



arakush

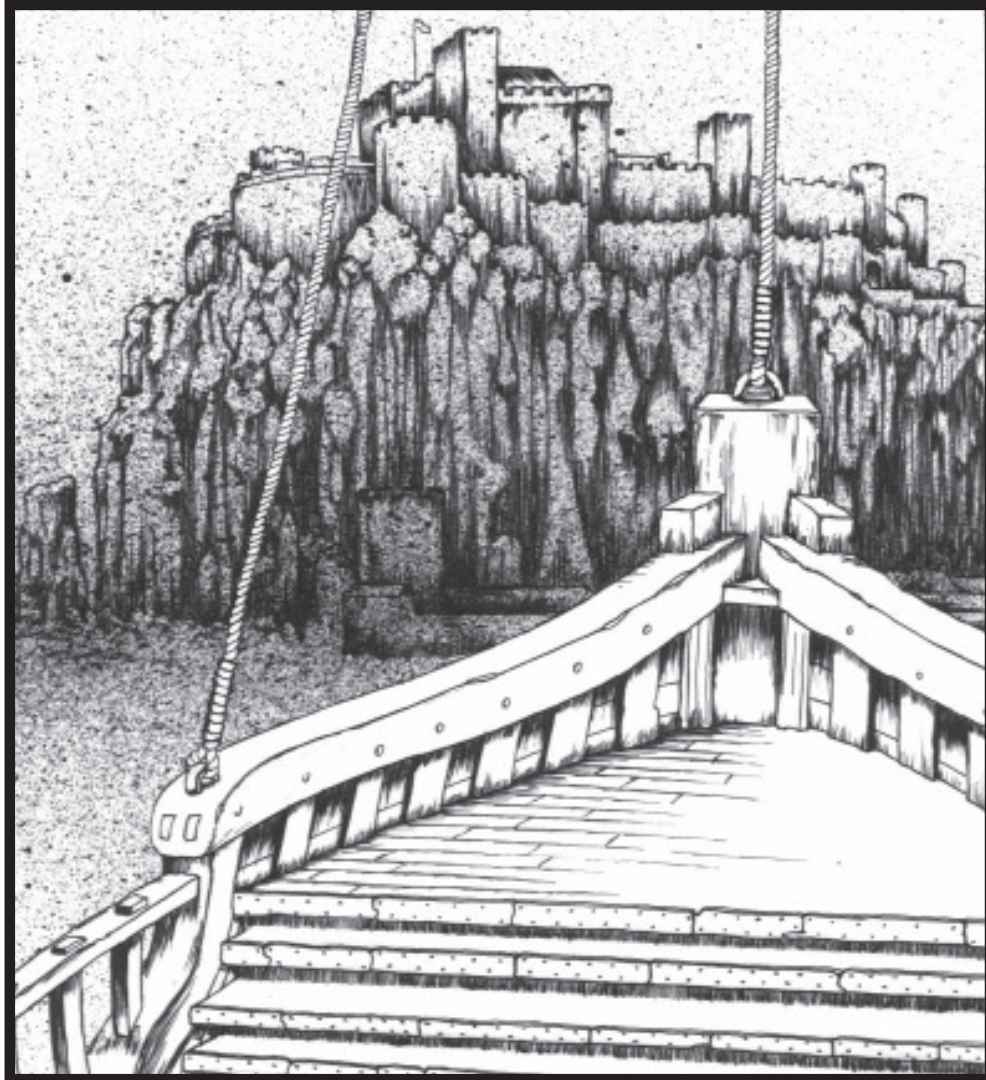


**DRAGON REACHES OF
MARAKUSH
BY STEPHEN A TURNER**

**Chivalry
and
Sorcery**

THE DRAGON REACHES OF MARAKUSH

A Fantasy Campaign Setting for Chivalry & Sorcery
by
Steve A Turner



Marakush Design Head:	Steve Turner
Editor:	Sue Turner
Proof Reading:	Marion Marson, Scott Hughes, Andrew Cowley and John Sermon
Cover Design:	Andrew Hepworth
Cartography:	Andrew Cowley (Colour) and Steve Turner (B&W)
Interior Artwork:	Andrew Hepworth and others
Creative Consultants:	John Brown, Darryl Impey, Colin Speirs and G W Thompson



FOREWARD

Marakush is just that sort of complete fantasy world I've always believed to be essential to a complete fantasy role playing campaign. The prospects for rewarding role play and exciting adventures in a wide variety of settings are all but unlimited. Most important in my view is that there is a richness in texture which enables any player to enter into his role and have his character acting naturally as a native of that world. The physical environment itself permits adventures in a wide range of different settings - forested lands, deserts, jungles, plains, on the high seas - whatever the Game Master and his players might wish to visit. **Marakush** has an overall history, and each region has its own story as well, so a player can begin to feel "at home" and role play like a native born member of the fantasy once the birthplace of his character is determined. This is further enhanced by the subtle modifications of the basic **C&S** social status system to reflect the unique qualities of the various cultures and nations of the world. The languages of the various regions and races are nicely developed, too - complete with several runic alphabets - and players need to decide which languages their characters would most advantageously learn. I could go on for some time in this vein, but in the final analysis, **Marakush** is a wonderfully detailed world that fully exploits the possibilities inherent in the **C&S** world creation systems, the kind of fantasy world my characters would dearly love to "live in" and explore in all its intricate and imaginatively original detail.

- Ed Simbalist

The **Dragon Reaches of Marakush** is in my opinion one of the best developed fantasy settings every published which is why I gave Britannia Game Designs Ltd a licence to produce supplements for **Chivalry & Sorcery** set in the world of **Marakush**. The great amount of effort, detail and love laboured into this project can clearly be seen by anyone who reads through the book. Everything is here, the lands, races, languages, and of course, the social status charts. Anyone - **Chivalry & Sorcery** fans or not - will find this campaign setting both original and enjoyable. Good Luck, and Happy Adventuring!

- G W Thompson

When I first met my husband, I quickly found out he was "into" role-playing, and I admit, until then I had never heard about the hobby. Since then I have become just slightly involved. OK, he has not quite got me playing yet but, there is still time! I help him to run a gaming convention, "*The Dudley Bug Ball*", here in the UK and for the past three years I have joined him at *European Gencon*. This year you can tell, it was a bit like a family outing when Michael, our son, came too - and him only six months old.

However, it was not until after we were actually married that he introduced me to **Marakush**. Over the last four years **Marakush** and I have become very, very good friends. I have watched it grow from a very large file of untyped, and dog-eared pages of basic ideas into what it has become today. I have learnt about its realms and religions, its peoples and places, and some of the adventures that have taken place in its history.

Now it is time to share it with you.

- Sue Turner, Editor

CONTENTS

INTRODUCTION	PAGE 1
THE WORLD OF MARAKUSH	PAGE 4
RACES	PAGE 6
RELIGION	PAGE 8
MAGIC	PAGE 18
LANGUAGES	PAGE 22
CURRENCY	PAGE 26
TIME	PAGE 28
GAZETTEER OF THE REALMS	PAGE 31
APPENDIX A - TIMELINE	PAGE 48
APPENDIX B - SOCIAL BACKGROUND TABLES	PAGE 51
APPENDIX C - NEW CREATURES	PAGE 58
APPENDIX D - INTRODUCTION ADVENTURE	PAGE 60
APPENDIX E - TECHNOLOGY LEVELS	PAGE 61
INDEX	PAGE 62

FIGURES

FRONT COVER:	KARONUS STOMING THE GATE OF MOR BALTUS	
FRONTPIECE:	APPROACHING CADANBYRIG	
1.1	POLITICAL MAP	PAGE 3
2.1	MAP OF MARAKUSH	PAGE 5
4.1	BELERYN, MOTHER OF THE GODS	PAGE 9
5.1	WIZARDS TATOOS	PAGE 20
5.2	JASMEJAR, ELEMENTAL LORD OF FIRE	PAGE 21
6.1	TADARN RUNES	PAGE 23
6.2	BETHRIN SCRIPT	PAGE 24
6.3	LANGUAGE FAMILY TREE	PAGE 25
9.1	SHUGALOTH, MISTRESS OF DARKEN	PAGE 32
9.2	EMPEROR ALMERE OF THE DRAGON ISLE	PAGE 33
9.3	MEMBER OF URTISH ROYAL WAR BAND	PAGE 45

DEDICATED TO:

S, M AND "THE BOSS"

AND TO ALL THE INHABITANTS OF MARAKUSH
PAST, PRESENT AND FUTURE, (ESPECIALLY MEMBERS OF
THE BLACK COUNTRY ROLE-PLAYING SOCIETY)

Interior illustrations on pages 9,21,32,33,45,58,59 and frontpiece remain the copyright of Andrew Hepworth.

Marakush remains the copyright of Stephen A Turner, copyright 1998 with permission given to Britannia Game Designs Ltd to publish this work as a supplement for Chivalry & Sorcery™

The Author asserts the moral right to be identified as the author of this work.

Chivalry & Sorcery is a registered trademark of britannia Game Designs Ltd
All rights reserved under US Law and International and Pan-American copyright conventions.

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, electronic or otherwise, without the prior permission of the publishers, except for the purpose of review.

Printed in Great Britain by The Lion Press (1931) Limited.



INTRODUCTION

So, you've finally made it up on deck, now look, the voyage hasn't been that rough, just a little breezy. Anyway, now that you've surfaced you're just in time to see the Citadel of King Karonus, look there, on the top of the Falcon Heights, isn't it magnificent?. We will soon be docking at the wharfs of Cadanbyrig, the capital city at the foot of the citadel. Once we've landed I can take you as far as the main gates if you want a better view.

You seem to have got a little more colour back into your cheeks, and you certainly look much better than last night when you were called away by nature. If you remember I was recalling my travels to you, the travels of Ralersin, Lorekeeper to his majesty King Dalvanar XXVI of the Elven realm of Tatharyn.

If you think back, I had told you of my escapades in the frozen north, where dwell the Ice Giants, Trolls and other terrible creatures. Whilst there I happened across a strange creature, half-ape and half bear. Imagine my surprise when it spoke to me, albeit in guttural tones, it introduced itself as Gurand, an elder of the Boralli. We spent many a cold night in his ice cave swapping stories, I often wonder whether he's still alive you know, if you ever get the chance try to look him up.



Anyway on with the rest of my tale, travelling south from the arctic north I stumbled into the land of the reavers, semi-civilised barbarians, they are however, some of the best sailors I have ever seen. If you do happen to travel a lot by sea, watch out for their ships, great vessels with prows carved in the image of mythical beasts, with a single huge square sail. Try to flee if you see one for they give no mercy and expect none.

Beyond this land you reach the fringes of the mighty Taraj Empire. I spent a year, or so, learning about this great nation. Its inhabitants are totally corrupt with no morals at all, or at least those I met were. The main entertainment they have is the arena, great circular buildings in which they put on displays of combat and other forms of entertainment for the populace.

I managed to get employed on an expedition for animals for use in the combats. The group I was adventuring with were interested in capturing a Gosut Lion. Now, I had never heard of this animal before, but I had seen a lion so thought I knew what to expect. How wrong I was, the beast was as large as a small horse with fangs the size of swords, it killed three of our party before we could subdue it.

Ah, I see we are nearly about to dock, look I'll carry on with the tales of my travels later, but before we land you must know something of our history.

My people are the Tylwyth Teg, you call us Elves in your tongue, we were awaked from our slumber some twenty thousand years ago. For five thousand years we enjoyed the fruits of the land, alone, until we came across the Dwarven race. As we had made our homes in the forest, so they made theirs in the mountains. We traded goods with one another and enjoyed a great friendship. Then we discovered man; at first he was insignificant, then we realised that he only lived a short time but grew in numbers faster than we.

Until then, we had not even considered that we seemed immortal since the only members of our race that had perished had died from accidents. A small number had decided that life had no more interest and had returned to the eternal slumber. It was at this time that Galeton, one of the Gods, appeared to us and began to teach us many things. Writing was created by Bethrin and my race began to record the lore of what we now called the Dragon Reaches.

During the years that followed we watched the first humans create an empire on what they called the Dragon Isle. Their empire spread across all of the Reaches, and they began to cut down the great forest to create farmland. It was then that my race first offered the hand of friendship to mankind. Both our races grew in knowledge and this was a golden age that lasted for two thousand years. Then came the first age of war, when a new race appeared.



Out of the dark of the mountains came a new race, calling themselves Goblins, they came in droves from the depths. They raided the human settlements and burnt the forest homes of the Tylwyth Hen (the name of our people before the sundering). The Goblins attacked in a multitude that could not be stopped, until the Human Emperor raised his Dragon Knights. These Knights flew great Dragon Steeds which flung back the Goblin assaults. However, the war was bitter and lasted 182 years before the Goblins were finally pushed back underground. The land was devastated and although many of the settlements were rebuilt, the Dragon Isle's control over the mainland colonies was weakened. It was at this time some of the western lands broke away from the Drago Empire without any retribution, to try to build new lives for themselves.

The peace lasted for 581 years before the second Goblin war broke out. This time they were accompanied by larger humanoids, called Orcs. The fighting was more entrenched, and drawn out. After 590 years the remnants of the Goblin forces were driven back underground and were about to be pursued when disaster struck the Dragon Isle. Great earthquakes rocked the island destroying the western quarter of the capital and killing the Emperor.

A new Emperor came to the throne, Tiam, first Emperor of the Second Drago Dynasty. He promptly recalled all the military might of the Empire and abandoned the mainland in order to try to rebuild what was left of the devastated isle and adopted an isolationist policy. He blamed the wizards for the current misfortunes and began to persecute practitioners of the arcane arts. To escape this, many of the wizards left the isle to find new homes on the mainland and try to rebuild the Arcane Library which had been lost in the devastating earthquakes.

It was some three and a half thousand years before the re-emergence of the Goblins. They began to build small settlements in Maurveld, the Eastern Forest, all that remained of the great forest that once covered this region.

For twelve hundred years after this re-emergence, the Tylwyth Hen waged a sporadic war alone on the Goblins, who finally in desperation called upon their God. Three avatars of Bulackas appeared south of what is now the Dusts of Shalaktoor. They called upon all of Marakush to submit to them. However, the races joined as one and responded with a resounding no, but the response was swift and the avatars laid waste to the kingdoms of Maincia, Partean and Tylonia (once all part of the empire of the Dragon Isle). The kingdoms were turned into a wasteland, and if you ever travel there, you can sometimes come across an ancient relic or two.

The combined forces of the races knew of no way to tackle these avatars until a group of adventurers were led, by some strange calling, to join together in defiance of them. They were led by Halderane, the head of the Wizard's Isle. The

group trapped the avatars in the Fortress of Gramsh, a Goblin stronghold. Halderane then disappeared whilst casting a spell which transported the fortress, the avatars and himself into another dimension, so ending this period of terror.

Some fifteen hundred years ago, shortly after I was born, nomadic humans entered the heart of the realms and began to herd cattle. It was about one hundred fifty years after this, civil war broke out on the Dragon Isle, resulting in fights between dragons and their riders. Many dragons were set loose from the isle carrying destruction wherever they went. One of them called Shugaloth, settled in what is now Darken, and began to create a realm of her own. She is still there today, and continues to rule with a iron claw.

Then a thousand years ago came the Dark Ages of the Tylwyth Hen. A number of our kindred became enamoured of the plans of the Goblins for domination of the Reaches. Believing themselves superior, and despite all that had gone before, they allied themselves to the Goblins. We tried to dissuade them from this course of action, but to no avail. Many of the kindred joined with them and the sundering began. Fighting broke out, blood was shed and there was no reconciliation. We renamed ourselves the Tylwyth Teg whilst they called themselves the Tylwyth Du. A third, smaller group who remained neutral withdrew to the Carlegg Mountains and stayed friends with the Dwarves. They called themselves the Tylwyth Myndd and called upon the Dwarves to act as emissaries to negotiate a peace. To our dishonour we simply ignored them, but the Tylwyth Du resorted to slaying the Dwarven emissaries.

To this day the Dwarves still do not fully trust us, although they remain friendly towards the Tylwyth Myndd, and they emphatically hate the Tylwyth Du.

Unfortunately the war went against us, and our numbers dwindled whilst our opponents grew in strength. The last of our numbers fled westwards towards the Carlegg Mountains, a small group stopped near what is now Militas (a stronghold of the Church of Urto's fighting orders, on the marches between Urtind and Darken) and occupied the remains of, what was once, a beautiful Tylwyth city. The rest of us found refuge in what is now Tatharyn. Over the next two hundred years we consolidated our home whilst our sundered kindred grew in numbers and spread throughout Maurveld. We watched as the nomadic humans around us coalesced into a nation and we saw the birth of the first Urtish Empire.

Their first ruler, Bara Ursine built an empire which surrounded us, that stretched as far as the Maurveld Forest to the east and to the Ruby Mountains in the south. I was requested to arrange a meeting between him and our King, for I had been appointed the Lorekeeper to his Majesty at this time. The meeting was successful and we were to be a kingdom within a kingdom, under the protection of Urtind.



Since then our survival has gone hand in hand with Urtind, and despite the continual uprisings caused by the Cult of Canus, we still remain. The Urtish Empire has long gone due to civil wars, but Urtind remains, still a large but sparsely populated realm especially since the plague which traversed the land. Its King now is Karonus Ursine, who is a direct descendent of Bara Ursine and regarded as the saviour of Urtind. Having met both, he is the epitome of his distant ancestor. Karonus was crowned King eighteen years ago in 595 AU and his first action was to defeat the Southern Baronies who were waging war on his borders. He has proved himself a great leader and has enjoyed a peaceful reign for the last twelve years.

But look, we are almost docked and I fear I must alight quickly. Can you see on the quayside the group of mailed warriors wearing white surcoats bearing a bear and blue rose. They are the King's men and I believe I am summoned. I must not keep him waiting, he can be somewhat short tempered, but if you wish to hear more of my tales you may find me at the Shield and Spear, a good inn, that has some of the best Taraj Red in the city.

“Well until we meet again, Strong Arm, Sharp Blade.”

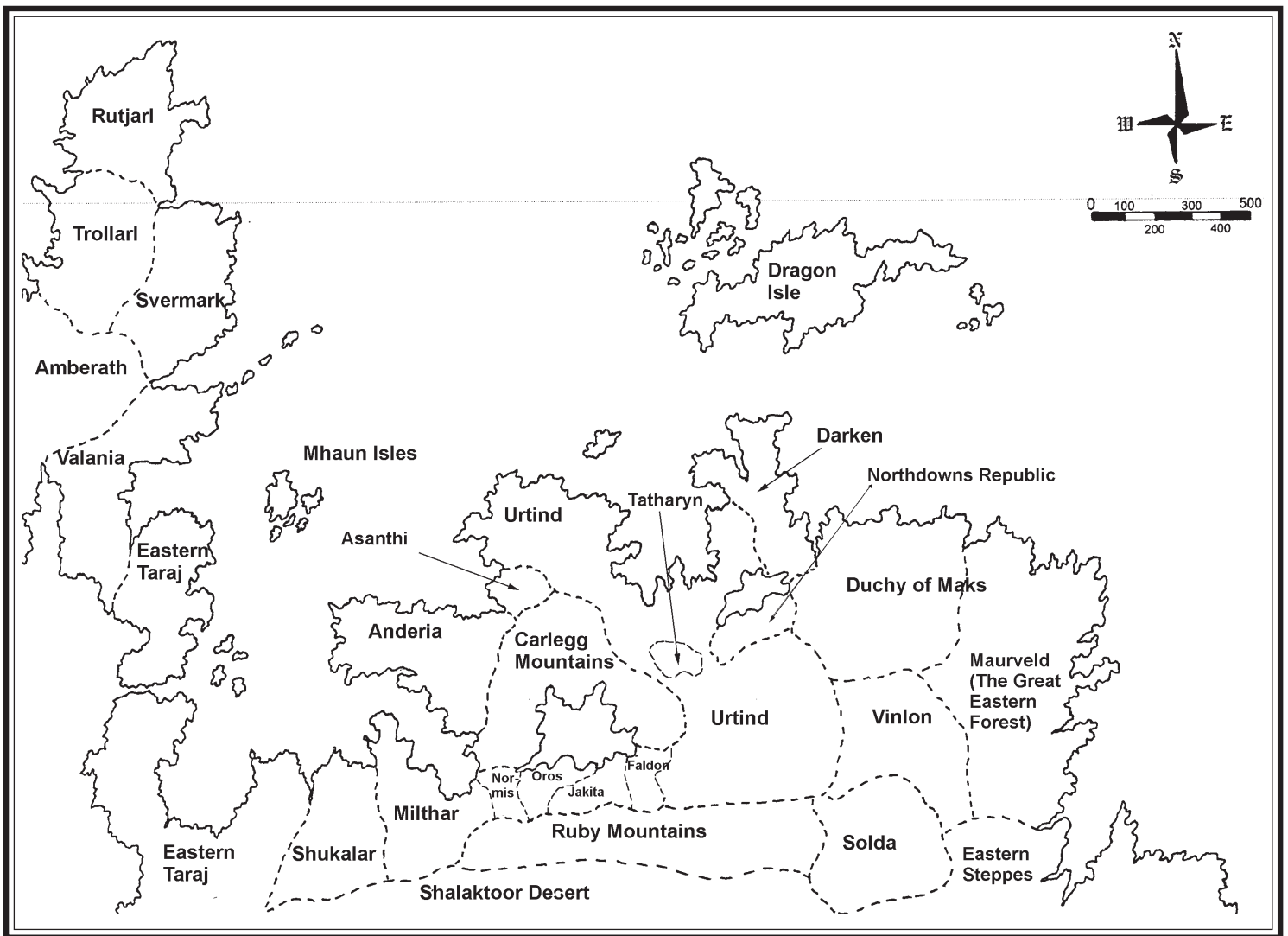


FIG 1.1 POLITICAL MAP OF THE DRAGON REACHES AS AT THE YEAR 614 AU



THE WORLD OF MARAKUSH

Marakush is the name given to the world we now find ourselves exploring, and also to its only known continent. The scholars have calculated that the length of the four seasons (Summer Solstice to Summer Solstice), or a year, lasts 542 days, with each day being 24 hours long. The world has one moon and four small moonlets, Hyandis and his Hounds (see *Religion qv*), that revolve around the world every 12 hours. The moon goes through a number of phases, each of which takes roughly 30 days, so leading to a lunar monthly cycle. The moonlets also follow a similar pattern and this coincides with the seasons of the planet. The pull of the moon and moonlets cause two tides to occur each day with a larger tide that floods the shoreline at the summer and winter solstices.

