in pursuing the slave trade, as the value they get in gold multiplies 100 times when returned to Ilshara markets.

The GM should also adjust base values as presented when characters attempt to purchase an item in a land or region where such items are either scarce or found in overabundance. This can be done by adding or subtracting 15% of values, or even 25-50% adjustments in extreme cases (such as attempting to buy high-quality platemail in Setlaran). The GM should also take care to make sure that items and equipment are only available in some areas.

A final note on haggling – some NPCs (shop owners and merchants) are honest, some are not. Depending on the appropriate local, make sure not all sellers of merchandise simply quote the book price – have fun with attempts to inflate profits (especially in big cities and busy markets) in order to increase roll-playing.

Sites of Interest in Adventuring in Ilshara

As with any setting, the real basis of a campaign is to provide interesting places to explore and encounters to challenge the skills and resolve of the players and their characters. At a Macro level, this gazetteer attempts to provide the broad strokes for those possibilities, and while the Micro level of detail should be and is up to the individual GM, it is always good to have a few starting points for ideas. With that in mind we turn to a brief listing of some of the more intriguing Sites of Interest located around Ilshara. The GM may take the basics given herein to form the core of an adventure, change them as so desired, or link them into connected sites that form part of a larger continental campaign. Some suggested possible adventure hooks that might connect to these sites will also be discussed later in this section.

The Dark City of Char – Once a powerful city of the Char Empire, this locale is now home to various undead, Naga, and other creatures, though filled with treasure and, perhaps more importantly, maps and texts that deal with the ancient Ventaki civilization.

The Ossus Ruins – Located on the Pearl Islands, these Char ruins were among the most influential of Char magic centers. Who knows what mysteries and artifacts lie in the crumbling pyramids and dungeons of Ossus?

The Valley of the Kings – Not far from Acropolix in the Kingdom of the Sun is the Valley of the Kings, tombs from centuries past that the current citizens of the Kingdom both revere and avoid – very likely because of the high rate of undead associated with the Valley.

Oasis – About as isolated as you can get, this small keep in the southern-most part of the Great Desert is home to a strange group of people who call themselves “The Family.” Headed by “The Mother,” a Baku woman, her family includes representatives of all races, who appear to simply live in peace. Where they get food for their tables or supplies for existence is a mystery, as is the nature of the sheer metallic surfaces of the walls of the keep. It is also interesting to note that the Family lives so close to one of the two Dead Isles.

The Dead Isles – Both islands contain ancient tombs of the Char and Menthaki, and many undead as well.

The Lost City of the Great Desert – In the middle of the vast sands of the Great Desert the top of pyramid just barely juts above the dunes. In actuality it is only the highest point (and only way in) to what was once a vast city built by some ancient culture as yet unidentified (in this case certainly NOT Baku). What wonders and horrors lie beneath the sands here can only be guessed at.

Mothgar and the Lair of Rax the Red – The largest concentrated Orc “kingdom” is also connected to the lair of the ancient Red Dragon Rax, whose horde probably contains riches and artifacts dating back to the earliest days of Ilshara.

The Dwarven Ruins of the Draconis Range – At least two great Dwarven kingdoms lie abandoned under these mountains.

Citadel of the Sun Wizard – Not long ago a strange stone tower appeared at the western end of the Rift Wastes. A strange wizard with seemingly no connection to other events on Ilshara now resides here, and who or what he is remains a mystery.

The Karmak Isles – Unknown and unexplored, these islands may offer clues as to the long-forgotten nature of the Baku, as well as hold other untouched or unexploited sites.

Tinian – The ghosts, ghouls and ghastrs of this Isle that are “conversed” with as “ancestors” offer one of the most bone-chilling sites for exploration.

The Underreach Passes of the Markers – Dotted along the southern slopes of the markers are many caves and entrances



to passes that lead deep into the Underreaches of Ilshara – known to lead at the very least to the demesne of the Drow.

The Hill Wood and the Temple of Despair – Despite “victory” by forces of the Freeholders, this wood still attracts many evil creatures and some say that despite the Cult’s dispersal and destruction of the upper levels of the Temple that the evil core of this place remains, open to some infernal plane that oozes into Ilshara.

The Barony of Slar – A cesspool of evil awaits any adventurers coming here – from the ruins of the Sythgar fortress to city of Slar itself to the ancient evils lurking in the Slar woods or Cold Marshes.

The Ruins of Dar Andronax – Only recently rediscovered, the remains of this citadel of ancient Baku magic are just now starting to be explored by adventurers, many of whom do not return. The foundations of the tower are said to lead beneath to many levels of dungeons, whose purposes can only be guessed at.

The Ruins of Brenmar – The folly of the Zarthani attempt to build in Arboria is seen as burned foundations and rubble. Some ten thousand Zarthani died at the hands of the Charlak tribes here, and their anger, pain and hatred are said to infuse this place.

The Sorcerer’s Keep – An abandoned complex of six towers, built by unknown hands, located on the small island NE of Graffspere. The Graff avoid this place altogether, as evil power emanates from the black-stone edifices, now overgrown with vines and vegetation.

Boridan’s Deep – On the exterior this is a garrisoned fortress of the Northern Thane of the Tygrath, but beneath it are tunnels that connect to passages that lead deep into the Telgar. Strange human subterranean dwellers have been witnessed by Dwarven explorers of the deep.

The Lek Wood – This small wood is refuge to Grey Elves who are estranged for a variety of reasons from their homelands. The Elves make small citadels in the trees, and there are a number here who have some reason to hide from the outside world. The most well-known of these is Elaina Brightstar, who fled into seclusion here following the Folly of the Fellowship.

Dorgath’s Keep – Dorgath was originally a Sythgar wizard serving the Emperor, who fled during the purges to the Pack Isles. Whether the dark edifice of this isolated Keep is still home to Dorgath (perhaps kept alive through Sythgar arts) or is the desmesne of his descendents is yet unknown.

The Tower of Illusion – A brightly colored (at times seemingly shifting in color) tower in the southern Great Forest is unexplained, and those who approach are assaulted with powerful illusions to keep outsiders from entering. Who or what controls the tower is a mystery.

The Black Citadel – A fortress in the northern Great Forest originally established by Zor and Mordan during the 2nd great assault on Ilshara. Those who have approached agree that the citadel looks like a complex of three keeps, interconnect around a central tower that is now broken midway up where it used to rise. What evil lurks here is unknown, but Trolls certainly have been seen in the vicinity.

Faradan’s Freehold – This castle was originally the citadel of a Knight of Xanadar named Faradan, who recoiled at the evil of the Empire and formed one of the most successful rebel cells. Following the Fall of Empire, his family declared their castle a Freehold and withdrew from their connection to the Knights. Today, Faradan’s descendents maintain the Freehold as a safe-haven for adventurers and the down-on-their luck, and the Freehold is an important waypoint for travel into the Great Forest, Orn Land, and to the Pack Isles and the North.

The Brotherhood of Ice – Discussed previously, the unknown Brotherhood could offer a number of alternative possibilities for adventure.

Friggia – The frozen and treacherous northern sub-continent offers any number of possible sites for cold-weather adventuring.

Lost Haven – The Dim Coast city that was Last Haven is now an Orcish city, but somewhat disconnected from Mordan. Before the lands were sacked by the Elves during the great rebellion, these lands held numerous manors, estates and other settlements, the wealth of which was left when the humans were mostly driven from the land.

Golgithar – Mordan’s horrid lands are a terrible place to visit, but certainly there is much wealth and many artifacts located at Targ Keep and elsewhere around the realm – as long as players don’t garner the notice of Mordan directly some regions are explorable, especially as some of the fell denizens are not as cooperative with the dark master as they should be.

The Morgath – The twisted and difficult to ascend or enter clump of peaks at the northern end of the Zad Mountains offers any number of subterranean and high-altitude adventures. Griffons and other flying creatures make their home



here, as do radical separatist Dwarven clans that view all other races as dangerous. Dragons may certainly be found here as well, and the caves and caverns could very well stretch deep into the Underreaches.

The Mal Peninsula and Isles of Malis – The jumbled hills of the Mal Peninsula and the Isles of Malis are among the longest settled by the Zarthani fleeing Athgar, so it is very likely that tombs, buried redoubts and other sites contain long-lost treasures and artifacts brought hastily to Ilshara by the Exiles in their hurried flight from the Draconic Apocalypse.

Samarkand and The Spires – The waning of power in the Oligarchy opens Samarkand, and the numerous vaults and dungeons of the Spires, to adventurers today. The Oligarchs are still protective, and can be lethally dangerous if a party raised their ire, but the island is no longer the magically fortified stronghold it once was. In addition, the Wood Elves and some of the humans (especially at North Port) are no longer as unswervingly devoted to their magical masters as they once were.

The Fire Lands of Kalistax – The hot and fiery realms of southern Kalistax hold any number of enticing sites – especially the desmesne of the Fire Giants in the Fire Mountains.

Setlaran and Arbor Keep – The pirate city of Setlaran is about as wide open with corruption, intrigue and deceit as any city in the world today. It and Arbor Keep are the heart of slave-trading in Ilshara, and players may be connected in any number of ways to this horrendous practice through their campaigns.

The Step-Pyramids of the Archipelago – Long before the Zarthani established their Empire in Exile, an ancient Elven civilization flourished briefly on the island before its volcanic destruction. Strange, short step-pyramids can still be found on the islands, especially on the western isle near Zutaro. The Zarthons avoid these out of superstition, despite possible treasures found within.

Random Encounters in Ilshara

When traveling about the Lands of Exile, parties are certainly going to bump into individual creatures or small groups. Sometimes these encounters are part of a campaign, yet the reality of such a diverse world is that random encounters do happen. This not only provides additional challenge to the players but adds the sense of mundane threat beyond the central story-line being pursued. The GM must determine 1st if a party is in a land or region in which random encounters occur – it is unlikely players will just

“happen” to encounter 2-3 Orcs wandering about the farmlands just several miles from Xanadar. There are other regions, such as the Bandit Kingdoms, where random encounters are far more likely (especially if they are random for the players but purposeful for bandits or brigands), or in swamps, mountains or woodlands.

The first table below is for generating random encounters in high-probability zones – i.e. the afore-mentioned Bandit Kingdoms, Arboria, etc. The specifics of which type of individuals or bands are encountered are again left to the GM, as are the specifics of stats according to the system used. “RP” is used here to simply give a broad indicator of relative power, to be matched to individual games as the GM desires.

High Probability Random Encounter Table

D20	%	Type	RP	#
1	1-5	Individual Monster	Med.	1
2	6-10	Small Band of Monsters, Bandits, etc.	Low	3-4
3-5	11-29	Random animal	Low	1
6-7	21-35	Pair of Creatures, Teamed thieves or thugs	Med	2
8	36-40	Indiv. Strong Monster	High	1
9-10	41-50	Band of creatures, bandits, evil party	Med	5-7
11	51-55	Dangerous Animal	High	1
12-14	56-70	Individual Soldier or Knight of random align.	Med	1
15	71-75	Official Patrol of region	Med	4-10
16-17	76-85	Group of Animals	Med	5-10
18-19	86-98	Fey Creatures (single or in collective group)	Low-High	1-?
20	99-100	Large party of enemies	High	12+

* Strength and # for Fey as indicated by individual selection.

For High Probability Zones the roll should be made at least once a day, twice a day if the players are in a particularly heavy density region of encounters.

When not in such zones, the GM is advised to make a daily check with a d20 or percentile roll to see if a random encounter occurs. A roll of 1-3 (1-15%) or 18-20 (90-100%) indicates a random encounter, with ranges between indicating no encounter. A roll is then made on the following table to determine the number and HD of creatures encountered. The GM should determine the appropriate creatures that fit the encounter based on location, conditions, etc.



Generic Random Encounter Table

d20 Roll	%	Relative Power	Number of Creatures
1	1-5	Med	1d4+1
2-3	6-15	Low	1d4
4	16-20	Low-Med	2d4-1
5-6	21-30	Low	Single
7-8	31-40	Low	Single
9	41-48	Med	Single
10-11	49-55	Low	2d4
12-13	56-65	Low-Med	1d4-1
14	66-70	Low	Single, Unique
15	71-75	Med	Single or pair
16-18	76-90	Low	3d4-2
19	91-98	Low-Med	3d4
20	99-100	High/Very Strong	Single

It is intended that random encounters occasionally bring adventurers into the path of some creature or group that they really should avoid. Likewise, more powerful groups will still run into creatures they can easily dispense with (not every encounter has to be more challenging – the simpler and lesser creatures don’t stop existing because a party has grown in power). Use the base XP charts for creatures encountered, but certainly adjust if players handle an encounter beyond their current strength or simply deal with very insignificant encounters beneath their experience.

The GM should always mentally note why an encounter happens – sometimes (with animals) it is just needed to know that snakes, for instance, occur in wooded areas. For creatures like Orcs, or Trolls, or others, there should be some sense as to why that creature or group of creatures happened to be wandering by this area. It should not be because there is some random monster generator creating creatures from under a nearby hill.

Adventuring Below, Above and Beyond Ilshara

The majority of this setting has been focused on the continental lands of Ilshara and its immediate surface settings. That does not mean, of course, that there are not other regions to potentially explore at the discretion of the GM. Note was given at the outset to lands outside the scope of the setting, but in addition there are opportunities to adventure (although recommended for when parties have grown in strength) below, above and beyond the Lands of Exile. The most basic information on these is given herein:

The Underreaches – The depths of the earth under Ilshara contain many fantastic places both wondrous and deadly. The World of Mystika actually contains an entire sub-world, as the outer crust that Ilshara sits on “floats” above an inner world, roughly the size of the earth, that rotates faster within than the outer world’s rotation. This sub-world is a place of dark oceans, fiery landmasses, strange jungles and creatures of incredible evolutionary processes. It is possible that humanoid civilizations have risen and fallen in this dark underworld, or that advances were made by stranger races. Access to this world is only possible through dangerous caverns that trace their way through the rocky mantle that lies between this sub-surface and the outer world above. Within the many miles of stone and rock between the two “surfaces” lie the Underreaches, caverns and passages that are home to subterranean groups such as the Drow, the Dark Dwarves (dwer), and the Morloquai humans. The composition and utilization of these realms is left to the imagination of the GM.

The “Heavens” or “The Sky Realms” – Some beings live in the clouds or float in realms high above the skies of Ilshara. Certainly Cloud Giants and Storm Giants make citadels in these “heavens above,” and superstition of many places the homes of the gods here (which isn’t true). There are reports of several “floating islands” that move about over the great seas of the world, and what civilizations, human or otherwise, inhabit these almost certainly magical realms are unknown.

The Planes – Beyond the material world lie many planes of existence, elemental and otherwise. Any advanced campaign may choose to link adventurers to travel to an encounter with creatures of these planes. GM’s may choose to design what existence on a particular plane is like, or utilize existing source material previously published for more details or information. The crossover points should always be located in a logical way – for instance, the Temple of Despair might contain a nexus or node that opens the material world to the Abyss. It is highly recommended that the planes as adventuring locales be used sparingly, purposefully and only with parties of enough power and strength to deal with them.

Organizations in the Lands of Exile

As with any world, there are organizations and cadres of individuals who are unified by their aims and desires in the environment they exist in. Some, like the thief guilds of any major city, are pretty self-explanatory and can be individualized as needed. Others are more specific to Ilshara and want for further explanation. Below are a few of



the existing groups found in this setting, and a few specific to Jendar will be further detailed in Part IX. The GM is encouraged to develop others out of the socio-political foundations covered earlier to further enhance their individual campaigns as needed. Remember that all organizations should have an “aim,” a goal that can be generous or nefarious.

The Knights of Ilshara – Founded by Knights of Xanadar rebelling against their evil Emperor, The Knights of Ilshara are dedicated to protecting the peace across many borders, and to maintain an independence from any central political authority. Their headquarters is at Castle Keep in central Ilshara, but the Knights can be found contracted to service in many lands, cities and regions. Joining the Knights is a long process of application, sponsorship, apprenticeship, and questing. The Knights of Ilshara open their ranks to humans of all branches, as well as demi-humans. (*Note on PC’s desiring to join any group of Knights – it is suggested this might make a good long-term goal for the player to achieve towards the end of a campaign, but joining early on is problematic in that the character necessarily must give up adventuring for their assignments/postings – unless the GM wishes to base an entire campaign around the assignment of the Knight and other players become co-questers with that Knight).

The Knights of Valor – The Knights of the Grand Duchy of Makistan and Mendar, their purpose is more specifically the defense of these nations and the protection of their borders. Politically the Knights are loyal really only to the Grand Duchy, and tend to be exclusive towards human membership. One must be a citizen of the Grand Duchy or of Mendar to join, followed by training in the army, then sponsorship, apprenticeship and quest.

The Knights of Xanadar – These Knights form the heart of the Army of Xanadar, and their aims are specifically the defenses of the land as well as a desire to reclaim surrounding regions (especially the Border lands, Chall and the Bandit Kingdoms). There is no questing involved in the process to join, nor is birth citizenship an issue. It is, however, a requirement that seekers of this Order join the Xanadaran army and enter apprenticeship under existing Knights, swearing fealty to the Overking and the Kingdom. The Knights of Xanadar resent and dislike the Knights of Ilshara for “usurping” their place as defenders of the peace in Ilshara, despite the fact that most who remained Knights of Xanadar during the Rebellion were loyal to their evil Emperor. To this day, less-than-good elements and individuals exist within the hierarchy of the Knights and the Army.

The Sons of Orn – This mostly Baky group desires to return the Baku to dominance over the lands they were thrust from

with the arrival of the Zarthani. Originally formed as a rebel cell that helped reclaim Orn Land, the organization today sees their job as only half finished. They do not care if the Zarthani in Xanadar or Suranista are not evil, they are still interlopers on lands that the Sons of Orn feel are the birth-right of the Baku. Loosely structured and based out of Orn, the organization has made its reach into some Xanadaran cities such as Pendar and Bandihar, and often uses Faradan’s Freehold as a meeting place and recruiting site.

The El River Merchants’ Compact – This commercial organization is shared between Jendar and Trajanar, and seeks to control all commerce in central Ilshara. It is the Compact that tries to keep Tygrath ports less influential than those of the two Free cities, and the Compact is made up of merchants, guildmasters, craftsmen and nobles from the regions around both cities. To ensure good commerce, the Compact many decades ago decided it could not wipe out thievery and banditry, so it began making deals with the thieves guilds in both cities. Indeed, it was the support of the Merchants that allowed for Sef Sermac’s political career to ignite in Jendar. The Compact likes double-protection for its trade, so it contracts with the Knights of Ilshara but also hires independent personnel for many of its endeavors, paying handsomely for competent service.

Midnight Darkness – This group is a shadowy cross-border assassins guild that specializes in removing individuals who become problematic to any group or nation. No one knows if they have a headquarters or where it is based, but members of the Darkness can be found throughout most of central and eastern Ilshara. The group has no restraint on whether they kill “good” or “evil,” but do follow a code which prohibits the killing of human and demi-human women or children (although dispensation is given to women who command or rule). No one can ask to join the Darkness, they seek out and invite talented candidates on their own.

The Orders of the Moon and the Star – Each of the Grey Elven realms can reward an Elf who has shown exemplary service to the greater good of Elvendom or has contributed to the welfare of the lands with membership in the Order of the Moon (Ravenclar) or the Order of the Star (Star Woods). Unlike Knighthood, the Elves selected can continue with their lives and endeavors, but must be ready to return to the call of their homeland at any time. Elves must be Grey Elves and originally from these two kingdoms.

The Slavers – The organization of slave-trading that has emerged in the last century is not a codified structure, but is controlled varyingly by different groups at different points in the trade: Lord Delvori in Hakos on the Trader’s Coast, Gorth in Setlaran, the Vol Regents, the government of the



Zarthon Archipelago, and employs many lesser groups in central Ilshara, especially in the Freeholds, Trajanar, the Bandit Kingdoms, and the other cities of the Trader's coast to kidnap and ship individuals into slavery in Vol, Zarthon and now Golgithar. This trade in human flesh has yet to come to true public light in Ilshara. The aim of this group is to profit off the need for labor in foreign lands.

The Oligarchy - With only one true Oligarch left (and an aging and diminished one at that), the original aim of the Oligarchs to maintain balance in Ilshara has long since been abandoned. The aims of the group now are in flux, with arguments between the newer members as to whether they should merely protect themselves and the magic they possess or if they should reenter the turmoils of the land. Even whether the group is dedicated to the defeat of Mordan is under debate. The only way to become an Oligarch is to be selected by the very small group and devote ones entire life to it.

The Convocation of Wizardry - Founded by Zar Kataris, this is an open conclave of magical arts held each year in Xanadar. Kataris has been disappointed so far as most of the attendees are very inexperienced and bumbling young wizards just wanting to meet the man who led the Fellowship of Five. Still, he keeps holding the event each year hoping to meet some truly gifted magic users who might make a difference in the world at large. The benefit of his organization is that any wizard of any level can attend and make connections to other arcane practitioners around the lands.

The Society of Magi - A more exclusive group of wizards from around Ilshara that convocate in Jendar at the Academy of Magic. More details will be found in Part IX. The group is dedicated toward the discovery and advancement of magic above all else in Ilshara.

The Archologists - An organization founded by a former Knight of Ilshara approximately two centuries ago, dedicated to the seeking out of ruins and artifacts not for gain of wealth but for historical and archeological purposes. There Archologist Houses in Jendar, Trajanar, West Hold, Phelios, Malytare and Nevara Setalix.

The Free Smiths of Ilshara - A secret society born of stonecrafters and ironsmiths who are dedicated to the idea of Knowledge as power. Initially a constructive organization, over the centuries it has devolved into a group more devoted to internal ritual and secrecy, with its interests now in using knowledge and secrets to manipulate others and increase profit and wealth for its members. There are Free Smith Lodges and "Temples" in most of the major cities of east and

central Ilshara, although they have no presence in the Sheltered Lands or on the Island of Kalis.

The Dragon Hunters - Group of adventurers based in Nevara Setalix and Jendar whose sole aim is the search for Dragons and the looting of their lairs. There membership remains very low despite a wealth of new recruits each year. Rax the Red finds this organization mildly humorous.

The Masters of Illusion - A performance group of artists and illusionists that travel across the land, quite skilled at performing spectacles for audiences that incorporate magical illusions with theatre and dance. The group was originally formed in Suranista but is now well-known throughout the continent, having added members from every race and region. The group is always in need of good protection on its journeys, as most hired protectors don't have the inclination to commit to the long term travel the Masters engage in.

The Grey Council and the Disciples of Greydom - Druids have often felt that organized nations and governments don't respect the nature that holds them, so one particular group of druids based in the southern reaches of the Great Forest formed the Disciples of Greydom - symbolizing the shades of nature between good and evil that exist in all living things. The groups aim is to act as deterrent, and sometimes outright opponent to those who violate or exploit the earth, whether it be in the name of "good" or "evil." The Grey Council is the governing group of 10 Druids, who use an arboreal redoubt in the Great Forest now as the center of their activities.

The Keepers - Another secret organization that no one but members knows of. Started by barkeepers and tavern keepers who consistently overhear information or are confided in, The Keepers really is just a network of barmen and tavern owners throughout central Ilshara (primarily the Freeholds, Jendar, Castle Keep, Tygrath, the Trader's Coast, Gulthanis, and several of the Bandit Kingdoms) who keep each other informed through a network of select runners and the occasional services of a hired wizard. The organization finds good information very valuable, and that knowing who might be visiting a certain city and when can come in quite handy.

The Sythgar -See later part of this section for more information on the Sythgar and their activities in Ilshara today.

The Cult of Nurina - A group dedicated to domination of the world in the name of the Dark Goddess Nurina, cultists believe that all mortal life is essentially only a path to death and that the world should move faster on this path. The most well-known example of this cult was the Temple of Despair



in the Hill Woods, but despite the breaking of that temple the Cult remains active in many cities and regions. No one knows how many belong.

The Lords of Chaos - Principally devoted Chalosz, this group (based in the Bandit Kingdoms) is dedicated to the idea that only out of the maelstrom of chaos (war, famine, apocalypse) can true human evolution and eventual supremacy be achieved. The Lords of Chaos differ from Chalosz zealots in Chall, who seek not to instigate chaos but believe they are destined to survive it.

The Mentalists - This is a small group of individuals who have dedicated themselves to the exploration of the "Power of the Mind" for what they believe to be the cause of good rather than Sythgar evil. The organization is only a little over a century old, and is based in Jendar in a rather unremarkable house. There are currently somewhere between 20 and 25 members, from all classes and representative of the three races capable of psionic abilities. The Mentalists recruit by using their abilities to sense intelligence and constitutional affinities in both young and older adventurers alike, though due to the time needed to develop they do not accept anyone older than 30. The Mentalists are despised by the Society of Magi and practitioners of divine magic.

Notable NPC's and Their Locations

While it is best that NPC's and the denizens of Ilshara are mainly left to the creation and needs of individual GMs and games, there are a few notable NPC's which are worth noting here for their possible inclusion as sources of information, connections to lands and events going on in the world, and just plain being interesting personas. No detailed stats are provided, it is assumed that the GM can fill in the necessary and appropriate information here. Other than Sef Sermac, any NPC's found in Jendar will be listed in Part IX of this gazetteer. Information given includes locations most likely to find the PC. "Classes" and "Levels" are given here as rough guidelines for the NPCs, but should be adjusted to the game at hand by the GM.

Zar Kataris - Zarthani/M, Wizard 10 Kataris Tower. Zar Kataris is a former member of the Fellowship of Five. Of the three remaining members of the Fellowship, only Zar is interested in carrying on the adventuring objectives of his former companions. He actively seeks young adventurers, especially wizards, to sponsor. Zar is NG.

Elaina Brightstar - Elf/F, Fighter 12 The Lek Wood. Another member of the Fellowship, who has gone into seclusion in the Lek Wood following the Folly of her group. It is said, however, that she was the custodian of most of the obscure

texts and artifacts recovered over the years by the Fellowship. Elaina is CG.

Sef Sermac - Halfling/M, Rogue 15 Jendar. More about Sermac in Part IX. He gave up adventuring for politics in the city of Jendar, rising fast to head its Guild of Thieves then parlaying his connections into office as Lord High Mayor. He certainly has a soft spot for young adventurers and if a group gains notice he is likely to commission some service from them. In his early days Sef was pretty chaotic, but now he is more NG.

Benjar Homani - Baku/M, Ranger 4 Atun-Var. Banjar is a ranger and "guide for hire" who has made several brief excursions into the Barony of Slar. He will market himself as an "expert" on that land, but in truth he's only explored the relatively tame lands just across the river and sw of Slar, as well as having visited that city once. Banjar is CN.

Sir Dareth Uforr - Mixed Human/M, Knight 11 Mor Castle. Sir Dareth is the leader of the Knights of Ilshara guarding the routes into far east Ilshara, particularly the Dim Coast and Golgithar. He is good contact for information and for commissions in this particular region. Sir Dareth is LG.

Lady Sal Thantos - Baku/F, Non-classed Nevos. Lady Imelda Sal Thantos, or the "Lady of the Night" as she is referred to in Nevos where she governs, knows a little bit about everything, having an excellent memory and noting the bedroom confessions and discussions of thirty years worth of customers. She is also tied into most of the Guilds and companies that make the Trader's coast their home. Recently she has become aware of the slave trade and is appalled -she makes sure her "taverns" are volunteer-only and recoils at forced slavery of any sort. She is on the lookout for good hires to gain information and subvert Hakos in this matter. If a party serves her well, her extensive wealth of Knowledge and connections could be very useful. The "Night Lady" is true N.

Pan Kalane - Zarthani/M, Illusionist 7 Sura Nova. Pan is the founder and central artist of the Masters of Illusion. His group's travels and experiences (not to mention protective needs) gives Pan a wide range of knowledge he can share about many parts of the continent, as well as paid travel to distant lands (pending the Group's performance schedule, of course). Pan is CG.





Cathryn Sorthane—Mixed Human/F, Non-classed Trajanar. Cathryn is the proprietor of “Sorthane Shipping and Excursions,” a boating company based in Trajanar and handed down in her family. She inherited the management at a young age (24) and now four years later has finally put the financial struggles to stay afloat (literally) behind her and can provide sea and river transportation. LN.

Taran Lightfingers - Halfling/M, Rogue 5 Gulthanis. Taran is a nimble thief but with a bad problem – he has a conscience and feels bad everytime he steals from someone he doesn’t really think deserves it. He is extremely talented, but refuses to belong to the local Thieves’ Guild and hasn’t become as powerful because he’s always talking himself out of thefts and jobs. He is, however, an excellent source of information and knows the city extremely well. Taran is CN, but with a strong NG leaning.

The “Sorcerer” - Half-Elf/M, Illusionist 2 Faradan’s Freehold. The “Sorcerer” (he never lets anyone know his real name), is a sad and rather pitiful Half-Elf who lurks in the taverns of the Freehold, telling everyone he meets that he used to be “a great Sorcerer!” who battled evil and even faced Mordan. Needless to say he is nothing of the sort, but rather an erstwhile adventurer who kept getting dumped from parties because of his propensity towards inebriation and rather unpredictable illusionist capabilities. He will always be anxious to join any party, and those who do not check references on him will soon have to learn the truth on their own. CG.

Packo Bullmar - Dwarf/M, Fighter 2 Castle Keep. Packo is a Dwarven fighter who gave up adventuring early to open “Packo’s” in Castle Keep, the very tavern where once upon a time the fellowship of five met and formed. Packo is very friendly with the Knights and so is well-connected to information they have from all over the continent. Packo is known as one of the best cooks in Ilshara, and his culinary menu attracts clientele both common and noble. Best known for his “Beef Bullmari,” an exquisite stroganoff-style dish. Packo is NG.

S’Ran Felmora – Menthaki/F, Monk 6 Graffspere (but travels). S’Ran is a Monk who has devoted her life to uncovering the “secret curse” of the Menthaki heritage. While her home is in Graff, she travels around the Bay of Gulthani and is seeking those who might accompany her to Arboria to begin tracking threads of a legend she has uncovered. S’Ran is LG.

Sir Antar Brathe - Zarthani/M, Knight 7 Castle Keep. Antar is a Knight of Ilshara who is also secretly a member of the Mentalists society in Jendar. He envisions a new order of

Knight Protectors who utilize the “Power of the Mind” to combat evil and eventually wipe the scourges of evil (Sythgar, Mordan, etc.) from the face of Ilshara. LG.

“Flippy” Hammerhand - Dwarf/F, Fighter 3 Castle Keep. “Flippy” is the rare female Dwarf who left Zanatas-Ur to try her hand at adventuring, but has always had a bit of a problem – incontinence. Excitement and stress both make Flippy need to relieve herself, which becomes an enormous inconvenience on adventures. She has, sadly, been let go by several parties, and it is a shame because she is an exceptional fighter. CG.

Aliah Brianne - Mixed Human/F, Assassin 8 Tendos Bay/Trajanar. Aliah is a member of Midnight Darkness, and operates out of the Trajanar/Northern Trader’s Coast area. She is quite good at her job, but has made many enemies within her own organization. She may look to find a way (including attaching herself to a group heading far away) to exit her current life. Aliah is NE.

Solin Setaris- Zarthani/M, Wizard 9 Malystare. Solin is a Sythgar Dark Lord, raised by parents whose family passed their lineage down since fleeing to Malystare following the purges. Solin hides his true nature, as the family long ago became principal stock holders in the Bank of Zar. He is known as a capable and well-liked banker, and is increasingly entrusted with overseeing the security of some of the wealthier clients’ holdings in the Mal hills and the Isles of Malis. Solin is LE.

The above are just a few possible NPC’s. The GM is free to use these, ignore them, or certainly create all new NPC’s as needed or desired. The important thing to remember is that NPC’s should do something, be a constructive part of a campaign whether it be in adding flavor to a locale or providing significant information, help or hindrance in a campaign.

The Sythgar and Their Place In Ilshara

Despite the purges that sought to destroy the legions of Sythgar lords and disciples following the Great Rebellion, some certainly survived and began new lineages of Sythgar power. One mentioned above resides in Malysatere. The number of and circumstances of where the rest of the Sythgar may be found is left to the GM.

The philosophy of the Sythgar is simple. Unlike the masses of humans, Sythgar recognize and embrace the idea that humans have the means and the will to dominate, or



not, other races, lands and even the environment. Sythgar choose to employ their will towards the aim of domination, and as such reject much of religious devotion in favor of secular beliefs in the ultimate ascension of mankind to self-deified status. The Sythgar are tied to Brax and the church of domination, which they view as a means to achieve their ends. Why clerics of Brax are useful pawns, the ultimate goal is to sweep aside all authority other than that of the Sythgar.

There are some Sythgar that do not view themselves as completely aligned with evil, rather pursuing a more complex approach to the assertion of their power – this splinter philosophy believes that as long as governance and authority works for the moment, it should be left alone. If and when temporal authority begins to fail, it is the Sythgar's will that can intervene and reestablish order. This splinter Sythgar sect is sees the imposition of will as the primary balance between chaos and order.

Eons ago during their first rise to power, it was the Sythgar that first discovered mental (psionic) abilities. For some reason (as will be discussed in the next part of this section), Zarthani humans show more natural aptitude towards developing the "Power of the Mind." It was the development of powerful Psionics that allowed the Sythgar to rule and dominate, and also gave them ability to help shape material, minerals and metals to create Sythgar artifacts of enormous power.

A few "Sythgar" artifacts are actually Ilsharan, seized and manipulated or stolen for their powers (such as the Dragon Orbs before the Draconic Apocalypse), while others were developed during the height of the Sythgar reign in Athgar, and a few were made during the 100 years of the Emperor's reign in Xanadar.

Sythgar Artifacts & Their Powers:

Listed herein are examples of a few Sythgar artifacts. The GM is encouraged to develop others as befits the campaign at hand.

The Sythgar Healing Hand - A metallic glove & bracelet combination, which allows for the full and complete healing of an individual, including returning life as long as death occurred less than 20 minutes prior to use. While this does not sound evil, there is a catch: the Sythgar wears the metallic glove and moves his/her hand over the person to be healed, but the bracelet allows the Sythgar to touch another being – and it is the life energy that is drained from one being to the other that revives and returns health and even life. The person being healed is always fully healed, with HP's being exchanged equally. If the person being drained has less HP's, they die in the process.

Sythgar Anti-Magic Amulet - This amulet, forged with mental power and a crystal to focus the energy of the mind of the wearer, gives anyone possessing it an immunity to all magic up to fifth level spells (both arcane and divine).

Sythgar Flame Sword - The Sythgar use focusing powers on elemental forces to "freeze" a living flame to a crystal-imbedded sword-hilt. The flame is called upon by the maker, and only the maker, of the Flame Sword, and thus bursts forth (being contained eternally within the focus crystal until called) as a 4-ft blade of fire. The sword deals 2d10+level of Sythgar damage, plus gives 1d6 per round fire damage for three rounds after any hit. The damage accumulates if there are successive hits.

Sythgar Memory Crystals - These crystals, often place on amulets or bracelets, allow the Psion power Mind Drain to be used to empty the contents of the mind of the victim and store those memories in a crystal. Only the mind of one individual can be stored in a single crystal, and if another mind is placed there it overwrites the earlier one. The victim is left without memories or cognitive mind, as if a newborn.

Sythgar Belt of Energy Focus - Because psionic energies are tied to the electro-magnetic fields of life energy, this belt focuses resistance of that energy to elemental damages from electricity, fire and cold. Any damage from those effects is reduced by 50% for fire and cold, and by 90% for electricity.

Sythgar Pain Amplifier - A small crystal tied with black leather bands to the palm, the amplifier is held over a victim and the Sythgar initiates increasing levels of pain from his mind - 2d4 damage for 1st round, 4d4 for second, 6d4 for third, 8d4 for fourth, and so on. The damage is mental, so it is subdual, but a character reaching 0 will pass out and -10 HPs will die from psychic shock.

How many of the above artifacts exist is currently unknown.

The "Power of the Mind" - Psionics in Ilshara

The one major addition to rules in this setting is the use of Psionic (mental energy) powers. This is not the creation of a new class, for the discovery that mental focus can allow for external manipulation of energy and power is not tied to a specific class. In Ilshara, as has been discovered in the last several centuries, certain people and races have an innate potential for the development of "The Power of the Mind," as Psionics are referred to. The system presented here is to be used for player characters and NPC's who may



develop psionics as part of their life focus. “The Power of the Mind” has always been a part of Sythgar training, but only recently has it begun to be applied by non-evil entities.

Only three races can use Psionics – Humans, Elves and Half-Elves. The mental makeup of Dwarves, Gnomes, Halflings and Humanoid races is not attuned properly to be able to utilize these powers. It is probable that Dragons could, but what Dragon has the need or desire to focus their minds when their mere physical attributes are so dominating?

As stated above, Psionics are not class-based. Whatever class a character is, they remain, but will have to devote time, meditation and energy into developing their psionic abilities. It should be noted here that the mere knowledge that this power potential exists is not common – players will have to learn of it somehow, experience a use of psionics, or be made aware of their potential before they can begin exploring and utilizing the power.

** The Following tables are indicative of standard attribute modeled systems. GMs using variant attribute systems (% based, etc.) should translate these base numbers.

Intelligence Base (natural, not modified) = 16 or better
(The mind must be of significant intellectual base)

Constitution Base (again natural) = 13 or better
(The character’s constitution must be able to withstand the rigors and stresses placed on the body when using psionic power)

Experience Base – The character must have reached a point where their experience has given them enough focus and discipline to engage their mental abilities. For classed characters this is equal to having reached the following:

Class/General Category	Level of Experience
Fighting Classes/Paladins	4
Rangers/Archers/Trackers	3
Rogues/Thieves	5
Assassins	3
Monks/Physical Prowess Based	2
Wizards/Sorcerers/Illusionists	2
Clerics/Theurgic Characters	5
Druids/Nature-Tied Characters	3
Bards/Other Specialty Support Based	3

*Note – Barbarians/Savage Characters are the only class/category prohibited from Psionic abilities

** Non-Classed NPC’s may sometimes have the ability to wield “The Power of the Mind.” In these cases it is up to the GM to determine experience and ability.

If the characters have met the requirements, and have learned of psionics, they must then find someone who already uses “The Power” to instruct them in the basics of mind focusing and mental attunement. This process takes 4 months base, +1 additional month for every level over the experience base listed above (because it’s harder to teach older dogs new tricks, in the simplest analogy). Once a character has completed this initial focusing period, They can begin exploring and discovery of individual powers, and activating them once learned.

Learning powers takes time. To discover and use any of even the most basic powers takes weeks and months at a time per individual energy force explored, and stronger ones can take up to a year of time, with the GM determining that the appropriate length in game time has passed. Because of this, characters who suddenly dream of being a kickass fighter who can also call upon limitless mental forces should be aware that this is unlikely. Characters cannot adventure while in their mental discovery phase, nor interrupt their meditation with any distractions – ergo no leveling, no other advancement. Only mundane actions and activities, and mindless jobs or duties, allow the pursuer of mental power the time needed to master individual powers.

In the following section, Psionic Energy Powers are listed. There are 5 Psion Power Levels, each with increasing strength of power, but also increasing needs in Energy Activation Points (EAP’s as below) and time to discover and master. ** NOTE: The effects and mechanics of powers are given, again, in standard-attribute based measurements – the GM will have to translate these into their appropriate meanings for some systems.

Energy Activation Points

All beings capable of psionics have Energy Activation Points, but only those who meet the above requirements can use them. The number of EAP’s for a character is 4 x the character’s level + intelligence and constitution modifiers. Each power listed has an EAP expenditure value. When activated the character loses those EAPs until able to rest to regain them. Players regain EAPs at the rate of 4 per every hour of uninterrupted rest, plus EAP’s equal to their current level if the character has a full 8 hours uninterrupted sleep. If the character does not have enough EAPs to activate a mind energy, then it cannot be activated.

Characters can only “discover” and thus learn to use ONE power at a time, and between these periods of discovery there must be a period of at least two months before another “discovery” can begin. Each level of power must be achieved before the next. The time to “discover” a power increases with the psion level, thus making more powerful mind



effects more difficult to achieve. In addition, when attempting psion level powers above 3, the player will encounter the possibility (increasing with the number of higher powers attempted) that they suffer a mental energy overload. Rather, they burn their brain out, thus losing ALL psionic abilities and suffering permanent intelligence damage as well.

The progression of this overload potential is as follows: for each psion level 4 or 5 power attempted, the 1st carries a 5% chance, the 2nd a 10% chance, the third a 15% chance, 25% for the fourth, 50% for the 5th, 75% for the 6th and 7th, and 95% for the 8th attempted discovery and above.

The intelligence loss in case of such an overload is equal to the psion level attempted (-4 or -5 permanently lost in intelligence or the equivalent % of mental ability). Restoration spells can return 1 point per spell up to 3 total, but psionic abilities are lost forever.

Level One Psion Powers:

Move Small Object - Allows the mind to move, manipulate or throw an object of 10lbs or less. If used as a weapon when hurled, damage should be accorded as if struck by a blunt object (target gets a dexterity ability check to avoid).

EAP Value: 6 Discovery Duration: 3 Weeks

Force of Suggestion - The user can mentally make a simple suggestion that weaker minds must follow. The suggestion must be fairly simplistic - "leave the room," "forget you saw me." Characters will automatically not perform suggestions that are inherently against their nature beyond simple tasks (no "kill him" at this level).

EAP Value: 6 Discovery Duration: 3 Weeks

Minor Mental Stun - The user can stun a single opponent for 1d4+1 rounds by activating this energy.

EAP Value: 8 Discovery Duration: 1 Month

Bend Small Metallic Object - The user can focus their mind to bend small metallic objects, such as spoons, keys, etc.

EAP Value: 4 Discovery Duration: 3 Weeks

Sense Presence - The mind can focus and determine the presence of energies of any creature or character within a 100 ft radius. If the presence is known to the user, they can sense who it is. The power is specific to numbers of presences sensed.

EAP Value: 8 Discovery Duration: 1 Month

Basic Empathy - The user can sense the current emotional state of a single target within a 20 ft radius.

EAP Value: 4 Discovery Duration: 3 Weeks

Sense Dangers - The user can sense all dangers within a 25 ft radius, including hidden monsters, creatures, traps, etc.

EAP Value: 6 Discovery Duration: 2 Months

Comprehend Meaning - The user can instantly comprehend the meaning of unknown text, symbols, etc., of a single image (i.e. can look at one page of text but not read more).

EAP Value: 6 Discovery Duration: 2 Months

Force Push - The character can give a slight mental push that will shove a character backwards 1d4 feet.

EAP Value: 4 Discovery Duration: 3 Weeks

Level Two Psion Powers:

Move Larger Object - As in Move Small Object, but up to 50 lbs.

EAP Value: 10 Discovery Duration: 4 Months

Open Non-Magical Lock - Opens any non-magical lock instantly.

EAP Value: 12 Discovery Duration: 5 Months

Sense Intention - The user knows what an opponent is going to do in the next round or if not in combat within the next minute - GM's must allow the action to take place and then retroactively allow the user to make their actions.

EAP Value: 10 Discovery Duration: 4 Months

Disarm - The user can activate the power to wrest and disarm a hand-held weapon of an opponent. The energy is focused on the item, not the person, so no ability check is involved but if the opponent is of at least half the level or HD to the user they can make a grapple check against the intellect modifier + level of the user. If opponent is below half level or HD of user the disarm is automatic. The weapon is flung 2d4 feet from the opponent's hand.

EAP Value: 12 Discovery Duration: 5 Months

Empathic Import - The user can infuse an intense emotion into a single target. The emotion will last 2d6 rounds or 1d4 minutes (if not in combat) and any intense emotion will give a -3 on all rolls made by that target during the duration of the emotion.

EAP Value: 10 Discovery Duration: 4 Months

Lift or Lower Self - The user can, by will of mind, lift or lower themselves up to 30'. There is no "hang time" and the character must either step on to or grab on to something - otherwise they return without harm to their initial starting point.

EAP Value: 12 Discovery Duration: 5 Months



Minor Heal Self – The mind is powerful enough with this energy to heal minor wounds. Heals 1d4 HPs plus 1 for each level of user per use.

EAP Value: 12 Discovery Duration: 5 Months

Minor Manipulate Elements – The user can manipulate (not create) small fires, water, earth or wind. The duration of control is about 30 seconds, and the amount of the element manipulate must be relatively small.

EAP Value: 10 Discovery Duration: 4 Months

Disarm Normal Trap – Automatically disarms non-magical traps.

EAP Value: 10 Discovery Duration: 4 Months

Level 3 Psion Powers:

Major Mental Stun – As with the level one power, but the target is stunned for 1d4 minutes instead of rounds.

EAP Value: 14 Discovery Duration: 6 Months

Break Major Object – With the power of the mind the character can shatter or break major objects, including wooden doors, portions of wooden stairs, tables, statuary, etc.

EAP Value: 14 Discovery Duration: 6 Months

Major Suggestion – The character can force an opponent to do something they don't want to do, including drastic actions so long as they don't directly conflict with the immediate self-interest of the target (a character could be forced to attack someone, but not to impale themselves or to jump off a cliff).

EAP Value: 16 Discovery Duration: 7 Months

Open Magical Locks – Automatically opens magical locks.

EAP Value: 16 Discovery Duration: 7 Months

Disarm Magical Traps – Automatically disarms all magical traps.

EAP Value: 16 Discovery Duration: 7 Months

Minor Psionic Blast – The user selects one target and unleashes a blast of psionic energy, causing 1d4 HP's of damage per level of user, plus 1d4 temporary intelligence loss.

EAP Value: 16 Discovery Duration: 7 Months

Read Thoughts – The user can tell instantly what a single target is thinking within a 25' radius.

EAP Value: 14 Discovery Duration: 6 Months

Major Lift or Lower Self – As with Level 2 power, only range increases to 100'.

EAP Value: 14 Discovery Duration: 6 Months

Forget Event – The user can wipe a single event, name, or memory from the mind of a target.

EAP Value: 16 Discovery Duration: 7 Months

Force Wall – The character can put up a force wall that lasts for one round per level of user and deflects all incoming attacks.

EAP Value: 16 Discovery Duration: 7 Months

Major Heal Self – The character can completely heal their bodies, as long as they are not unconscious.

EAP Value: 16 Discovery Duration: 7 Months

Level 4 Psion Powers:

Elemental Control – Using the power of the mind, the character can create and manipulate fire, cold (ice), stone or air.

EAP Value: 18 Discovery Duration: 8 Months

Major Psionic Blast – As with Level 3 power, but damage is 2d6 per level and 1d4 permanent intelligence damage.

EAP Value: 20 Discovery Duration: 10 Months

Move Heavy and Major Objects – The character can lift, move, hurl objects up to 1 ton.