The continent of Marakush measures roughly 7,500 miles from east to west and 5,500 miles from north to south. Its approximate area is 31 million square miles so it is larger than Euroasia in size. About a quarter of the land mass falls to the south of the equator, whilst its northern most points reach into the Arctic Ocean. As a result, it is possible to find every conceivable climate on the continent. You can travel through the dense rainforests of Sholambar or sail around the frozen fjords of the north, spend days traversing the dry, dusty sands of Shalaktoor or sail the great lakes in the west, which lie in the shadow of the firey western volcanoes and their great trembling valleys.

In the heart of the continent is the great Inner Sea which divides Marakush in half (and, by a strange co-incidence, also divides the Taraj Empire). To the north west of the Inner Sea lie the great grassland plains, which are pockmarked with forests of pine, maple, fir, oak and many other deciduous trees. Many rivers flow through these forests and cross the wide grassy plains as they meander from the Balentine Mountains, westwards to the sea. As you travel further south and approach the equator, the grasslands turn into dry prairies.

Passing through the prairies, you then reach the jungles of Gosuthar which border the great western lakes. The shores of these lakes are often hidden by great flocks of flamingo, heron and other wetland birds. These jungles also form the hunting grounds of the Gosut Lion (*qv*), a solitary big cat covered in tawny fur with stripes of dark brown on its hind quarters and black fleck-like spots on its forequarters. It is as large as a tiger with fangs some five inches long. It is a favourite of the arena combats in the Taraj Empire.

To the south of the lakes lie the Zar Mountains, towering peaks with extremely fertile valleys. It is these valleys which provide the home of the Zar city-states, great citadels built in

terraces amongst the mountain crags. These city-states are often at war with one another and their inhabitants have become experts at siege warfare.

Travelling onwards, you eventually reach the south west peninsular where you enter the domain of the Firelords, huge towering giants who command the very element of fire itself. They live amongst the volcanic mountain range that covers this region and hunt along the ashen slopes for any beasts (or men) that make the mistake of entering their realm.

Towards the east, across the sea from this volcanic region, lies the Wizard's Isle. There are a number of small peaks on the western half of the island and these form the boundary with its densely forested easternside. The peaks are the home of the hermit-like wizards who reside on the isle, spending their time in isolation and expanding the boundaries of their arts.

Travelling north east, back towards the mainland, we come to the great Ramanda estuary. The Ramanda River cascades in great waterfalls from the Sholambar Mountains at the southern end of the Inner Sea, down into this wide, vast estuary. Along the western banks of this estuary can be found the Empire of the Sun which was founded by refugees from the Empire of the Moon. On the eastern banks can be found the jungles of Chaval, which lie at the foot of the Thanang Mountains and beyond this range stand the great cities of the Empire of the Moon. Their great towering temples encased in sheets of silver, dotted amongst the many fields criss-crossed by irrigation canals.





Travelling northwards once more, onto the westernside of the Inner Sea, we reach the huge damp rainforest jungles of Sholambar. The rainforest provides the home of an abundant number of creatures but it is also the home of many tribes of nomadic humanoids. To the west of Sholambar lie the Wildlands, great savannahs that are surrounded by the mountains of Zar to the south, the Great Lakes to the west and the Western Taraj Empire to the north.

To the south of the Wastelands are the ranges of the Poldar Mountains and Baranch Forest, which have not yet felt the footsteps of man. Still journeying eastwards, away from this region, lies the Serpent's Isle, an island with mountains in its north and south and a rich verdant forest at its heart. To the north of the Serpent's Isle, back on the mainland of Marakush, we reach the Eastern Steppes and begin to enter the region known as the Dragon Reaches.

Sailing across the Inner Sea to the east we reach the jungles of Salik, although immense and covering many thousands of square miles, they remain a shadow of their former self. To the east of these jungles lies a great desolate region of rolling hills, known simply as the Wastelands, where nothing seems to live. It has been many centuries since the jungles of Salik covered this region but life is slowly returning.

So turn the page and begin your exploration of a world diverse and dangerous, but with a warm and generous welcome for those who dare to visit ...

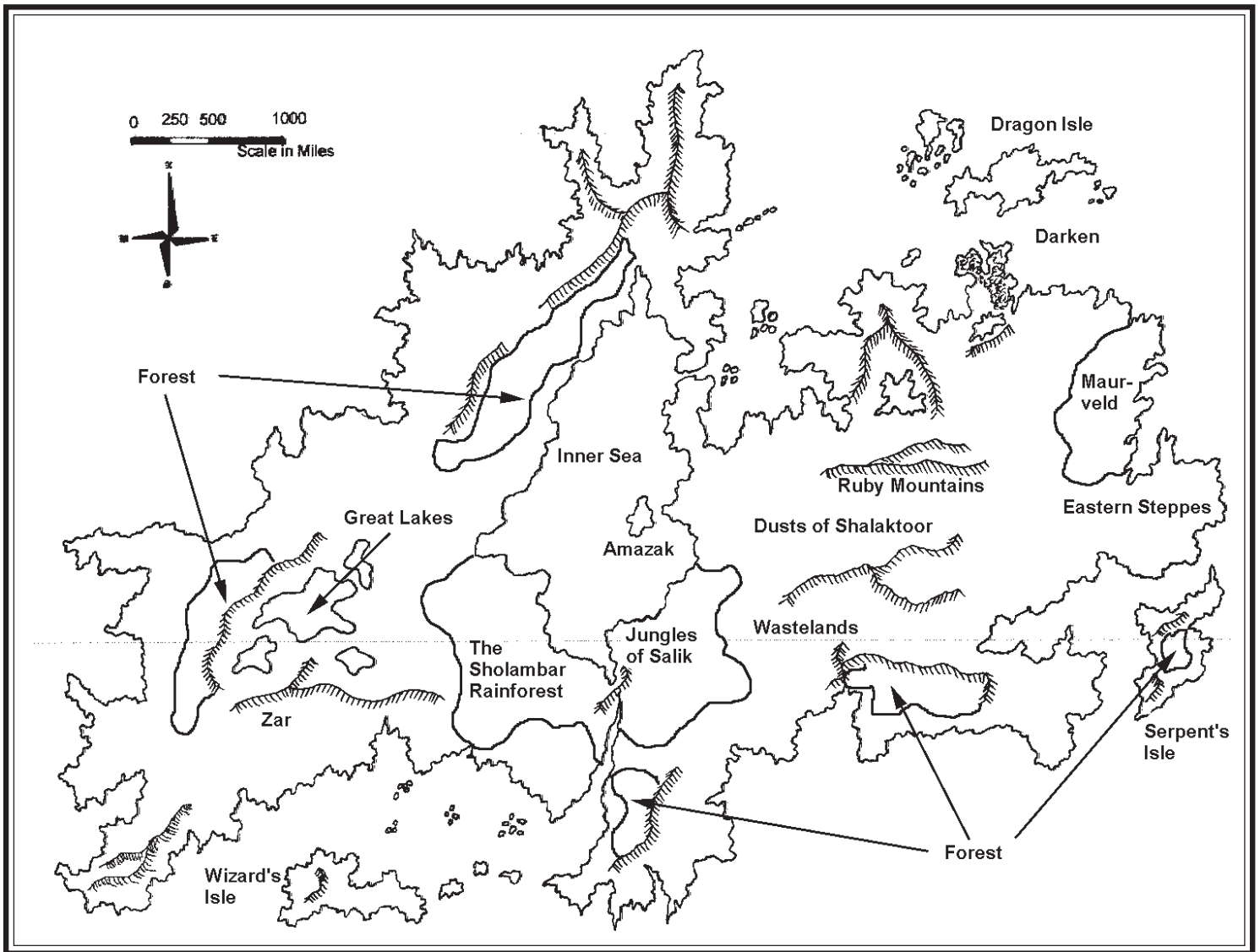


FIG 2.1 THE CONTINENT OF MARAKUSH



RACES OF THE DRAGON REACHES

Within the Dragon Reaches there are four basic races that are available to players. These are Humans (by far the predominant race), Elves (the Tylwyth Hen), Dwarves and the Haelfin.

For the purposes of this Guidebook, any Human character should be identical to that portrayed in the basic rulebook. Likewise the Dwarves of the Dragon Reaches are also like those anywhere in the multiverse, short and taciturn. These too should be regarded as the typical Dwarf portrayed in the basic rulebook. Any differences such as variations in height, weight and skin colouration etc. will be detailed in the Kingdom Guidebooks.

ELVES (OR THE TYLWYTH HEN)

The Tylwyth Hen are currently divided into three main branches, the Tylwyth Teg, Tylwyth Du and the Tylwyth Myndd. Many centuries ago there grew a disagreement amongst the nobility and rulers of the Tywyth Hen, the Great Elves, over the way they should treat the other races. Some of them wished to show their might and rule over the younger races whilst others simply wished to live in peace with them and teach and share their knowledge.

With the rise of the Dragon Isle their disagreements grew many and they finally spilled over into civil war. However, there were still many of the Tylwyth Hen who wished to keep the Kindred of Elves together and they advocated peace. This group of Elves made overtures of peace to the warring parties, but sadly, they only met with refusal from both sides. Deciding to wait and try again at a later time, they withdrew to the Carlegg Mountains. Here they befriended Dwarves who built for them a new home and they became known as the Tylwyth Myndd. They then tried to enlist the Dwarves to help them in getting the other Kindred to make peace, the Dwarves agreed and sent envoys to the Tylwyth Du and Tylwyth Teg. But the envoys and their overtures of peace were rejected. The Tylwyth Du even slew the envoys sent to them. This caused great enmity between the Dwarves and the Tylwyth Du, who they now treat with utter hatred. Whilst they still regard the Tylwyth Teg with some suspicion, there is at least an uneasy peace.

As the nobility mustered their forces, the commoners (the Lesser Elves) chose the side on which they would fight. Thus began the Great Sundering of the Elves.

The Tylwyth Du were victorious over their brothers who were driven out of the Eastern Forest. The Tylwyth Teg were only saved when the nation of Urtind, which was growing in stature, gave them a protected home in the Willow Woods which they renamed Tatharyn.

The Tylwyth Hen are now divided into three sub-races.

TYLWYTH TEG

The Tylwyth Teg are the standard Elf as depicted in the rulebook. They reside in Tatharyn (*qv*) under the protection of the Kingdom of Urtind. There are also a few small settlements in the Reaches but these number no more than a couple of hundred. There is still a great enmity between the Teg and the Tylwyth Du and without the protection of Urtind, their situation would be extremely precarious.

TYLWYTH DU

The Tylwyth Du are the dark cousins of the Tylwyth Teg whom they now outnumber almost one hundred to one. They tend to live in either tree settlements or nomadic groups, which travel amongst the dark forests in the east. They do wander the rest of the Reaches but normally at night since they have a hatred of man - this is mutual. The main difference, apart from their character, is that both the Common Elves and the Greater Elves of the Tylwyth Du tend to be shorter than the Tylwyth Teg by 1d6 inches.

A Tylwyth Du's maximum attribute is 19 with the exception of Agility, which can reach a maximum of 25. The minimum attribute requirements to have a Tylwyth Du as a character are Strength 12+, Agility 15+, Constitution 14+, a Bardic Voice of 8 maximum, an Appearance of 12 maximum (due to their swarthy looks). Owing to their disregard for most religious practices the maximum Piety they can attain is 10. The Noble and Common Tylwyth Du have identical background skills as their cousins the Tylwyth Teg, but they also start play with basic knowledge in Intimidation and Demon Lore both learnt at DF -1.

Note: Should a player wish to use a Tylwyth Du character it should only be with the agreement of the Gamesmaster.

TYLWYTH MYNDD

The Tylwyth Myndd are a branch of the Tylwyth Hen that fled to the mountain tops during the Sundering, where they befriended a race of Giant Eagles. They originally stemmed from the group of Elves who tried to act as peacemakers during the Sundering.



Both the Common Elves and the Great Elves of the Tylwyth Myndd tend to be taller than the Tylwyth Teg by 1d3 inches.

A Tylwyth Myndd's maximum attribute is 21 with the exception of Agility, which can reach 25. The minimum attribute requirements to have a Tylwyth Myndd as a character are Strength 11+, Agility 15+, Constitution 14+ and a Discipline of 12-15 due to the dangers of living in such a dangerous environment (the need to concentrate on climbing the rock-faces). Owing to their fervent worship of the nature deities their Piety can reach 16. They also start play with the same skills as the Tylwyth Teg but also have basic knowledge in Climbing at DF -2, Animal Training: Exotic Animals and Animal Riding: Exotic Animals at DF -1.

HAEFLIN

The final race allowed to players is that of the Haefflin, small humanoid creatures similar in height to the Dwarves but much slimmer in build. Use the Dwarven height tables in the basic rulebook, but when calculating their build, roll 1d10 for male Haefflin or 1d10-2 for female Haefflin.

They are a small, hairy race who are both extremely brave and fiercely democratic. They will defend the individual rights of anyone they meet. The maximum attribute allowed a Haefflin is 17 with the following exceptions - Agility which can reach 23, Piety which has no limit and Bardic Voice which can reach 22. The minimum requirements for a Haefflin are Agility 12+, Bardic Voice 14+, and a maximum Discipline of 14. The Haefflin of Marakush begin play with basic knowledge in Blending into Surroundings, Dodge at DF -1, Alertness - Sight (with a bonus of +5%), Brewing at DF -1 and either Forester's Stealth or Stealth of Thieves.

Other than the information above, the Haefflin are identical to those described in the Creatures Bestiary.

Note: The above alterations are attributable only to the Haefflin who reside on Marakush.

POINTS BASED METHOD

Tylwyth Du and Tylwyth Myndd both purchase their attributes at a cost of 1 point per attribute until 14, except Agility which can be purchased at 1 point per attribute point to 20 and then 2 points per Attribute point beyond that.

Haefflin purchase their attributes at the same rate as a Human.

BALANKORI

Although not available as a player character race, the Balankori deserve some mention under this section.

The Balankori are an ancient race which some mystics have said are older than Elvenkind. They now dwell within the deepest caverns of the Carlegg Mountains and prefer to keep themselves hidden from mankind and the other races which inhabit Marakush.

They are an intelligent race who pursue many magical paths, but due to their appearance, mankind has labelled them as maleficent beings and have over the centuries, persecuted them driving them from the surface to their current home. The average male is approx 6' 8" tall and weighs 250 lbs, he is proficient with any hand-held weapons and knows Arcane and Earth magic. The average female is approx 7' tall and weighs around 300 lbs, she will also be proficient with hand-held weapons and knows Arcane, Earth and Fire magic.

Over the years, they have befriended and traded with the Dwarves, who see them as allies in any fights against the Goblins and Orcs. However, the Balankori have, even in times of war, remained neutral.



FIG: 3.1 A MALE BALANKORI



RELIGION IN THE DRAGON REACHES

THE CREATION

The following extract is taken from the "Book of Alba", the oldest religious text still in existence.

"In the beginning was Chaos, who ruled over the immense dark expanse of space. Then amongst this great blank space, a part of Chaos wanted more and created Light. Light rebelled against Chaos and created Time to bring order to the universe and casting itself into myriad parts amongst the heavens, so creating the stars. From this explosion of light gods were formed, two of these gods were Beleryn and Hyandis. Beleryn in the form of a young maiden sped to one of the fledgling worlds and was chased by Hyandis. On this fledgling world these gods of light joined and from their union were born the twins, Camalorn and Galeton. Upon this world, Beleryn settled and became its guardian with Hyandis forever watchful above her. Camalorn brings forth from the earth the first men and leads them to settle on the Dragon Isle. Galeton decides to settle amongst the forests where the Tylwyth Hen are already awake and he begins to teach them."

"Chaos, in anger at seeing the order it had inadvertently created, spread itself amongst the heavens to bring chaos back to the universe. Part of Chaos assumed the form of Hyandis and joined with Beleryn. As Beleryn suddenly realised the masquerade, she screamed for justice where upon the true Hyandis raced to her aid. Chaos fled and in a howl of anger, the hounds of Hyandis sprang from the God's mouth and gave chase. However, from this subterfuge, Beleryn gave birth to twin daughters, mirror images of her true first-born sons, they were named Canus and Skilet. Being a true mother, she raised them as if they were Hyandis's, however, Chaos had made its mark upon them, no matter what Beleryn tried to do."

"Through her union with the world, Beleryn produced Antilus and Borend. Although twins Antilus bore the strength of the two and Borend, for all his shortness in stature was by far the most creative."

"Through her unions with Hyandis, she gave birth to the fiery tempered triplets, Celatan, Indath and Keeran. These sons were forever arguing and on one occasion Indath and Keeran fought to the point where Indath stuck Keeran upon the head. From his wound sprung his daughter, Childorn. Hyandis upon seeing this wound removed one of his teeth, threw it upon the world and from his tooth grew his daughter, Faern, who immediately healed Keeran's wound."



"It was then that Skilet came upon Antilus and seduced him, and from the union was born Romulda, a girl dark in complexion but fair in heart."

"Borend, having seen his elder brothers, Camalorn and Galeton, adopt races, saw what he thought to be faces in the stones he was carving and from these stones he created the Dwarven race. From the first of the Dwarves, Borend took a Dwarven wife. Sadly she died giving birth to Tularan, who bore her mother's love of the night and of darkness, but her father's wisdom."

"From other unions of the Gods with the lesser races were born the minor gods, Lysenda, Mabet, Namore and Negerin."

"It was then that the first eclipse of the sun took place when Hyandis and his hounds interposed themselves between the sun and the world Beleryn had named Marakush. As Hyandis began to leave the conjunction there was burst of light as the sun reappeared and out of this burst of light flew a great winged creature. This creature was the god Dooret, and as he journeyed towards Marakush, he joined with Romulda and from their union sprang Rayneth, who had some of the nature of Skilet, his grandmother, about him."

"Chaos brought forth a power to combat these new Gods called Bulackas, who then joined in battle against the children of Beleryn. During the battle, Dooret using his mastery over magic and time, created a gate to another plane and the other Gods cast Bulackas into this other realm where he is forever trapped but still able to send out creatures of his creation. At the same time Dooret created Endorina, which became the home of Beleryn and her children and is forever known as 'The home of the Gods'."



DEITIES OF THE DRAGON REACHES

Deity: ANTILUS

Attitude: Law-abiding and mostly benevolent

Portfolio: Guardianship and strength

Totem: Bear

Symbol: A bear's paw holding a salmon

Appearance:

Antilus appears to his worshippers in one of two forms, one being the image of a burly human man, 6' 6" tall and stockily built and the other that of a huge grizzly bear. When in human form he always sports a full beard of matted black hair with piercing steely grey eyes peering out from underneath slightly protruding black eyebrows. He tends to wear a simple tunic of grey wool, undecorated except for a silver brooch in the shape of a leaping salmon on the left shoulder.

Worshippers:

Antilus is worshipped throughout the Dragon Reaches and even into the Taraj Empire itself, where he is regarded as one of the Ten. He is revered by the Church of Urto as one of the Children of the Holy Mother, where he is charged with guarding the gateway to her palace. The Order of the Bear regards Antilus as their own personal Holy figurehead and as a result, even though they are part of the Church of Urto, they also worship Antilus in his own right. The worship of Antilus by individual groups usually takes place by fast flowing streams or in the entrance chamber of a cave. Worshippers are expected to donate fish to Antilus (or something of equal value) at each ceremony.

Deity: BELERYN

Attitude: Law-abiding, merciful and benevolent

Portfolio: Birth, children, justice, marriage, nature and rulership

Totem: Phoenix

Symbol: A child holding a sceptre and scales

Appearance:

If Beleryn deigns to reveal herself to a worshipper, she will normally appear as a beautiful mature woman, over 6' tall and muscular in build. Her hair is fiery red, which seems to glow with sunlight, and reaches to her waist. She tends to appear barefoot, wearing a floor length green robe which is tied at the waist with a girdle of flowers. In her left hand she carries the "Scales of Justice" and in her right hand, the "Sceptre of Rulership". Those who have been blessed by a vision of Beleryn, have never been able to fully describe her beauty which somehow mirrors nature and harmony itself.



FIG 6.1 - BELERYN, MOTHER OF THE GODS

Worshippers:

Beleryn is recognised across the Reaches as the Mother of the Gods. In the Taraj Empire she is worshipped as the Queen of the Ten, all-powerful and conquering. The Church of Urto was founded on the basis that Beleryn is the All-powerful Goddess, with all other divine powers simply being her servants and vassals. Beleryn has her own cult, which worships her in woodland groves and which makes offerings of food and wine in return for her granting fertility to the land. These cults tend to be Druidic in nature and are tolerated by the Church of Urto who in turn, simply regard them as misguided and lost members of the Church. The members of her Cult are quite open in their worship of Beleryn, and can be identified by the bracelet which they wear. This bracelet is either made of twisted corn or twisted gold wire depending on their status within the cult. Her Druidic priests always wear a torc of twisted gold wire which has a crown engraved on the one end and a set of scales engraved on the other.



Deity: **BOREND**
Attitude: Benevolent
Portfolio: Crafts, metalwork and prosperity
Totem: Mole
Symbol: A hammer with its handle embedded in a nugget of gold

Appearance:

Borend often appears as a small human man, hunched over from many years bent over his work. However, if he is angered, he quickly straightens his back and becomes over 12' tall. He always wears a worn leather apron and carries a large hammer in his right hand. With this hammer he is able to fashion any metal object he desires, simply by imagining it.

Worshippers:

Although Borend is recognised by the Church of Urto, which holds a religious day for him, most of his direct worshippers are craftsmen of metal, such as blacksmiths, armourers and weaponcrafters. He is also worshipped by the Dwarves, who regard themselves as his chosen people. Indeed his Druidic priests are all skilled at the art of metalwork. Worship either takes place at forges or in caves where silent prayer takes place while the priest forges an item in honour of their God, from iron donated by one of the worshippers. It is considered a great honour if asked to donate iron to be used in such a way. The item forged during the service is regarded as a blessed item and is used to form a Least Item of Power for the Human Cult or Dwarvish Church.

Deity: **BULACKAS**
Attitude: Mostly malevolent
Portfolio: Rulership
Totem: None
Symbol: A crown

Appearance:

Bulackas appears as a gigantic Goblin, 30' tall, with greeny-black skin and luminous yellow eyes. The God of the Goblin races, he never appears himself, but always sends an avatar. The Avatar is usually a 12' tall Orc with the powers of a Necromancer of ML 10 and PMF 125. The Avatars know all of the elemental spells to Rank 8 and all Necromancy spells to Rank 10. They have unlimited fatigue and their attributes are all 18.

Worshippers:

Not much is known about the way the Goblinoid races worship Bulackas, and there are no other races who worship him. It is understood that they have a form of church dedicated to him as some Goblins have shown the ability to cast Acts of Faith. The only thing that is known about the Goblin Church is that they practice a form of blood sacrifice, but these are tales that are told by the Dwarves, who vermently hate the Goblins.

Deity: **CAMALORN**
Attitude: Lawabiding and mostly benevolent
Portfolio: Healers and travellers
Totem: None
Symbol: A winged horse

Appearance:

Camalorn appears as a youth, barely out of his teenage years, with golden hair cropped short and wearing a simple home-spun tunic. His tunic is tied at the waist by a cord made of hemp and he carries a staff. When he appears and meets travellers, he will invite them to join him for a meal. If they refuse he simply continues on his way, but will refuse to give aid if they later call upon him for healing or assistance. If they accept the invitation, he will guide them to a lavish feast. While with him at the feast, they will lose a day from their travels, but if they later receive injury whilst travelling, they will gain aid from him. He will appear suddenly with all Healing skills mastered and at level 25.

Worshippers:

There are very few who directly worship Camalorn, but those who do usually identify each other on the trail by the circular silver brooch engraved with a winged horse, which they wear on the right shoulder. When this happens they worship together, usually by breaking bread together. However, most of the time Camalorn is a God for the lone traveller. Prayers can be offered at any time and all his worshippers have access to Acts of Faith as if they were Lay-members. Occasionally, a very pious individual may become regarded as a priest. Any worshipper who has a piety of 16+ may be considered to be an ordained priest but will be unable to progress beyond Rank 1 Acts of Faith. Only those individuals with a Piety of 18+ may progress to Rank 2 and beyond. These Ministers of Camalorn are very rare and are usually very skilled in the Healing Arts. They never stay in one place for more than a week since they feel obliged to wander the Reaches, healing any they find in need.





Deity: CANUS
Attitude: Chaotic and malevolent
Portfolio: Chaos, darkness and violent death
Totem: Werewolf
Symbol: A wolf's paw

Appearance:

Canus is easily recognised when she decides to make an appearance since she always appears as a 25' tall Werewolf. She is regarded by many, including a few of her own worshippers, as completely mad. Once she had seen the Hounds of Hyandis, she sought some form of "hounds" for herself and knowing that Hyandis loved the wolf, she decided to corrupt this image. Choosing one of the larger packs, Canus corrupted them and transformed them into Werewolves. This pack then spread the disease of lycanthropy amongst the Human population before they were hunted down. Enjoying the fear that these new creatures imbued in Humans, she decided to chose this form for herself.

Worshippers:

Her Cult has enjoyed various periods of great power but at present it is at a low ebb. Directly opposed to the Church of Urto, it was the hidden power behind the break up of the Urtish Empire and has struggled to bring chaos to the region time and time again. Worshippers are seduced by the promise of power and once involved they find it difficult to escape. Those that join the Priesthood are trained in the arts of Witchcraft and are "blessed" with Lycanthropy. Most members try to keep their beliefs hidden from non-worshippers due to the hatred shown them. The holy symbol is a wolf's paw, which worshippers are granted if they survive the rite of initiation. They are sworn to the purpose of bringing about the downfall of all the kingdoms of the Reaches in order to create a single land ruled over by Canus.



Deity: CELATAN
Attitude: Chaotic and mostly benevolent
Portfolio: Oceans, rivers and traders
Totem: Otter
Symbol: Crossed tridents

Appearance:

One of the Storm triplets, along with Indath and Keeran, Celatan helps to control the weather of Marakush by his command over currents and tides. His long flowing dark hair sometimes seems a dark green when the light catches it at dawn. It is at this time in the morning when he appears to his followers at the shoreline. He wears scale armour made from shells, that glistens and he wields a trident made from the horns of narwhales. Although normally calm, Celatan does possess a temper and any that displease him at sea are usually visited by a storm that he has called from his brothers.

Worshippers:

Celatan is a major member of the Ten worshipped in Taraj, he has a large number of followers, especially amongst those that travel across the Inner Sea. He is also revered by the Church of Urto since he is considered to be one of the Children of Beleryn. He is particularly revered by the Order of the Chalice, the fighting order that commands the Church's fleet. Celatan is worshipped by the inhabitants of the many coastal settlements of the Reaches. They worship at the water's edge, where they are led in chants by Druidic priests, with donations and offerings being thrown into the sea. Services take place at dawn at the ebb tide and it is regarded as an ill omen if the donation is left or returns on a later tide.

Deity: CHILDORN
Attitude: Law-abiding and extremely benevolent
Portfolio: The sun, light, and dawn
Totem: Butterfly
Symbol: A golden disc

Appearance:

Childorn appears as a small, slim maiden with long red hair and translucent wings like a butterfly. She wears a golden tunic tied at the waist with a red cord. In her left hand, she carries a blazing brand and in her right hand, she carries a slim blade.

Worshippers:

Childorn has very few worshippers but those that she does have are led by Druidic priests. They meet at dawn in high places on certain days which are held sacred by her believers. These are usually the last day of each month (Urtish Calendar). At these gatherings they make their offerings at dawn, to the rising sun. In some cases circles of stones are raised to form temples in her honour. Key stones in the circle are aligned



with the rising sun at the time of the solstice, which are considered to be special and will be treated as festivals of great celebration. Worshippers wear a length of red cord around their necks, from which hangs a golden disc, and this is worn openly at all times. Worshippers of Childorn are tolerated everywhere throughout the Reaches.

Deity: DOORET
Attitude: Law-abiding and very ordered
Portfolio: Magic and time
Totem: Bat
Symbol: A pentacle inscribed upon a sundial

Appearance:

Dooret disdains the use of physical appearances to his worshippers since he believes this to be beneath him. If he does deign to appear he is said to wear a flowing, black robe (which in fact are his wings), speckled with diamonds, these are said to represent the whole heavens. The "robe" sets off his bald head which is criss-crossed with tatoos of magical inscriptions. He always carries a staff of ebony, decorated with silver, and a large leather bound tome, within which is said to be contained the ongoing history of the world.

Worshippers:

Dooret is revered by the Guild of Esoteric Law and within this order are Witch Priests of Dooret. Services are carried out in caverns or underground chambers built for this purpose. These rituals take place at the new moon and full moon and are very fatiguing. Worshippers who are learned in the arts are encouraged to provide magical devices, which are then destroyed with the resultant energies being said to return to Dooret.

Deity: FAERN
Attitude: Mostly benevolent
Portfolio: Earth and healing
Totem: Badger
Symbol: A clay pot containing water

Appearance:

A tall, well built woman with olive skin and jet-black hair, which she wears in ringlets. Faern wears a robe of red linen that reaches almost to the floor, and she carries a satchel and a staff entwined with foxgloves. She often appears with Camalorn especially where there are those in need of healing and who have been pious in their worship of the gods.

Worshippers:

Faern is the chosen patron of the Order of the Blue Rose, the Hospitaliers of the Church of Urto. They form the majority of her worshippers as she is regarded by many as a minor goddess and unimportant. The Church of Urto regards her as the handmaiden of Beleryn so pays her some homage, but only

on her festal day. The Order builds small chapels of fired clay in which they often spend whole days in silent contemplation. Worship is led by one of the preceptors of the Order and consists of a said prayer, followed by a period of silence. It is rounded off by a short hymn, which is chanted in unison, as the members of the Order slowly process from the temple.



Deity: GALETON
Attitude: Chaotic and mostly benevolent
Portfolio: Nature
Totem: None
Symbol: A golden oak leaf

Appearance:

Galeton is revered amongst the Tylwyth Teg and Tylwyth Myndd as their own God. As such when he has appeared he is seen to be a tall and noble Tylwyth Teg, wearing a glistening silver mail vest. In his right hand he carries a long bow (known as Stamer) and on his belt hangs a broad sword (known as Ardex), a quiver of silver arrows hangs across his back. His long white hair is worn in a pony-tail allowing his piercing violet eyes to stare straight through you.

Worshippers:

Galeton only tends to be worshipped by the Tylwyth Teg and Tylwyth Myndd and the few Humans accepted into their way of life. The Tylwyth Du have forsaken him and have turned instead to the god, Canus, who has promised them rulership of the world. The Tylwyth Teg worship Galeton in a great marble temple at Tan Galorn, where there are daily services. Each Cavern (or tribe) of the Tylwyth Myndd also has a temple dedicated to Galeton where contemplative prayer takes place. The few Humans who worship him, usually find woodland clearings where they can pray or they venture on pilgrimages to Tan Galorn. It must be noted that most of his Human worshippers will undertake a pilgrimage to Tan Galorn at least once during their lifetime.



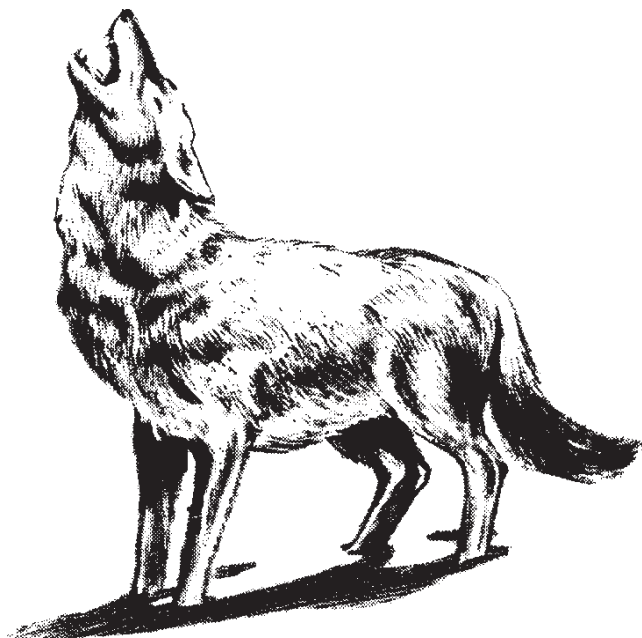
Deity: HYANDIS
Attitude: Mostly benevolent
Portfolio: Hunting, nature and justice
Totem: Timber wolf
Symbol: Oak tree

Appearance:

Hyandis is also known as the Hound God, the Lord of the Hunt and Bringer of Retribution. He only appears at the full moon, when he is said to lead his hounds, on chains of silver, through the many lands of the Reaches seeking and hunting evil. A huge man, some 7' tall and muscular in build with sleek brown hair, he wears a crown of deer antlers on his head. His robes are made from pelts of ermine and his hunting spear is tipped with the horn of a Unicorn.

Worshippers:

The Taraj Empire regards Hyandis as the Father of the Gods, one of the Ten and equal to Beleryn. The Church of Urto reveres him as the great Protector and the consort of Beleryn. However, amongst druids he is regarded as the All Father, Warden of the Forests and, regardless of a druid's own particular deity, they all observe worship of Hyandis. His own priests are always regarded as senior when druids meet one another. Worship of Hyandis always takes place in sacred groves of oak trees, where a single stone is placed. Upon this monolith may be carved many oghams passed down through the centuries and used to teach novice druids.



Deity: INDATH
Attitude: Chaotic and mostly benevolent
Portfolio: Thunder and lightning
Totem: Griffin
Symbol: A lightning bolt

Appearance:

One of the Storm Triplets, Indath holds dominion over thunder and lightning. As such, he bears more than a passing resemblance, being a ruddy faced, well muscled youth, quick to anger which casts a brooding darkness over his face. When angered, his shout can deafen anything within a radius of 100 yards. He wears a snow-white robe with a belt of silver at the waist and over one shoulder he carries a large quiver holding a number of darts - when thrown these darts become bolts of lightning.

Worshippers:

Unusually, Indath is not particularly worshipped by the Church of Urto, who regard Indath along with his brother Keeran as minor powers. This being in stark contrast to Celatan, their other brother. However, In Taraj he is recognised as one of the Ten and with his brothers, Keeran and Celatan, known as the Stormbringers. He has no individual priests but many will offer a prayer to him when a storm is passing over.

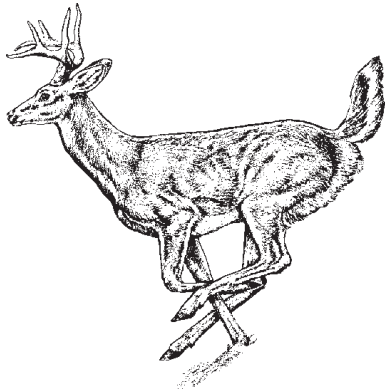
Deity: KEERAN
Attitude: Chaotic and mostly benevolent
Portfolio: The sky, weather and wind
Totem: Eagle
Symbol: A prism

Appearance:

Keeran only ever appears during great storms when he personally directs the winds. During these appearances he is almost ethereal and transparent, gossamer like in form. Only a shape, humanoid in form, is ever seen except for the wound on his head, which begins to glow brighter as the strength of the wind increases.

Worshippers:

As one of the Stormbringers, he is worshipped in Taraj as one of the Ten. Elsewhere in the Reaches, Keeran has no direct worshippers, although some of Indath and Celaton's worshippers make minor offerings to him. Members of his Taraj priesthood have frequently tried to gain a foothold in the Reaches but to no avail, as they see the Reaches as an opportunity to increase their tithes. The Church of Urto does have one feast day to honour Keeran but very few attend this service.



Deity: LYSENDA
Attitude: Chaotic and benevolent
Portfolio: Dance, love and music
Totem: Deer
Symbol: A set of reed pipes

Appearance:

Lysenda is the most beautiful of the Gods, a slim elf-like figure with a face carved of what seems like porcelain. Her golden brown tresses drop in waves to her waist, over the light crimson coloured chiffon robe that she wears. Her green eyes glisten at the sound of music, and she will often join wild dances when no one is fully aware of her presence. When she joins such a dance she will fling herself into the beat of the music with wild abandon, and spin as a dervish, her robe billowing out around her before she vanishes as the music reaches its crescendo.

Worshippers:

Until recently Lysenda had very few worshippers and these were solely amongst entertainers. However, over the last ten years or so a cult has sprung up in Solda calling itself the Temple of Tyrith (*qv*). Worship is led by Druid priestesses, and takes place in temples that are in natural amphitheatres such as forest clearings where the ground drops to form a bowl. During the services, which take place every ten days, the worshippers gather to listen to bands of entertainers, who call them to join in the dance. As the dance reaches its climax the priestesses wander amongst the crowd offering the blessing of the Goddess upon them. In some cases, some recipients of the blessing appear to collapse in a religious ecstasy.

A typical Priestess of the Cult will wear a simple red chiffon robe and will allow her hair to grow down to her waist, which she will wear plaited with a red ribbon woven through it. Lysenda's worshippers all carry a small set of reed pipes and some of the richer members of her congregation will have pipes of silver or gold. These pipes are played during the wild dances of her religious celebrations.

Deity: MABET
Attitude: Chaotic and mostly benevolent
Portfolio: Hunting and redemption
Totem: Wildcat
Symbol: A lynx's head

Appearance:

Mabet is the wild child God of the pantheon and normally appears to his worshippers in one of three forms. The first is that of a young boy dressed in animal skins, badly in need of a bath who carries a short spear. He normally uses this form when he wants to lull his Druid priests into a false sense of security. He will then assume his second form, that of a 7' tall hulk of a man wearing a leather tunic and breeches and carrying a large boar spear. In this form he commands everyone around him with a large booming voice. His third form is that of a lynx, in which he stalks those who displease or anger him.

Worshippers:

The cult of Mabet is widespread amongst the Dragon Reaches, with many worshippers amongst those that live near or in the forests. His Druidic priests tend to wear rough natural woollen robes tied with a simple hemp cord at the waist. They abhor habitation and will try to avoid settlements at all times. Any religious service that they take part in always takes place in the open air, usually by some pool, or in a glade or other natural clearing. Worshippers will gather silently at these meeting places every twenty days when the Druidic priest will command them to make obeisance to their God and tender up their offerings. These may take any form, as long as it has been gathered by their own hand, it can not be purchased in advance. The priests themselves are usually required to tend a given area of forest and to safeguard the wildlife in the area for the Great Hunt.

The Great Hunt takes place once a year and involves all the worshippers in the area. Over a period of ten days they must live off the land and hunt for a specific beast. This may be a great boar, great bear or some other large creature, which is nominated by the priest, usually after some form of visitation from Mabet. Once captured (and Mabet requires that any animal hunted during this time must be captured alive and unharmed) a great ceremony of thanksgiving takes place. The animal is then set free and the worshippers return to their homes until the next year.

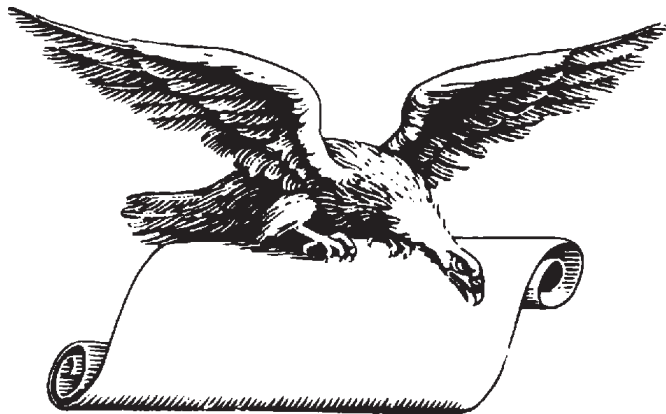
Both worshippers and priests all wear a silver medallion around their necks, engraved with a lynx's head. These medallions are especially enchanted by the priests and given out to new members of the cult upon their joining. They act as Lesser Devices of Power and allow the wearer to charm small woodland animals.



Deity: NAMORE
Attitude: Mostly benevolent
Portfolio: Messengers
Totem: Hawk
Symbol: A sealed scroll

Appearance:

When the Gods require a message to be carried to another member of their brethren, they usually call upon the services of Namore. She appears as a youthful maiden, her golden hair cropped short, with a short tunic revealing muscular legs and golden sandals upon her feet. Upon her brow she wears a circlet of silver which matches her silver tunic, so enhancing her golden tanned skin. About her waist she wears a belt which contains many pouches in which she can carry scrolls or other such items. She has a gentle temperament and it is believed that when the prophets of the Gods speak, they are repeating the messages that Namore has brought them in dreams.



Worshippers:

Although Namore has no worshippers of her own, she is revered by all of the other religious groups due to her service to the other Gods. As such, you can often find a small chapel dedicated to her within a church of the Church of Urto.

It is believed she was the guiding light behind the blindness of Aldo Ursine and thus allowed him to truly see the glory of Beleryn. Any individual who chooses to worship Namore must be both skilled in writing and oratory. These individuals may then be chosen by Namore to receive some benefits.