EAP Value: 20 Discovery Duration: 10 Months

Psionic Force Lightning – The character can channel their energy into streams of pure psionic lightning, thrown from the hands and dealing 2d6 x user level damage to opponents per round.

EAP Value: 20 per round continued Discovery Duration: 10 Months

Minor Control Weather – The mind can control weather within a 1 mile radius for a duration of 30 minutes.

EAP Value: 18 Discovery Duration: 8 Months

Erase Major Memories – The user can wipe a whole series of events or connected memories of a specific time from the target's mind.

EAP Value: 20 Discovery Duration: 10 Months

Anti-Magic Shield – The character can put up a mental shield that blocks any and all magic for a number of rounds equal to the user's level.

EAP Value: 18 Discovery Duration: 8 Months



Read Mind – The character is able to select a target and instantly know their thoughts, memories and entire mind.

EAP Value: 20 Discovery Duration: 10 Months

Change Alignment Temporarily – The character can reach into another mind and temporarily realign a target's disposition. The duration lasts for 1 week per the user of the power's level.

EAP Value: 18 Discovery Duration: 8 Months

Level 5 Psion Powers:

Psionic Storm – Similar to psionic blast, but radiates out affecting all creatures in a 50' radius, dealing 2d6 HPs of damage per user's level + 1d4-1 of permanent intelligence damage.

EAP Value: 25 Discovery Duration: 1 Year

Mind Drain – Completely empties the mind of a target of all knowledge, memories, etc. Also causes 1d4 permanent intelligence loss (as with all intelligence damages restoration can bring back 1 pt at a time up to 3 total).

EAP Value: 25 Discovery Duration: 1 Year

Arrest Aging – The mind has the ability to halt the effects of aging, keeping the character at the same age for one year. *Special – can only be used once per year, and each time used the character runs a 10% chance of losing 25% of HPs).

EAP Value: 25 Discovery Duration: 1 Year

Major Control Weather – Character can control weather up to 25 miles in radius.

EAP Value: 25 Discovery Duration: 1 Year

Shatter/Destroy Structures – The mind is powerful enough to destroy or shatter massive structures such as stone walls, towers, major construction. Metals can be crushed and torn.

EAP Value: 25 Discovery Duration: 1 Year

Change Alignment Permanently – As with the Level 3 power, but effects are permanent.

EAP Value: 35 Discovery Duration: 1 ½ Years

Kill With a Thought – The character can look at a single target of approx. half the character's level and kill it with a thought.

EAP Value: 45 Discovery Duration: 2 Years

For all the above powers, individuals targeted have no standard saves or resistance. Only characters with high intelligences (or equivalent mental abilities) themselves stand a chance as follows at the top of the next column:

Characters with a **16** intelligence have **0%** chance through level 5, **10%** chance. From levels 6-10, **25%** chance 11-15, and a **50%** chance level 16+.

Characters with a **17** intelligence have a **5%** chance per level to not be affected.

Characters with an **18** intelligence (or better) have a **10%** chance per level of resisting psionic attacks.

** Option for greater psionic abilities:

It is possible to obtain/learn new powers without the full duration listed. If the character makes contact with an organization or individual who possesses psionic abilities, i.e. the Mentalists in Jendar, it is possible to pay for intensive training that cuts the discovery duration time from months to weeks (i.e. 4 Months become 4 weeks), excluding Level 5 Psion powers. The cost for this intensive psionic training is 10,000 g.p. for Level 1 Powers, 25,000 g.p. for Level 2 powers, 50,000 g.p. for Level 3 powers, and 100,000 g.p. per Level 4 power (although the chance of overload remains as described above). It is possible the psionic trainer may desire the value of this exchange in the form of some artifact or magical item.

The GM should decide if it is a legitimate possibility to procure this intensive psionic training. The rest duration between remains the same at 2 months. Aside from The Mentalists, one could always find a Sythgar, however the character would have to turn to LE and declare for the Sythgar for that to work. In a very rare circumstance the character may encounter one of the splinter Sythgars, in which case it is possible under the right circumstances for training to occur.

Several of the Oligarchs most certainly have psionic powers (Seskis does, Tolmas does, possibly 1 or 2 others). Mordan certainly has them, but no characters should be stupid enough to seek training from the Dark One. It is likely that certain Druids and Druidic organizations have become versed in the use of "The Power of the Mind." Characters should NOT seek this training from the Society of Magi or major Temples – Mainstream wizards and clerics hate and persecute psionists, hateful and fearful of power that is not arcane or divine. Rumor has it, however, that Zar Kataris has become an adept of The Power.

Notes on Alignment and Psionics:

None of the powers listed above are inherently "good" or "evil" in and of themselves. The application or use of power necessitates that a character's alignment is important in how a power is applied. "Kill with a Thought," "Change Alignment Permanently" for instance are most often applied



in a destructive way (by Sythgar for example), and so circumstances where LG characters might use these powers become limited because of the direct destructive force (i.e. Using Kill With a Thought once during a horrible battle to destroy a particularly malevolent opponent is probably not the road to evil, so it would be ok, but even killing lesser evil minds, like one Orc after another, would still be “malicious”). In the end, it is up to the GM to determine if a character’s use of psionic powers conflicts with that PC’s alignment. Misuse of psionic powers inevitably leads a character in shifts toward LE or CE.

Rumors & Legends

Below are a few of the major rumors & legends that permeate different regions and cultures of Ilshara, and can be used or not used as needed in any campaign.

Mordan the “Many-Colored”

While no one is sure of who or what Mordan is, one legend says that he was once “Mordan the Many-Colored,” chosen member of the Quintari and favored of the Gods. The legend says that it was Mordan who helped finally end the war of the heavens between the forces of chaos and order, and that his favor because of this granted him much power in the shaping of the children of the Gods, especially humans. But Mordan fell from grace, and deep within his thoughts saw himself replacing the Gods. He was stripped of his immortality and banished, but instead of fleeing to the planes he came to Mystika to make himself the dominant lord of all. It is said that the Quintari who were sent to reign him in (The Oligarchs) were once his closest friends and allies.

The Legend of Atalantar

This legend was actually brought by the Syak to Ilshara, but recently some have tried to connect it to the origins of the Baku. The legend says that there once was a great and technologically advanced kingdom on the Island of Atalantar in the Endless Sea, with wonders far surpassing modern achievements of man. Some cataclysm struck, and the entire civilization disappeared, sunken into the seas. Rumors say that portions of this kingdom, its cities, vaults and treasures may still exist, just submerged in waters beyond the means of normal beings to explore.

The Myth of Ventaki Sin and the Curse of Arboria

Legend states that the Ventaki committed some horrible sin that doomed their civilizations and descendents to a “cursed” existence. Certainly the Gods have completely abandoned the Vol Menthaki, and there is an inexplicable

history of disaster and sorrow that has followed many Char and Menthaki to this day.

The Dragons of Athgar

The lands of Athgar far to the east are still rumored to contain vast treasures and lost riches of the former Zarthani and Sythgar empires there, but it is also a land rumored to be ruled by vast numbers of chromatic dragons, summoned en masse at the time of the Draconic Apocalypse.

Rumors of Slar

Rumors say that Slar, which has always been steeped in evil, was the original home of Mordan when he first entered the world as a mortal, and that somewhere in this evil land there remains the ruins of his first citadel, with treasures and artifacts left from when he was imprisoned. There are also rumors that the former Sythgar citadel holds secrets to great exploitation of the “Power of the Mind.” A strange magical creature known as The Night Hermit is said to have great powers that belie his physical appearance as an old man wandering the swamps.

The Bane of the Dwarves

Legends say it was not just the Dragons that drove the Dwarves from their kingdoms in the Draconis Range, but that they delved too deep and awoke a nameless horror that still resides below these mountains.

The Origins of the Dragons

Some legends say that the moon Lanteri was once a fertile world, and that the Dragons originated here.

The Displeasure of the Gods

Some say the Gods, displeased with the course of the world, have slowly been withdrawing, and that one day magic (both arcane and divine) may wane and eventually disappear forever.

The Origins of the Halflings & The Gnomes

Some legends say that the Gods, displeased with what humans had wrought on the world of Mystika, brought the smaller races into being as further balance against the intentions and expansions of mankind.

Ancient Civilizations

There are rumors, bolstered by some recent archeological finds, of other older human realms of great power and advancement, civilizations that completely disappeared for some reason, and of which no known descendents are known.



Rumors of Sub-Mystika

Some time a thousand years ago, a Xanadaran group of adventurers claimed to have discovered a vast underground world, and entire sub-terranean surface teeming with strange creatures, exotic civilizations, and bizarre topographical regions. While the existence of Sub-Mystika has never been proven, this legend grew and circulates freely in the continent today. Of all the races, only the Dwarves and Underreach kingdoms have some knowledge of the truth of this legend.

The “Chosen One”

Zarthani and Baku legends both speak of a “chosen” human who will one day bring order and balance to the lands of Ilshara. The legends say that this being will not be “of the Gods,” but rather the culmination of man’s own mastery over their nature.

The Lake Elos Monster

Rumors say an enormous sea serpent of some form prowls the depths of Lake Elos, although if it does no one has seen more than a glimpse of what that thought was the monster. Nicknamed “Ellie” by people who live around the lake, the occasional shipwreck that occurs is always attributed to “Ellie.”

Rumors of the Giants

As stated earlier in this work, the emergence of Giants into Ilshara is a relatively recent event, and as such rumors of their existences in varying parts of the world are just now beginning to circulate.

Legends of Emperor Salizar

Rumors abound that the evil Sythgar Emperor created a special citadel somewhere in Xanadar, where he collected Sythgar memory crystals, artifacts, and great treasures. The “Emperor’s Lair” is varyingly rumored to be in the Zad Mountains, somewhere in the Greenwood, buried deep beneath the city of Xanadar, or in the Morgath. Rumors also abound that Salizar never really died, and that he used powerful magic and psionics to transfer his body into another being who still lives today and schemes to return to power.

Sythgar Rumors

Fear of the ancient Dark Lord is especially prevalent in eastern Ilshara, where rumors always surface that some nefarious Sythgar is the cause of some evil.



Adventure Hooks for Parties in Ilshara

This final section deals with some suggestions for adventuring hooks that might be used to get a party started into a campaign on Ilshara. What the basis of that campaign or adventure might be is left open, with the “hook” intended to serve as a starting point for developing such a narrative.

1. Lady Sal Thantos is looking for adventurers to help uncover evidence of the slave trade in Hakos.
2. Pan Kalane is looking to hire a group of adventurers to escort the Masters of Illusion on a “tour” they have booked through the cities of the Bandit Kingdoms, a worrisome endeavor.
3. A rich merchant in Xanadar is looking for adventurers to explore his family’s former manor, long abandoned in the Border Lands near the Great Forest.
4. A Senator in Mendaris wants to hire a group to investigate the mysterious illness and unexpected death of his co-Senator, both having been promoters of a writ asking for more Senatorial oversight of the First Citizen’s office.
5. Signs have recently been posted – “Explorers needed – Contact the Offices of the Society of Archologists” in Jendar, Trajanar, West Hold, Phelios, Malystare and Nevra Setalix.
6. In Tegaros or other cities of Tygrath, word has come of a raid several weeks ago by three enormous humanoid men, who strolled from the mountains into a village called Tellos near the base of the Telgar in the northern lands of the kingdom.
7. Kam Soluice, one of the “Paladin Three” of the Paladin’s Freehold, seeks a group to find the whereabouts of his 18-year-old daughter, whom he suspects has run away with a young Knight who was visiting the Freehold recently.
8. The Knight’s of Ilshara are looking to commission adventurers to journey to Slar to gather more information on the nature of the Sythgar from the broken citadel there.
9. Representatives of the Syak Imperium have appeared in Highland Freehold recently offering treaties of trade and exchange. Lady Rushtoll is wary, and seeks to commission adventurers to find out more about the reclusive Imperium.
10. The Duchy of Makistan is looking to open more trade across the desert with the Kingdom of the Sun, and seeks hired parties to protect the caravans making the journey.



11. Several Dark-skinned Elves raided Cold Springs in Maki-stan, and although the town suffered no real losses or damage fears of these beings has risen. The armor and weaponry of one of the killed Elves disintegrated in the light of day, and the town has put out a call to adventurers because the Knights of Valor didn't respond (it's rumored they were told - "pffff.... A couple of Elves. Call us when you have a real problem.")

12. Hill Keep and the Wood Elves nearby have noticed an sharp increase in the number of creatures in the Hill Wood, and, fearing a resurgence of the Temple, are calling upon adventurers to explore the forest.

13. The Ducal Conservatory in Hunovar is putting together an expedition to learn more of the Menthaki's ancient lands - adventures are being sought to accompany the academics of this university to Arboria.

14. A trade war has begun in Elmarix between two rival Mining Companies. Both are looking for hired parties to "help" them in this merchant conflict.

15. The mayor of Prinden Bay in the Dim Coast is desperate to find out the cause of mysterious killings in his city, which many suspect are connected to a strange ship that came into harbor empty of crew and cargo, but under full sail. The ship bore strange markings, not of any nation known in Ilshara.

16. A wealthy Baku merchant has become interested in his family's genealogy and lineage - and has discovered that an entire branch of his family supposedly took ancient family heirlooms with them when they fled the continent to the north many centuries ago. He is looking for a group to hire to search out the descendants of this branch of his family.

17. In Faradan's Freehold, adventurers learn of a newly discovered cave and deep path that leads into the Morgath.

18. Hearing that the Orcs in Lost Haven have turned against Mordan, Sir Uforr is looking for "neutral parties" (i.e. NOT Knights of Ilshara) to approach the Orcs there about opening talks towards co-operative agreements, possibly re-opening some of the Dim Coast to resettlement.

19. In Gold Keep in Xanadar, a rich new vein has been discovered in the new 7th level tunnels, but miners have begun disappearing with troubling frequency. House Uthanix, which owns the mines, is looking to hire a group to investigate.

20. The Church of Zar in Phelios suspects an underground cult and temple to Brax operating in the city. Factions suspicious of the influence of the Knights of Ilshara are quietly looking to hire an unattached group to do their investigating of this suspected evil cult.

21. After years of relative quiet, some of Krystar's flight of whites have become more aggressive in the Pack Isles. Magistrate Murath of Kron is looking to send adventurers to Krystar's isle to investigate this upsurge.

22. A grizzled old ranger tells of a land of wonders and treasures in Friggia that he visited as part of an adventuring party when he was younger.

23. The Thieve's Guild in Gulthanis recently solid several major historical works of art from a wealthy patron in the city. He is looking for someone to recover these items.

24. House Androsi in southern Xanadar, ever wary of House Naran to the east, is looking (very, very quietly) to infiltrate that family in their lands around Naran and are looking to hire individuals or groups to help them with this matter.

25. A nobleman in Suranist recently lost his 8-year-old son, an intelligent and highly creative lad, when his estranged wife made an agreement with a strange man in White to let him be "taught" at what she claims is some prestigious overseas school. Not getting any relief from the authorities (the man had given his ex the right to raise their son, much to his chagrin) he is turning now to hired adventurers to track down what happened to the boy.

26. A strange plague has hit the docks and surrounding districts of Malystare. City officials suspect foul play rather than natural occurrences and seek to find the cause.

27. The various authorities of Kalistax have tired of interruptions in mining in the southern Kalys Mountains and seek explorers to help stop the raids coming out of the Fire Lands.

28. Over a warm plate of Bullmari in Packo's in Castle Keep, a group of adventurers come together to dedicate themselves to adventure! (The classic tavern-meet start to an adventuring party).



Notes on Game System Conversion

Through most of the earlier portions of the Gazetteer, information was given that was mostly generic and could be used unaltered with any gaming system. The reader will note, however, that this section has indeed presented material that assumes the use of traditional six attributes as a basis for scores. If the GM wishes to use this setting with another system, converting the information here should not be difficult (it is after all an aim to make this setting as easily adaptable to any game system as possible).

The recommendation of "Relative Power," for instance, in the tables on Random Encounters should be used to approximate the HD or other basis for a creature's strength or challenge to the party.

For non-class based systems, one should simply apply the intent of "high intellect" or "high constitution" to whatever health, intellect ratings are used. The Psionics will require slightly more evaluation of when "experience" is gained to qualify characters to use the "Power of the Mind," and this should be done by the GM based on the individual play of non-classed characters. Where classes are listed (under NPC's for example), appropriate character "descriptions" can be substituted. HD can be converted to rankings by Health (as in LA) or other appropriate measures of a creature's difficulty.

Whatever system is used, the GM is advised to allow for a steady progression of character strength, but not to allow fast rises in power. Regardless of the system, it is ultimately up to the GM to award experience (in points, merits, etc.) and adventuring in Ilshara will ultimately be far more enjoyable if players are given a long-term evolution of their characters rather than quick advancement of their power.



Part IX – Jendar: City of Adventure

Included herein is a more detailed look at one particular city in the Lands of Exile. The Free City of Jendar sits on the northern shores of Lake Elos, south-east of the Dantredun Forest, and south of both Castle Keep and the Dwarven kingdom of Zanatas-Ur. Once a minor trading post of the Republic and later Empire of Xanadar, Jendar rose to prominence during the Great Rebellion. Jendar is perhaps the heart of cross-continental travel and commerce, enjoying relative security from direct threat while attracting organizations and groups of all purposes and desires to its environs. The Free City of Jendar is thus offered here as an ideal starting location to any campaign set in Ilshara, with easy adventuring access N, S, E & W of the city to other parts of the continent. Within this section a brief history of the city will be given, followed by notes on the political/social structure of Jendar, a district-by-district mini-gazetteer of notable locations, a brief catalog of notable persons, groups & organizations in the city, a series of suggested adventure hooks, and finally a fully detailed look at the Northsider Tavern & Traveler's Respite, a unique inn setting in Travel Town and possible "home" for any party starting or arriving in the city.

Brief History of the Free City and its Lands

Below is a brief overview of the historical development of Jendar. It is intended to give the GM an essential overview of the history of the city, while remaining flexible enough to allow individual campaigns to make the city their own in terms of other portions of the city's past.

Around 2,400 B.C.E. – A Baku noble named Jakarty claims the region that is Jendar now and builds a wooden keep on what is the site of the Citadel today. His lands are worked by Baku serfs, who establish a small fishing village up the coast from the present city, nearer to the El River.

2,268 B.C.E. – The Baku town of Dotran evolves around the Baku fiefdom of the Jakarty family, located on the shores of the Lake just south of the Keep.

2,135 B.C.E. – The current heir to the Jakarty lands, Baron Zaref Jakarty-Magrane, swears fealty to the northern Baku nation of Elisarak, centered around Lake Elos with its capitol at what is today Nicopolix of Tygrath. The Baron is awarded



a land grant expanding his holdings up the west bank of the El river.

2,100-2,000 B.C.E. - Knights and rangers of the Barony of Jakarty and Dotran skirmish with Wood Elves of the Dantredun as the Baku seek to clear-cut and log the SE portion of the forest.

1,950 B.C.E. - In this year Mordan appears to the various Baku Kings of central Ilshara, fanning jealousy of the Elves and Dwarves and promising great power and knowledge. Three of the most powerful Kingdoms, including Elisarak, devote themselves to Mordan and begin mustering armies, whose numbers are swelled by humanoid and other fell servants moving west from Gol.

The Lady Andrella Magrane refuses to swear loyalty to Mordan, and the Barony and Dotran secede from Elisarak.

1,947 B.C.E. - Mordan's Horde arrives and despite fierce and heroic resistance overcomes the Barony in short order. The Jakarty-Magrane family is destroyed to its last heir, the Keep burned to ashes, and the town sacked and turned into an armed camp and its citizens put to slavery. A few Knights and Rangers of the Barony establish a cell of resistance in caves in the hills along the El River south of Zanatas-Ur.

1,946 B.C.E. - In the terrible months leading up to the final battle, Mordan's forces begin wholesale purging of Humans and Elves in the region. What remains of the Barony is basically turned into an execution camp.

The arrival of the Oligarchs turns the tide, and among those they appear to aid are the Jakarty resistance forces in the hills. Led by an able Fighter named Codis Anovari Jendar, the resistance connects with a large force of Dwarves from Zanatas-Ur and Elven fighters and mages from the northern Dantredun to make a stand. On the 18th Day of Springfest (by modern calendar reckoning) the Horde of Mordan, led by the evil one and his General Slar, is defeated at the Battle of El River. The force is decimated, and Mordan is captured by the Oligarchs. Slar and other remnants of the horde flee to the Welterlands. The saddest note was the heroic death of Jendar, who after leading his men against waves of evil Human and Orc fighters, found himself face to face with one of the Gorgons fighting under Slar's banner. He managed to kill the Gorgon, but was mortally wounded in the exchange and died several hours after the battle - at least knowing of the great victory that had been achieved.

Jendar's 2nd, a Knight named Atamos Kann, founded Castle Keep on the site of the battle shortly thereafter. Initial focus ignored the lake-front area that had been home to the Jakarty Barony and Dotran, although the Elves and Knights of Castle

Keep subsequently routed or put to death the remaining vestiges of Mordan's occupation, freeing the few slaves that still were found in the squalid ruins of the former Baku town. The debris was cleared and the land cleansed of corpses and war-rot, but the Keep was left a ruin and the burned and desolate town simply left to nature of the passing centuries to demolish what little remained.



1,900 - roughly 1,000 B.C.E. - During this period, various small fishing and farming villages crop up along the lake-front, including on the site of Dotran. Gnomes still wandering find the banks of the Lake and the El River again a place to begin settling. Most commerce in the area is focused to the north on Castle Keep, which has grown to include a small town, protected by the independent Knights of that Keep.

Very few people attempt to even explore the ruins of the old Jakarty keep, now just a jumble of rotted wood pilings and a few crumbling stone structures. There are rumors that there were dungeons beneath, and that in these some remnant of the evil of Mordan still resides.

978 B.C.E. - Seeking to expand commerce and gain fishing interests on the lake, the Lords of Castle Keep clear the central hill and build a new, well-crafted stone Citadel (with architecture by the Dwarves with whom Castle Keep has an alliance) there. The small fishing village nearby (known as "Khul" by its inhabitants) is annexed and made part of this land grant, which is named after the heroic legacy of Jendar. The citadel and town of Jendar remain fairly focused on local agricultural and fishing economics for some centuries thereafter, serving as the "bread basket" for Castle Keep.

750-600 B.C.E. - The region and town around Jendar experience an increase in Baku settlers, driven west by the expansions of the Zarthani in eastern Ilshara. While officially still under the domain of Castle Keep, the town increasingly is left to its own governance, and a series of "Dukes" and "Barons" of various families varyingly rule from the Citadel.

408 B.C.E. - The town of Jendar grows and becomes a city, with a codified ruling Council and a Mayor (who still ostensibly answers to the Lord of Castle Keep, but is mostly left on their own as long as equitable tithes in produce are given to sustain the Knights there). The Four "Quarters" become more organized - the Dock Quarter and Lake Quarter (fairly similar to what they are today), the City Quarter (where the



Commerce District is today), and the High Quarter (where it is currently but quite different – this was initially the “poor” district, crowded with small hovels and tightly packed).

400-388 B.C.E. – The “walls” of Jendar are constructed – not of stone but of hard timber taken from the Dantredun. This causes tension with the Elves, but after a year the ruling Council works out a treaty with the eastern clans of the Wood Elves that allows a limited amount of logging and cutting as long as a writ of permission is sent to the Elves in advance and the specific reasons for the need for trees are limited to building needs. This agreement has remained in force for all the centuries since this day.

178 B.C.E. – After several years of debate amongst the nobles and the ruling Council, Jendar agrees to join the expanding Great Republic of Xanadar, becoming over the next century a center of western commerce for the Republic. Shortly after this, the first contingent of the Knights of Xanadar take the Citadel as their base of operations. When Castle Keep is annexed two decades later, its independent Knights are allowed to maintain their separate order under the Republic, so the major base of operations for the Knights of Xanadar in the region becomes Jendar.

93 B.C.E. – “The Great Fire.” On the 7th Day of Windmarch, a fire erupts and engulfs the High Quarter, burning for two days and destroying most of the quarter. Legends now say that the Great Fire was started by little Saddle Hollbromeir when her cow kicked over a lantern in the petite woman’s shabby barn. The truth of this can never be known (others suspect arson by a noble bent on making this area “available” for more upscale development), but this quarter’s inhabitants were forced to rebuild, most finding other parts of the city west of the City Quarter and around the Dock Quarter to relocate to.

78-70 B.C.E. – What was formerly the poor area of the High Quarter is rebuilt, this time as landscaped estates for the newer nobility that have grown rich in commerce and trade in the city.

1 C.E. – With the proclamation of Empire, Jendar and its domains are declared a Viceroyalty and the Lord Mayor is given the title of Viceroy as well.

102 C.E. – When Trajanar, Marz and Shevaros are designated the three “regional capitals” of the Empire, Jendar’s Viceroyalty comes under the decree of Trajanar.

150 C.E.-500 C.E. – During the height of the Empire, Jendar continues to prosper, expanding west to build what is now the mid-city district and the western part of the Lake

Quarter. The Amphitheatre of Illusion is constructed in 298 C.E., the Lake Gardens and the Hippodrome of Jendar are constructed between 340 and 348 C.E., the Tower of Jendar (a 100-ft. structure on the same hill the Spire will grace) is built in 388 C.E., and the Harbor shoals, Lighthouse and Dockmaster’s tower are constructed between 414 and 416 B.C.E. The Blue College is founded in 440 C.E.

501 B.C.E. – Just one year before turmoil will engulf the Empire, the Jendar Viceroyalty rebuilds its wooden walls, essentially creating the pattern of strong-timber walls as they are today except for not having the extension of the Temple District later in the NW of the city and at this point the Dock Quarter is still outside the eastern walls.

502-504 C.E. – The rise of House Naran and the ascension of Emperor Salizar brings many changes to all parts of the Empire, and Jendar is no exception. The local Viceroy is replaced in 503 by a series of wicked Zarthani Viceroys appointed directly by the Emperor (the later ones certainly being Sythgar Dark Lords), and in 504 the “Decree of Brax” is issued outlawing all temples and religious devotion other than the Church of Brax. The Knights of Xanadar are ordered to help the Viceroy eviscerate the temples of the city, and the Tower of Jendar is leveled to make room on top of the small hill in the Lake Quarter for the Golden-roofed temple to the evil God. Some Knights refuse, relinquish their standing and flee to Castle Keep to join the still independent Knights there.

510-600 C.E. – During the domination of the Sythgar in the Empire, life in Jendar remains fairly stable (being on the fringes of the Empire) excepting for the persecution of religion and heavy taxation. Most of the Viceroys appointed are arrogant and selfish, and spend much of their time wallowing in debauchery in their halls in the Citadel. In 559 the Viceroy Boktaan (one of the more debauched Sythgars) institutes the right of “First Night,” claiming sexual rights to brides in the city and lands of his choosing on the night of their wedding. The rate of “official” marriage in the city drops drastically over the next several decades, leading to a great confusion in heritage and inheritances in the next century after the end of the Great Rebellion.

602-615 C.E. – While never in open revolt during this period, underground Clerics of Zar and Kalar organize disruptive cells to stymie trade and taxes leaving the city for Xanadar.

617 C.E. – With the revolts of the Tygrath and Dush Valley in the east separating Jendar and Castle Keep from Xanadar, the Knights of Castle Keep join with the underground Churches of Zar and Kalar to rise up in Jendar. The Temple of Brax is assaulted first during the early summer months of Growfar. The priesthood there is put to death, and the



building razed and grounds burned. Sythar Lord Daemator is nearly killed by several of his own Knights of Xanadar, but manages to escape when Knights loyal to the Sythgar intercede and spirit him away. It is later rumored Daemator was killed, a penniless and disheveled wreck, when he is found in the squalid city of Marshburg during the Purges.

618-620 C.E. - Free of the Sythgar domination, Jendar and Castle Keep become staging areas for the Great Rebellion in the west. The Knights of Ilshara are formed in Castle Keep, and Jendar becomes a strategic supply center, moving arms and foodstuffs to rebels in Tygrath and the Dush valley.

621 C.E. - After the fall of the Empire, the citizenry of Jendar declare themselves a "Free City." The High Council of Jendar is reformed, but this time is comprised of representatives from the various guilds, temples and other organizations of the city. The position of Lord High Mayor is created, elected in parliamentary proceedings by the Council. Elections are called when a two-thirds majority issues a vote-of-no-confidence in any Lord High Mayor, creating a wild and charged political climate with a variety of candidates. The Lord High Mayor serves a continual term unless beaten in an election of no confidence. It is conceivable that a Mayor could serve for life, but in the nearly 800 years following this political establishment no one has.

622 C.E.-625 C.E. - The NW corner of the city near Citadel Hill is expanded and developed as the Temple District, building new temples to the Gods and supporting Churches that can once again operate freely. The century of persecution, however, leaves many of the citizens more secularized, and the placement of the new temples in one or two areas of the city keeps something of a separation between religion and day-to-day life.

648 C.E. - After years of debate on what to do with the Black Hill (as the site of the former Temple of Brax in the Lake Quarter is nicknamed), Lord High Mayor Nikolar Artemas commissioned the construction of a grand "Spire" of Jendar, planned to rise 1000 feet above the city. The initial commission will be awarded, re-awarded, tugged at and pulled at for nearly a century, with impossible design problems, until the formation of the Society of Magi occurs in 772.

691 C.E. - The walls are again rebuilt, this time encompassing the currently encircled areas of the Temple District and the Dock Quarter. From this point on, it is the practice of the city to replace each section of outer timber-wall once every 15 years. The High Council submits a writ to the Wood Elves, who grudgingly approve after they are promised tax-free status for trade in the markets of Jendar.

720 C.E.-740 C.E. - "Barge Town" develops outside the Dock gate on the shores of the Lake stretching east from the city. Halflings and Gnomes return to the city for the first time since the dark days of the Empire, and are granted rights to build settlements along the shores (Gnomes) SW and NE of the city and on Thunder Hill (Halflings) just N of the City proper. The College of Letters of Jendar is founded in the Temple District in 735 C.E.

772 C.E. - In this year a group of mages led by the redoubtable Olam Katharos petitions the High Council to form a Society of Magi in Jendar, and to create a College of the Arcane to train magic users from across the lands. Initially dubious, the High Council and Lord High Mayor relent and grant the petition, but only on the condition that the Society builds their Academy outside the walls of the city proper. Karharos and his Society purchase an area just east of the High Quarter and begin building. The other condition extracted by the Lord High Mayor is that the society will help build the long-delayed Spire of Jendar. Scaled down from Nikolar Artemas's original dream, the Spire is built over the next 2 years with enormous magical aid. The Magi install a permanent Floating Disk spell that whisks visitors 500 ft to the chambers at the top, which also includes a new private meeting room for the High Council. The Magi also offer to, for certain fees, provide magic to enhance other city operations, such as street lighting, sanitation, etc. The High Council rejects this, however, as they feel too much omni-present magic, even in mundane things such as street lamps, would unnerve their citizenry, and the fees proposed by the Magi are simply too high compared to those of the traditional Lamplighters Guild or Guild of Sewermen.



774 C.E. - The Spire of Jendar is completed and is acclaimed a wonder of Ilshara.

775 C.E. - The College of the Arcane opens.

800 C.E.-900 C.E. - Slowly over this century, the Mentalists form as certain sages, mages, bards, monks, and even fighters and rangers begin to develop Psionics. In Jendar, the Mentalists begin as a loose group of users of the "Power of the Mind," meeting in private homes. In 891, a small and unremarkable house in the Lake Quarter is purchased and becomes the home of the organization.



920 C.E.-940 C.E. – The First “Thieves’ War” occurs in Jendar. As Jendar has grown more metropolitan and burgeoned as a city, more and more cross-continental trade and organizational concentration has come to the city. Jendar is now the home to the Head Temples of Solan, Marz, Vuchar and Kristan. The Archologists choose to make one of their head-quarters in the city. The El River Merchant’s Compact is formed with Trajanar. Needless to say, this level of trade and commerce also makes the city a burgeoning locale for Rogues. Two distinct factions form – a hierarchical “Guild” which seeks fraternity among Thieves and asks for tithing, and also seeks to infiltrate and control certain factions of the government, and a looser, more chaotic group known as the “Freelancers,” who simply want to take all the bounty they can from whomever and wherever they can. Beginning with the murder of one of the Thieves’ Guild members in 920, sneak attacks, subterfuge, and murder cross back and forth between these two groups. This escalates in 933 to outright war, with the Guild attempting to kill every Freelancer in the city. Between 937 and 940 they accomplish this by enlisting the aid of the City itself, its Knights of Ilshara, and its constables – agreeing to sign the “Rogues’ Agreement” between the City and the Guild in which certain areas are kept off-limits, and the Guild must tithe back to the city as well. By 940 the last of the Freelancers are either killed, imprisoned, or exiled.

942 C.E. – As part of the aftermath of the 1st Thieves’ War, the High Council restructures the justice system of Jendar, putting into place the current system (as detailed later in this section).

1002 C.E.-1048 C.E. – During the Slar Crisis in the NE, Jendar refuses to aid the cities of the Atamos Compact, engendering much resentment and distrust from those city-states.

1078 C.E. – The area known as Travel Town develops on the north side of the city.

1102 C.E.-1112 C.E. – During these years the Fellowship of Five becomes well known in the city, often stopping through on their travels and adventures. At some point Sef Sermac joins the Jendar Thieves’ Guild during this time.

1116 C.E. – Following the dissolution of the Fellowship, Sef Sermac moves to Jendar permanently. His fame and skills quickly allow him to move up in the Guild’s hierarchy.

1125 C.E. – Promising to negotiate better terms for the City tithing arrangement, Sermac is named head of the Thieves’ Guild, replacing Dof Lekara, an embittered rival who chafes at Sermac’s rise.

1126 C.E.-1132 C.E. – Sermac forges an arrangement with the Society of Magi to prohibit thievery against wizards visiting the City. In exchange he secures devices to be used against magical locks, as long as their usage is confined to Rogues’ endeavors beyond the city. In 1129 Sermac finally renegotiates the arrangement of the City, lowering the Guild’s tithes. During this entire period, Sermac opens legitimate businesses (The Iron Halfling mercantile shop, the Gilded Truffle Confectionary store) and solidifies contacts and friendships within the High Council and amongst other Guild masters and organizations in the City.

1133 C.E. – Associates close to Sermac force a vote-of-no-confidence in Lord High Mayor Piter Thormann. Sermac receives backing from numerous allies, including the Society of Magi, and is elected Lord High Mayor.

1134 C.E. – Within one year Dof Lekara seizes control back of the Thieves’ Guild, successfully arguing that Sermac cannot run the underground of a city he is the legitimate head of. Lekara then incites the Rogues of the Guild to ignore all agreements and once again open the entire city to theft opportunities.

1135 C.E.-1136 C.E. – The Second Thieves’ War. Sermac, now concerned with the overall well-being of the city, struggles with his convictions and in the end undergoes a conversion. He uses Rogues still loyal to him to start a conflict amongst the thieves. Two years of attacks and counter-attacks kill or drive away many Rogues, and as both sides are weakened Sermac conscripts an elite group of the city’s constables and militia to disband the Guild. Dof Lekara is brought before the High Council and sentenced to death, which is carried out by axe in the Plaza to the cheers of merchants and citizens. The Guild is left broken, and hereafter Rogues in the city belong to 7 or 8 smaller collective thieving organizations, allowed to continue as long as they respect the “off-limit” zones of previous arrangements. Each group must also tithe again, and Sermac raises the tithing to nearly 40%. When one group refuses, the Society of Magi eliminates this group on Sermac’s behalf. No other Rogues have since refused the arrangement.

1137 C.E. – At the start of the present year, Sef Sermac finally has negotiated a separation from the Knights of Ilshara who have long garrisoned the Citadel, holding it separate from the City’s laws and administration. The Knights have left, and the Citadel is now the stronghold of the High Constable and the Free City Militia. This move has made Sef Sermac enormously popular, and quite secure in his office.

Present day in Jendar.



Governance and Society in Jendar

The government of Jendar remains as it has since the end of the Great Rebellion – a High Council representing the Guilds, the Temples, the Nobles (but to a lesser extent than in early city history) and other organizations. As noted in the history above, the High Council elects the Lord High Mayor, who is given authority to manage the day-to-day needs of the city, as well as represent Jendar in relations with other cities, states & nations. The Lord High Mayor can only be removed from office if a vote-of-no-confidence is taken by the High Council, requiring a two-thirds majority of the council to pass. At that point the Lord High Mayor may choose to re-run or step aside. Regardless, any citizen of the city may announce their candidacy with enough signatures on a petition. The Lord High Mayor need not be a sitting member of the Council (indeed, Sef Sermac was not when elected) but becomes one when appointed. The campaigns for these elections are carried out in the City as a whole, but in the end it is the Council which votes to elect (ideally reflecting the desires of the constituencies that they themselves represent).

The number of High Councilors is not static – it has ranged historically from as few as 8 to as many as 19, Currently there are 14 members of the High Council as follows:

Sef Sermac, Lord High Mayor of Jendar - (Male Halfling Rogue 15, NG) Sef first decided to get into politics in Jendar with the intention of creating as many opportunities as he could to amass wealth. However, by the time he was elected Lord High Mayor two things had changed with him: he already was obscenely wealthy, not only from years of adventuring but also through several years as both the head of the Thieves' Guild and as proprietor of several legitimate and highly successful businesses in the City; and, perhaps more importantly, he had grown to truly love the City and its people. He has ruled now for four years, in which he has brought two major changes forth. First, he broke the power and strength of his former fellow Rogues, splintering the Guild into several less organized entities. Second, he has made Jendar absolute master of its own destiny by negotiating the departure of the last vestiges of external political control with the agreement with the Knights of Ilshara to leave the Citadel for good. A rather stout Halfling, with exceptional wisdom and cunning, Sef's personality makes up for his rather quirky looks (including a propensity to let his hair grow in wild angles and juts). Sef is anything but distant from his people, choosing to mingle freely both in settings of high society (the theatres or private balls) as well as with the commoners (he often wanders the markets and streets at least twice a week, as well as attending gladiatorial bouts at the Pit & Bull). One of the most personable and popular leaders the City has seen.

Lady Tamara Riflaar, Speaker for the High Quarter - (Female Human Non-Classed, CN) Lady Tamara represents the nobility, especially the extremely wealthy denizens of the High Quarter, on the Council. The Riflaar family counts its heritage as "noble" to the era before even the Republic controlled Jendar, and Lady Tamara's attitude and demeanor reflect this. She is an arrogant, materialistic woman in her mid-40's, unmarried and seemingly unconcerned with such status (she does keep a string of consorts that she seems to rotate through on a weekly basis). She is most concerned with "troubles" disrupting the social scene of Jendar, usually ascribing these to loathsome and unruly behaviors by the "low" people, as she refers to commoners. An outspoken elitist and defender of class, she most certainly opposed Sef Sermac's election 4 years ago, and chafes that this former "hoodlum" is running "her" City. His popularity, however, means that in most circumstances she bites her lip and follows – for now.

Tarm Mak, High Constable of Jendar - (Male Human Fighter 9, LG) Tarm has earned an elevated position within the Council with the departure of the Knights of Ilshara. Previously, the militia was only in charge of day-to-day constabulary duties within the city, while the Knights handled the defenses and protection of merchant interests. Now, the Militia of the Free City (detailed later in this section) handles all aspects of both law enforcement and defense, and have taken the Citadel as their base. Tarm is a tall man, with sharp features and dirty blonde hair that indicates a predominance of Zarthani parentage. He is very matter-of-fact, and people often mistake his bluntness for rudeness – in truth he is just a man of few words. Tarm has only left Jendar briefly as a young man, when he hired out as a bodyguard to a Gnomish merchant whose dealings took him to the Bandit Kingdoms and Graffspere. Tarm certainly learned some of his fighting skills during visits to Marz and other bandit fiefdoms. He had long established a friendship with Sef Sermac, who struck him as rather honorable rogue, and saw his election as a way to achieve just what occurred – the decimation of the Guild. He was the leader of the group selected by Sermac to infiltrate and ultimately break the Guild and arrest Lekara. Tarm is well-known in the City, but few regard him as a true friend. Still, the citizens respect him and those who break the law fear him.





Devon Domani, “Stormbringer,” Representative of the Society of Magi – (Male Human Wizard 11, N) Devon is a wizard who represents the Society on the Council. Devon supported Sermac principally because the Society thought that a rogue’s desire would increase their opportunity to sell magical services to the City, a longtime aim of the group. This has not been the case, and Devon is often at odds with the Lord High Mayor over more stringent enforcement of laws concerning the use of magic in the city. Domani is known as “Stormbringer” because he possesses a druidic stone which allows him to cast Storm of Vengeance, and has done so for mischievous reasons on more than one occasion. A thin, dark-haired man who appears to be in his late 30’s (but is likely older), Devon has a dry sense of humor that almost no one who isn’t a magic user gets. The other major focus of Devon’s is the routing out and expelling of The Mentalists from Jendar.

Gorok Pallmar, DockMaster of Jendar – (Male Human Non-Classed, LN) Gorok is charged with overseeing all commerce that moves into and out of Jendar via the harbor and the docks. A short, rotund bearded man who obviously loves the variety of foodstuffs that come through his docks, Gorok has authority over the Dock Worker’s Guild, the Seafarer’s Guild and the Ship Builder’s association. He controls all this from the Dock Master’s tower at the southern edge of the harbor, and his residence is located nearby. Gorok is cheerful and quite outgoing. Initially he resisted Ser Sermac’s ascension, despite their personal friendship, but has become one of the Lord High Mayor’s biggest supporters since the end of the Thieves’ War and the lessening of theft from the warehouses of his district.

Elanor Fairchild, Representative of the Artisan’s Guilds – (Female Human Bard 5, NG) – Elanor, a singer and actress and now artistic director of the Summer Garden Theatre in the Commerce District, represents the various artisan’s guilds on the council, including the Performer’s Guild, the Association of Sculptors and Painters, the Weaver’s Guild, the Jendar Chef’s Association, the Guild of Scribes, and others. She is a beautiful Baku woman of medium height, with fiery red hair and a sharp wit. Her husband is an Illusionist named Parker Fairchild who is in charge of “effects” for her theatrical productions. One of the most famous citizens of the City, Elanor is often distracted from her political duties when she is in production on a show.

Sentifar Zon, High Director of the El River Merchant’s Association – (Male Human Non-Classed, LE) Zon is manipulative and greedy. He rose to his position in the Merchant’s Association through bribery and subterfuge, and his sole goal is to make as much money for himself, his family and his cohorts, and revels at the expense of others in the pursuit of this aim. While a thoroughly wicked man, he

projects an exterior of polish and pleasantry, and has ingratiated himself with the nobility, especially Lady Tamara, whom it is rumored he has had a dalliance with. He supported Sef Sermac, seeing the election of a Rogue as a way to increase merchants profits by selling of items, controlling their theft and return, then re-sale. He has been disappointed with Sermac’s actions, however, and only the Halfling Lord High Mayor’s popularity keeps Zon in check from openly opposing him.

Lucius Thon Halverston, High Cleric of the Church of Zar – (Male Human Cleric of Zar 13, LN) – As Dean of the various High Clerics of various Temples in the City, Halverston is vociferous in arguing the need for a return to religious devotion. An aging Zarthani man in his 80’s, with flowing white hair and who uses a cane to walk, Halverston is often ignored by the other members of the Council. Most are waiting for his death, and believe that after that there will be no need for religious representation at all in the government of the City. Lucius often warns of “evil cults” making inroads into the underground and more nefarious elements of the City’s population. He supported Sermac for election due to his policy as head of the Thieves’ Guild of prohibiting theft from Temples of the city, but has soured on the Halfling for the expelling of the Knights from Jendar. Lucius is not a man of the people, and very few commoners know him or interact with him.

Crath “The Hammer” Dorgan, Representative of the crafter’s Guilds – (Male Dwarfven Fighter 3, CG) Crath is a Dwarf who came to Jendar many decades ago under contract from the city to instruct the Smith’s Guild in better forging techniques. He ended up staying, and eventually became head of that guild. Loud and boisterous, Crath represents not just the Smiths but also the Woodworker’s Guild, the Architect’s Association, etc. on the Council. He is bitter enemies with Sentifar Zon, whose charm doesn’t fool Crath’s Dwarfven sensibilities. He helps maintain good relations with his brethren at Zanatas-Ur, ensuring Jendar fairly secure supplies of iron, copper, and other important minerals. Crath also likes gamesmanship and gambling, and is often found in the Barter Town Casino that is the Temple of Garn.

Alexander Mekarith, The Laborer’s Advocate – (Male Human Non-Classed, LN) Alexander represents the city servants, crossing over many Guilds from the Dock Workers to the Lamplighter’s to the Sewermen’s Association. A bitter man who still sees injustice and inequality in every situation, he has been proposing a restructuring of government to include a “redistribution” of wealth through increased taxes and City supplemental pay to all working-class commoners of the City. Alexander is in his 60’s, and his body still reflects the brute strength of his younger days as a dock



worker. He supports Sef Sermac because he believes Sermac, as a former Rogue, must understand the plight of the less fortunate. He is dedicated to the eradication of class and mercantilism. Needless to say, he is most always at odds with Lady Tamara and Sentifar Zon.

Bo Gustinfar, Speaker for the Gnomes – (Male Gnomish Ranger 7, CG) Bo is a native of the Gnomish settlements south-west of the City proper who made his name as an adventurer several decades ago. One of Sef Sermac's first moves as Lord High Mayor was to offer a seat on the Council to the Gnomes, who represent the largest non-human population in the lands of the City. The move was soundly opposed by a number of council members, but Sermac got his way with the help of Tarm, Crath, Gorok, Elanor and Alexander. Devon and Lucius ultimately supported the addition because, frankly, they didn't care. The Gnomes immediately chose their adventuring hero Gustinfar, who often brings meetings to a halt with a story of his adventures (much to the amusement and delight of Sermac and the consternation of others).



Karina Mentaro, Chancellor of the Jendar College of Letters – (Female Human Bard 14, NG) Karina, who is certainly closely aligned with Elanor Fairchild on the Council, runs the highly regarded College located in the Temple District. Karina was also briefly an adventurer, but realized early she loved to simply learn about other cultures. After literally just deciding to stay hunkered in various libraries in towns she would visit with adventuring groups, her fellow adventurers would just leave her. She never seemed to notice, and spent years roaming the continent. She is perhaps the most well-informed person in the City on matters of Ilshara. Now a stately woman in her late 50's with silver hair, she holds her College to high standards and constantly pushes the concept of a broader system of education for all citizens, an idea found ridiculous or slightly amusing by friend and foe alike (Lady Tamara believes "education" is the domain of the rich, while those representing Guilds see their own institutions as the only education needed).. Lucius keeps pushing Karina to more closely link her College to the path of the Gods, a notion she in turn rejects.