Deity: NEGERIN
Attitude: Mostly benevolent
Portfolio: Agriculture and vegetation
Totem: Beaver
Symbol: A sheaf of corn

Appearance:

When Negerin was born he quickly grew jealous of the older gods who had already chosen races. He, therefore, decided to use his powers, and as he was still child-like in size, chose to make a race of people in his own image. Since his mother, Beleryn, had given him dominion over agriculture, he took straw and made himself two corn-dolls and breathed life into them. Thus was created the first Haeflin, and because he was pleased with what he saw, he decided to remain small in size. Negerin now appears as an ancient Haeflin, wrinkled with age but still with a sparkle in his eye.

Worshippers:

The only known worshippers of Negerin are the Haeflin of the Northdowns Republic. Worship takes place in temples, which form the heart of any towns or villages. The clergy of Negerin are well organised and they practice Acts of Faith. The priesthood preach that only through the teachings of Negerin can the individual be guided along the path of good and turned from evil.

Deity: RAYNETH
Attitude: Chaotic and mostly benevolent
Portfolio: Arts, literature, mischief, poetry and trickery
Totem: Fox
Symbol: A silver locket engraved with a fox

Appearance:

Whenever you see woman with flame coloured hair plying her trade on the street, beware, for it may be the physical manifestation of Rayneth. She loves to assume the form of an attractive, mature woman who walks the streets at night. It is during this time that she can cause most mischief, revelling in the art of leading men astray and then tricking them at the last minute. Rayneth also has a fondness for poets, artists and other creative spirits, for in them she finds the love of life she enjoys so much herself.

Worshippers:

The cult of Rayneth is well supported by entertainers, prostitutes and artists. Witch priestesses lead the Cult and they worship each week in temples built in her honour. These small temples can be found in every major town and city, they can be even found tucked away in a corner of the towns and cities of Urtind, where the Church of Urto accepts her worship with reluctance. The services take place during the evening and consist of prayers and solemn meditation before breaking into



a wild feast and party. All of her worshippers wear a small silver locket, engraved with a picture of a fox, around their neck and within it is contained a small folded parchment detailing the worshipper's innermost desires. This information is regarded as sacred and forms a bond between the worshipper and Rayneth. Whenever a great act has been performed for her she attempts to grant one of these desires. The theft of this item is regarded as a great sacrilege and the Cult would seek its return at huge cost.



Deity: ROMULDA
Attitude: Law-abiding and mostly benevolent
Portfolio: Peace, war and honourable death
Totem: Lion
Symbol: An open hand, palm outwards upon a shield with crossed swords behind

Appearance:

Romulda follows her father, Antilus, more so in appearance than her mother, Skilet, since she is tall and robust, with jet black hair flowing down her back and bright green eyes projecting from her olive skinned face. She wears a hauberk of black chainmail and carries Katang, a double-headed battleaxe. She hates her mother and follows her to battlefields in order to prevent her from taking corpses. She actively tries to get nations to make peace, but when the cause is just, she supports the side facing injustice and evil.

Worshippers:

In Taraj, Romulda is known as the Goddess of War, and is the favoured deity of the legions. The Church of Urto also favours Romulda and whenever the Church has waged war upon the Cult of Canus, her symbol has been borne upon the banners of the fighting orders. Her particular cult has ordained priests, who use Acts of Faith and are also proficient warriors. The majority of her worshippers are warriors. Meetings take place in Feast Halls with services ending with a feast and drink. In fact many of the members of Urtish warbands also worship Romulda as well as being members of the Church of Urto. Many warriors will inscribe her symbol onto the inside of their shields as a charm of protection.

Deity: SKILET
Attitude: Mainly malevolent
Portfolio: Disease and fire
Totem: Rat
Symbol: A corpse on a gibbet

Appearance:

Whenever there has been great battle you are likely to find Skilet striding amongst the corpses. A thin woman, almost skeletal in appearance, in a ragged, thin grey dress reaching to the floor, her brown hair hangs lankly over her gaunt visage and her long grimy hands clutch a sickle and oil lamp. She searches the corpses for those whom she can bring back to life to spread disease. There are some who call her the Cleanser for where plague strikes she brings fire to cleanse, even though she began the plague in the first place. The touch of her sickle has a 75% chance of inflicting the victim with Plague. Her pets are black rats and when seen she will always be accompanied by 10 to 100 black rats.

Worshippers:

The Cult of Skilet is led by witches who meet in dark places, cellars, graveyards etc, anywhere they cannot be seen. Although tolerated in Taraj, her cult is forbidden in the rest of the Dragon Reaches. Her worship consists of followers sacrificing a small creature, usually a chicken or some other such animal. When becoming initiated in to the Cult, worshippers have to undertake a initiation ceremony involving the person proving their worth by walking a "Field of Fire" - a bed of hot coals. The followers of Skilet have frequently assisted the Cult of Canus, who they regard as a sister cult. Members of the Cult are instructed into the arts of magic with ordinary members being taught Rank 1 Fire Spells. Advancement in knowledge is dependent on the rank held within the Cult. In the Taraj Empire most major towns and cities have a dark temple to Skilet in some back street. In the rest of the Reaches her cult is extremely small except with Humans in Darken or the Maurveld Forest.





Deity: TULARAN
Attitude: Law-abiding and mostly benevolent
Portfolio: Night and wisdom
Totem: Barn owl
Symbol: An owl sitting on a branch

Appearance:

Tularan, as the Goddess of the Dwarves, prefers to appear in the form of that race. She generally makes an appearance only if a dwarf is in dire peril that is not of his making, or at the coronation of a new Dwarven king. On these occasions she appears in silver chain mail, with a helm of solid gold and a silver mail mask that covers her face below the eyes. In her right hand she wields a hammer whilst in her left, she carries a round silver shield bearing the design of an owl sitting on a branch.

Worshippers:

Although worshipped by the Dwarves, very few Humans worship Tularan but she is revered by both the Tylwyth Myndd and the Haeflin, who have Druidic priests. The main body of worshippers belong to the Dwarves who have a church dedicated to her. Services always take place at the midnight hour and involve the reading of ancient scrolls of history and knowledge. Her worshippers believe that the constant reading will engender greater wisdom in her followers. Dwarven Clerics normally wear robes of black with silver tabards. Upon the breast of the tabard is embroidered a barn owl. Their heads must be kept bare and beards are either shaved off completely or cropped very close to the skin.

THE CHURCH OF URTO

Originally, the nomadic tribes of Urtind were totemistic in religion with each tribe worshipping a particular animal and with a tribal shaman providing the priesthood for the members of that nomadic tribe.

When the Bear Tribe became the supreme tribe, the King of the tribe, Bara Ursine, was also the tribe's Shaman. When his wife give birth to twin sons, he prepared to separate rulership from religion by bestowing one of the twins with rulership and the other with the priesthood. The Ursine family then became split into two branches - the Royal and the Religious.

Shortly after the splitting of the family, the grandson of the first King, Aldo Ursine, was struck blind and dumb for five years. When he recovered, he was imbued with a glow and he began to write new religious teachings. These scriptures advocated the fact that Beleryn was the only power in the heavens and that the other Gods drew their power from her. The animal totems, he wrote, were manifestations of Beleryn's descendants and, as such, were further aspects of her power. This belief formed the corner-stone of the Church of Urto and continues today.

Aldo also prophesied there would come a time when the Ursine family were no longer the rulers of Urtind. His prophecy stated that there would be a new dynasty in power and a plague would come. Then the last of the dynasty, a princess would search for a hero to save the kingdom. She would find such a hero who would recover a sacred blue rose in order to remove the plague from the land and unbeknown to him, he would be the last in the Ursine line, kept pure and safe across the sea. He then began to wander the land preaching the prophecies and creating miracles where ever he went.

The writings became known as the Ursine Scriptures and the Rose Prophecy respectively. As belief in Beleryn and that she was the sole power in the heavens began to spread, a church developed. In his 67th year, Aldo Ursine, was made Leader of the Urtish Church, which over the years became known as the Church of Urto. (Aldo Ursine was murdered by Orcs when he reached the age of 72). Word of these teachings began to spread, and they even gained some acceptance in the Taraj Empire.

Despite the loss of the Southern Baronies and the subsequent fall of the Urtish Empire, the Church of Urto retained its base in Urtind, and the Primate of Urtind is still regarded as its overall leader of the church.



As the Church grew it realised it would need protection, so it sponsored the formation of religious military orders. The first one created was the Order of the Blue Rose. Its emblem being a blue rose on a white background. They were a small order, limited to 1,200 members, sworn to supporting the Rose Prophecy and dedicated to providing elite troops for the eventual quest when it came.

The second required more members in its role as protector of the Church of Urto. The Order of the Bear, whose symbol is a golden bear rampant on a black background, was created to provide a fighting order to protect the Church from attack and to guard pilgrims on the road, who were travelling from one religious community to another.

A third order in existence is located outside the Kingdom of Urtind. This is the Order of the Chalice, named after the goblet that Edwas used to anoint new converts to the faith and whose emblem is a golden chalice on a red background. Its purpose is to assist priests in bringing new converts to the faith and it protects those priests who have gone on missionary duties outside the boundaries of Urtind.

The priests of the Church of Urto are able to cast Acts of Faith as ordained priests. They wear flowing robes with a tabard. The robes are always white but the colour of the tabard relates to their rank within the Church. The lowest ordained priests wear simple brown tabards and may only cast Acts of Faith to Rank 2. The next level in the Church's hierarchy are Bishops who wear green tabards and are able to cast Acts of Faith to Rank 6. Above them are Primates (the leaders of the church in a particular realm), who wear red tabards, and the Holy Revorn (the Primate of Urtind) who wears a blue robe with a white tabard. Both the Holy Revorn and the Primates are able to cast Acts of Faith to Rank 7. Emblazoned upon the tabards, regardless of level, is the image of a phoenix in gold.



THE TEN

Within the Taraj Empire the major religion is the worship of the Ten, a pantheon of deities regarded as the true family of the Gods. Great temples are built to the Ten, with positions inside for physical representations of all the deities. Some cities may favour one of the Ten and the statue of that God will be placed in the inner sanctum of the temple. If no one deity is revered above another, the inner sanctum will contain statues of Beleryn and Hyandis seated side by side. The deities that represent the Ten are Beleryn, Hyandis, Antilus, Canus, Celatan, Dooret, Indath, Keeran, Romulda and Skilet.

When the Emperor is crowned, one of his titles is the Heavenly Judge, in which he is regarded as the physical representation of all the Gods. In this role, any decisions the Emperor makes are taken to be the wishes of the Ten.

Beneath the Emperor, the priesthood is organised by Imperial Province, with each province being headed by a Cofforied, a group of ten who act as the religious leaders within that province. Amongst the Cofforied one member is elected as their representative for direct discussions with the Emperor. The priests of the Ten all wear white leggings, black tunics and a gold sash over the right shoulder as a bandolier. The Cofforied replace the black tunics with purple ones and in addition they wear a chain of office made of alternate links of gold and silver.

TEMPLE OF TYRITH

In recent years a new cult has appeared within the realm of Solda which deserves a brief mention. As already discussed under Lysenda (*qv*), the Temple of Tyrith is dedicated to her. Although the Temple appears to be mainly benevolent it does seek to spread the word of Lysenda and has gained support amongst the youth of neighbouring realms. In Vinlon feasts to Lysenda have begun to increase amongst settlements near the border with Solda. In Solda itself, the Church of Urto is warning about the excesses of the religious festivals taking place claiming that some are suffering harm as a result.

This claim has been rejected by Jarynn, the High Priestess of the Temple, and claims that the founder, the Druid Tyrith only desired that the worshippers of Lysenda be allowed to follow the dance. Within Solda a rift between the youth of the realm and the establishment is beginning to appear.



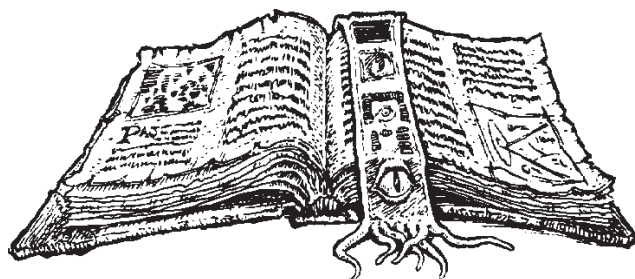
MAGIC IN THE DRAGON REACHES

The Esoteric Arts were introduced into the Dragon Isle by the Tylwyth Hen, the forefathers of the current Elven races, whilst they were teaching the Humans who lived on the Dragon Isle. During the following centuries many of these mages sought solitude away from the prying eyes of their Emperor in order to be able to extend their knowledge. Some mages journeyed onto the mainland of Marakush, where some travelled south west whilst others went to the south east. Of those that travelled south eastwards there were a number of Necromancers who practised the dark arts and eventually they came upon the Serpent's Isle. Here they remained, and founded many hidden places to extend their knowledge of the "left-handed path".

The others, who were far greater in number, journeyed far to the south and made their home on what is now the Wizards Isle. Many centuries passed and the great wizards fell into decline in the Dragon Reaches since there were few young people willing to train as apprentices in the arts. Then from the south came a wandering mage, keen to learn how the remaining brethren had fared in the north.

All that he found were a handful of ancient mages, with much of their knowledge now forgotten or lost. The only mages in any number were the wise-women of the rural villages and the runecasters that could be found in the barbarian wildlands.

The mage, whose name was Lambelas, decided to set up a college to save the arts. Travelling around the Dragon Reaches he decided to open his college at Daranmax, the capital of what was then the Great Urtish Empire. Soon the college was awash with would-be wizards and Lambelas sent the call to the Wizards Isle for more help. Four mages answered his call, and so Lambelas established the Guild of Esoteric Law with the aim of creating colleges of magic in every major city and so preventing the ancient arts from disappearing into obscurity.



THE GUILD OF ESOTERIC LAW

The Guild of Esoteric Law is the only recognised formal body of wizards within the majority of the Dragon Reaches. It has managed to achieve a reasonable status quo with most of the major religions, but especially the Church of Urto. However, to achieve this, they have had to establish a number of rules that limit their teachings.

The first rule is that the art of Necromancy will not be taught to any student, and this is without exception. The second rule is that any student or member who is deemed to bring the Guild into disrepute shall be barred from the Guild. The Church, in turn, has responded by stating that anyone found practising magic that is not a member of the Guild shall be deemed an heretic. The Guild and Church regard any non-humans to be outside these restrictions since they believe them to be magical beings. As such any Elf or Dwarf who has knowledge of magic can automatically become members of the Guild by simply paying their guild dues.

To be barred from the Guild requires only one part of the Code of Conduct to be broken. The code is:

1. A wizard will never practise his arts to openly impress others.
2. A wizard will never use his powers to kill except in self-defence.
3. A wizard will always use his arts to help others in need of aid.
4. A wizard will never refuse to teach his skills to a student of the Guild.
5. A wizard will never defile the remains of the dead.
6. A wizard will always charge a fair fee for their services as agreed by the Guild. (These fees are essentially 1 gold piece per rank of spell plus 5 silver pieces per fatigue point lost by the casting wizard. This fee is payable in advance with a full refund if the spell is not successful.)

The Guild recognises that there are many practitioners of the arts who are wise-women or hermits who do not wish to live by this code. They have agreed with the Church of Urto that unless these practitioners draw attention to themselves in some way, they will be left to themselves.



The Guild manages hostelrys within many towns and cities where travelling guild members can find safe lodgings. Many cities may have the hostelry attached to a college where apprentices begin their training, although many major cities will have a university rather than a college. These universities will also have hospital areas where the Chirurgeon's art is taught, libraries of knowledge, and groups of scribes.

Within the Guild each member is assigned a rank and his monthly tithes are commensurate with this rank.

Rank	Title	Required		Monthly Tithe
		ML	Int	
10	Guildmaster	10	20	10 %
9	Guild Syndic	10	19	5 %
8	University Principal	10	18	4 %
7	College Principal	9	17	50 SP
6	University Lecturer	8	16	30 SP
5	College Lecturer	7	15	20 SP
4	Hostelry master	5	14	10 SP
3	Master Wizard	4	12	5 SP
2	Journeyman Wizard	2	11	2 SP
1	Apprentice	1	10	10 CP
0	Servant	0	0	n/a

TABLE 5.1 GUILD RANKS AND THEIR MINIMUM REQUIREMENTS

The cost of staying at a Guild Hostel is free but a donation is expected. To research a spell at a college or university costs anything from 1 gold peice to 10 gold peices per rank of spell. The Guild also arranges a contact service where the nobility may hire the services of Guild members. The contact fee for arranging this service is valued at one year's tithe dependent on the rank of the wizard hired, with half the fee going to the wizard and half to the Guild. The monthly hire charge is twice the monthly tithe. As an example the Guildmaster has been permanently "hired" by King Karonus of Urtind as the State Wizard. (The current Guildmaster is in fact Ralersin, Lorekeeper to The King of the Tylwyth Teg.)

To obtain a given rank a wizard must prove himself capable of casting spells of an equal rank as the ML required. Achieving a rank does not always give a wizard a position equal to the title, it only allows the wizard access to such a position. The only ranks where a wizard does get the named position automatically would be ranks 1, 2 and 3.

The Guildmaster is always elected from the Guild Syndics upon the death of the previous Guildmaster and only those wizards who have attained Rank 9 or above are eligible to vote in the election. Guild members of ranks 1 to 6 are regarded as members of the Outer Circle with ranks 7 and above forming the Inner Circle. The Inner Circle is responsible for the Guilds policies and decision making.

THE ANCIENT ORDER OF ELEMENTAL MAGIC

This is a secret order of wizards who have chosen to specialise in the elemental powers. Their numbers are made up mainly from wizards who have been refused membership of the Guild of Esoteric Lore or are wizards who have chosen not to join. A small minority of the Order's members will also be members of the Guild of Esoteric Lore and their function is to keep the Order informed of Guild actions. All members of the Order have some mundane vocation that they use to shield their covert magical activities.

Each member, when he joins the Order, must specify which branch he is joining - this is either Earth, Wind, Fire or Water. Acceptance to the Order is guaranteed as only those acceptable are invited to join in the first place. When first becoming a member an initial fee is required to cover the cost of the member's Elemental Ring and joining the Order. Members also receive a magical tattoo upon their right shoulder indicating the branch and circle to which they belong within the Order. The tattoo is no more than an inch in diameter and is only visible when the wearer is taking part in elemental rituals of the relevant branch.

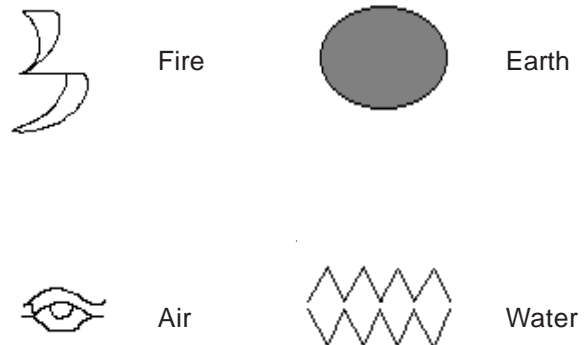


FIG 5.1 TATTOOS

Members with just the tattoo are considered to be members of the Outer Circle, when they are admitted to the Middle Circle of the Order, a silver ring is added around the elemental tattoo. When finally reaching the Inner Circle of the Order, a ring of gold is added. Once a member advances in rank the fee for that rank becomes due. In return he receives a ring signifying the next rank (all of the rings act as Lesser Devices of Power). The monthly dues to the order are one tenth of the rank fees.

See Table 5.2 - Membership Requirements and Fees



Within each branch of the Order there is a conclave of Grand Masters who control each branch. Every five years they elect one of their number, who has attained the required skill level, to the rank of Elemental Lord. These Elemental Lords make up the Order's Ruling Senate.

The aims of the Order are to gather their strength so that eventually they might "bend the elements" themselves to make the world a better place. In the past some of the Order have fallen from grace and these have been pursued with a vengeance to prevent the secrets of the Order being told to non-members. If a member falls from grace then every member will be informed in some way, with the order to slay this outcast. They will be honour bound to do this and the rewards can be high for a member who accomplishes the task.

The current Elemental Lords elected in the current year of 613 AU are as follows:

Fire	Jasmelar, a 33 year old Female Human Entertainer
Earth	Durathdun, a 179 year old Male Dwarven Weaponcrafter
Air	Solveran, a 2719 year old Male Tylwyth Teg Knight
Water	Kiloran, a 42 year old Male Human Ship's Captain

Of the above, Solveran has been nominated as the leader of the Ruling Senate. This is also due to the fact that he has been a Guild Syndic of the Guild of Esoteric Law for some 72 years and is regarded as the defender of Ralersin (who just happens to be his cousin).