Fokker Prockton, Representative of the Lands – (Male Human Non-Classed, NG) Fokker represents the peasants, farmers, herders, etc. who live and operate in the lands surrounding the City and who fall in Jendar's domain. Fokker is in his mid 40's, and has the definite look of someone who has

worked a hard life making his farm. He cares nothing for any intrigues in the city, only that the needs of his and his neighbor's endeavors are represented. He often is bored and unconcerned with matters under discussion at the council table.

Brin Thany, The Silent One – (Male Elf, Class Unknown, Level Unknown, CN) Brin has been on the Council since its inception after the Great Rebellion. No one knows where he lives, what he does, or much of anything about him except he has always appeared at every meeting for centuries, sat silently, and abstained from nearly every vote. The only exceptions are when matters directly related to the Wood Elves of the Dantredun Forest come up. It is understood that it was Brin who re-negotiated the treaty with these Elves that continued the supply of wood needed for the city walls and other construction, but since he never speaks no current Council member knows much about this either. Brin recently shocked the Council when, as Sermac brought the vote on asking the Knights of Ilshara to leave the city, Brin opened his mouth and voted "aye." The moment was so momentous that everyone forgot the debate for a few moments and sat in silence themselves, stunned that Brin didn't abstain. Recently Sentifar Zon hired some nefarious mercenaries to track Brin Thany in order to learn more about him, but Brin always managed to lose his pursuers as he reached The Plaza, seeming to simply disappear amidst the throngs of merchants and people there.

The High Council meets twice a season on the 10th and 40th days, although any member may call a session at any time. The Council meets in the topmost chamber of the Spire of Jendar, a symbolic place as it is to represent the high responsibilities of the group as well as afford the Council a panoramic view of the City, intended to always remind them of their duty to represent all the citizens of the City (something that rarely occurs with the diverse individuals of the Council). The Council members also have offices in the Clerk's Hall in the Mid-City, although most callers will find their subordinates or functionaries but seldom the actual High Councilor. The Lord High Mayor's office is also in the Clerk's Hall, and it is from here that the day-to-day management of the city is carried out.

The overall society of Jendar is stratified into five major groupings: the Nobility, mostly older families who have been amassing wealth in the city since the Great Rebellion; the Artisans, including performers, cooks, educators, scribes, etc.; the Merchants, including business and shop owners; the Working Class, including skilled craftsmen and laborers; and the poor, including the unskilled workers, wanderers, squatters, and petty thieves and beggars. One of the wrinkles to



this is that some of the Artisans and Merchants are actually wealthier than some of the Nobility, who have never had to work and in some cases have squandered their fortunes. The Nobility still acts as though they are the caste above all others, and society for the Nobles is fairly exclusionary of outsiders, centered in the High Quarter and the northern portion of the Commerce Quarter around the theatres and upscale inns and taverns of that area. Artisans tend to be scattered farther and wider, and the Magi usually associate themselves within this strata, as do the more gregarious and outgoing clerics of some of the Temples. The Merchants strive for inclusion in the circles of the Nobility, but more often than not are so preoccupied with commerce that the wasteful indulgences of that class are viewed as simply expendable. The Working Class tend to socialize amongst themselves, even those who have reached what might be described as “middle class” and who live in nicer areas of the Lake Quarter or Mid-City. None of the above choose to consort with the Poor of the city, who are tolerated or pitied but remain to most just an inconvenient fact of city life.

The Militia of Jendar

A little detail must be given here on the structure of the City’s militia, which has only within the past year taken over all duties from their traditional role as law enforcement to the defense of the City to providing protection for merchants, etc. As such the force is in a transitional stage, and certainly is struggling to grow to meet the challenges presented by the departure of the Knights of Ilshara. In any tavern, on any streetcorner, and basically posted throughout the City one may find recruiting flyers asking for potential candidates to “apply at the Citadel.” Those who do apply must first undertake a screening of their activities plus a physical trial to qualify, then undergo 1 month of training before being commissioned into the Jendar Militia.

Tarm Mak commands the Militia from the Citadel, and he has reconfigured it into three primary branches plus one semi-independent branch: the Defenders (who are trained to guard the gates, walls, and areas outside the City proper), the Enforcers (who patrol the City and, as their name suggests, enforce the law) and the Protectors (who are assigned by contract to individual and group assignments protecting commerce); finally, there is the Lake Guard.

The Defenders

The Defenders are responsible for the guarding and protection of the City from external threats. Led by **Ifline Greenfellow** (Male Half-Elf Ranger 12, CG), the Defenders are assigned to guard the Gates of the City, patrol the Walls

(both externally and internally) and put forth patrols throughout the lands and domains around the City which are considered part of Jendar. Gate patrols vary from gate to gate, and will be detailed later in this section.

Wall patrols usually include: 1 Captain of the Guard (usually a Fighter of 5th-6th Level) plus 4-5 Defenders (Fighters of 1st-3rd Level). Defenders who are Fighters on this assignment are usually issued Chain Shirt or Leather Armor, a small wooden shield, and short sword. Every patrol has one member assigned a crossbow. At any given time, there are between 8 and 10 patrols on duty, and the Defenders can double the number of patrols at any time.

Roving patrols in the exterior domains usually include: 1 Defender of Jendar (Knight or Ranger, 5th-7th Level), 1 Tracker (usually a Ranger of 3rd-4th Level) and 5-6 Defenders (Knights of 1st-2nd Level and Rangers of 1st-3rd Levels). Knights are usually issued or purchase their own heavy armor (chain or plate) plus shields of varying kinds, and are usually armed with long swords. Rangers typically wear leather armor and are armed with short swords and bow. At any given time, approximately 10-12 of these patrols are in the field. At least one roving patrol is located in the near lands, usually around the Halfling Community of Thunder Hill or the roads between there, the cemetery, Travel Town, the College of the Arcane and Barter Town/Barge Town.

Altogether there are approximately 220 members of the Defenders at the present time. High Constable Mak and Constable Greenfellow are intending to add 40-50 new members to this branch.

The Enforcers

The Enforcers are responsible for the maintaining of law and order within the City proper. The Enforcers are led by High Enforcer **Block Mort** (Male Dwarven Fighter 8, NG) and are divided into patrols according to the area of the city operated in:

The High Quarter: 2-3 Individual Human Enforcers (Fighters of 3rd-5th Level), lightly armored (high quality leather plus vestments) and carrying a short sword that must remain sheathed at all times unless in pursuit or confrontation with a criminal (the Nobility like to feel as if the City Keeps them safe, but don’t like to see obvious displays of arms – this is also the only area where wall patrols happen exclusively on the exterior of the Quarter’s walls). This is considered the most boring assignment possible, excepting the rare Enforcer who sees this as a means to “meet” Ladies of means who might look on a handsome soldier as an “excursion” for the day.



The Temple Quarter: One roving patrol of a Lead Enforcer (Fighter of 4th or 5th Level) plus 4-6 Enforcers (Fighters of 1st-3rd Levels). This patrol roams the streets, while Temples usually employ their own hired guards and the occasional Paladin for internal security. The patrol is outfitted with leather armor, short sword and at least one crossbow.

The Mid-City Quarter: 8-10 roving patrols composed of a Lead Enforcer (Fighter of 5th-6th Level) plus 4-5 Enforcers (Fighters of 1st-3rd Levels). Armed with leather armor, short sword and at least one crossbow.

The Lake Quarter: 7-8 roving patrols composed and armed the same as the Mid-City patrols.

The Commerce Quarter: 12-14 roving patrols composed of a Lead Enforcer (usually a Knight of 4th-5th Level or a Fighter of 5th-6th Level) and 4-5 Enforcers (Fighters of 1st-3rd Levels), armed with Chain shirts, long swords, and at least one crossbow.

The Dock Quarter: 5-6 roving patrols composed of a Lead Enforcer (Fighter of 3rd-4th Level) and 4-5 Enforcers (Fighters of 1st-2nd Levels), with leather armor, small wooden shield, and short sword. This assignment is considered one of the roughest and is where most recruits begin their rotation of assignments, along with Barter Town/Barge Town. There is always friction between these officers of the City and the hired thugs and mercenaries employed by many of the shipping companies and the Dock Worker's Guild, not to mention the numerous hired "protectors" that come in from abroad with the ships themselves that are around.

Barter Town/Barge Town - The two-part district beyond the Dock Quarter's gates is the most rough-and-tumble area of the City, and is only nominally "governed" by the City's laws. The High Council finds it productive to let this one area enjoy something of a lawless attitude towards mundane infractions, and the patrols here are mainly involved only in major altercations. In addition, the Temple of Garn and its casino maintain their own separate force for protection (see later). The 2-3 wandering patrols are composed of 1 Lead Enforcer (Fighter of 2nd-3rd Level) plus 2-3 Enforcers (Fighters of 1st Level), usually only armored with leather, and carrying a mix of clubs and possibly one short sword. The WORST assignment for any member of the militia, usually given to the greenest of recruits as a test of their worthiness to stay in the militia - if they live they pass.



Travel Town - One Constable Enforcer (Fighter of 4th-5th Levels) and one Deputy (Fighter of 2nd-3rd Level) are assigned to a one-year position as "Sheriffs" of Travel Town. This is considered a prestige position, a reward for service, as they administer judgments in disputes amongst adventuring parties and have the services of the Defenders from the nearby gate and walls at their disposal if any real trouble crops up. The current Sheriff of Travel Town is a well-liked Half-Elf named **Printhoni Ron** (Fighter Level 5). These assignments are allowed to armor and arm themselves from the City armory as they see fit.

Altogether there are approximately 300 members of the Enforcers currently. Mak and Block Mort are striving to add at least one patrol to Lake Town and Mid-City, convince the High Quarter residents to allow them to add 2-3 Individual Enforcers at all times, increase the Dock Quarter patrols by 25%, and quietly and steadily increase the Barge Town/Barter Town Enforcers to 6-8 patrols, including some better trained. They figure they need to add at least 50-60 new members to achieve this.

The Protectors

The Protectors are a smaller group of the militia, generally chosen from those without families or attachments in the City so they are free to travel when organizations contract with the City to provide protection to commerce as it goes abroad to and from other places. The Protectors and their assignments are controlled by the High Protector, a Constable of the City named **Ariana Ploemann** (Female Human Fighter 9).

The current roster of Protectors includes about 15 Knights (Ranging 3rd to 5th Level), 40 Fighters (4th-6th Levels) and about a dozen Rangers (3rd-5th Levels). The Protectors arm and armor themselves from the City Armory as needed for the specific assignment. Assignments are sometimes for individuals, sometimes for small groups, and on rare occasions involve a contingent of 10-15 Protectors.

Ariana and Mak would like to add perhaps a dozen more Protectors, especially Rangers who can accompany over-land commerce.

Naturally the Militia (especially the Enforcers) will respond to any altercation that is reported, but there is also the chance that a roving patrol may be nearby during an incident involving the party (meaning they will be on the scene quickly) or may be randomly met at certain times. The chart on the following page shows the chance of a random encounter depending on the location of characters:



Location	% Chance of Nearby Patrol
The Domains and Lands	3%
The High Quarter	8%
Travel Town	10%
The Temple District	18%
The Mid-City District	25%
The Commerce District	45%
The Lake Quarter	12%
The Dock Quarter	17%
Barge Town/Barter Town	5%

When something occurs that might warrant the attention of the Militia, the GM should role percentile dice check to see if a patrol is nearby. If so, they arrive in 1d4-1 minutes. Otherwise, it takes a patrol 2d4+4 minutes to respond if the GM determines someone will alert them. As characters move about the City, the GM should also occasionally (for every 2 hours or so) also roll a random meeting with these officers of the City. For travel in the lands of Jendar outside the city twice a day is appropriate.

The Lake Guard

One semi-independent branch is the Jendar Lake Guard, which existed prior to the reorganization. Over the centuries, Jendar built a small fleet of lake vessels (including one large lake frigate, 4 medium frigates, and 8 light frigates) which patrol the Lake. Indeed, the Jendar Lake Guard has been so successful in its duties that other cities and nations bordering on the Lake pay a small tax to Jendar for its operations on the Lake rather than putting forth their own ships. The Lake Guard is headed by **Sir Victor Amaran** (Male Human Fighter 10, NG), and is composed of approximately 280 Lake Guardsmen (Fighters with sailing skills, ranging from Levels 1-5, Captains usually are 6-8), all based out of the Lake Guard's headquarters in a small pyramid near the docks in the Lake Quarter. At any given time, 60-70% of the Guard is on the water and on patrol, and during certain periods 90% will be deployed.

At anytime that Magical needs crop up in terms of the City's law enforcement or defense needs, the Society of Magi provides 2-3 Wizards to work with the differing groups as needed, part of their original arrangement with the City that allowed the formation of the Society and the building of the College of the Arcane.

Notes on Times of Trouble:

During any times of trouble or threat to the City, High Constable Mak can order the General Conscription, which would immediately call up between 2000 and 3000 able-bodied men and women (principally from the Working Class). The City armory maintains an emergency stock of varied clubs, maces, short swords and axes plus a variety of wooden shields that can quickly be distributed to this conscripted force. Unfortunately, no armor besides the shields is available.

Justice and Punishment in Jendar

There are two levels of crime in the Jendar judicial system: Major (involving any action that causes severe harm to individuals, property or organizations within the City), and Minor (from petty thievery to perjury to minor commerce fraud).

The application of justice is carried out, when accused criminals are apprehended by the Enforcers, by Magistrates for each Quarter or District appointed by the High Council. These Magistrates have absolute judicial power. There is no counsel for defense, and the Enforcers present the prosecution, calling witnesses, etc.

The Magistrate then determines guilt or innocence and decrees the sentence. Sentences are as follows:

Major Crimes - For major crimes there are four possible sentences, which may be concurrently applied:

1. Death - In extreme conditions the perpetrator may be executed.
2. Exile from Jendar, banished for either a number of years or for life
3. Imprisonment in the dungeons of the Citadel for whatever period of time the Magistrate determines fits the crime
4. Forfeiture of all possessions and financial goods (often sentenced concurrently with banishment or imprisonment)

Minor Crimes - Crimes of lesser nature are usually sentenced by one of two methods or both at the same time:

1. Fines as determined by the Magistrate
2. A number of months of indentured public service to the City



Guilds and Organizations in Jendar

Like all large and complex cities, life in Jendar is often centralized around work. The organization of work is handled through Guilds representing different jobs and tasks, and all follow an apprenticeship-journeyman-master structure. Applicants to any Guild must pay an admittance fee, ranging from a mere 5 s.p. for the Sewermen's Guild to 25 g.p. for the Performer's Guild. Each Guild then also has yearly dues and membership service fees which must be paid to maintain good standing. The Guilds have enormous power in the City, and even when represented with other similar Guilds on the Council by one person, the Guild Masters still have ultimate authority over their own organizations.

The principle Guilds of Jendar are as follows:

The Lamplighter's Guild - Responsible for the maintaining of streetlights in the City. Good Dexterity (The Lamplighters have to navigate the busy streets on short stilts) is a must.

The Sewermen's Guild - Has the rather unpleasant (and sometimes dangerous) job of maintaining the sewers of the City.

The Dock Worker's Guild - Collectively handles the needs and rights of the numerous employees of the various docks, shipping companies, warehouses, etc. of the Dock Quarter. Known as a fairly rough crowd to deal with.

The Seafarer's Guild - Guild for Jendar-based sailors on commercial ships - distinctly separated from the Fisherman's Association, although the Guild has made moves to take control of that group in the past.

The Ship Builder's Association - Comprised of workers in the shipbuilding trade in the Dock Quarter.

The Fisherman's Association - Loose association of the various Jendar-based Fisherman. Helps regulate the market prices of catches.

The Guild of Death - Ominous sounding Guild is actually very small, composed of perhaps a dozen gravediggers. This is one "Guild" that has no apprentice fee, no dues, and no strata between those who are "members."

The Performer's Guild - Exclusive Guild that Bards, Singers, Actors, Mimes, Storytellers, Dancers, etc. belong to. The Performer's Guild is also divided into sub-Guild divisions of individual Companies, which charge additional apprenticeship fees and dues on top of the overall Guild's charges.

The Association of Sculptors and Painters - While it certainly covers members who are "artists" in these mediums, the bulk of the membership are more practical appliers of these skills - specifically in the areas of design and construction around town.

The Guild of Clerks - Any citizen working as a clerk of any kind is welcomed to join the Guild, which attempts (often unsuccessfully) to collectively bargain for better wages and working conditions across the myriad of employment for its members in the City.

The Scribe's Guild - Membership covers traditional scribes, cartographers, copiers, illustrators, etc.

The Weaver's Guild - Its membership is responsible for all textiles and clothing production in the City.

The Jendar Chef's Association - Limited and exclusive Guild of culinary masters and tavern chefs in the City.

The Butchers and Bakers Guild - More open Guild for proprietors and food-service workers.

The Smith's Guild - Open to anyone working as a metalsmith of any sort.

The Woodworker's Guild - Membership open to any who apply their labor to the working, construction of or artistry in woodworking.

The Architect's Association - Responsible for the design of any construction and building inside the City walls.

The Gemcutter's Guild - Open to any merchants or workers dealing with the evaluation, cutting and processing of gems of any kind. Regulates the jewelry commerce in the City.

The Lawyer's Symposium - Guild which governs those who choose to work in the legal profession in the City, principally as arbitrators of contracts, wills, etc. Note: Criminal proceedings have nothing to do with this organization - all trials are held under the summary City Judiciary as described above.



Almost all Guilds are open to whomever wishes to join. The exceptions are the Performer's Guild (talent and a place in a company are required), the Lawyer's Symposium (must be degreed and certified by the High Council to practice law), the Jendar Chef's Association (membership only by invite) and the Architect's Association (obviously must be an architect). Membership in Guilds is also not mandatory, although the Dock Worker's Guild "persuades" all who work the Docks to join. Membership often gives certain benefits, including small pensions and resources (tools and discounted equipment, etc.) not available to non-members.

Details on the individuals who are currently Guild Masters, their subordinates, etc. are intentionally left open to the discretion and creation of the GM to fit the needs of individual adventures and campaigns that utilize the Jendar setting.

Festivals in Jendar

As with all regions, cities, etc., Jendar life at several points during the year stops and centers around certain festivals that become the focus of all activity in the City. As secularism and the devaluation of religion is common today, earlier traditional festivals to the Gods have long gone by the wayside, and are celebrated only in the most limited ways by the individual Temples and their devotees. The GM can create such a limited religious festival as needed.

Otherwise, the Four major festivals are as follows:

Jendar-Days - Held on the 32nd and 33rd Days of Growfar, the Festival of Jendar-Days celebrates the history of the City. The Festival is centered around a Cycle of Plays, performed on pageant wagons that traverse the city in a parade rout. The Performer's Guild is the overall organizer, but each Guild is allowed to be involved and produce one part of the play cycle, building their own pageant-wagon stage and casting from within the Guild (this is the only time "amateurs" perform theatre in the City). Each part of the cycle is designed to represent a part of the cities history from inception to the present, and plays performed recreate some specific event, such as the battle of El River, the Great Fire, etc. The cycle of plays starts early on the 1st day and continues to mid-day of the 2nd. Ale and spirits are sold in the streets, and after-performance parties are widely held in taverns and Guild halls.

Battle-Day - A festival to honor the heroism of the famous namesake of the City at the Battle of El River. Held on the 18th Day of Springfest, all work is suspended for the day, and the event is traditionally celebrated by a day of fasting, with

only a simple meal of cornbread and water (what Jendar and his rebels had to eat during their resistance), followed by an enormous feast and celebration beginning at one minute till midnight, symbolizing the victory of Jendar and his heroic sacrifice. This feast is preceded by Fireworks over the Citadel, courtesy of the Society of Magi aided by a Illusionists who are part of the Performer's Guild. The after-day celebrations usually run well into the night, and although the next day is not traditionally an off-work day, most have become accustomed to the day after being a very, very late start at the least.

Salath Day - Celebrated on the 30th Day of Reckoning, traditionally a holiday centered around the giving of gifts in the spirit of an old story about Salath the Jolly, a fat Dwarf who supposedly owned many a mine but was as miserly with his riches as he could be. The tale goes that one evening, the undead spirit of his gnome partner came to him in a dream and showed him his past, present and future, warning of the despair his evil greed would bring to both himself and to others. It is said the next day, Salath was heard moving house to house in Jendar, handing out presents to children and families alike, irrespective of race or creed. Sadly, the tale is guarded with a warning - Salath grew so Jolly that as the years went by, he put on so much weight that when he went to take presents around town, he literally laughed himself into a fatal coronary. Parents teach their children to laugh 3 times, then to stop, on this day each year. The tradition of gifts continues as well.

New Year - The 1st day of each New Year is an enormous celebration, centered around balls and organized parties to celebrate the day. The City's "official" celebration, held in and around the Clerk's Hall, also involves the traditional "inversion" of power, in which someone from the Working Class is named "Lord High Mayor" for the day. This is ceremonial, of course, and the person "elevated" cannot make binding proclamations or edicts save for mundane orders given at the ball itself.

Dark Night - The night of the new moon on the 30th day of Windmarch is considered a legendary night of dark deeds, fell creatures, etc. Jendar over the years, however, has made this more of a pageant of "dark," in which children dress up as monsters, villains, pirates, famous Rogues, etc. and go door to door just after sunset, where they are traditionally given sweets and candies (to "buy" off the houses' safety from said little monsters). Even the Thieves' Guild always suspended any activities traditionally during this night, and the smaller groups now continue that practice. Older citizens celebrate Dark Night with masquerades and balls that also involve costume-representation of fell beings.



There are other smaller festivals throughout the year, including the Day of 1st Planting, Mid-Summer's Day, etc. The GM is free to use these or add other small festivals as needed.

The City: Locations and Descriptions

Herein are the bits of crunch and details on certain areas and locations of the City, designed to give enough basic flavor and starting points for encounters, purchases or services for characters experiencing Jendar. The GM is certainly advised to manipulate, add, or otherwise change any information as is needed for their individual games. In some areas, specific locations are marked and noted, while others will only be given a general placement – allowing the GM to pick a specific building on the map that fits where they need the location to ideally be for the individual game.

Outside the City: Gnomes in the SW, Halflings on Thunder Hill.

The road leading from the West Gate SW along the Lake Coast leads to several small Gnomish communities, the closes two being just beyond the walls of the City proper. Meanwhile, to the NE of the City lies Thunder Hill, where the majority of Halflings have settled. Locations for these two areas are included here.

G1. The Gnome Gorge – This small depression (Gnome-made) in the coastal land is home to several families of Gnomes, including several relatives of Bo Gustinfar. Homes are dug into the ground around the Gorge, and several free-standing houses reside in the center of the depression.

G2. Gnome Hill – Small hill opposite the Gorge, features both underground and above-ground dwellings. Bo Gustinfar maintains his home in a well-appointed delving at the top of the hill.

G3. Inn of the Long Beard – This bar and tavern is Gnomish-owned and operated, but offers rooms to all and cuisine that caters heavily to the meat & potatoes crowd. A boisterous, jovial main room is often joined by patrons from the City proper, and the Inn is known for its excellent Ale.

G4. The Golden Pint – Inn and Tavern just south of Thunder Hill which caters exclusively to Halflings, so named because of its high-quality homebrewed Ale.

G5. Thunder Row – Short row of several Halfling Holes which contain the families of some of the older Halfling settlers. One of the dwellings is the residence of **Timble Surefoot**, a former Captain of the Guard in the militia for many years (the rare Halfling Knight 6, NG) who is known as the unofficial “Mayor” of Thunder Hill. Surefoot is very vocal on his belief that the militia, especially under the new reorganization, is too “human” in its composition.

G6. Sef Sermac's Childhood Home – This small Halfling Hole at the top of Thunder Hill was home to Sef Sermac until he began adventuring. Today, a female Halfling spinster named **Dalia** owns the residence, and she gets quite put out at the number of visitors who knock on her door, seeking to “examine” the cellars and pantries because they “just know” there is some buried treasure of Sermac's somewhere on the property (there isn't – he never returned here after he started to adventure and his parents left for Aloria soon after).

The North Farms

Two farms of interest lay just north of the Citadel outside the City proper:

F1. Tom Tuckleman's Farm and Horse Ranch – Tuckleman owns this small farm and ranch along the Dantredun road leading NW from the City. It is notable because Tuckleman is an excellent breeder and seller of horses, of such quality that even the Knights of Ilshara still travel to Jendar to purchase them. On one other note, Tuckleman was recently digging a basement for his newer horse barn to hold feed, etc., when he discovered a hole and a shaft leading down into the darkness. He has covered it with an iron plate and heavy sacks, and mostly he doesn't think about it, but every now and then the thought crosses his mind to ask someone to explore and determine what lies beneath his farm.

F2. The Grange – Very successful crop farm run by the Dalloway family. Recently, however, the Dalloways have had a problem with large rats emerging into their basement storage areas and granaries. Rithard Dalloway also has a problem with his daughter, Nina, who is 18 and unmarried and keeps sneaking off to Travel Town to meet adventurers.



The Citadel of Jendar

Originally built by the Knights from Castle Keep, and later home to the Knights of Xanadar then the Knights of Ilshara, the Citadel is now solely under the control of the City and is headquarters to the City Militia. The original Citadel was a well-constructed square stone keep, to which a larger encircling wall was later added during the days of the old Republic.

The details of the Citadel are left to the imagination and needs of the GM for individual games. Certainly within the original keep there is the main edifice, housing the offices of Tarm Mak and the Militia, dorms for soldiers (especially for the Defenders and Protectors, while Enforcers are housed in the districts they serve), armories, kitchens and larger halls. There is also a large stable and a forge. Expansions to the Citadel included additional barracks, training halls and individual homes for some of the previous Knights (now used for other purposes). Beneath the Citadel are several levels of dungeons, including the prison of Jendar. Only recently, as the militia took charge, a stone wall was discovered in the lowest dungeon that hid a narrow passage-way, heading down and to the north. Whether this leads to areas built during the Sythgar domination, or to much earlier caves and dungeons, perhaps left from the ancient Baku Jakarty era, no one knows as of yet. Two militiamen who entered to check it out failed to return one month ago, and so Tarm Mak is looking for someone to reconnoiter this discovery. Access to the Citadel must be granted by the City Militia. All those having business must stop at the Citadel Gate and state said affairs. This is also where applicants for the militia sign up.

The Temple District

Located in the NW corner of the city, this district was built with the primary intention of being home to most of the Temples as they were restored following the Fall of Empire. The majority of structures here are specifically devoted to religious worship, with the exception of the College of Letters. Any Temple to a God not listed below may be located in one of the unmarked locations, save for Temples to Brax and Nurina, who are banned in Jendar.

T1. The College of Letters - This enormous campus takes up an entire city block, with seven major buildings and three smaller ones, in addition to a field for athletic endeavors. Often simply referred to as "The University," the College of Letters accepts students into four major fields - The Sciences (including Alchemy, Geology, Biology and Physiology), The Arts (Literature, Performance, etc.), Sagecraft (History and

all areas of social sciences), and Professional Skills (Lawyers, Architects, Master-Crafters, Culinary arts, etc.). Degrees awarded are divided into three categories: Certificates, Letters and Masters. The first is a 2-year program, and is a degree useful for qualification for jobs in the City. Letters (3-4 year programs) are for more scholarly completion of study, and Masters (5-6 year programs, usually containing and continued from one of the lesser degrees) which indicate high scholarship in any area. Tuition is 15 g.p. a year for the two year programs, 25 g.p. a year for four year degrees, and 100 g.p. a year for Masters. The College also offers individual courses open to anyone in the city on a variety of topics, ranging from 1 g.p. to 5 g.p. per course. The College also has a limited amount of dormitory space (for up to about 75 students) and kitchens for these, for which resident students can pay an additional 25 g.p. per year. Many students elect to stay at the Quadrangle Apartments SE in the Mid-City, or rent rooms in that District. The Chancellor of the College, as previously discussed, is Karina Mentaro.

T2. The Temple of Kalar - Devoted to worship of Kalar, the Prelate is a Paladin named **Sir Anthony Ferris** (Male Human LG, Level 9), who employs several Clerics and two additional Paladins.

T3. The Temple of Solan - The High Cleric of Solan is an elderly woman named **Beatrine Almore** (Level 8, CG).

T4. The Church of Kimra - The High Cleric of Kimra is **Panan Redrave** (Female Human Level 11, NG) and the Temple here is the primary religious source for healing, although it fights to compete with the secularism of the City that means most citizens seek out non-religious "infirmaries" and "healer's houses" which practice such medical arts primarily in the herbalist mode, with greater injuries and diseases being dealt with through bloodletting and minor (clumsy) surgeries like amputations. The Church of Kimra has thus lowered its charges for potions and healing spells to compete with this indifference, and has had some success in increasing visits, especially among the Artisans' class.

T5. The Temple of Gulthan - Located directly across from the College of Letters, the High Cleric here is a young Half-Elf named **Xeroni Thar** (Male Level 6, LN).

T6. The Temple of Chronar - Recognizable from the enormous clock that adorns its front above the entry doors. The Prelate of the Church of Chronar in Jendar is **Adami Vorantz** (Male Human Level 9, CG).

T7. Temple of Deleen - Dedicated to the Goddess of Weather, the High Cleric is **Amalyne Nefkan** (Female Human Level 7, CN).



T8. Temple of Vuchar – The Prelate and Sage of Vuchar is an elderly Gnome named **Lars Mathenstein** (Male Level 8, LN).

T9. The Church of Kristan – Another, along with the Temple of Kimra, of the primary clerical healing houses. The High Cleric of Kristan is **Partholomus Bennuvian** (Male Human Level 12, LG). Like the Temple of Kimra, this Church offers fairly cheap prices on its potions and spells to compete with the City market for healing.

Other Temples devoted to Taran, Aldoran, Pelos, and An-dost are also located in some of the smaller buildings in the quarter. Remenith has no temple here, but instead is represented by small shrines located in the Citadel and at the Pit & Bull gladiatory ring in the Lake Quarter. Temples to Marz and Mira Silverhand are located on the grounds of the College of the Arcane. Other small groups may worship Gods not mentioned here, or even the same as known in other cultures, generally creating small shrines in individual homes.

Two Temples lie outside to the east of the city proper, but are included here:

T10. The Temple of Zar – High Cleric Lucius Thon Halverston runs the largest and most ornate Temple in the city, except that it lies outside the City proper and very few people attend save on certain high holy days of Zar. Halverston nonetheless overseas a number of religious artifacts and divine magical items, which he makes sure are secure by employing 3-4 Paladins of Zar (Levels 2-4) to help protect.

T11. The Temple of Miribar – Temple which is entrusted with overseeing the Jendar Cemetery. The Prelate is a Druid named **Altherius Y'Ton** (Level 7, CN).

Additionally, there is also the Temple of Garn, which is unique and will be detailed in the section on Barter Town/Barge Town.

It is also probable that there may be an underground or hidden group dedicated to either Nurina or Brax somewhere in the City. It is left up to the GM to decide if this is so, and how to use or construct the “hidden” evil temples to these two Gods as they might be played out in any campaign.

Association, the Scribe’s Guild, the Guild of Clerks, the Lawyer’s Symposium), as well as being heavily populated in terms of living.

One of the unique qualities of Jendar is that from its inception, there has been a long-standing law that requires all structures to be free-standing from one another, not smashed against the walls of the adjoining buildings. This creates a need for most buildings that offer habitat to citizens in this district to follow an “apartment” style, with several floors containing rooms and apartments, with a central shared-kitchen for individual buildings. Usually the owners in this district live in their own structures. Apartment rents range from 10 g.p. per season to 60 g.p. per season, while individual rooms can rent for as low as 10 g.p. per season up to about 28 g.p. per season.

M1. The Jendar Arena – Large open-air oval arena just NE of the Spire of Jendar. The arena is used for many types of games and contests, from well-organized and sponsored events (such as Bi-Seasonal horse races, the Jurmash games (more below) to less-organized events ranging from competitions of strength (spear throwing to boulder throwing) to foot races of varying type and distance.

The summer (from around the start of Growfar to the end of Altherthyme) is the season for Jurmash games. Jurmash is similar to soccer, with two teams trying to kick a ball into a goal. The players of Jurmash, however, are allowed to carry small clubs, called Jurms, with which they can attempt to use on the possessor of the ball at any time, as long as that player is within certain zones of the opposing team’s goal area. Jurmas is a fast, violent and often bloody sport, but is enormously popular, especially among the working and lower classes. Teams in Jendar are sponsored by Guilds and organizations and compete in a league, with the ultimate winner each Jurmash season acquiring the coveted “Jendar Cup.” In addition, the best players from all the City teams are sponsored as a Jendar team which travels to other cities where the game is also popular – most notably Trajanar, Elmarix, and several cities of Tygrath including Nicopolix and Elisar. The City team has used the services of the Protectors when they travel, but the team’s manager, a rather large and red-bearded Barbarian named **Glos Fulkar** (Level 4, CN), doesn’t like the costs the Militia charge him and so is looking now for protectors of private hire to accompany his team around the region during Altherthyme and early Windmarch each year. Costs for events range from a few copper pieces to 2 s.p.’s for Jurmash games.

The Arena also hosts, once every four years, the Jendar Games, organized and City-sponsored games of physical

The Mid-City District

The Mid-City district is located, as the name would suggest, between the Temple District to the NW, the Citadel to the N, the Commerce District to the E, and the Lake Quarter to the S. The Mid-City is home to much of the administrative centers for the city, a number of the Guilds (the Architect’s



prowess. The events that are held during these elaborate games are as follows:

The Spear Throw, The Pole-Vault, The Discus Throw, The Hammer Throw, The Boulder Throw, The 300 stad (roughly equal to meter) Run, The 500 stad Run, The 1000 stad Run, The Marathon (which moves beyond the arena to a predetermined course through the city), The Hurdle Run, and Long Jump.

The next Jendar Games are set for Windmarch of 1138 C.E.

M2. The City Archives and Treasury – A pyramidal structure, topped by a short pinnacle obelisk, which houses the archives and mint for the city. The City's archivist is a middle-aged woman with strong Menthaki features named **J'Tora Sholl** (Bard 5, LG), who maintains strict rules of access to her archives – individuals wishing to peruse these files must first obtain a writ from the Clerk's Hall granting authorization, and then material must be read within the reading rooms of the archives. Inks and writing implements are prohibited here, so copying is not allowed. The mint produces the coin of the City, using standard Zarthani names but placing images of Jendar and previous well-known Lord High Mayors of distinction onto the coins. While the Treasury here does have vaults, they are mainly for the coinage before distribution. The true "treasuries" of City-owned artifacts, valuables, etc. are located in the upper dungeon levels of the Citadel.

M3. The Clerk's Hall – Essentially the City Hall, holds offices for each High Councilor and for the Lord High Mayor. As previously noted, most Council members are rarely present, and leave the functions of their offices to their underlings. Sef Sermac's office, to the contrary, is quite busy, and Sermac is present pretty much every day from 10th hour to 16th hour. The Clerk's hall also contains meeting halls for Guilds to negotiate, apartments and living for many of the City's civil servants, an office of the Militia (the Protector's Office), a small jail for temporary housing of accused criminals, a small library containing city legal documents, administrative documents, etc., and one wing which is dubbed "The Adventurer's Guild," which while not an "official" guild serves as a clearing-house for requests for adventurers that are submitted from Guilds, organizations, Temples or individuals. The Chief Clerk, who works in the Lord High Mayor's Office, is a Gnome named **Toz Brokk** (Non-Classed, NG). The Clerk's Hall also has an enormous ball-room for large events of state.

M4. The Lord High Mayor's Manor – Commonly referred to as "The Red House" because of its deep brick-red exterior, this manor was built as the official residence for the Lord High Mayor during the days of Nikolar Artemas's reign.

Unlike previous occupants, Sef Sermac truly sees himself as a "man" (or Halfling anyway) of the people, and holds dinners not just for the Nobility but also for groups from the Guilds, the Artisans and even once a year opens the grounds for an "open cookout" to which only the poor classes are invited.

M5. The Library of Jendar – Small white pyramid in the northern part of the Mid-City, the library is a fairly good collection of information, although any magical works were removed by the Society of Magi after their formation and moved to the College. The library is divided into 7 floors:

1st Floor – Parchments, collections of loose-leaf literature and news pamphlets; general selection of printed magazines; The Jendar Press is also located on this floor, which produces books and publishes the Jendar Gazette (newspaper) once a week.

2nd Floor – Scrolls and Journals (Covers individual accounts, histories, maps, etc.)

3rd Floor – Primary Library Floor – Collections of books organized into major sections: History, Geography. Sciences, Nature, Crafts & Engineering, Fiction, Poetry, Music, Biography, General Reference

4th Floor – Secondary Lending Floor – Continues books organized into more specialty areas: Cooking, Painting, Sculpting, Theatre, Astronomy, etc.)

5th Floor – Offices and work areas (including restoration and reclamation rooms) for the Librarians. The Head Librarian is a Baku Man named **Tolithok Pram** (Non-Classed, CN), a classic absent-minded professor-type who has an encyclopedic mind but is very unorganized – he relies on the excellent skills of his department librarians to keep the place running smoothly. If asked about a topic, he most likely will remember reading it or not, but someone else would have to help find the item. Pram's quarters are also located here.

6th Floor – Religious documents, including early scrolls, sacred texts, and divine parchments. These items are not for lending except to Temples.

7th Floor – The small pinnacle room at the top contains rare and one-of-a-kind items, including collected letters of Nikolar Artemas, journals of various famous mages or figures in history, and the prize possession – the original Journal of Jendar, written during the period before the El River Battle.

Those wishing to have lending or access privileges to the Library must pay a fee, 1 g.p. per week or 8 g.p. per season. The Library issues an writ of lending (a small parchment card), which allows the individual to borrow up to 5 items at a time. These are lent for the period of one week, after which there is a fee of 1 s.p. per week for late items. If the items are not returned within 5 weeks, the borrower is charged an evaluated price for the work in question and is stripped of



any further lending rights. Characters searching for a particular work on a subject have a 10% chance of finding it per hour, although it is up to the GM's discretion if the item sought is either unavailable in this collection or in a different language than that of the character seeking it.

**** Note:** The Printing Press was only recently (about 100 years ago) developed in Xanadar, and has only been used in Jendar for a few decades. Most works in the library will be hand-written or copied. One of the library's main projects is the printing of copies to replace older hand-written texts.

M6. The Quadrangle Apartments - This massive four-building structure was constructed in the late 900's as the city burgeoned in population. Each building has hundreds of rooms and small apartments, rising 8 floors each. There are also many common kitchens and sitting rooms. The NW and SW buildings are heavily populated by students attending the College of Letters. The east buildings cater more towards lower-income Working Class who make their livings in the Mid-City and Commerce districts. The rooms and apartments are nice, and there is an effective sanitation system of tubes and basins that keep the buildings clean. The owner of the Quadrangle, a former head of the El River Merchant's Compact named **Agustiv Glassen** (Non-Classed, N) keeps the buildings in good shape and contracts with the Society of Magi to keep certain things (the sanitation system, tubes for running water) going. Single rooms run 12 g.p. per season (6 for students at the College), small apartments run 18 g.p., and larger apartments (especially exterior with views) run 20-25 g.p. per season.

M7. The White Pyramid - Another apartment complex centrally located, but more upscale and expensive - single rooms run 20 g.p. per season and apartments run 40-50 g.p. per season. Caters especially to upper guild levels, Artisans and merchants. The Pyramid doesn't use magic, but instead was built with an ingenious system of cisterns and suction tubes which move water and waste in appropriate manners within. The ground floor is also home to the **White Pyramid Tavern & Dinner Club**, operated by a Menthaki master Chef named **Varen I'thor** (Non-classed, NG) who is known for his Pheasant Ventaki with Cream Sauce.

M8. The West Burg - The most populated region of the City, a collection of many, many small buildings divided into rooms, apartments, with the occasional very small (one or two room) single dwellings. Rents run a wide range here, depending on the owner and quality of the building.

M9. The Lazy Dragon Inn - Located on the Artemas Way just south of the Citadel and Jendar Way, this inn and its tavern are owned by a Zarthani man named **Cacabus Night**

(Fighter 2, LN), whose family long ago came to Jendar during the oppression of the Sythgar in Xanadar. Night and his wife run the inn, and she is the cook. The food is solid, if unspectacular, and the overall service is competent if a little unpretentious and no-frills (guests must take care of their own room-cleaning, etc.). Rates are fairly inexpensive for rooms, 5 s.p. a night or 2 g.p. per week. Night's son, a young man of 14 named **Garthus** dreams of becoming an adventurer and will try to attach himself to any party that stays here. The Lazy Dragon is also a favorite target for the Rogue's group known as "Trevor's Ten."

M10. The "Mall" - This heavily populated portion of the Mid-City is also center to a large number of shops for equipment, merchandise etc. While individual locations and buildings aren't identified, the following shops exist here and may be located within the jumble of buildings here as needed:

The Flying Chimera Outfitters & Supply - A large generic merchandiser for any and all equipment not related to arms, armor or magic. Standard prices.

Belegan's Emporium of Magic - Decent shop run by an Elven mage named Belegan (Level 8, CG). Offers rings, amulets, potions, spells wands, and ammo for ranged weapons in the low to mid level range. Prices are fairly standard, but if Belegan takes a dislike to the customer they go up - way up!

The Threaded Needle - Shop for all manner of clothing and textiles, including capes, robes, cloaks, shirts, pants, boots, bags, etc. Some magical items may be found on occasion. Standard prices.

Dorgan's Sword & Shield - Owned by High Councilor Dorgan, the finest armory and weapons shop in not just the City but the region. Carries all manner of arms and armor, including magical up to +2. The rates on non-magical works are standard. Magical items carry a 10% markup because of the fees charged by the Society of Magi to enhance Dorgan's stocks.

The Iron Halfling - Store originally owned by Sef Sermac, purchased by a unpleasant Baku man in his 50's named **Akam Erth** (Assassin 7, NE) who previously ran with the Midnight Darkness. What was once a good quality store for ranged weapons and knives now is more of a pawn shop, carrying all manner of items from the mundane to the dangerous. Erth runs his store as a fence for items brought to him by the various Thieves groups in the City.

The Gilded Truffle Confectionary Store - Unlike the Iron Halfling, Sef Sermac still owns this confectionary store out of pure sentimentalism, although it nevertheless does make



him money still. The merchandise, pure and simple, is every form of sweets known to Man, Elf, Halfling or Gnome (Dwarven candy doesn't exist – the race has never developed a sweet tooth). Extremely busy in the weeks leading up to Dark Night, and also does brisk business for weddings and other festivals. Generally speaking most of the candies here can be purchased for between 2-3 c.p.'s and a s.p.

The Cutter's Paradise – Gem store, buys, sells, cuts and mounts in jewelry. Standard prices.

Sharan's Fine-Carved Furniture and Woodworks – This small store exhibits and sells exquisitely produced objects of wood, from small wooden statuary to furniture. The owner is a tall, thin man of indeterminate age named **Sharan Weeal**. He is quiet and cold, and lets his two rather rude subordinates **Chuk** and **Bual**, pudgy and rather grotesque Baku, handle the customers while he sits in the back carving wood. Sharan is actually a devotee of Nurina (Assassin Level 6, CE), and has a master plan (as yet unrealized) to spread a contagion through the City via the objects he makes and sells.

There are of course other shops around, and the GM can create these as needed.

The "Red Tiger" group of Thieves likes to operate in this particular area, although they are careful to leave Belegan's, Dorgan's and Sermac's establishments alone.

Other areas of the Mid-City also hold a number of shops, taverns and inns, as well as the most likely locations of the Jendar homes of **The Archologists** and **The Dragon Hunters**.

The Lake Quarter

One of the areas that still takes its name from the original four quarters of the older version of Jendar. The Lake Quarter is so named because it is the area that bounds Lake Elos, stretching west from the Harbor. This Quarter is probably the home to what most would call the "middle" class, although its inhabitants really straddle several of the social classifications within the city. Individual homes are more common in this quarter, especially along the Lake front. Rents and costs of apartments and homes here are substantially higher.

L1. The Spire of Jendar – This Wonder of Ilshara rises nearly 500 ft above the N side of the Lake Quarter. Its history and construction have already been discussed, as has the placement of the High Council's chamber at the top. Below the Council chamber are two more floors – an observation gallery and a small single floor of relics of Jendar on display

(guarded at all times by 4 Knights of the Militia Enforcers, Levels 5-6, who also act as guards during the Council meetings). The ground floor features a small gift shop which sells amulets and replicas of the Spire for several s.p.'s.

L2. The Pit & Bull – Although residents of the Quarter often complain about the clientele that the Pit & Bull attracts from the rest of the city, they don't complain about the business it brings to nearby inns, taverns and shops. Located just off what is known as Terene Circle (marked by a statue to the First Lord High Mayor following the Great Rebellion), the Pit & Bull is a circular arena which hosts Gladiator matches, Bestiaries and Wrestling matches (although these should more accurately be called Grappling matches). Gladiators are not slaves (Jendar has never had slavery in the open), but instead are Fighter and Barbarian challengers who volunteer to enter these to-the-death battles. The current Gladiator Champion (unbeaten in 7 years and 61 matches) is a 6'11" mountain of a Barbarian named **Thrace the Mighty** (Level 10, CN). He rarely fights now except when once a year he defends his Champion status against the most successful of that year's group (at least those who choose to battle him). The Pit & Bull also holds spectacular Bestiaries, where (with the help of the Magi) trapped monsters and animals of all sorts are brought for contestants to battle. Once the Pit & Bull tried to bring a young Red Dragon, but the accidental deaths of several of the spectators convinced the ownership to stick to more "grounded" creatures. Challengers who win either Gladiator or Bestiary matches win large sums of gold and fame around the City. Losers die. The Pit & Bull is owned and operated by **Jamson Morran** (Male Zarthani Fighter 10, NE), a man who loves his blood and death, and is happy he has found a safe way to witness his tastes for violence and make money without endangering his own life and limb.

There is also a small Temple to Remenith in the Pit & Bull, which offers healing services to those who win matches but who are injured severely in doing so. The Cleric of Remenith, who is paid by Morran, is **Darliayne Jon** (Female Human Level 7, CN).

L3. The Gardens of Jendar – Just south of the Spire can be found the Gardens of Jendar, carefully maintained and cultivated for the enjoyment of the City's populace. This is an area off-limits to thievery, and the Rogues' groups respect that.

L4. The West Market – The primary open market for the west side of the city, especially frequented by Gnomes of settlements and boroughs SW of the city and citizens of the Mid-City and Lake Quarter. The types of wares, clothing & merchandise available here vary from day to day, but



typically represent more hand-made items and crafts. Prices standard, very seldom a magical item may show up here.