FIG: 5.2 JASMELAR, ELEMENTAL LORD OF FIRE

	Skill Rank	Fee	Ring
Outer Circle			
Initiate	1	10 SP	Amethyst set in Bronze
Novice	2-4	20 SP	Garnet set in Bronze
Adept	5-8	30 SP	Topaz set in Bronze
Middle Circle			
Theorist	9-11	50 SP	Opal set in Silver
Practitioner	12-13	100 SP	Black Pearl set in Silver
Philosopher	14-15	200 SP	Emerald set in Silver
Inner Circle			
Master	16-17	250 SP	Sapphire set in Gold
Grand Master	18+	500 SP	Ruby set in Gold
Elemental Lord	20+	1,000 SP	Diamond set in Gold

TABLE 5.2 MEMBERSHIP REQUIREMENTS AND FEES



LANGUAGES OF THE DRAGON REACHES

Most people within the Reaches are illiterate apart from a small minority of scholars (this includes wizards of course). Hence, most people are able to speak their own tongue and a smattering of other languages. The most notable commonly spoken language is Pedrandir or Trade Common, this is the merchants' tongue and most people residing in the Reaches know a small amount of this "universal" language.

Other noted languages are Mercenary Slang, (this is a mish-mash of words taken from other languages), three dialects of Elvish (Tylwyth Teg, Tylwyth Myndd and Tylwyth Du or Dark Elvish), and Dwarvish (also known as Khazdhun).

Wizards have their own special tongues in which spells are laid down. These are widespread with a different tongue for each kind of specialist wizard. Thieves also have their own tongue, which is similar to the Mercenary Slang in that it is a slang using all manner of words, especially those related to their "art".

A table of all the major tongues spoken within the various realms is detailed below. The languages are listed in the order in which they are most used by the normal populace of that realm

REALM	LANGUAGES SPOKEN
Amberath	Gaelsh
Anderia	Anderian, Pedrandir, Carabish, Urtish
Asanthi	Pedrandir, Urtish, Humanoid Tongues
Darken	Pedrandir, Urtish, Humanoid Tongues
Dragon Isle	Pedrandir, High Draconish, Low Draconish
Eastern Forest (Maurveld)	Humanoid Tongues, Tylwyth Du Elvish
Eastern Steppes	Horgolish
Eyrie	Tylwyth Myndd Elvish, Pedrandir
Faldon	Urtish, Pedrandir, Humanoid Tongues
Jakita	Jakool, Urtish, Pedrandir
Maks, Duchy of	Urtish, Pedrandir
Mhaun Isles	Pedrandir
Milthar	Carabish, Urtish, Pedrandir
Normis	Urtish, Pedrandir
Northdowns Republic	Haeflish, Pedrandir, Urtish
Oros	Carabish, Pedrandir
Ruby Mountains	Khazdhun (or Dwarvish), Pedrandir
Rutjarl	Frost Giant, Humanoid Tongues
Shalaktoor Desert	Moorabic
Shukalar	Carabish, Moorabic, Pedrandir, Low Taratin
Solda	Urtish, Moorabic, Pedrandir
Svermark	Sverdish
Taraj	High Taratin, Low Taratin, Pedrandir, Carabish, Moorabic
Tatharyn	Tylwyth Teg Elvish, Urtish, Pedrandir
Trollarl	Troll Tongues, Gaelsh
Urtind	Urtish, Pedrandir
Valania	Valanian, Pedrandir, Urtish, Low Taratin
Vinlon	Urtish, Pedrandir

TABLE 6.1 LANGUAGES SPOKEN IN THE REALMS OF THE DRAGON REACHES



The use of Urtish is so widespread it is almost a common tongue. This is due to many Realms once belonging to the Urtish Empire and the fact that the Church of Urto (who use Urtish as their main religious tongue) is so widespread.

Most scripts within the Reaches are written in a script known as "Tadarn Runes". This was developed by the Dwarves and ultimately taught to man.

The Elves use the script known as "Bethrin", which is still kept secret and known only to Elvenkind. However, they use Tadarn Runes for everyday writings, Bethrin being reserved nowadays to record the history of the Elves and for special teachings.

In this section on languages we shall examine the various forms of writing and their uses. We shall begin with the most common form of script used throughout the Dragon Reaches.

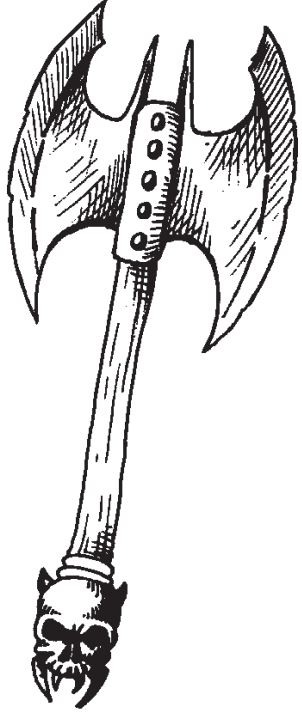
THE HISTORY OF THE TADARN RUNES

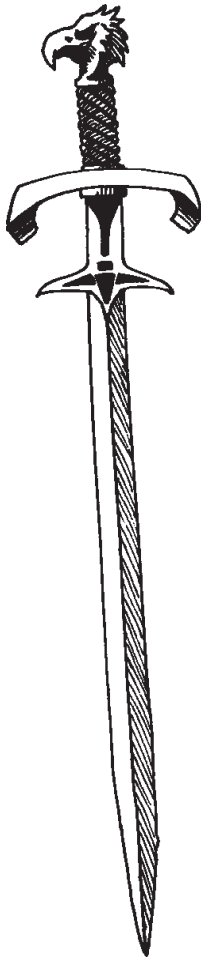
Tadarn Runes were created and developed by Druimbar, a famous Dwarf from the Ruby Mountains. Since it was used exclusively by the Dwarves, they kept their many developments of metals and minerals inscribed in this ancient script. However, as the Human race expanded, they began to trade with the Dwarves for their many metals and since at this time the Humans had no written tongue, they were taught the Tadarn Runes. This was of great advantage to the Dwarves, as now greater communication could be made with a race who were to become their greatest customers.

Tadarn Runes use the method of writing the word in consonants only. They place vowel marks over the consonants which follow. For example the word "Dragon" would be written in the following way: first the consonants would be written down, i.e. DR G N. Then over the G would be written the vowel mark for A and over the N would be written the vowel mark for O.

FIG 6.1 TADARN RUNES

TADARN RUNES											
Vowel Marks											
A	/	AY	^	E	\	EE	✓	EI	∇	I	•
O		OE	"	U	<	Y	∧	.	>		
Consonants											
B	Ɔ	G	γ	N	∩	QU	Ɔ	ST	◊		
BR	Ɔ	GR	γ	ND	Ɔ	R	γ	T	∩		
C	γ	H	λ	NH	Ɔ	RN	γ	TR	∩		
CH	γ	J	K	NK	Ɔ	RR	X	V	Ɔ		
D	Ɔ	K	γ	NT	Ɔ	RT	γ	W	Ɔ		
DR	Ɔ	L	∠	P	Ɔ	S	∩	X	Ɔ		
F	∩	LD	∩	PL	Ɔ	SH	∩	Z	Ɔ		
FR	∩	M	Ɔ	PP	Ɔ	SS	∩				





BETHRIN SCRIPT											
Vowels											
A	ℓ	AY	ℓ	E	ℓ	EE	ℓ	EI	ℓ	·	ℓ
O	∅	OE	⊙	U	ℓ	Y	ℓ	·	ℓ		
Consonants											
B	R	G	ℓ	N	ℓ	QU	ℓ	ST	ℓ		
BR	ℓ	GR	ℓ	ND	ℓ	R	↑	T	ℓ		
C	ℓ	H	ℓ	NH	ℓ	RN	↓	TR	ℓ		
CH	ℓ	J	ℓ	NK	ℓ	RR	↑	V	ℓ		
D	ℓ	K	ℓ	NT	ℓ	RT	↑	W	ℓ		
DR	ℓ	L	ℓ	P	ℓ	S	J	X	ℓ		
F	ℓ	LD	ℓ	PL	ℓ	SH	ℓ	Z	ℓ		
FR	ℓ	M	ℓ	PP	ℓ	SS	ℓ				

FIG 6.2 BETHRIN SCRIPT

THE HISTORY OF BETHRIN SCRIPT

When the Elves first appeared on Marakush, they were still a young race and had not yet learnt the art of writing. However, when they saw some of the wonders of the world they now found themselves in, they had no means of expressing themselves for posterity save by word of mouth. This they used for some 4,000 years until one amongst them called Bethrin grew to maturity.

At this point there were still many of the first comers alive. However, the world had changed in those 4,000 years. When Bethrin was a child, Humans had arrived on Marakush but had not yet formed any kind of civilisation. Yet by the time Bethrin reached adulthood this had changed.

The first Human civilisation began on the Dragon Isle, so Bethrin developed and introduced a method of recording what was happening by a series of marks representing the many sounds of Elvish. This was quickly adopted by the Elves and Bethrin was made first "Lorekeeper" of his race.

Over the centuries the script has been refined from its crude originals to the one shown, but it still retains the name of its original creator.

Bethrin script is normally written on parchment using either pen or a brush and ink. It is written with vowels interspersing consonants to form syllables as in modern day English. So, for example, the word Dragon, written in Bethrin would be as follows:

ℓ ℓ ℓ ℓ ℓ

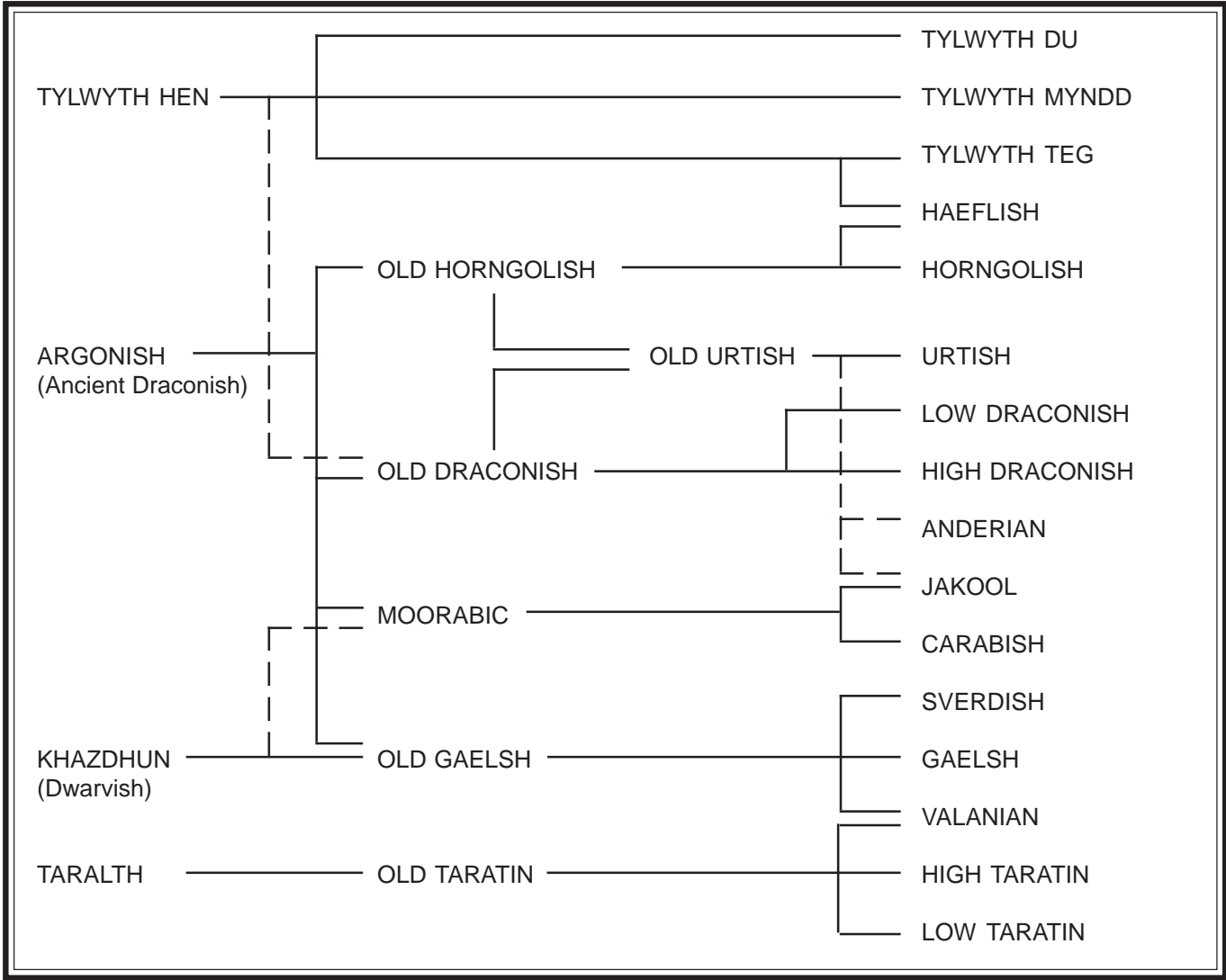


FIG 6.3 FAMILY TREE OF THE LANGUAGES OF THE DRAGON REACHES

LANGUAGE FAMILIES

Many of the languages of the Dragon Reaches are grouped into "families". If a PC wishes to learn a foreign language, which is in the same language family as his own home tongue he gains a bonus of +10 to his PSF. (Note: it is still learnt as though it is a foreign tongue.)

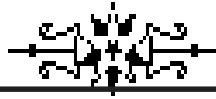
These family groups are as follows:

- Draconish Family Anderian, Draconish (Low and High), Jakool and Urtish
- Moorabic Family Carabish, Jakool and Moorabic
- Gaelsh Family Gaelsh, Sverdesh and Valanian
- Taratin Family Taratin (Low and High) and Valanian

Languages which do not belong to one or other of these families are Haeflish, Horngolish and Pedrandir (Common).

Other languages which can be learnt are the five ancient tongues which are Old Horngolish, Old Urtish, Old Draconish, Old Gaelsh and Old Taratin. There are also two lost languages, those of Taralth and Argonish. A debased form of Argonish is used as Mage Speech.

Of the Elven tongues, Tylwyth Hen is now regarded as an ancient tongue and is no longer spoken by the three Elvenkind, although some words do still exist in all three modern branches. This can be seen in the ancient writings of the Elven races which are frequently interspersed with old Tylwyth Hen.



CURRENCY IN THE DRAGON REACHES

Although the system of bartering is quite common place throughout the Reaches, many of the realms now mint their own coinage in some form or other. However, all use the equivalent of 100 Copper = 10 Silver = 1 Gold.

The realms of Svermark, Amberath, Trollarl and Rutjarl all use "Hack" silver and gold. They wear ornamentation of pure metal (usually silver) which they will "hack" pieces from in order to pay for goods and services for which they can not barter. Every individual of these realms carries a small set of scales in order to weigh out the correct amount of metal.

All of the coinage listed below has a precious metal content of no more than 60% of the coin weight. This makes "Hack" silver and gold, which is 100% precious metal weight a well liked commodity. Most of the "Hack" silver and gold bracelets weigh between 5-10 ounces, so a 5 oz silver bracelet would have enough silver value to purchase, for example a war-axe that in the Dragon Isle would cost 3 Wings (*qv*) or 30 standard silver pieces that have a weight of 7.5 oz).

Those in the realm of Rutjarl also use precious gems such as diamonds and rubies etc., mainly because the inhabitants (the Trolls and Ice Giants) find them shiny and pretty - they do not particularly realise their true value.

Travellers from these realms are also renown for bartering their mercenary skills for goods. (E.g. a foot soldier from one of these realms may make an offer to purchase a suit of chainmail in Urtind and he might offer his services for 172 days. However, an archer from the same realm may only offer 105 days service for the same suit of chainmail.)

WEIGHTS

16 Drams = 1 Ounce (Oz)

16 Ounces = 1 Pound (Lbs)

14 Pounds = 1 Stone (St)

112 Pounds or =

8 Stones = 100 Hundred-weight (Cwt)

20 Cwt = 1 Ton (T)

TABLE 7.1 COMPARATIVE WEIGHTS

The Nomads of the Eastern Steppes are happy to use any coinage, precious metals or gems they come across but the majority of their trade is still done by bartering.

The Duchy of Maks is in the process of adopting its own currency, but at present uses that of the Dragon Isle as does the realm of Anderia, who are more than happy to continue to use the oldest currency in the Reaches.

The currency of the Dragon Isle is by far the oldest currency in the Reaches, and sometimes it is possible to still find coins that pre-date the first contact between Elves and Humans. The coins they use are:

- Scales:** 4 dram copper coin (equal to a standard copper piece)
- Claws:** 4 dram silver coin (equal to a standard silver piece)
- Fangs:** 4 dram electrum coin (equal to 5 standard silver pieces)
- Wings:** 4 dram gold coin (equal to a standard gold piece)
- Royals:** 4 dram platinum coin (equal to 5 standard gold pieces)

Each coin has a rampant dragon on one side and on the reverse, the image of the Emperor of the Dragon Isle at the time of minting. Many ancient coins, some going back to the first or second emperor of the Isle are still in use today, the style of the coinage and purity of the metal not altering over time.

The coinage of the Dragon Isle is the standard by which all the other currencies found in the Reaches are compared and, as such, is the preferred currency of most of the merchants in the Reaches.

The Southern Baronies, which consist of Vinlon, Solda, and Asanthi, all use the following currency:

- Darts:** 4 dram copper coin (equal to standard copper piece)
- Arrows:** 4 dram silver coin (equal to standard silver piece)
- Spears:** 40 dram silver coin (equal to standard gold piece)

Each of the coins has the emblem of its particular realm on one side and on the reverse the two crossed weapons which give the coin its name. For example, the emblem for Vinlon is a wolf's head, so the Vinlon Arrow will have a wolf's head on the one side and two crossed arrows on the reverse.

For the various emblem's refer to the Gazetteer.



The realms of Urtind, Oros, Normis, Jakita, and Faldon all use the following currency:

Hadarus (Chalices):	1 dram copper coin (equal to 0.25 of a standard copper piece)
Servans (Crosses):	10 dram copper coin (equal to 2.5 standard copper pieces)
Penangs (Roses):	2 dram silver coin (equal to 0.5 of a standard silver piece)
Shelans (Castles):	20 dram silver coin (equal to 5 standard silver pieces)
Drucas (Dragons):	4 dram gold coin (equal to a standard gold piece)
Coenigs (Crowns):	2 ounce gold coin (equal to 8 standard gold pieces)

The Dragon is also known as a "Piece of Eight" since it takes 8 Dragons to equal a Crown. Each coin has the emblem of its country upon one side (e.g. Urtind has a mermaid), surmounted by whatever the coin is called. (E.g. an Urtish Dragon would have a dragon over a mermaid on one side.) On the reverse is the head of the King of the realm at the time the coin was minted.

For the various emblems refer to the Gazetteer.

The Northdowns Republic has adopted the Dwarvish currency of the Ruby Mountains, which is a combination of coinage and semi-precious stones. The two realms use the following:

Anvils:	2 dram silver coin (equal to 5 standard copper pieces)
Hammers:	a small banded polished Agate weighing one carat (equal to a standard silver piece)
Axes:	a small polished Zircon weighing 2 carats (equal to a standard gold piece)

The Anvils have a picture of the particular realm's ruler of the time of minting on one side and an anvil on the reverse. The Haeflin of the Northdowns Republic use the emblem of a pipe surrounded by the words "Equality and Freedom" instead of an engraving of their ruler, and add a horseshoe to surround their Anvil in order to differentiate their coins from the Dwarven coinage.

The use of gems for the higher value currencies results in a large market of money-changers, who are willing to pay good rates for any agates or zircons, regardless of size or quality. A good dwarven jeweller could turn a 10 oz raw Agate, worth around 30 gold pieces into 1,420 small Hammers (1 oz = 142 carats), therefore making a profit of 112 gold pieces.

The realms of Valania, Shukalar, Milthar have, due to their proximity, adopted the currency of the Taraj Empire, as follows:

Orbs:	2 dram copper coin (equal to 0.5 of a standard copper piece)
Sceptres:	4 dram silver coin (equal to a standard silver piece)
Crowns:	20 dram silver coin (equal to 5 standard silver pieces)
Thrones:	4 dram gold coin (equal to a standard gold piece)
Empires:	20 dram gold coin (equal to 5 standard gold pieces)

All of this currency is minted in the Taraj Empire and is obtained by the realms through the use of trade. All the coins have an engraving of the head of the current Emperor of the Taraj Empire on one side, and on the reverse, they have the item they are named after. E.g. the Empire has a throne surmounted by a crown and two flanking sceptres.

The nomads of the Shalaktour desert, will accept any of the currencies of the Reaches, precious metals or gems in their trade with the other realms. However, due to the conditions they live under, they prize water and especially salt above all things. For this reason they will frequently accept salt in exchange for their goods.

TRADE

A brief note on the major commodities traded within the Dragon Reaches.

Amberath, Trollarl, Rutjarl and Svermark are all regions which are rich in precious gems and furs.

The Taraj Empire relies on luxury goods such as its "Taraj Red" wine which it trades with Anderia, in return for its fine porcelain and mercenaries. Shukalar and Milthar both have extensive fertile lands where wheat is harvested twice yearly.

The Carlegg realms (i.e. Jakita etc.) have rich reserves of copper and silver whereas Urtind has rich gold deposits in the central region as well as rich fertile lands in the south and north. The Duchy of Maks has rich deposits of both coal and iron and has built up a good trade with the Ruby Mountains. Both Vinlon and Solda have good timber reserves but beneath their land, they have also discovered some veins of platinum.

For further details regarding the major commodities and trade of a particular realm, please refer to the Gazetteer.



TIME IN THE DRAGON REACHES

There are a number of calendars within the Reaches, all of which are related to the individual realms where the calendar is used. However, there are two calendars that predominate, the Drago calendar of the Dragon Isle and the Urtish calendar, which is used by the Church of Urto.

THE DRAGO CALENDAR

The Drago calendar is based on the first recorded history of Humankind recorded by the great Mage, Nemas. It adopted a calendar, which is now used throughout the Reaches (including Urtind). This calendar broke the year into 18 lunar months as follows:

- Spring:** Hare, Fox, Hawk, Stag
- Summer:** Eagle, Horse, Trout, Storm, Dragon
- Autumn:** Bear, Deer, Boar, Wolf
- Winter:** Troll, Frost, Snow, Ice, Death

Each month consists of 30 days which are divided into 5 equal weeks of 6 days. The weeks known as the Sword, Shield, Chalice, Wand and Pentacle respectively.

The days are called Saldag, Steldag, Taurdag, Flordag, Urgag, and Rasdag. It is the sixth day or Rasdag that has been adopted by the majority of the organised churches within the Reaches as their Holy Day.

Each day is divided into six watches of 4 hours duration, these are:

- Midnight - 4 am Wizatch (or Wizard's Watch)
- 4 am - 8 am Cocrow (or Cock's Crow)
- 8 am - Noon Pilgatch (or Pilgrim's Watch)
- Noon - 4 pm Rangatch (or Ranger's Watch)
- 4 pm - 8 pm Priatch (or Priest's Watch)
- 8 pm - Midnight Warratch (or Warrior's Watch)

Most wars occur during the summer months when most farmers are available for fighting. It is reckoned that the hardest fighting takes place during the month of the Dragon, since at the end of this month, most farmers return to their farms to gather in the harvests. It is said that many a hero has been born during the month of the Dragon.

THE URTISH CALENDAR

The Church of Urto quickly adopted the above calendar which was prophesied in the Ursine Scriptures by Aldo Ursine.

This broke the year down into four seasons, Spring, Summer, Autumn and Winter respectively with three 45-day months within each season. The names of which are as follows:

- Spring:** Inarr, Chefror, Maruth
- Summer:** Ebrild, Mald, Mehevin
- Autumn:** Gorrfrend, Asut, Medi
- Winter:** Hydrek, Tached, Ragfyrn

Each month is sub-divided into 3 Galend or 15-day weeks. These simply being known as the First Galend, Second Galend and Third Galend respectively.

For the clergy of the church, every fifth day of each Galend is kept holy. However, for the laity, the church has made the exception of using the Drago calendar for Holy Days so as not to interrupt the business of the Reaches unduly - most merchants and tradespeople will still use the Drago Calendar. (Hence a priest of the Urtish Church has 189 days which he must keep holy, compared to 90 days for the other religions and the laity. Note this excludes any special festal days which the laity of the Church of Urto are required to keep holy.)

SPECIAL CALENDAR DAYS

All of the following festivals are observed within the Church of Urto, on the same days as other religions.

Midwinter:

This is usually held on Taurdag in the week of Chalice, in the month of Snow. Here peasants pray to their deities to return the sun and bring a good and fruitful year. Many churches hold a special midnight service on this day, as this is considered an important festival especially to the farmers of the Reaches.

Field of Flowers:

The first day of Spring - always held on the Saldag of Sword, in the month of the Hare. Great festivals are held to celebrate the end of winter and a blessing of the fields takes place before they are sown with the year's crops.

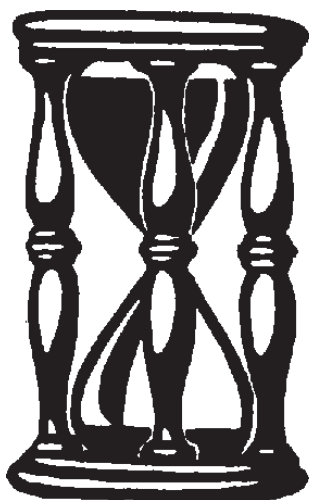
**Midsummer:**

Usually held on Flordag in the week of Wand, in the month of the Trout. A great festival where contests of arms take place and there is much feasting and dancing. Requests are also made to the Gods that the month of Storm, which follows, is calm.

Death's Return:

Always held on Rasdag of Pentacle, in the month of the Wolf, and always held during the hours of the Warrior's Watch. This is the time when the spirits are said to return on the backs of the wolves as they come from the cold lands in the north. It also heralds the start of winter in the Reaches.

There are many other special days held by individual religions, but the above are the major festivals celebrated by all religions in one form or another, and by most of the realms within the Dragon Reaches.



FESTIVAL DAYS OF THE GODS

Antilus

Antilus is celebrated on Rasdag in the week of Sword within the month of the Bear. However, the Church of Urto celebrates his Holy Day on the 10th Day of the 2nd Galend in the month of Gorrfriend.

Beleryn

The festival of the Field of Flowers is generally regarded as the major feast day to Beleryn. However, within the Church of Urto every 5th day is dedicated to her, with an extensive festival that takes place during the whole of the 3rd Galend in the month of Maruth.

Borend

Borend has a festival dedicated to him on Rasdag in the week of Chalice within the month of the Boar. However the Church of Urto celebrate his Holy Day on the 15th day of the 1st Galend in the month of Asut)

Bulackas

No real details are known of his special days, but it is known that Goblins enter some form of frenzy during the winter months, especially around the winter solstice.

Camalorn

The only known Holy Day for Camalorn is Steldag of Chalice in the month of the Dragon.

Canus

Canus has a special festival, which takes place through the week of Pentacle in month of Wolf. She also has a two-day festival on Saldag and Steldag in the week of Sword during the month of Death, where retributions are carried out by her followers.

Celatan

Celatan is revered on Flordag in the week of Chalice during the month of Trout. Within the Church of Urto his feast day is the 12th day of the 2nd Galend in the month of Maruth.

Childorn

Childorn's major festival is the great Midsummer Festival that is celebrated by all of the Reaches. However, she has other festal days each month and at the solstices.

Dooret

Dooret's feast day takes place on Urgag in the week of Pentacle during the month of Dragon. This is considered an opportune time for the castings of major summoning spells.

Faern

Faern's major festival is Flordag in the week of Shield in the month of Deer. Within the Church of Urto, the 9th 10th and 11th days of the 1st Galend in the month of Ebrild are held sacred to her.

Galeton

The Tylwyth Myndd and Tylwyth Teg spend the whole of the month of Stag paying homage to Galeton and if a white stag is spotted during the festivities it is regarded as an extremely good omen. Some say it is Galeton himself joining in the festival.



Hyandis

The husband of Beleryn is revered during the whole of the week of Sword during the month of Wolf, whilst within the Church of Urto the whole of the 3rd Galend in the month of Medi is regarded as an Holy Week in honour of Hyandis.

Indath

The festal day of Indath is celebrated on Taurdag in the week of Sword during the month of Storm.

Keeran

Keeran's feast day is Saldag in the week of Wand during the month Eagle. However within the Church of Urto, he is worshipped on the 10th day of the 2nd Galend in the month of Ebrild, but very few worshippers attend these services.

Lysenda

Lysenda has a special festival during the whole of the week of Chalice in the month of the Deer.

Mabet

The main festival for Mabet, the Great Hunt, begins on Rasdag in the week of Shield in the month of Bear and lasts for ten days.

Namore

Namore is revered on Steldag in the week of Pentacle during the month of Hawk, Within the Church of Urto she is worshipped on the 15th day in the 2nd Galend during the month of Chefror.

Negerin

The only known festival to Negerin is the Haeflin festival of Balerterth, a 3 week festival of feasting and merriment, which takes place in the weeks of Sword, Shield and Chalice in the month of Boar, huge supplies of Hawkweed are usually required.

Rayneth

Rayneth is revered on Taurdag in the week of Pentacle during the month of Frost.

Romulda

Romulda has a festal day in Rasdag in the week of Sword during the month of Dragon. However, within the Church of Urto the first ten days of the 3rd Galend in the month of Mehevin are dedicated to her. During this period the fighting orders of the Church hold their great feasts.

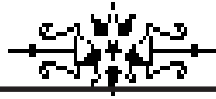
Skilet

There are no known festivals dedicated to Skilet, however, her followers are known to be highly active during the months of Troll and Death. No real details on what occurs during this time are known within the Reaches as worship of her is frowned on.

Tularan

Very little is known about the Dwarvish worship of Tularan, but the Haeflin worship her during their festival of Balerterth where her few Human worshippers also gather to join with the Haeflin in worship of her.



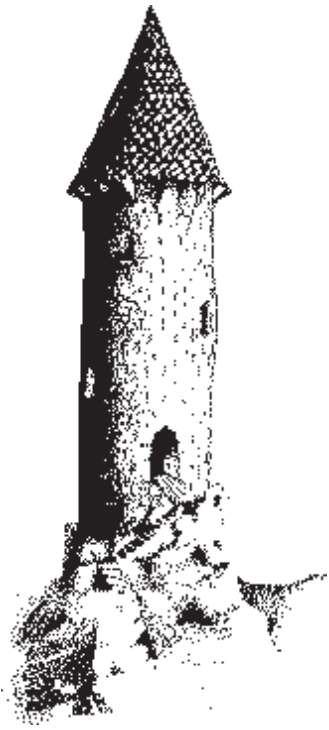


REALMS OF THE DRAGON REACHES

Country:	AMBERATH
Location:	Northern peninsular of Marakush, on the western coast nearing the Arctic Circle
Emblem:	Not applicable
Form of Govt:	Tribal
Current Ruler:	Numerous tribal chiefs
Official Religion:	Animist with some worship of Mabet
Official Language:	Gaelsh
Area:	135,000 square miles approx.
Population:	98,000 Humans
Capital:	Not applicable
Currency:	Barter
Trade Goods:	Furs and precious gems

Description:

Amberath is a realm where the rugged hills and mountains of Arl, along with dense pine forests continue westwards, finally leading into lightly forested plains with rolling steppes. Amongst these steppes and gentle forests live the Gaelsh tribesmen, who have developed somewhat from their kindred in Trollarl. They lead a nomadic life herding the great herds of reindeer, which inhabit this region. Occasionally they send raiding parties into the neighbouring realm of Trollarl, usually if they have had some of their herds taken.



The tribesmen of the realm still hang onto their warrior social order with warriors tattooing themselves after they have proved themselves in combat. The only feuds that arise amongst the tribes are mainly due to a particular tribe believing that any of their herds have been stolen, which can lead to extensive blood feuds. As regards their religious factions, they have always believed that the nature surrounding them has a life force of its own, however, slowly the worship of Mabet is beginning to gain hold and, for the first time, Druids are appearing within the region.

Some of these Gaelsh Tribesmen have gained notoriety as mercenaries, as a few small bands have ventured south into Svermark and beyond. They are known as brave and fearless warriors, afraid of nothing, but wary of magic.

Country:	ANDERIA
Location:	Peninsular directly westwards of Carlegg Mountains
Emblem:	A sword blade pointing downwards with a crown surrounding the hilt
Form of Govt:	Feudal
Current Ruler:	King Alladan
Official Religion:	The Lawgiver (an aspect of Beleryn)
Official Language:	Anderian, Pedrandir, Carabish and Urtish
Area:	145,000 square miles approx.
Population:	500,000 Humans (estimated)
Capital:	Coronation
Currency:	Same as the Dragon Isle (see <i>Currency qv</i>)
Trade Goods:	Porcelain and mercenaries

Description:

A country born out of blood and battle, Anderia is a kingdom of conflict both feudal and religious. Here the nobles of the east came as refugees and conquered the nomadic barbarians they called pagans. As the Saxons were to the Norman's, the Pagans are to the Nobles of the east. Tension is high and the military structure of Anderia is ready to put down any rebellions.

The ruling families fight between themselves over petty land rights and small details of the religious code. Civil war is rife and at any one time Barony fights Barony and Earl wars with Earl. Behind all of this conflict are the rules of chivalry, the Code of Knighthood, given to the people by the Lawgiver. The church in Anderia has formed from a separatist group of the Church of Urto who believe solely in the law-giving aspect of the Goddess Beleryn.

Hidden in the dark, murky underworld of secret societies and covert intrigues is the group known as the Elder Brotherhood, a benevolent society of wizards who spend their days looking after the well-being of Man. Scattered throughout the world they are in possession of a mighty magic and can perform dazzling acts of wizardry. However, it may be that you never realise your life has been touched by an Elder Brother, since they move silently and work invisibly within society.



Country: ASANTHI
Location: North east of Anderia peninsular
Emblem: A scythe
Form of Govt: Tribal - no single ruler
Current Ruler: Not applicable
Official Religion: None - most of the population are Animists
Official Language: Pedrandir (Urtish and Humanoid tongues also spoken)
Area: 19,500 square miles approx.
Population: 65,000 Humans, 78,000 Goblins and Orcs
Capital: See below
Currency: Darts, Arrows and Spears (*see Currency qv*)
Trade Goods: Wool and fine linen

Description:

Asanthi is regarded as many as the birthplace of the Goblins, and anyone who finds themselves trapped in the realm may come to believe this to be the case.

The northern border is formed by the river Heral, a wide slow moving watercourse that meanders its way down from the northern reaches of the Carleggs before reaching the coast. On its northern bank lies the moors of Urtind where patrols by the Church of Urto's Fighting Orders can be spotted. The southern border is partly marked by the Carlegg range but is more noticeably indicated by the Asanthi river, an almost stagnant waterway, that wends its way through the marshes that cover almost 9,000 square miles in the south. As you journey north, the marshes give way to rolling hills, covered in wild purple heather which merge into the peat bogs that line the south bank of the river Heral.

The Humans who live here manage to eke out a meagre living from husbanding small herds of sheep and goats. They live in tribal groups amongst the wild heather, in small settlements called Brocks, which are stone huts joined to each other by stone corridors around a central yard. They are usually roofed with turf and provide good shelter from the elements.

Although the tribes are independent they do have a loose confederacy of sorts and each year they elect one tribe to be responsible for the defence of all. This is necessary as in the southern marshes live a large community of Goblins, their villages consisting of wattle and daub huts built upon stilts in the marsh. The many Goblin raids over the years on the Brocks has resulted in the tribal confederacy. For the last seven years the Olander tribe have been consistently elected to this duty and their Brock of Hasemera is now regarded by the neighbouring Realms to be the capital of Asanthi, even though it only houses 520 people.

Country: DARKEN
Location: Northern peninsular of the Urtish Coast
Emblem: Dragon's Head
Form of Govt: Feudal Tyrant
Current Ruler: Her Divine Majesty Shugaloth
Official Religion: The ruler is the Goddess
Official Language: Pedrandir (Urtish and Humanoid tongues also spoken)
Area: 93,000 square miles approx.
Population: 17 Dragons, 45,000 Humans, 155,000 Goblins/Orcs and 40,000 Tylwyth Du
Capital: Drakhana
Currency: Scales, Claws, Fangs, Wings and Royals (*see Currency qv*)
Trade Goods: Fine silk made from woven spider's webs and rare herbs



FIG 9.1 SHUGALOTH, MISTRESS AND RULER OF DARKEN

**Description:**

Darken is a dense forest of mainly deciduous trees that is well drained by the many streams and small rivers running down from the rolling hills, which lie hidden beneath the carpet of greenery. Light rarely penetrates into the deepest recesses of the forest and many of your worst nightmares may be found here. Darken is home to the Gulanket spider, a beast that can grow to upto ten feet in diameter and lives in huge webs slung between the low branches of the trees. It is these silken webs that provide a major source of trade to the realm since they can be woven into fine silk - although collecting them can be a trifle dangerous.

The realm is ruled over by Shugaloth, an aged dragon of immense size whose scales have reached a deep jade hue that is almost black. She is regarded as a Goddess by the many races that consider Darken to be their home. Over the centuries, she has seen the human realms around her come and go but fell in love with the idea of the feudal system. So, she demanded fealty from her brood, with those refusing being killed or, if lucky, managing to flee. Those that remained (the weaker younger dragons) were given titles such as Duke and Baron and given areas of the forest to rule over. From time to time one of her brood has tried to overthrow her, but to no avail, the rebellion being squashed and the instigator either being slain or forced to flee, usually southwards, taking out its revenge on the realms in its path. Shugaloth has gained a powerful ally in Ingravain, a Lich who acts as her Chancellor.

Although the Realm is strong, Shugaloth is wise enough to realise that the neighbouring kingdoms could defeat her if they combined. To that end, she has formed an alliance of mutual non-aggression with King Karonus of Urtind. Although this is broken regularly by both sides, in the form of small raiding parties, neither of the two rulers recognise these actions as official border incursions.

Country:	DRAGON ISLE
Location:	Island group in the Dragon Sea
Emblem:	A dragon in flight
Form of Govt:	Imperial
Current Ruler:	Emperor Almere the 25 th
Official Religion:	None - most of the Major Deities worshipped
Official Language:	Draconish (High and Low) and Pedrandir also spoken
Area:	222,500 square miles approx.
Population:	3,700,000 Humans
Capital:	Norgard
Currency:	Scales, Claws, Fangs, Wings and Royals (<i>see Currency qv</i>)
Trade Goods:	Minerals and arcane knowledge



FIG 9.2 ALMERE, EMPEROR OF THE DRAGON ISLE

Description:

The Dragon Isle is actually the main elongated island of the island group that bares this name. The most dominating feature of the isle are the Belique Mountains that covers the central region. These tower into the clouds with the highest peaks reaching more than 11,000 feet high. There are thirty or so peaks that reach this towering height and all are named, most having some religious significance for the Islanders, Ishan Der being the highest and reaching a staggering 15,300 feet in height. Amongst these towering peaks are green fertile valleys, warm despite the northern latitude, due in some part to the fact that the islands are directly over an area of high volcanic activity.

The Dragon Isle was the birthplace for the oldest human civilisation on Marakush and still hangs on to those roots. The current ruler is his Imperial Majesty, Emperor Almere the 25th, who can directly trace his ancestry back to the first Emperor.



Although the vast Empire is long gone the Islanders still believe they have the right to rule and Emperor Almere is young, ambitious and is extremely patriotic. It has been said in quiet corners that the war clouds are gathering and that the Dragon Horn is being polished in readiness to reawaken the Dragons.

The Dragons that are spoken of are the Rainbow Wyrms that were finally subdued by the first Emperor. There are few of the beasts left alive and they are commanded by the Dragon Horn, a horn that is blown by the Emperor and him alone. They were ridden as beasts of war by the nobility in the glorious wars of the distant past. Although their effectiveness is in doubt, what is not in doubt is the increase in size of the Imperial Army. The Emperor has doubled the number of the Imperial Dragoons, the Armoured Horsemen that he and King Karonus both served in as young officers. He has also increased the number of new naval vessels being built as well as investing in the services of a number of Dwarven Armourers.

Country:	EASTERN FOREST (also known as Maurveld)
Location:	Eastern region
Emblem:	Not applicable
Form of Govt:	None
Current Ruler:	Not applicable
Official Religion:	None
Official Language:	Humanoid Tongues and Tylwyth Du (Elvish)
Area:	480,000 square miles approx.
Population:	400,000 Humanoids (Goblins, Orcs etc) and 325,000 Tylwyth Du
Capital:	Not applicable
Currency:	Any precious metals and gems are considered acceptable (see <i>Currency qv</i>)
Trade Goods:	Not applicable

Description:

In the east of the Dragon Reaches lies the great Eastern or Maurveld Forest, this great wood of deciduous trees such as oak, sycamore, birch, willow and others, once covered the whole of the Dragon Reaches. The trees hide a rolling terrain with hilly ranges, some of which are quite craggy. The undergrowth is thick with matted brambles and fern and the air seems thick with insects. Clouds of midges hover over the many stagnant pools that lie around the springs.

Now but a shadow of its former self, it is split north and south by the Zuren river which divides the Grusht highlands in the north from the Gabond escarpment in the south. The forest as a whole provides the homeland for a large proportion of the Tylwyth Du who live in small groups who travel the forest or in the cities built amongst the high branches of the trees.

There are also many communities of Orcs, Goblins etc., some of whom are benign. Indeed, a number of these communities in the Grusht highlands have befriended a number of Human miners. This is in part due to their discovery of gold in the highlands of the forest, which are deceptively hidden within the curtain of trees.

In the south, the forest is only broken by the escarpment of Gabond, a volcanic caldera which towers some 5,000 feet into the sky. Steam occasionally vents its way from the broken crater and is regarded by the Goblins as the gateway to the Furnace of the Gods. The southern edge of the forest finally gives way to the swamps of Fugomoh before these in turn begin to dry as they run down to meet the Eastern Steppes.

Country:	EASTERN STEPPES
Location:	South of the Eastern Forest
Emblem:	Not applicable
Form of Govt:	Tribal - no single ruler
Current Ruler:	Not applicable
Official Religion:	None - most of the population are Animists
Official Language:	Horngolish
Area:	Unknown
Population:	325,000 Humans
Capital:	None
Currency:	Bartering but will accept any precious metals or gems in barter
Trade Goods:	Horses and leather goods

Description:

As the swamps of the Fugomoh dry out to the south, they lead into the great rolling grasslands of the Eastern Steppes. These plains, which spread as far as the eye can see, seem to be devoid of life. In fact, the only visible vegetation is a hard sharp grass which cuts like a razor if you try to snatch it up from the dry earth. There are a few isolated hills upon which grow low trees, almost hedgelike in appearance.