L5. The Grand Lodge of the Free Smiths of Jendar - This impressive stone-fluted building is off-limits to all but members of the Free Smiths, a patriarchal lodge society that holds its beginnings in stonecutters, masons and ironworkers. Supposedly meetings are steeped in tradition and ceremony, and it is said that the Free Smiths revere the concept of "The Great Forger," an image of Zar and religion less as an "individualized" concept and more as a mystical force guiding mankind. Some visitors have often remarked that if one looks at the layout of Jendar, it resembles slightly a map of the overall continent of Ilshara. While dismissed as coincidence by most, some have taken it to mean that the city's growth and building have been guided by "The Great Forger" (or perhaps some other unseen force) to be, in essence, a living treasure map. The Citadel, with its buried vaults and dungeons for instance, would roughly equate to the largely unexplored Spine Ridges of the NW. This has led to some Rogues and adventurers attempting to breach the Grand Lodge to find evidence of this "Jendar Map" theory.

L6. The Private Docks - Section of mooring docks used by inhabitants along the Lake front to keep smaller private craft, mostly for pleasure sailing.

L7. House of The Mentalists - This well-appointed house on the Lake front is known to most as the residence of a History professor at the College of Letters, an unassuming man named **Jonathon Cromore**. Cromore is actually the current head of the Mentalists in Jendar and is secretly a Psionist (Human Illusionist 13, LN). The Mentalists here currently number around 23 or 24, including the Knight of Ilshara Sir Antar Brathe who visits here from Castle Keep. The Mentalists do not work in the open (they are certainly sought by the Society of Magi and the major Temples), nor do they practice their mental arts in overt ways - they are dedicated rather to the development of the Power of the Mind to combat what they see as a specific threat - the return of the Sythgar. Rumors exist that the Mentalists somehow "influenced" the election of Sef Sermac, but to date these are just rumors and if true the reasons for such a move remain obscure. Sermac is certainly of sufficient intelligence and experience that it is unlikely he could be directly affected by psionic influence.

L8. Headquarters of the Lake Guard - This small pyramid is home to the Lake Guard of Jendar, as described above. The Lake Guard also owns the 4 buildings NE of the pyramid, which serve as barracks for the Marines of the Guard.

L9. The Golden Mermaid - Upscale tavern and inn run by **Adrieane Tomlann** (Non-classed, NG), a Baku woman in her mid to late 30's, who is raising a single daughter named Krista (9). The food is excellent, and the rooms much nicer than many other establishments in the city. Prices here are higher to, on the order of 20-25% higher for both food and rooms. Adrieane also runs "other services" very discreetly here as well in a back wing of the inn, and while it is not known by most Lady Riflaar owns a piece of this establishment. Prices for THESE services are even higher - 150% above rates for lower-class brothels in other parts of the City - Adrieane only employs the very best in both female and male courtesans.

L10. The Jendar Academy - This school provides education for those who want it from age 10 to 17 (or racial equivalents of these human years). Run by School Master **Fredrick Longthorne** (Non-Classed, N), about 500 students attend yearly. Tuition is 5 g.p. per season for the 4 seasons of sessions, with studies ranging from General Knowledge to History to the Sciences to the Arts.

L11. The Lighthouse of Jendar - Built on an extension of land created with rock and silt, the Lighthouse guides ships into the Harbor of Jendar.

The High Quarter

As previously described, this Quarter was once the low-income area of the City, but after the Great Fire was landscaped and made the demesne of the Nobility. Covered with lush grass and trees, gardens and pools, the 12 most "elite" families live here in expensive manors of many rooms. To enter into the High Quarter one must have a writ of invite. One would also think that the Noble families here dislike the presence of Travel Town just outside their northern gates, but in truth the Nobles like having easy access when they require the services of adventurers or hirelings for some service.

H1. The High Circle - Central circle where the residents allow certain upscale vendors of high-end clothing, gems and jewelry to market their wares on Rest Day.

H2. The Manor of House Riflaar - Council woman Lady Riflaar's estate.

H3. The Home of the Gendrak Family - The Gendraks trace their lineage back to a soldier who fought alongside Jendar. The current heir is a younger Baku man named **Joffrey Gendrak** (Non-classed, CN), who disappointed his parents early



on by choosing to play Jurmash. Since his parents' deaths and his having to take over the family, he chafes at his "responsibilities" and often considers just giving up his wealth to continue with Jurmash and other frivolities.

H4. Home of Caladan Critwell – Caladan's family boasted having 3 of the first five Lord High Mayors, but has long been out of politics. Caladan, a Baku man in his 40's, has led a secret life for some years – as a Master Thief (Rogue 15, CN). He is quite good, operates alone, and targets valuable art and artifacts of intrigue. Visitors wonder at his collections, but assume he has purchased them over the years. He certainly could afford to, but Caladan enjoys the thrill of acquiring them on his own.

H5. The Tordan Family Estate – The Tordans were once the richest family in Jendar, owning much of the earlier docks and shipping companies. They sold those centuries ago, however, and have now squandered their fortune so that, unbeknownst to others, they are actually quite poor. Any visitor to the Manor (which they discourage for this very reason) would notice few servants and shabbier interiors than expected. The matriarch of the family is a bitter and manipulative woman named **Isabela** (Non-Classed, NE) who, even while in her late 50's, uses her seductive powers to "earn" favors and money from some of the merchants and businessmen in the town. Her two daughters **Kella** and **Morina** are both unmarried and Isabela hopes to wed one or both to wealthy nobles from abroad to restore her family's coffers (the dowry being the estate itself). So far there are no takers, but a steady stream of applicants.

H6. Estate of Sir William Brevae – Sir William (Male Human of Zarthani/Baku mix Knight 8, CG) is only collaterally related to the original family that owned this estate, marrying the youngest daughter of one distant branch in Castle Keep. When the old heir died, Sir William inherited the estate and retired from the Knights of Ilshara to settle here. Despite his relative status as a newcomer, he is indeed considered part of the peerage. Sir William's young bride is less enthused by all this – she thought she was marrying a "soldier," a man of action, and instead he has embraced the society life she hated to begin with. Her name is **Brena** (Non-classed, CN).

There are a few smaller buildings in the quarter that house the 2-3 Enforcers stationed here, as well as a small upscale winery.



The Commerce District

The "Heart" of the City is the Commerce District, both economically and artistically. The larger buildings of the district rise 5, 6, sometimes 7 or 8 floors, and contain the hub of differing merchant's guilds, businesses and organizations. The northern part of the district is the center of the arts in the City, and all of it flows around The Plaza, the great central market of Jendar.

C1. The Plaza – The massive cobble-stone central plaza bustles with activity day and night, never closing. This is where traders and merchants from abroad bring their wares, and stalls and booths with merchandise from as far as the Kingdom of the Sun and Kalistax can be found (although the farther the origin, the greater mark-up of prices). Items found can range from the mundane to the magical. Prices overall range greatly. Given the nature of the market, a PC has a 10% chance of immediately finding a sought-after item at any time, and 2-3 days attentive searching will yield a 50% chance of finding just about anything desired (except for rare artifacts or valuables). A Sythgar Memory Crystal was recently discovered, unknowingly interwoven into a beaded crystal necklace. The device was confiscated by the City Militia and delivered to the Society of Magi for study. The Plaza is openly scouted and operated in by all the groups of Thieves in the City.

C2. The Jendar Vaults and Jendar MoneyLenders Association – This 9-floor pyramidal structure south of The Plaza houses the primary banking association for the City, which deals in loans for prospective commercial ventures (ranging from adventuring to construction to forming a business), with interest rates that run from 11% to 48% (this last for adventurers, to cover anticipated losses on groups or individuals who may not return). The building also houses many floors of vaults and secured depositories, with deposit rates for any items averaging 15% for total value of deposit. The person who supervises all of this is **Hieram Davinos** (Non-Classed, NE), a man for whom there is nothing in life but money and its acquisition. The vaults here are not as safe as the Association would like people to believe, for Davinos doesn't mind a few talented robberies as long as he gets a cut back personally. The City of course has its own secure vaults in the Citadel, but they charge high fees to individuals not affiliated with the City (28-35%).

C3. The Jendar Mercantile Exchange – This massive structure on the north side of The Plaza features a large indoor court around which are 3 levels of stalls and shops, rented on a longer term basis than the open market. The stores here are as varied as the people who shop here – especially in larger items like furniture, mechanical devices (clocks and stoves),



mining equipment, farming equipment, glassworks, cauldrons and heavy kitchenware, etc., rugs & tapestries. There are art stores as well. Prices vary wildly. People looking for magical items are likely to be disappointed – the focus here is on practical commerce. The head of the Mercantile Exchange is an outgoing Zarthani woman named **Omara Shak-Thulos** (Bard 7, NG), who also runs her own store for musical instruments and Bard's supplies within (the one store that sometimes does carry the rare enchanted instrument or Bardic device).

C4. The Jendar Amphitheatre – Built into the side of a small hill just NW of the Plaza, the Amphitheatre can hold as many as 700 spectators for outdoor dramas, musical performances, dances, etc. Often used during festivals, as well as for certain official events of the City.

C5. Shanty Town – This ramshackle collection of small thatch hut houses developed over the past century as the truly poor (beggars, petty thieves) who work The Plaza adapted this space between numerous shops, inns, businesses and apartments. About 200 people live in this area, all of varying levels of poverty. The “Mayor” of Shanty Town is an elderly woman named **Eleen**, who in her younger days was the dean of petty thieves in The Plaza (Rogue 10, but many years removed, CN). None of the petty thieves who call this place home are affiliated with any group and never were paid much attention to by the Thieves’ Guild when it was extant.

C6. The Guild Burg – This collection of buildings is home to many of the Guilds listed earlier in this section, along with apartments for members and stores associated with each individual Guild.

C7. The Summer Garden Theatre & Opera House – The Summer Garden was opened in 789 C.E. to great acclaim by the Legendary actor **Tyberius Redamar**. For centuries now it has been home to highly inventive spectacles ranging from Opera to Musical Review to poetic and lengthy dramas of both fantasy and historical recreation. As noted, Elanor Fairchild and her Illusionist husband Parker currently run the Theatre. They have had troubles with the workers they have hired as stagehands recently, and suspect a Rogues’ group of targeting their customers specifically. There also is always talk that the “spirit” of the famed Opera Singer Emira Tollivar, who was murdered in 950 C.E. by a jealous lover, still wanders the dark corners of the Theatre at night.

C8. The Fisherman’s Wharfs – While these docks are officially owned by the City and the Lake Guard, berthing rights are rented at 5 s.p.’s a day to various members of the Fisherman’s Guild for their small lake vessels.

The Commerce District is one of the areas in which Thieves are not expressly prohibited (Thievery of course is illegal, but no band of Mages will hunt down a group like they would if violations occurred in the prohibited parts of the city). Of all the areas, it is the most cosmopolitan and seems to live both night and day – taverns located here (like the **Rusty Pirate Merchant’s Club** located just W of the Plaza) tend to remain open 25 hours a day. PC’s should be wary of business transactions made with some of the organizations, for failure to pay back loans or other investment mishandlings can lead to rather negative consequences (these groups have their own hirelings who deal with people that anger the bankers and merchants).

The Dock Quarter

Certainly the most overtly “working” class district of the City, the Dock Quarter is principally dedicated to exactly what its name implies – the loading and unloading of commercial traffic from Lake Elos and the El River. It also is home to the Shipbuilder’s Guild and several companies that build vessels. At night the Quarter is home to boisterous revelry by dockworkers and visiting crews blowing off steam, as well as many bar fights and many, many shadier dealings. Lower-class courtesans roam the streets outside of taverns, and fences accost any passing character with offers of “exotic” merchandise – often worthless trinkets that these vendors claim to be “priceless.”

D1. The Main Docks – This conglomeration of wooden piers and docks juts far into the center of the Harbor, allowing larger frigates and vessels coming from overseas to anchor. The Docks principally are active from around 4th hour to 19th hour each day. There are smaller warehouses for temporary storage all along the great pier, and on the larger wooden central platform there is a quick-service eating establishment called **Kaarl’s** (run by an enormous Baku man of that name, Non-Classed, N) which offers various salted meats, breads and cheeses for cheap (a few coppers) prices. The food is pretty bad, but it’s quick for those who can’t afford to leave the docks on their brief work breaks.

D2. The Dock Market – This is principally a wholesalers market, dealing in large quantities of foodstuffs (grains, corns, potatoes, meats) and other supplies that vendors from the City purchase for resale elsewhere.

D3. The Dock Master’s Tower – 80 ft. structure from which Gorok Pallmar oversees all Harbor traffic and activities, located on the tip of the Jendar peninsula, directly across from the Lighthouse.



D4. The East Docks – This secondary set of docks to the east handles smaller ships from the Lake and River. It is through here that some of the more illicit products and people enter Jendar, as there is less oversight by the Dock Master on these piers. Several piers also handle more Jendar fishing vessels, both privately and commercially owned.

D5. Jendar Headquarters of the El River Merchant's Compact – Castle-Like stone edifice of a building just off of the Dock Market, it is from here that Sentifar Zon hatches his financial schemes. Said to contain several "Dark Rooms" where Sentifar's thugs "convince" competitors to leave town or to "negotiate" terms with parties who are uncooperative. Zon employs a private security force known as "The Bruisers," headed by a Half-Orc named **Crom the Ugly** (Barbarian 5, NE). Zon battles with the Dock Worker's Guild, equally as rough in its tactics, for supremacy of control in the Quarter.

D6. The Red Herring Inn & Tavern – Circular inn and tavern, run by **Gavin Chandros** (Male Baku Fighter 4, CG), an erstwhile seafarer who offers decent if unexceptional fare and basic rooms for cheap prices. There is always a rumor of some great "conspiracy" floating about the common room, but these rumors somehow never turn out to be true.

D7. Gilda's Hotel and Respite – Massive inn and tavern with over 80 small rooms, some no bigger than a closet, that caters to quick cheap needs of sailors. Despite what some think, Gilda (Non-Classed, LN) does not offer "special" services in her hotel. She is a no-nonsense business woman who makes good profit over high-turnover, low-need guests. Her biggest expense is cleaning up after drunken sailors, and employs about a dozen boys from the Brambles (the jumble of homes and apartments in the north-central part of the district) to do so.

D8. The Dry Docks – All three shipbuilding companies use these two sets of Dry Docks, which can be flooded from the lack then drained into deep cisterns and drains that lead to reservoirs under the Mid-City (and are used for water supplies there). At any given time at least 2-3 ships are under construction here.

D9. The Dock Baths – Large building housing numerous baths and pools that cater to the workers of the Quarter. Admission to the baths is cheap (1-5 s.p.'s depending on what level of privacy is desired). The owner and operator of The Baths is **Chandra Kepp**, an attractive Zarthani woman who is actually a Master Assassin (Level 12, NE) who runs the Jendar chapter of Midnight Darkness out of the Bath house – although she prohibits any assassinations from taking place within the establishment, making it one of the safer places in the Quarter.

D10. Dockside Apartments – This large L-shaped building holds many rooms and apartments for relatively cheap rents (by the week – 2 g.p. for single rooms, 4 g.p. for apartments) that cater to travelers, especially sailors and the like who are just visiting off ships temporarily. There are however a number of semi-permanent guests, including a grizzled old woman named **Hagga** whom people refer to as "The Cat Lady" because of the dozens she keeps, an apocalyptic evangelizer named **Cyrus "Doomsayer"** (in actuality a Cleric of Chalos Level 5, CN), and a young man who asked that all the furniture be removed, and lives a Spartan life, telling others he has come to the City to find "focus among the masses." This last is a Monk undergoing a spiritual quest that somehow he relates to the "energies" of massed citizens in places such as Jendar – he is moving about the continent spending a few years in each major metropolis, and his name is **T'Danys Zhrousky** (Male Menthaki from Hunovia, Monk 10, N).

Needless to say there is always intrigue to be found in the Dock Quarter, from schemes involving the Dock Worker's Guild to nefarious trafficking via the ships that come into port. Only recently a group of Slavers from Hakos has taken up residency in one small building they've rented, and have quietly begun kidnapping those transients through the city and spiriting them into the slave trade. To this point these disappearances are barely noticed because of the people chosen, but Sentifar Zon's "Bruisers" have noticed this activity – Zon is just not sure yet how to deal with it in a manner that will profit him the most without endangering his interests.

Barge Town/Barter Town

Originally known simply as Barge Town because the squalid eastern portion evolved around the barge docks that bring raw ores, fertilizers (manure) and other such to Jendar, the area has also come to be referred to as Barter Town because of the type of commerce centered around the Barter and Farmer's Market. Which title people refer to it as depends on what their view of the area is, and what their business and experiences are with the district. There is almost always a distinct and unpleasant smell hanging in the air here.

B1. The Barge Docks – Smelly, nasty and just downright "filthy" is how most people describe the docks – off of which are loaded all the raw materials used in the city – including saltpeter, coal, gravel (all from mines upriver) and other assorted mass quantities which are often piled next to the shabby warehouses that line the dock. The Barge Master is a Baku named **Agrius Dextor** (Non-Classed, LE), a toady who ostensibly works for the Dock Master but actually is in the



pay of Sentifar Zon, who skims profits and materials as he likes.

B2. The Olafactory Inn - So named because of the wafts of smells that drift in from the Barge Docks. Very cheap, but the rooms still aren't worth it and the fare offered in the main common room to guests and visitors is pretty low-quality as well. Run by a Half-Elf exile from Ravenclar named **Teliana Minzar** (Female Grey Elf Ranger 3, CN), who's only goal is to find some area of society that will openly accept her. She desperately wants to get just enough to sell the inn and open a better one elsewhere in the City. This has been complicated because recently her inn was robbed, and not only did she end up repaying several belligerent customers who threatened her but she lost her own stash of rings, jewelry and gems - most of her only savings.

B3. The East Gate Villas - Sounds better than it is. Really. This overcrowded residency area is a jumble of houses and buildings holding far too many people for the spaces in them. This is the poorest part of the entire City, even worse in conditions than Shanty Town in the Commerce District (which at least has a sense of "community" about it - individuals here don't trust or speak often even with people they share the same structure with). There is no rent, but anyone can build a shabby house here who likes without having to buy the property on which it sits.

B4. The Temple of Garn & Holy Casino of Jendar - One of the strangest sights to any visitor is the lush and palatial Temple of Garn in the midst of all the shabbiness of this district. The Temple to the God of Luck and Chance is a Casino, replete with its own inn (very nice rooms at expensive prices) and multiple floors of gambling that run night and day. The actual Temple is a small shrine at the back of the casino, which is adjacent to the counting rooms. The "Proprietor" and High Cleric of Garn is one **Mekka ("the Sloth") Rorkan** (Level 7, CN), known as the Sloth because he rarely moves his fat frame from his courtesan-laden mansion NW of the Temple/Casino. The "Temple" attracts gamblers and scoundrels from all parts of Central Ilshara. There are many regular games available, including:

Tendos Hold 'Em - High stakes poker games named for the Trader's Coast City in which the game originated.

48-Draw - Card game in which rounds of card drawing culminate in the closest to total near 48 without going over wins.

Spinning Chance - A classic roulette wheel game.

Grups - A dice-throwing & wager game, using several multi-sided dice, with number ranges from 4 to 44, with every number potentially losing (except for rolling a Grup 22 or 44) and every odd number requiring a second roll of three of the dice to determine the outcome (11, 22, 33, & 44 are "Grups," which are the winning hands - 44 is the only winning hand on a first roll).

2-Card Hand-Off - A strikingly similar card game to "war," with two cards dealt and bets on the outcome before each card's dealing.

"Dacko!" - Characters who encounter this unique game, played at one table only, often gasp in amazement at the amounts of platinum, gold and gems thrown into pots here. The winners get rich quick, yet there always seems to be empty seats at the table. This is perhaps because of the nature of the game, and the price of winning. It seems Mekka, who created this game, once had a Deck of Many Things, and in it he discovered a malfunctioning or cursed card. In this game, enormous bets are made before the start of each hand. Cards are then shuffled and dealt to all players until all cards are out. Without looking, each player goes around in turn and turns over the top card of their dealt pile. A player can chose to forfeit or leave at any time. Amidst 51 normal cards is the faulty card from the Deck of Many Things. Whoever turns it over is the winner. They also immediately have a random effect happen to them, based on the roll of a 10-sided die as follows:

Roll	Effect
1	Sever facial mutilation
2	Blindness
3	Nothing
4	Deafness
5	Loss of Hand
6	Loss of Foot
7	Loss of Arm
8	Loss of Leg
9	Nothing
10	Death

It is to be noted that these effects are nearly PERMANENT, and PCs who try restoration will be shocked to find it will take dozens of such spells to incrementally reverse the affects of this game. Of course they might be rich enough....

Mekka does not operate in conjunction with the City, and the Militia allow him to handle his own security, for which he employs 30-40 ruffians (Fighters, Barbarians, Assassins, Low-Level Wizards) as his private force, prowling the gambling floors and securing the casino. People caught cheating are taken into a back room, usually to emerge with mangled



bones in hands & feet or missing eyes and ears, thereafter to be thrown back into the squalor of Barge Town regardless of who they were when they entered the Casino/Temple.

B5. The Barter and Farmer's Market – Just west of the Temple/Casino lies this market, wholly different in its clientele and atmosphere. Lower class farmers and merchants established this bazaar as a place to trade and barter produce and merchandise, and the denizens of the western half of Barter Town often make their livings seeking things to exchange here that can be resold in the Plaza later.

Recently it has also become a place for other more prosperous farmers to bring their excess produce, trading quantities of food for needed items and hand-made clothing.

B6. The Barter Town Holstery and Stables – Enormous barn-like structure that deals in the selling, purchasing and trading of livestock of all kinds.

The College of the Arcane

The history of the inception and establishment of this College and the Society of Magi have already been covered. The Society acts as

faculty, and recruits potential Wizards from across Ilshara. The school offers courses and training in every form of wizardry, as well as having a sub-academy for Illusion. Tuition begins at 100 g.p. a term (2 terms a year) for the 1st two years, and increasing amounts of 200, 300, 400,



etc. for each additional year of training requested. Wizards learning here advance 2 levels for the 1st year, 1 level each year for years 2-4, and half a level for potential 5th and 6th years. Students may not attend the College if they are already Level 3 or higher. The maximum level taught to is 8.

The Dean of the College is **Bethany Alcanis** (Female Human Wizard 15, N), who appears as a striking blonde woman in her twenties although it is known she is really closer to 60. Her dominating presence scared the High Council so much that they refused her a seat, and so Bethany's trusted fellow Magi Devon "Stormbringer" represents the Society and College on the Council. At any given time there are around 80-90 students here, although many leave after the 1st year (either to adventure or simply because they can't cut the rigor of the College and Alcanis's biting critiques).

A1. The Pyramid of Magic – Primary building for arcane studies, a three-story step pyramid housing meditation rooms, class rooms, offices for the Society/ Faculty, alchemists labs, etc.

A2. The Observatory of Jendar – The College runs this observatory, combined here with a Temple to Aldoran. The Chief Astronomer/Cleric of Aldoran is an Elf named **Scelibar Thron** (Wizard 10, NG).

A3. The College Green – Pleasant open field in the middle of campus, upon which students relax or practice magic for their courses.