However, this region has an abundant wildlife, much of which lives underground. There are many forms of herbivores such as rabbits and small herds of wild ponies that range these great grasslands. The only major predator they have to contend with is the Dramok Lynx. Somewhat larger than a normal lynx, it reaches the size of a timber wolf and its large pointed ears are tipped with white fur. Also amongst this landscape are the roving bands of the Hornguls. These loosely-knit tribes wander the Eastern Steppes herding their cattle and goats, setting up camp every so often before moving on once again. They capture and train the Steppe ponies into fine war ponies which they have learnt to ride, they are now considered to the best mounted archers in the Realms.



There is very little change in the climate of the Steppes and there are few features from which to take a bearing so many travellers have, over the years, become lost. The Hornguls somehow know where all the springs and waterholes are located, even though they do not seem to have maps.

It should be mentioned here that some scholars believe that the tribesmen who founded the Urtish Empire were a group of united Horngul Tribes. This can be borne out by the relationship between the Urtish and Horngulish languages.

Country: EASTERN TARAJ
Location: Eastern coast of the Maranth Sea
Emblem: Eagle carrying crossed spears
Form of Govt: Imperial
Current Ruler: Provincial Grand Duke Relgirth
Official Religion: Worship of the Pantheon of Ten, with a few Churches of Urto
Official Language: Taratin (High and Low), Pedrandir, Carabish and Moorabic
Area: 540,000 square miles approx.
Population: 27,000,000 Humans (8,000,000 Slaves and 200,000 in the Legions)
Capital: Afathemes
Currency: Orbs, Sceptres, Crowns, Thrones and Empires (*see Currency qv*)
Trade Goods: Taraj Red wine and other luxury goods

Description:

The Taraj Empire is without doubt the most powerful realm on the continent of Marakush, with its Imperial Legions numbering some ten million men and covering a total of around 2.5 to 3 million square miles. It is divided into 6 regions, the first region being the imperial capital of Taraj, ruled directly by the Emperor and covering 10,000 square miles with a population of 1,000,000. The other regions are each ruled over by Grand Duke, who is the direct representative of the Emperor. The Eastern Region is considered the "hot seat" for any Grand Duke. It has proven to be the most troublesome region with what is considered to be its many barbaric neighbours, and with many new ideas fermenting rebellion. As a result not only does the Grand Duke have at his disposal the some two million men in the 50th to the 100th Legions but he also has the 4th, 6th and 9th Imperial Guard Legions (the 9th being a full armoured cavalry legion).

The region itself is mainly fertile plains with extensive irrigation for the large farms, mainly farmed by slaves. There are large towns and cities providing the marketplaces where almost anything can be obtained. On the northern border a great wall is being built, mainly to stop incursions from Valania but also in readiness for a concerted effort by the Taraj forces to conquer this realm.

Grand Duke Relgirth is now approaching the age of 49 and has yet to receive a Grand Parade in the Imperial capital for his military exploits. He realises that his time is short and that Valania is his best opportunity. The wall is nearing completion and once completed he will then invade with ten of his best Legions.

Despite this he rules the region with some skill having allowed the Church of Urto some small foothold in the region but only with his permission. He has also been able to personally guide the production of "Taraj Red", probably the finest wine in the whole of the Empire (some say the Reaches). The region is rapidly becoming much more cosmopolitan than the rest of the Empire and due to the stretched lines of communication, the Imperial Court is not yet fully aware of the potential problems that this may eventually cause in the rest of the Empire. Due to some of the ideas filtering through many of the slaves have begun to whisper about freedom. In fact, the Order of the Bear based in Afathemes has admitted many runaway Gladiator Slaves, so the Grand Duke has his work cut out with a potential interior rebellion while he is invading another realm.

Country: EYRIE
Location: Located in the north of the Carlegg Mountain
Emblem: Not applicable
Form of Govt: Direct Democracy
Current Ruler: Not applicable
Official Religion: Galeton
Official Language: Tylwyth Myydd (Elvish) and Pedrandir
Area: 45,000 square miles approx.
Population: 9,000 Tylwyth Myydd
Capital: Eyrie
Currency: None - barter is used but most items are shared
Trade Goods: Not applicable

Description:

Within the northern part of the Carlegg Mountain range lies the great mountain vastness the Eyrie, the home of the Tylwyth Myydd. When the Tylwyth Hen suffered their civil war a group of neutral Tylwyth Hen fled to the Carlegg Mountains for solitude from the horror that had visited their people. When they reached the mountains they were met by a group of Dwarves from whom they requested help. The Dwarves being amenable to the task (and receiving a good reward) helped to build a home for the Elves in the mountain faces. Within some of the mountain peaks they carved great caverns in which they built great carved homes, for what was to become the realm of the Tylwyth Myydd.



Once they had settled into their new homes they befriended the great Mountain Eagles who they initially trained as guards. After some time they began to breed a larger version to use as a mount, the descendants of which the Twylwth Myndd still use today.

To reach the entrance to the capital Eyrie you can either fly to the main landing jetty or be guided through the extensive entrance staircase. The latter route takes five days of climbing as you climb the 20,000 feet to the realm. It is a mistake to wander away from your guides as the staircase interconnects with many other staircases that connect all of the mountain homes. The Tylwyth Myndd are vegetarians and grow various edible fungi in caverns beneath the living area. They have also terraced some of the outside faces of the mountains they have inhabited to provide land for growing such crops as rice etc.

Within the ving caverns you could be mistaken for entering any of the old Tylwyth Hen cities for that is what they are other than the cavern roofs. They have great carved pillars guarding the entrances to individual homes and intricate carvings adorn the walls. The darkness of the cavern is kept away by globes that hang from every building. These globes are enchanted spheres of light and can be obtained with careful bargaining.



Country:	FALDON
Location:	On the edge of Lake Carlegg
Emblem:	A griffin
Form of Govt.:	Feudal
Current Ruler:	Baron Martelk
Official Religion:	Church of Urto
Official Language:	Urtish and Pedrandir (Humanoid tongues also spoken).
Area:	26,500 square miles approx.
Population:	160,000 Humans, 45,000 Goblins
Capital:	Javok
Currency:	Haderus, Servans, Penangs, Shelans, Drucas and Coenigs (<i>see Currency qv</i>)
Trade Goods:	Copper and Tin

Description:

Faldon is one of the four baronies that lie to the south of Lake Carlegg that were once part of the Urtish Empire. During the Baronial wars they seized the chance and declared their independence. At the time Faldon was ruled by a despotic ruler that fought against the legitimate rulers of Urtind. During the succession wars twelve years ago, King Karonus defeated the armies of the four break-away baronies. However, as he was still trying to strengthen his own power base in Urtind, Karonus installed old families that had proved friendly to Urtind as the new rulers of the four baronies.

Baron Martelk is one of these four and in the last twelve years he has ruled Faldon with a light hand. Its populace have begun to appreciate this rule and Faldon is becoming a prosperous state once more.

Located at the south eastern tip of Lake Carlegg, Faldon has the foothills of the Carleggs on its northern border and the Mithril heights at its southern border. These hills form the foothills to the Ruby Mountains and are home to a number of Dwarven settlements. Its western border with Jakita is marked by the Jakron River which flows south from Lake Carlegg before veering westwards through the other baronies. The eastern border is with Urtind and is marked by Hawk Valley where the Mithril Heights and the Carlegg foothills come together. This valley is the only safe passage through these foothills during winter and is regarded as the southern gateway to the Urtish plains. It is guarded by the Griffin's Eyrie Castle, its walls spanning the mile wide valley. Passing through the waled gates and watched over by the main keep, is the Cinnamon Trail, one of the great trade routes which travels from the Urtish capital of Daranmax all the way to the port of Ciromann, the capital of Milthar. The trail cuts through the heart of Faldon and provides a goodly income for the realm in the form of taxes.



Faldon is also home to a large community of Goblins who have converted to the Church of Urto. These Goblins are now building settlements on the edge of the woods which cover the Mithril heights. They have managed to gain the trust of the Human populace and are working hand in hand with them to improve the realm by irrigating the central farmlands.

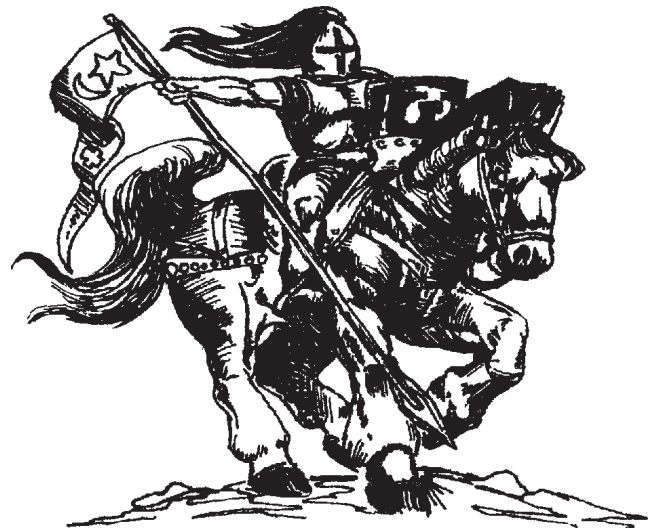
Country:	JAKITA
Location:	On the southern edge of Lake Carlegg
Emblem:	A set of scales
Form of Govt.:	Feudal theocracy
Current Ruler:	His Holiness Primase Sawalk
Official Religion:	Church of Urto
Official Language:	Jakool, Urtish and Pedrandir
Area:	36,000 square miles approx.
Population:	500,000 Humans
Capital:	Lombas
Currency:	Haderus, Servans, Penangs, Shelans, Drucas and Coenigs (<i>see Currency qv</i>)
Trade Goods:	Silver and religious artifacts

Description:

The largest of the Carlegg Baronies, Jakita is bordered in the north by Lake Carlegg, in the south by the Ruby Mountains, by the Jakron river in the east and the Orm river in the west. The majority of the realm is lightly wooded rolling hills with many acres of farmlands. These farmlands mainly lie between the Jakita river which flows westwards in the south of the realm and the Cinnamon Trail which cuts through the centre of the realm. The capital Lombas lies directly on the Cinnamon Trail, almost central to the barony.

Although still called a barony, it is in fact ruled by the Church of Urto. When King Karonus was fighting his way westwards the vanguard was led by the Church's Fighting Orders, the Orders of the Bear, the Rose and the Chalice. When the three Orders reached Jakita they encountered fierce resistance with the Order of the Bear taking the initial onslaught. The Order of the Chalice in a desperate manoeuvre dismounted and formed up in ranks using their lances like pikes. They then advanced relentlessly upon their opponents, and as they broke the opposing line, the Order of the Rose charged their flanks. Following this victory (The Walk of the Holy), King Karonus granted the realm to the Church. The church uses Jakita as a home for its Fighting Orders, although there are other fortresses, such as Militas in the north east of Urtind.

The revenue gained from Jakita helps to expand the coffers of the Church, and ultimately pays for the Fighting Orders and the missionary work of the Church of Urto.

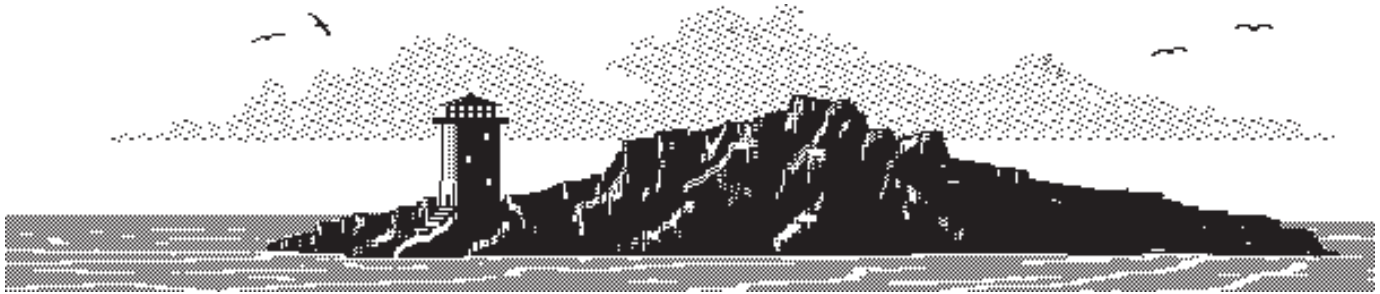


Country:	MAKS, DUCHY OF
Location:	Between the Eastern Forest and the Altai Crags
Emblem:	A visored helm surmounted by a crown
Form of Govt.:	Feudal
Current Ruler:	Archduke Baldest
Official Religion:	Church of Urto
Official Language:	Urtish and Pedrandir
Area:	210,000 square miles approx.
Population:	7,000,000 Humans
Capital:	Raltin
Currency:	Scales, Claws, Fangs, Wings and Royals (<i>see Currency qv</i>) but is in the process of developing its own coins.
Trade Goods:	Armour, weapons, iron and coal

Description:

Once one of the 'Provinces' of the Urtish Empire, during the first Baronial Wars it declared its secession from the empire. Although independent it has always remained on friendly terms with Urtind, since the Duchy is located in the original tribal lands of the eagle tribe, one of the first tribes that came into this region.

When the Duchy of Maks separated it was ruled along similar lines to Urtind, but it has since fully embraced the feudal system of government and is somewhat more developed than Urtind in this respect.



The realm is covered by vast tracts of light woodland and gentle hills, which have helped to promote the use of armoured horse-men. The other factor is the border with the Eastern Forest and Darken in the northwest. This has led to the development of better armour and weapons, in fact the first suits of platemail are now appearing amongst the Knights of the Duchy. These knights are famed for their chivalry and bravery with many landless knights forming the Order of the Eagle, which regularly makes raids into the Eastern Forest. The Order of the Eagle enjoys the patronage of Viscount Grespon, the Archduke's eldest son.

The Viscount fully intends to expand the Duchy into the forest when he becomes Archduke, which sadly may not be long in coming. The Archduke is currently suffering ill health, and has decreed that his only daughter, Katrina, is to marry Artorius, the Crown Prince of Urtind. (King Karonus knows of Viscount Grespon's plans for expansion and feels that this could lead to Grespon's untimely death. If this happens Katrina would be the legitimate heir, as her only other brother is Haldas, a sickly child. Karonus knows, with the impending marriage it could unite the two realms.)

The recent discoveries of gold within the Eastern Forest, have not been ignored by Viscount Grespon who is secretly backing some of the miners. With his share of the gold he is privately forming a mercenary army to begin his expansion plans early. The Archduke is becoming increasingly aware of these plans and is considering disinheriting Grespon in favour of Haldas. However, what holds him back is that Haldas, who is only ten years old, is sickly due to his haemophilia. There are many healers seeking a cure but to date none has been found.

Recently rumours have begun within the capital and its environs, that an ancient tome has been found, which reveals a rare herb that may possibly be used in a cure for haemophilia. The only problem is, that the only known source of this herb is within the boundaries of Darken. The Archduke has promised great rewards to any who will brave the homeland of Shugaloth to obtain this plant which may prove to save his younger son's life.

Country:	MHAUN ISLES
Location:	In the Maranth Sea of the coast of Valania
Emblem:	Single masted sailing ship
Form of Govt.:	Representative Democracy
Current Ruler:	Head of Chambers, Master Flast De Maive
Official Religion:	Church of Urto
Official Language:	Pedrandir
Area:	16,500 square miles approx.
Population:	255,000 Humans and 20,000 mixed races (Dwarves and others)
Capital:	Yavelport
Currency:	The traders of the Mhaun Isles use all the known forms of currency.
Trade Goods:	Any available goods

Description:

The Mhaun Islands are a collection of hilly islands covered with mainly heather and gorse, the main island, however, does support a small forest of hardy trees. These islands are well drained with some areas having so many small streams running through them that moorland turns into a slushy bog. As the moors reach the coast the terrain shifts somewhat into pleasant rolling meadows. These meadows run down to the many sheltered bays which provide the home for the main settlements of the Isles.

The bays around the coast are quite deep and tend to have quite rocky headlands, which provide good shelter from storms. The deep water actually reaching the coast itself in some places making the whole coastline treacherous for any foolish enough to swim here or sail without a pilot.

The whole economy of the islands has grown from the fleets of ships that are based here. They ply their trade across the whole of the Dragon Reaches transporting any cargo, frequently without question. In fact there are wild accusation that some of the most respected Merchant Princes are no more than pirates themselves, having amassed their fortunes at the expense of others. This may well be true as some captains often find the need to gain funding from other less legitimate sources.



Country: MILTHAR
Location: South of Anderia
Emblem: Bunch of grapes
Form of Govt.: Feudal
Current Ruler: Queen Elina
Official Religion: Church of Urto
Official Language: Carabish, Pedrandir and Urtish
Area: 102,500 square miles approx.
Population: 6,000,000 Humans approx
Capital: Ciromann
Currency: Orbs, Sceptres, Crowns, Thrones and Empires (*see Currency qv*)
Trade Goods: Hawkweed, Draco Brandy and wheat

Description:

The western foothills of the Carlegg Mountains form the northern boundary of Milthar and provide one of its main resources. These foothills form fertile valleys and their sides have become covered in fields of "Hawkren", a herb that grows to some six feet in height. Its bronze leaves dazzle in the sunlight but what this herb is prized for are the young shoots that grow golden at its top. These shoots are hand picked and turned into "Hawkweed", the herb which when burned gives off a sweet aroma which is extremely relaxing. If smoked in a pipe it is so relaxing that it is almost soporific. Many of Milthar's peasants are often seen harvesting this herb, and as each plant can be harvested every two months, harvesting generally takes place all year round. Once harvested the picked leaves are transported from the foothills, across the wooded plains and farmlands to the capital Ciromann, it is here the leaves are turned into "Hawkweed".

The plains of Milthar are dotted with villages and more general fields, but there is also a large abundance of vineyards, which provide the grapes for "Draco Brandy". The art of brewing this fortified wine was developed by alchemists at the university in Ciromann - this is one of the largest maintained by the Guild of Esoteric Lore.

Further south, Milthar becomes dry and arid and this marks its southern border with the Shalaktoor Desert. To the west the Shukal River provides the boundary with Shukalar. The river springs from the edge of the desert and gradually increases its flow as it drains the flatlands of this region.

To the east of Milthar lies the small realm of Normis, which currently troubles Her Serene Highness, Queen Elina. The treat of attack to Normis from Oros has caused the High Justice Friath of Normis to seek an alliance with Milthar. Queen Elina has begun to raise her armies, just in case. Also merchants have started to hire more guards to protect their investments and caravans travelling along the Spice Route as it passes through these troubled realms.

Country: NORMIS
Location: South of Lake Carlegg
Emblem: Crossed tridents
Form of Govt.: Feudal
Current Ruler: High Justice Friath
Official Religion: Church of Urto
Official Language: Urtish and Pedrandir
Area: 12,000 square miles approx.
Population: 360,000 Humans
Capital: Palitar
Currency: Haderus, Servans, Penangs, Shelans, Drucas and Coenigs (*see Currency qv*)
Trade Goods: Coal, iron and crude steel

Description:

Situated to the east of Milthar lies the small realm of Normis. When King Karonus finally reached neighbouring Oros and began to wage war there, High Justice Friath organised a revolt against his own despotic King. As the people had been badly treated the uprising was successful. However, as soon as he was elected High Justice power corrupted him and the feudal system was reintroduced, but this time with a new nobility, a nobility who had no care for any of the feudal duties except for gathering their tithes and taxes. This has led to a run down in any military activity except for local justice.

In the north of the realm great marshlands adjoin the shore of Lake Carlegg, and in this marsh small communities have grown up. Formed by malcontents, they scrape a living, fishing on the lake and avoiding any tax collectors. These fens are a mix of rivers, bogs and small islands and are home to a myriad of insect life.

As you travel south, rolling hills provide most of the fertile farmlands before you reach the foothills of the Ruby Mountains. These foothills are particularly rich in both ordinary iron ore and also a very rare form of ore that has a high carbon content. This has attracted many armourers and weaponsmiths to the area and has resulted in a number of mining settlements springing up. The High Justice believes this to be a great source of revenue but has not yet realised that this resource may be desired by other nations who would be willing to pay a high price for it.

The Church of Urto, which still holds some power in the realm has become alarmed at the number of religious refugees entering Normis from Oros. As a result they have made a request to both the Church in Jakita and to his Holy Revorn, Hentorim XXII, at the Holy Palace at Daranmax, for assistance from the Fighting Orders. As yet there has been no reply and the messengers have not returned.



Country: NORTHDOWNS REPUBLIC
Location: South of the Altau Crags
Emblem: A sheaf of wheat
Form of Govt.: Democracy
Current Ruler: High Protector Sablet
Official Religion: Worship of Negerin
Official Language: Haeflish, Urtish and Pedrandir
Area: 35,000 square miles approx.
Population: 112,500 Haeflin
Capital: Thanatos
Currency: Anvils, Hammers and Axes (see *Currency qv*)
Trade Goods: Diamonds, wheat and rare wood

Description:

Within the shadow of the Altau Crags lies the Northdowns Republic. As the southern edge of the Crags drop 4,000 feet vertically, the bottom encounters a wide range of rolling hills covered with rich deciduous forests (which contain an unusually high quantity of rowan trees). These hills gradually clear to give way to rolling fields and small copses and the villages of the Haeflin.