A4. The Wizard's Library – Extensive magical library. Used by students, but also open to visiting Wizards for a cost of 10 g.p. per visit plus increasing rates of 50 g.p. per level of spell to be copied up till 4th level spells, then 250, 500 for 5th and 6th level spells, then 1000 per 7th through 9th level. The library has 3 floors, and anyone seeking a specific text or scroll with information on some area of arcane knowledge has a 10% chance of finding it the 1st hour of searching, with 10% incremental chances for every hour of searching thereafter. The High Librarian is an angular and quiet man named **Pieter Zeitgen** (Human Wizard 8, LN).

A5. The Tower of the Society of Magi – Residence of whoever is the current head of the society (currently Bethany), and meeting place of the Society. There are currently 23 members all told, 19 Wizards and 4 Illusionists, ranging in Levels from 6 to 15.

Travel Town

Travel Town is the newest area of Jendar, with most of its construction happening in the last hundred years or so. Certainly the fame of the Fellowship of Five drew many adventurers to Jendar, and the focus of this area north of the city proper became as a waypoint, even a "home" to adventurers.



TT1. The Northsider Tavern & Traveler's Respite – A very unique adventurers' inn and tavern, which will be detailed separately later in this section.

TT2. The Travel Town Stables – Excellent place to purchase horses, pack mules, and all accessories. Standard prices. The owner is an ex-adventurer name **Terrin Hizer** (Male Human Fighter 5, LN).

TT3. The Adventurer's Market – Well stocked and enormous general outfitters store. Prices standard. Low-level magical items also available, but at a slight (5%) mark-up from standard prices.

TT4. The Anvil & Hammer – Forge and weapons/armor shop. Produces fine weaponry and armor of all kinds, almost all non-magical though every now and then the owner, a man named **Goltus Donnaf** (Human Non-Classed, N) will take orders for a specific enchanted armor or weapon if the purchaser has enough gold – the mark-up is 20% for magical orders. Otherwise, standard prices on the rest of stock or orders.

TT5. Marla's Magic Shoppe – Marla Trelaine (Wizard 2, CG) is a woman who always wanted to be a great Mage but never had much luck at her own skill (she's much too clumsy, and in her younger days attempting to adventure she dropped a wand of Fireballs, engulfing a comrade). Instead, she sells scrolls with spells, potions, wands, rings, cloaks, etc. Bethany Alcanis has a soft-spot for the jovial and energetic Marla, and so worked out a deal for her to market goods produced at the College to adventurers here.

TT6. The Compound of Awareness – Formerly the manor of a noble family that lost its riches, the Manor was bought about 20 years ago by a Syak exile fleeing the cruelty and martial nature of his country. **Ming Bu Cho** (Monk 16, N) began to teach others his ways – seeking total awareness of body and mind, and the application of one's presence in society to correcting the "mistakes" of others, to a number of young men and women in Jendar. Soon he had a following, and the manor and its grounds became a monastic compound. Currently there are about 30 monks living here, ranging from Levels 1 through 10 under Cho's instruction and leadership. They are pleasant and civil when encountered, but can be coldly judgmental if witnessing an act of over force by the strong (whether good or evil) over the weak (similarly ranged). Any Monk wishing to train must join Cho's order, and spend at least 1 season in residency before returning to the world, after which they must spend at least 1 season a year back here.

Travel Town as a site is often busy with various parties

coming to and fro, and is certainly a place to encounter requests for various commissions or hires.

All of the above locations are intended as a starting point for any campaign set in Jendar. The information given is not sacred by any means and the individual GM can rearrange, add, delete or rework the information given here as needed to fit any specific adventuring party. Enough is given here to jump into Jendar without much work.

****NOTE:** In the spirit of the overall setting, it should be noted that Jendar, while intended as a part of the Ilshara setting, could be lifted and used in other settings. The individual GM should make appropriate changes, as long as the city rests on a lake near a major river and close to an Elven wooded area. The history can be adapted, the Knights of Ilshara changed to any nearby force (either Knights or the forces of a nearby state or nation), the Gods and their influence changed to fit the other world, etc.

Gates & Roads, and Other Locations in the Area of Jendar

Some note should be given here to the names and specifics of Gates, Roads and other Locations. Most of this is left vague and undefined, so that the GM can ascribe names and info as necessary and unique to the flavor and needs of an individual game. What is given here is the basics for these.

Gates

The West Gate – Leads out of the City in the SW from the Mid-City and Lake Quarter. Opens to the Gnome road leading SW. Typically garrisoned with 6-8 Defenders (Knights/Fighters Levels 2-5). The Guard Towers also usually have 1-2 Defenders with Bow and/or Crossbow along the walls.

The Hill Gate – Located in the NW next to the Citadel Hill, traffic passes through this gate on the Jendar Way. Garrisoned similarly to the West Gate.

The Citadel Gate – Usually garrisoned by 2-3 Defenders (Levels 2-4), who only let characters with official business into the Citadel and take applicants for the Militia.

The High Quarter Gate – While these gates stay open generally, only people with business with the Nobles of the Quarter are allowed. Garrisoned by 2-3 Defenders (Levels 1-3).



The North Gate - Leads from the High Quarter to Travel Town. Reserved for Nobles of the Quarter and those who have business there. Others must pass down the road to the Commerce Gate from Travel Town. Usually garrisoned with 5-6 Defenders (Knights/Fighters Levels 1-5) and an additional 1-2 Defenders with Bow or Crossbow in the Gate Guard Towers.

The Commerce Gate - Principle entrance to the Commerce Quarter on the East side of the City. Garrisoned similarly to The West Gate above.

The Way Gate - Gate between the Commerce District and Dock Quarter, typically open and unguarded during the day, garrisoned at night by 2-3 Enforcers (Fighters Levels 2-4).

The Dock Gate - Leads out of the Dock Quarter into Barge Town/Barter Town. Garrisoned similarly to the North Gate above.

Roads

The Gnome Road - Leads SW out of the City toward the various Gnomish settlements.

The Jendar Way - Road that leads into the City from the NW, traverses the city from the Hill Gate to The Plaza, then continues on through the Way Gate, ultimately ending at the Dock Market. Longest road in Jendar.

The Artemas Way - N/S road named for the one-time Lord High Mayor; leads from the lake front to the Spire, circles there then continues N to the Citadel.

The North Road - Leads from the North Gate through Travel Town and off to the north, eventually coming to Castle Keep.

Thunder Road - Leads from Travel Town across the base of Thunder Hill, leading east to more Gnomish settlements by the river and smaller villages.

The Cemetery Road - N/S road connects Thunder Hill with Barge Town/Barter Town. So named because the cemetery lies on this road.

Other roads and avenues may be named as needed.

Other Locations

As previously stated, just over 11,000 other residents live in areas outside the City but within the domains of Jendar. Many of these are located in settlements, farms, homesteader's compounds, and smaller villages and hamlets. The names and locations of these are left to the discretion of the GM, but general guidelines are given for their creation as follows:

Gnomish Settlements - Typically boroughs or hillside, settlements range from 35/50 to 70/75 Gnomes.

Hamlet - Typically 75-90 residents, mainly human.

Small Village - Typically 100-140 residents, mainly human with a few demi-humans.

Large Village - Typically 150-250 residents; some demi-humans.

Once established in a campaign, the GM should make careful note of the location and details of these locations so that they remain a constant, living part of Jendar.

Some Notable NPC's in Jendar

Listed here are some brief descriptions of possible NPC's not specifically covered elsewhere in this section.

Ulek Sartathon - Male Human Ranger 5, CN. Ulek knows the wilderness around Jendar exceptionally well, and often hires out as a guide and scout with travelers moving through the lands.

Mari "Goldenhair" - Female Human Rogue 2, CN. Mari, 13, appears to people in The Plaza as a bright and pleasant girl with golden, flowing hair (hence her nickname). She lives in Shanty Town, where she ended up after being orphaned (her parents were killed while boating on Lake Elos). She uses her attractive nature to entice people into hugs and close contact (after all she is "just adorable") while she picks their pockets.

Trevor Muth - Male Human (Zarthani) Knight 5, NE. Trevor is an erstwhile Knight of Xanadar who fled his country before he could be arrested for several atrocities committed while in that nation's service. He is a "fallen," or black Knight now, and spends much time in the Commerce District looking for commissions for the needs of some of the more unscrupulous merchants and businessmen there.



Dariana Revon – Female Elf Bard 3, CG. Dariana is a performer and member of the Performer's Guild, but she was never accepted or successful at the Summer Garden – her performance skills were considered weak by Elanor. So she has started her own “company,” renting the basement of a building in the west Mid-City, where she and her fellows are attempting a style of theatre and performance they call “realism.” The subject matter is gritty, heavy on philosophy and not at all what most patrons of the arts demand. Still, she has developed something of a cult following with a play she wrote and performed in called “Greed” a scathing indictment of mercantilism in the City.

Kas Korel – Male Gnomish Fighter 3, NG. Kas is a brawler who likes to demonstrate the strength and prowess with arms that his size belies. He has taken to the Gladiator matches in the Pit & Bull, and when he is not winning there (which is making him quite well known) he drinks and carouses at the Golden Mermaid.

Jaxom Althar – Male Half-Elf Illusionist 5, N. While only 28, Jaxom was once a promising member of the Mentalists, with whom he devoted 5 years of study after already being a successful adventurer in his late teens. Sadly, he tried too much and “burned” his brain. He is still a talented illusionist, but following the loss of his “power” he has lost all confidence in himself and can be found at several locations, including the Lazy Dragon, drowning in his own self-loathing.

Chang Jok – Male Syak Barbarian 5, CN. Chang is an ex-patriot of Cashani who came to Jendar to seek fortune and fame. He has found some measure of the 1st, hiring his impressive physical skills as a bodyguard to members of the Nobility when they travel.

Argus Redbeard – Male Dwarf Knight 3, LG. A vigilant and imposing representative of Zanatas-Ur, he came to help his distant cousin Dorgan run his shop and decided there was much chaos in the City. So he told his relative, who isn't all that thrilled with Argus's zeal, that he was staying to “put some order back in this town!” He is always stepping in to break up fights and put to right disputes with which he has no association, sometimes gaining thanks, more often offending those he tries to “save.”

Paulina Mottaski – Female Human Fighter 2, LN. Paulina at one point dreamed of becoming a master Chef in the City – till she learned she couldn't cook anything without nearly poisoning (figuratively) the customer. So she took to adventuring instead, and is always looking for a group to join. She is a good fighter, but the downside is she will always try to cook and handle food for the party.

Melek Blarne – Male Human Illusionist 4, NE. Melek enjoys fear. He thrives on others' emotional responses to danger, and so he presents himself as a willing adventurer (he hangs out in Travel Town for this purpose) and quality magic user, but enjoys using his Illusions to trick unsuspecting PC's into dangerous and fear-inducing situations.

Troy Thunderfal – Male Baku Rogue 2, NE. Troy is another user of beings – seeking to latch on to the needs of individuals he encounters, to then ingratiate himself to them, and when their not looking rob them blind. Troy especially hangs out at the Docks, seeking unsuspecting parties who are new to Jendar.

Velena Curosaw – Female Zarthani Assassin 4, CE. Velena is known as “The Black Widow,” because she enjoys seducing men in order to carry out her missions for Midnight Darkness, a group she belongs to but that she ignores if better money comes along – she is more interested in freelancing.

Krim the Mad Katter – Male Human Non-Classed, CN. To “Katter” is a Jendar slang reference to one who talks too much – and Krim, an aging man who claims to be a “Great Wizard” (but is nothing of the sort) walks the streets engaging people with his tales of woe and glory. Sometimes he picks a spot and just yells.

A Few Notable Groups & Organizations

“**Trevor's Ten**” – A group of Thieves known by the name of their leader, **Trevor Ukklo** (Level 12, CN). The group was founded by Trevor and nine other Rogues, but has grown to include about 25 additional Thieves. Trevor's Ten operate in the Mid-City district and the Commerce District. Their headquarters is probably located in the tangle of underground piping and cisterns located under this part of the city.

“**The Red Tigers**” – Founded by a Syak Rogue named **Jin Jamo** (Level 9, NE), the Tigers like to target shops, home collections and the like, and like to leave a calling card – a red swipe of paint across the brow of sleeping victims from who they've just robbed. Currently about 40 members call themselves “Red Tigers.”

The Jendar Robbers & Thieving Association – The closest organization to the old Thieves' Guild is this group of about 68 Rogues, led by the Halfling Master Thief **Roppo Lorose** (Level 14, CN). They target the streets as well as homes,



shops and businesses, and have an “understanding” with Heiram Davinos to pay a 30% kickback on items and money stolen from the Jendar Vaults. The group operates mainly in the Commerce District, the Dock Quarter, and the Eastern portions of the Mid-City and Lake Quarter.

There are at least 14-15 other Rogue groups operating in the city as well, some small, some evil who steal for the purpose of financing other illicit operations.

Other Organizations:

The Jendar Chess Association – The Archmage Olam Katharos, while traveling to other planes in the late 700’s, discovered this game and returned it to Jendar, establishing a “club” that played weekly in an upstairs parlor room of an inn in the Lake Quarter. Olam was the unchallenged champ for years, until a Baku boy named **Gary** walked in one day and beat him... then beat him again and again. Olam stormed from the club, never to return, crying “I wish I’d never discovered the damn game!” The club however continued without him, and its location has changed over the years, located now in a parlor of **The Lazy Dragon**.

The Dragon Hunters – Leadership of this group rotates as quickly as the overall membership. The group is devoted to seeking Dragons and attempting to kill them, no matter how old or powerful. The group is constantly seeking new members.

Adventure Hooks in Jendar

1. High Constable Mak has put out feelers looking for a group to explore the newly discovered tunnels under the lowest dungeon of the Citadel.
2. Adrieane Tomlan needs to discover who murdered one of her female courtesans.
3. Witnesses report seeing a strange ship off the Lake Quarter at night.
4. Sir William Brevaе wishes to recover an artifact he had stolen from his manor, of which the Militia has been little help in recovering.
5. Reports of some creature prowling the hills at night NW of the City, which the locals fear as two or three young boys have gone missing.
6. The rotted ruins of an old keep were recently discovered in the very edge of the nearby Dantredun Forest.

7. Recently there has been an upsurge of undead in the NE part of the cemetery, which traditionally in Jendar has remained inactive in this regard. The Temple of Miribar is seeking help to find out the source of this.

8. Shipments of a strange ore have been seen moving through the Barge Docks – with members of the “Bruisers” overseeing its loading and shipping in carts off towards the west.

9. Mekka the Sloth is offering a bounty on the collection of a large debt owed to him by a prominent member of the merchant’s community.

10. Creatures are rumored to multiply in the sewers below, and the Sewermen’s Guild is offering rewards to help clear their domains.

11. There has been a recent surge of students from the College of Letters jumping to their deaths from the Spire. The City has considered closing the tower to visitors, and seeks to find out why this trend is occurring.

12. Rumors have it that a Cult of Nurina is operating in the City and plans some form of destructive plague or disease.

The above are merely a few suggestions for adventure hooks in Jendar. They are to be used only as they might fit into a particular campaign, and are given here more as examples of how starting points are to be created.

The Northsider Tavern & Traveler’s Respite

The Northsider has become one of the most popular spots for adventurers passing through or staying in the City of Jendar.

Arranged in three wings in a U-shape, the Northsider is unlike most other Inns & Taverns in several respects. First, most adventurers do not sleep in separate rooms, but encamp indoors on one of the two main floors of the North wing. Secondly, the law of Jendar is suspended within the walls of these open-camping floors and in the Main Room which runs for over one hundred feet along the Front wing – The Northsider has its own rules and laws, which are enforced not by militia but by the adventurers and denizens of the Inn itself.





The layout of the Northsider is as follows:

The Front Wing – Two large stories, with the lower floor having high ceilings. Running the length of the wing on the first floor in the front is the Main Room, which is crowded from end to end when filled with smoke and noise seems so expansive that one end is usually lost in a haze from the other end. Three bars serve distinct beverages – one for Wines and distilled liquors, one for Ale and fermented beverages, and one for specialty drinks of different races. Behind the main room are the kitchens, pantries and the office of Tondos. Above the main room on this wing are Tondos's family quarters, plus a small library that Tondos will allow visitors to peruse (including some very rare histories and adventurers' journals), plus storerooms and Tondos's personal vault. Altercations and violations of the House rules (see below) are handled by the assembled adventurers, who mostly uphold and accept the traditions of the place (aided by the "Oldtimers," groups and people who for all intentional purposes "live" here).

The North Wing – Two enormous floors of wide open space. This is the main "inn," where adventurers share the hundreds of feet of floor, making their own encampments in a collective manner. There are small closets and cubicles provided at the very back for spell preparation, meditation and devotion that offer some privacy. As with the Main Room, "violators" of the House rules are dealt with in a communal way.

The South Wing – Two floors, the 1st of which contains baths and rented storage cubicles (although it is best to not use these for anything valuable). The second floor contains the private rooms that can be rented separately from the main Inn floors. The difference is certainly price – 10 g.p. per night per person for a private room versus 5 c.p. per night per person for the main floors. Rooms are excellent and well kept, and Demara is in charge of this wing. One room rents even higher – 100 g.p. a night per person. It is the room that the Fellowship of Five always stayed in, and Northsider lore says anyone staying here will have good luck on their next adventures (the veracity of which is hard to prove – those who come back certainly have some measure of luck, others don't return to report otherwise). These private rooms are the only area (along with his own floor & quarters) that Tondos offers guarantees of security for items – offering value replacement of anything stolen up to 50% of the value of anything lost here.

The Rules of the Northsider:

1. Visitors in the Main Room may conduct whatever business they choose here, for whatever reason. The Northsider takes no responsibility for conversations overheard. Altercations are dealt with in the following manner – any individual picking a fight with another individual **MUST** resolve that combat in the courtyard of the Inn. Oldtimers and the dozens of others, under the eye of Tondos or one of his sons, declares a "Challenge" and the mass of denizens escort the participants to the yard where they fight. Fights can end in death or by forfeiture, but the latter is at the discretion of the opposing combatant to accept. Bar brawls are prohibited. Thievery is prohibited (if caught). Use of magic is allowed for anything that will not disrupt other customers. Any violations of these will result in the assembled group collectively throwing offenders out on the street to be banished from the Northsider for good. Since there are always at least 2d4+1 Fighters of medium level, 2d4+1 Wizards of varying levels, plus several older and higher level Oldtimers, this has never been a problem. It is also the rule that to stay, any customer **MUST** join the collective application of House Justice to offenders.
2. Individuals and Groups encamping on the Main Floors of the North wing must use these floors only for encampment. NO fights, thefts or violations are allowed. The collective group on each floor is responsible for punishing the offenders, and the punishment is usually a pretty gruesome death. All individuals **MUST** join in the collective application of this House Justice or be considered "violators" themselves. The collective group is also responsible for cleaning up after any "application" of House Justice.
3. The Kitchens and personal floor of Tondos's family are off-limits to any customers – violators will be dealt with by House Justice the same as on the Main Floors of the Inn.
4. Prostitution is illegal.
5. Individuals or groups found violating the privacy of those renting private rooms in the South wing will be dealt with under House Justice as on the Main Floors.
6. No race shall be denied entry or stay at the Northsider.
7. Anyone displeased with the food offered in the Main Room has a money-back guarantee.
8. Use of the baths is for cleaning only. Those violating this rule will be expelled and banished from the Northsider for good.



9. Gambling is allowed in the Main Room, but altercations arising are handled as above.

Costs for food and beverages at the Northsider are standard for common food and spirits, with a 15% markup for specialty items.

The “Oldtimers” – Some well-known characters at the Northsider:

Staying here on a semi-permanent basis are several dozen adventurers and other people. A few are listed here: **The Strong Hand Adventuring Party** – A party that has made the upper Main Floor their base for adventuring in this area. The party includes **Galen Gramore** (Male Human Fighter 6, CG), **Rethy Allwise** (Human Halfling Rogue 7, CN), **Pieter Fellen** (Male Zarthani Cleric of Kimra 5, LN) and **Amarie the Bright** (Female Half-Elf Wizard 5, NG). The party has been making expeditions from here to the Dantredun, the Empty Steppes and to the Atamos Compact. There is a 20% chance at any time that the party will be here.

Revlen’s Rakers – A party that’s only interested in the money they can accumulate by adventuring in north central Ilshara. Led by **Revlen Redhammer** (Dark Dwarf Fighter 8, CE), the group also includes **Than Chally** (Male Zarthani Wizard 6, NE), **Creth Molone** (Male Human Assassin 5, NE), **Uhla Samo** (Female Menthaki Rogue 9, CN) and **Elisha Zoproth** (Female Cleric of Chalosz 5, CE). This group never makes trouble in the inn, mainly because they find “living” here is the best source of information they have found. They are dangerous outside the inn, however, and often look to exact revenge against those that may have slighted them while in the Northsider. There is a 30% chance of the group being here at any given time.

B’Thelon Crandell – Male Menthaki/Baku Ranger 13, NG. B’Thelon has “lived” in the Main Room of the lower North wing for years, calling it his “home away from home” (which he really considers to be the wilds). B’Thelon especially helps lead the Inn in House Justice. Tondos’s best friend.

Kella Hollum – Female Baku Wizard 12, N. Kella rents a private room at discounted rates due to her long association with Tondos. She is “retired” from adventuring, and now enjoys meeting and listening to others’ tales. She is almost always in the Main Room when she’s not sleeping. Kella also provides magical support for the application of House Justice, which is why she gets rent discounts.

Doth Gungren – Male Baku Barbarian 8, CN. The lumbering Doth comes from Senshar, and likes to run arm-wrestling competitions in the Northsider. Gregarious and outgoing, Doth is almost always around the Main Room.

Gorm – Male Gnome Non-Classed, LN. Gorm, a rotund Gnome who actually has a home elsewhere but is always here, sits at the Ale bar drinking. He seems to have no life other than to be at the Northsider, and his bar-tab could probably single-handedly keep Tondos’s establishment running.

Sir Mikel Colarth – Male Human Knight 11, NG. Sir Mikel retired from the Knights of Ilshara several years ago, and has rented a private room here as his “home.” He enjoys the food here so much that he has contributed a substantial part of his accumulated wealth (he sold his lands and holdings) to Tondos specifically to pay for the acquisition of the best produce and meats from around the lands. Usually is around the inn during the day, visits the City in the early evening, and returns for the late night revelry here.

Carlina Osgood – Female Elf Bard 9, CG. Carlina is the most popular attraction here, singing tales accumulated from 800 years of life and travels.

Thethilor Hardathen – Male Human Assassin 8, NE. A member of Midnight Darkness who lives in the Northsider, and assiduously follows all rules while here. He uses the arrangement of the Main Floors and the open atmosphere of the Main Room for two things – information, of course, but also to keep his stability and focus. Thethilor finds the “bustle,” the noise and the smells, calms him both before and after his “missions.”

Chung Silar – Male Syak Cleric of Remenith 7, CN. Silar acts as “referee” to the “Challenges” that occur in the Main Room. He also likes to deal in trinkets, and has a taste for magical rings – for which he often pays better rates than shops if adventurers bring them to him. He also gives “sermons” on the topic of how the world is meant for those who prove themselves through action.

The Old Man – Male Human Class, level & alignment unknown. Only referred to as “The Old Man,” this human who looks to be about 70 sleeps in the lower Main Room and spends his days reading in the Main Room (he has access to Tondos’s library and also makes excursions to the Jendar Library) and smoking his pipe non-stop. He seems to have been a regular for more years than anyone else, and incredibly displays amazing strength when joining in the enforcement of House Justice.



In addition to the above, Nina Dalloway from F2. is often found here, and Sheriff Printhoni Ron likes to drink here when he isn't on duty.



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