The Haeflin farm this land in peace, having no wish to expand into their neighbours' lands. Each village or town has a freely elected mayor who rules the settlement. These mayors are elected every five years and nominations for the post must have the support of ten electors. A mayor can only be re-elected once but any mayor who has served two terms is eligible to stand for High Protector. These elections take place every fifteen years and every candidate has to canvas and travel to every settlement in the Republic. The elected candidate stands for a fifteen-year term before joining the Burrow Council. This council of past High Protectors serve as an advisory body only and meet in the Grand Burrow, a warren of tunnels carved out underneath Thanatos, where all the records of the Republic are kept. These tunnels are directly beneath the High Temple of Negerin.

The main resource of the Republic lies beneath the hills and consists of great packets of diamonds. These mines are kept well hidden and guarded by the Fyndarrel Nen Alwalod. Also within the forests to the north of the Republic are many rowan trees that are prized by wizards for wands and staves.

The Guild of Esoteric Lore maintains a hostelry on the edge of the forest to keep a careful watch on the amount of rowan being taken, since it is so valuable to their order. If unusually large quantities are being removed, their concerns grows as they wonder just who may be using it.

Country: OROS
Location: South of Lake Carlegg
Emblem: Gargoyle
Form of Govt.: Feudal (Dictatorship)
Current Ruler: King Chamdos
Official Religion: None, currently in turmoil
Official Language: Carabish and Pedrandir
Area: 16,500 square miles approx.
Population: 97,300 Humans
Capital: Ozuran
Currency: Haderus, Servans, Penangs, Shelans, Drucas and Coenigs (see *Currency qv*)
Trade Goods: Silver

Description:

Sandwiched between the realms of Jakita and Normis, this kingdom was quickly quelled by Karonus after the bitter fighting in Jakita. He believed that Oros was a beaten nation with the Canus Cult eliminated, so he had thus withdrawn. What has since become apparent is that the Canus Cult may be gone but the new ruler, King Chamdos, is even more tyrannical than his predecessor. He is trying to rebuild his nation and although the Church of Urto is regarded by many inhabitants as the official religion, he has begun to persecute its worshippers. Many of the minor religions are gaining strength, especially the less benevolent ones. As they gain strength some of the various factions are beginning to vie against each other, forming a flash-point of religious rivalry.

At the moment King Chamdos has managed to placate any fears from the Church in Jakita by preventing refugees from crossing the border. Most are fleeing into Normis. In response he has "relocated" his more violent barons to the border with Normis. He has also instigated a number of raids against Normis resulting in a few minor land gains. Mercenary bands have begun to flock to the region as King Chamdos increases his military footing, especially towards Normis. Most of these men are based in the woods in the south of the region where they await the order to march.





Country:	RUBY MOUNTAINS
Location:	North of the Shalaktoor Desert
Emblem:	Hammer embedded in an anvil
Form of Govt.:	Monarchy
Current Ruler:	High King Baradoorin
Official Religion:	Worship of Borend
Official Language:	Khazdhun and Pedrandir
Area:	225,000 square miles approx.
Population:	290,000 Dwarves amongst the 12 cities in addition to the various Goblins who live underground
Capital:	Paradiath
Currency:	Anvils, Hammers and Axes (see <i>Currency qv</i>)
Trade Goods:	Gems, precious metals and high quality armour and weapons

Description:

This great mountain range stretches for many miles and has many peaks that reach above 15,000 feet. The tallest of them is Glandreth Bremoth, which reaches a staggering 23,459 feet. With its top enshrouded permanently in mists, the mountain is regarded, by the Tylwyth Hen, as the home of the Gods. Beneath these foreboding crags, however, lie the Dwarven kingdoms.

The Ruby Mountains are regarded by the Dwarves as their ancestral birthplace and they believe they were carved from the very roots of the many peaks. In these mountains they have carved great underground cities connected by mile after mile of passages. The various kingdoms are actually no larger than some of the city-states that lie above ground, however, over the years they too have gained enemies. As they carved out their cities they came across natural caverns but also other carved passageways. These had been mined by the goblin races who came from natural caverns underground. Over the centuries, various conflicts have taken place sometimes forcing the Goblins above ground, whilst in other instances they have fell upon a Dwarven city and taken it by force of arms.

At present there are twelve great Dwarven cities, connected by "highways", passageways that are a hundred feet wide and fifty feet high. They are lit by various spheres of magical light which have been developed by the Dwarves to aid navigation of the tunnels. Beneath the cities are caverns that have been designed to grow the various fungi eaten by the Dwarves along with grazing areas for livestock. These caverns can be enormous and some possess within them underground lakes.

Of the twelve cities, the largest is Paradiath and is regarded as the "capital" by most Dwarves. Each King has sworn fealty to the High King of Paradiath.



Country:	RUTJARL
Location:	The very end of the northern peninsular of Marakush
Emblem:	Not applicable
Form of Govt.:	Tribal / Anarchistic
Current Ruler:	Not applicable (The Frost Giants are the current power)
Official Religion:	Various Goblinoid, Giant and Troll tongues
Official Language:	Frost Giant and Humanoid Tongues
Area:	127,500 square miles approx.
Population:	12,000 Frost Giants, 17,000 Trolls of various types and 120,000 Goblinoids
Capital:	None
Currency:	Barter, Hack Silver and Gold
Trade Goods:	Not applicable

Description:

The coastline of this region, the northern most point of the Arl Peninsular, is rent with great fiords. To the sides of these fiords rise great rugged foothills, which blend into the immense dark brooding crags of the Arl Mountains. Amongst these crags lie the great ice sheets and fir and pine forests, amongst which the Frost Giants hunt and war. These mountains form the home for many Frost Giants and Ice Troll tribes who continually do battle with each other for dominance. Both races carry out raids into Trollarl and Svermark to take prisoners and provisions. At present the Frost Giants have dominance although in the south a few tribes of Forest Giants have begun to appear amongst the forests to the south.

Many of the highest peaks (some as high as twenty to twenty five thousand feet, have caves carved into them which form the homes of the many Frost Giants. Sometimes a band of Svermark heroes will venture into this land, to either exact revenge for a raid on their homeland or to seize valuable items the giants had previously stolen.



Country:	SHALAKTOOR DESERT
Location:	South of the Ruby Mountains
Emblem:	Not applicable
Form of Govt.:	Tribal
Current Ruler:	Various tribal chiefs
Official Religion:	Mainly Galeton, but other deities are also worshipped
Official Language:	Moorabic
Area:	Unknown
Population:	Unknown
Capital:	Not applicable
Currency:	Any precious metals or gemstones, but prized above all else is water and salt.
Trade Goods:	Opals

Description:

South of the Ruby Mountains lie the vast tracts of the Shalaktour Desert, this red sand stretches forever with rocky sandstone outcrops occasionally breaking the rolling surface. Amongst this barren landscape are a number of springs and waterholes (although even these are few and far between), which support small areas of verdant vegetation.

It is amongst these small pockets of flora that the nomadic Moorabic tribes make their homes. They travel between these oases on Garansh, small wingless dragon-like lizards, which they ride as steeds. The Garansh are capable of great speeds when they rear up on their hind legs, they can sprint and reach speeds of up to 80 miles per hour. The Moorabic tribes tend to wear full-length white cotton robes, which are hooded with a built-in face covering, to protect them from the harsh sunlight and heat. This face covering also serves to protect them from the Prinov, the harsh desert storm which drives the biting sand across the desert and in high winds can blister the skin.

One of the things that the Shalaktour region is famous for is its opals, which can easily be found by those brave enough (or foolhardy enough) to venture into the desert to search for them. The Moorabic do find these opals on their journeys and occasionally travel into Shukalar or Milthar to trade them for goods they might need. For those wishing to travel the desert, it must be remembered that the Moorabic tribesmen jealously guard the locations of the waterholes and springs.

It is not unknown for unscrupulous tribesmen to sell false maps of the supposed waterholes to unwary travellers at the Great Bazaar in Dauel, the capital of Shukalar. They will then lie in wait in order to ambush them and relieve them of any valuables that they may possess. They will then leave them to the mercy of the desert. Some of the maps are genuine and show items of interest other than waterholes, but these may be few and far between.

Country:	SHUKALAR
Location:	Between Milthar and Taraj
Emblem:	Scroll
Form of Govt.:	City-states
Current Ruler:	The High Fegall Leatan
Official Religion:	Church of Urto
Official Language:	Carabish, Moorabic, Pedrandir and Low Taratin
Area:	130,000 square miles approx.
Population:	6,250,000 Humans
Capital:	Dauel
Currency:	Same as Taraj Empire, but will accept any precious metals and jewellery
Trade Goods:	Letters of credit and wheat

Description:

Shukalar consists of great rolling plains of grassland and farmland, with gently rolling hills breaking up the extensive flat terrain. Most of the woodland has vanished under increasing demands for farmland. The land is criss-crossed with canals that have been built to provide irrigation and form waterways where goods are transported from city-state to city-state.

The government of the realm is centred around its city states, all of whom are ruled by a hereditary Fegall (King). These city-states in turn are all ruled over by the High Fegall from his capital and great marble palace in Dauel. Originally, Shukalar was settled by the ancestors of the present day Moorabic tribesmen, so some of the Moorabic beliefs and customs have survived to the present day. The people tend to wear full-length flowing robes which are colourfully decorated but they prefer to leave their heads and faces bare. Their hair tends to be jet black, which they wear in ringlets cascading to below the shoulder.

Towards the south of the realm the farmlands tend to become drier but the city-states in this region are great centres of the opal trade and form the link between themselves and the Moorabic tribesmen of Shalaktour. These people appear to be a gentle friendly trading nation. However, they also have a fondness for the esoteric arts and the number of mages in the realm act as a warning to would be invaders.

One of the main areas of trade for the realm is that of the issuing and redeeming of letters of credit, they are the only realm within the Reaches which undertakes the practice of usury - the practice of lending money in return for high rates of interest. Shukalar has for many years traded in opals which has resulted in them possessing large amounts of gold reserves, and it is these which have enabled Shukalar to become the "Banker of the Reaches". The only problem is that it has attracted many undesirables.



Country:	SOLDA
Location:	South of Urtind and to the east of the Ruby Mountains
Emblem:	Stag
Form of Govt.:	Feudal
Current Ruler:	King Grismol
Official Religion:	Church of Urto and the Temple of Tyrith
Official Language:	Urtish, Moorabic and Pedrandir
Area:	135,000 square miles approx.
Population:	3,795,000 Humans
Capital:	Leganti
Currency:	Darts, Arrows and Spears (see <i>Currency qv</i>)
Trade Goods:	Corn and timber

Description:

Solda borders the easternmost point of the Ruby Mountains, with Urtind to its immediate north. Once this region was part of the Urtish Empire but during the time of conflict with the Southern Baronies, it broke away under the influence of the Canus Cult. When King Karonus began his wars, Solda was one of the first to capitulate to his armies. Once the Cult had been eradicated the Church of Urto took over and the youngest son of the existing King was placed in power. King Grismol has now gained the respect that his father never had and he is regarded as an enlightened monarch. He has strengthened his position with various treaties, amongst them a non-aggression pact with Urtind. The ruined kingdom he inherited has developed and grown into a thriving kingdom. Its fertile valleys producing three crops of corn a year, and the increase in other produce has been the envy of its neighbours.

In the north the realm merges with the central Urtish plain, whilst in the south west lies the verdant Solda Forest which gives the realm its name. At present the King is facing his first internal problem with the Temple of Tyrith (see *Religion qv*). The young men and women of the gentry have been flocking to this growing religion and this has resulted in some minor disturbances. So far the King has not acted despite pleas from the Church of Urto.

Country:	SVERMARK
Location:	East coast of Arl peninsular
Emblem:	A raven
Form of Govt.:	Monarchy
Current Ruler:	High King Blazek
Official Religion:	Celatan or the Stormbringer Triplets
Official Language:	Sverdish
Area:	141,000 square miles approx.
Population:	3,490,000 Humans
Capital:	Drotheim
Currency:	Hack Silver or Gold
Trade Goods:	Mercenaries and ships

Description:

On the east coast of the Arl peninsular, directly south of Rutjarl lies Svermark. This realm is bordered on the west by the Great Arl mountain range that prevents intrusions from Trollarl, although there still are raids from Goblins and the odd Troll. The north of the region consists of the foothills of the Arl mountain range, which are densely forested by fir, pine and other evergreen trees.

As you pass southwards the forests give way to the green rolling valleys which form the main habitable region. Amongst these valleys, formed by the many rivers flowing from the mountains, lie the townships of Svermark. These towns are fortified settlements built alongside the rivers and ruled over by Jarls. These Jarls form loose confederacies and swear fealty to the strongest amongst them. These Kings then, in turn, swear fealty to a High King, currently the strongest amongst them. When a High King dies there is usually a period of turmoil whilst the remaining Kings struggle for power. The current High King is Blazek, who has ensured his claim to power by building a strong huscarl warband.

Each township has a small fleet of ships which ply the river carrying trade-goods. They are also capable of travelling the oceans. Occasionally the ships carry groups of warriors who travel the oceans in order to raid the coastlines and shipping of the other realms. High King Blazek is currently looking at expanding the borders of Svermark in the direction of Valania, as the north of that realm is currently lightly populated.





Country: TATHARYN
Location: Within the central region of Urtind
Emblem: An oak tree
Form of Govt.: Monarchy
Current Ruler: King Dalvanar XXVI
Official Religion: Tylwyth Teg
Official Language: Tylwyth Teg (Elvish), Urtish and Pedrandir
Area: 12,500 square miles approx.
Population: 4,250 Tylwyth Teg
Capital: Tan Galorn
Currency: Barter
Trade Goods: Not applicable

Description:

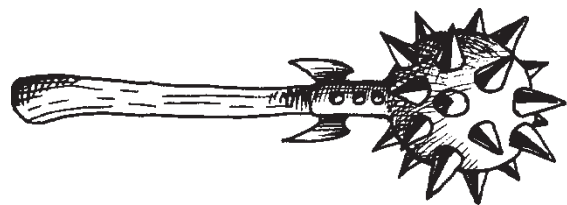
Tatharyn, also known as the Willow Woods lies in the heart of Urtind. Under the auspices of the rulers of Urtind, the Tylwyth Teg have been able to turn Tatharyn into a new homeland. Within the centre of the woods lies fair Tan Galorn, the only major city of the Tylwth Teg. Covering a square mile, its great marble buildings catch the sunlight and its towering spires seem to reach to the clouds themselves. All roads into Tan Galorn lead to the central plaza, a great open space where the Tylwyth Teg meet to discuss matters of state. The city itself, is surrounded by a great wall and moat, manned by warriors in flowing robes of enchanted chainmail carrying great longbows. The silver helms they wear are decorated with swan wings and their tabards bear the symbol of the city, a field of green with a silver acorn surmounted by a golden crown. Amongst the forest itself live the majority of the populace of common Tylwyth Teg, who reside in small lodges. There are also many Tylwyth Teg foresters patrolling the borders of the forest who wear enchanted cloaks that allow them to blend into their surroundings.

Country: TROLLARL
Location: To the south of Rutjarl on the west coast of the peninsular
Emblem: Not applicable
Form of Govt.: Tribal
Current Ruler: Not applicable
Official Religion: Animistic
Official Language: Troll Tongue and Gaelsh
Area: 145,500 square miles approx.
Population: 23,000 Trolls of various kinds, 52,000 Gaelsh (Humans) and approx. 65,000 Goblinoids
Capital: Not applicable
Currency: Barter, Hack Silver and Gold
Trade Goods: Not applicable

Description:

To the south of Rutjarl lies the realm of Trollarl. Like Rutjarl, calling Trollarl a realm could be considered slightly ambiguous as it is more like a region containing numerous tribes of Troll and Forest Giant. The mountains of Rutjarl continue south into Trollarl but their heights drop to below twenty thousand feet. Great rushing rivers tumble down from these mountains, through ravines into the dense pine forests.

Amongst these dense forests live the Gaelsh tribesmen, who build small settlements in the clearings of the forests. They eke out a meagre existence hunting the local wildlife such as boar and deer. They also occasionally send raiding parties into the neighbouring realms of Rutjarl and Svermark. They have a warrior social order with warriors tattooing themselves after they have proved themselves in combat. Some of these tattoos can become extensive, covering not only the body but also the face on highly distinguished warriors. They disdain the use of armour preferring to display these tattoos to frighten the enemy and to show their combat experience. There is a longstanding tradition of tribal feuds, which can last generations, and sometimes it is possible that such feuds can wipe out whole tribes.





Country:	URTIND
Location:	Central region of the Dragon Reaches
Emblem:	Mermaid
Form of Govt.:	Feudal / Clan
Current Ruler:	King Karonus Ursine
Official Religion:	Church of Urto
Official Language:	Urtish and Pedrandir
Area:	587,500 square miles approx.
Population:	4,900,000 Humans
Capital:	Cadanbyrig (with a Winter Palace at Daranmax)
Currency:	Haderus, Servans, Penangs, Shelans, Drucas and Coenigs (see <i>Currency qv</i>)
Trade Goods:	Gold, wheat and mercenaries

Description:

The Kingdom of Urtind is one of the largest realms in the Dragon Reaches, and is central to the region. It consists of three main regions, Northern, Central and Southern Urtind. The most important thing to remember about Urtind is that despite its size, less than a third of its area can be regarded as settled. The rest of the region should be considered as parkland wilderness. At the moment the population is even lower as a result of the plague that spread across the kingdom some twenty years ago. When Karonus became King, the population had declined to a quarter of its normal level, but this has now risen and is now almost half of what it was before the plague.

We shall start with Northern Urtind, which is situated to the north of Asanthi and includes all of the coastline as far east as Darken. At the most western point, north of Asanthi, the region is dominated by the Stark Moors, a great region of heath land. Travelling eastwards you pass through the fertile parkland on the west coast of Cadan Bay before reaching the Lych Barrows. You then pass through the Altau Plain before you swing north along the eastern coast of Cadan Bay, through Jars Forest to the Grill Marches, which border Darken Forest.

The central region contains Tatharyn in the north, before you enter the great Urtish Plain with Daranmax at its centre. Beyond Daranmax lies the southern region of Urtind with the Lyon Beacon Mountains in the south east forming the border with Solda. There are farmlands directly to the south and in the west, Falcon Woods at the southern point of the Carlegg Mountains. The western point of the Urtish border is regarded as Hawk Valley, which is protected by Griffin's Eyrie Castle.

The majority of the people are freemen who farm the land but also train once a week in the art of war. Even the women train alongside the men, usually as archers, but a swordmaiden is not uncommon. The social structure is semi-feudal in essence with strong overtones of the past. Each region of Urtind is ruled



FIG 9.3 A MEMBER OF KING KARONUS'S PERSONAL WAR BAND

by an Eorl and each region is still regarded as the tribal land of a particular Eorl. However, the land is regarded as granted by the King in his power as absolute ruler so if an Eorl do something that greatly displeased the King, he could, in theory, lose all rights to that land. Within each "tribal" land are the various High Clan Chiefs, or B'rans. These Chiefs owe fealty to their Eorl, who is normally the Chief of the strongest clan in the tribe. Sometimes a younger relative of a B'ran will wish to carve out his own territory amongst the wilderlands within the tribal region. When this happens, he is elevated to the position of B'rant and swears fealty to his B'ran. The people who follow him form a cadet clan that one day may increase its status to one of a full clan. The position of Clan Chief is not hereditary, but is subject to the agreement of the clan elders (this is the oldest member of each family in the clan). At the death of a Chief, the elders gather to choose a new chief from amongst the ruling family and will name the ablest person, which could be a daughter or even a nephew. However it is normally the eldest son who will have been trained for the role.



Each clan has an individual check cloth or tartan, which they are fiercely proud of, and wear as kilts. The kilt is a single piece of fabric which is wrapped around the waist and fastened, with the remaining length thrown over the left shoulder. This is usually fixed in place by a silver brooch, normally in the form of the Clan's badge. Townsfolk and city folk do not wear tartan as they are free-towns, each settlement having been granted a charter by the King or the Eorl of the region.

The towns and cities are ruled over by a Council of Guildmasters, who elect a Town Stermix (literally Townmaster) to issue decrees, raise taxes and form a militia to guard the settlement.

Outside of the walled towns, the military is based on Warbands. Each Eorl, B'ran and B'rant has their own warband, consisting of trained horsemen, axemen and archers. The warband live together in a great feast hall within the walls of their Lord's fortification. These fortifications tend to be hill forts with ramparts and ditches forming the main defences. The more powerful Eorls have strengthened these fortifications further with stone walls atop the last rampart. The homes of the Eorls are built within these ramparts and are gradually becoming proper stone keeps. One of the main interests of members of the warband is their own individual reputation and to this end a large number of members often spend a period of time adventuring in order to try to gain an heroic reputation.

Urtind also forms the power base for the Church of Urto, which maintains its Holy Palace at Daranmax, Urtind's former capital. With the low level of the population and the vast tracts of wilderness, Urtind is a dangerous place to live but also has vast resources not yet plundered.



Country:	VALANIA
Location:	North of Eastern Taraj, along the east coast of the Inner Sea
Emblem:	Beaver
Form of Govt.:	Feudal
Current Ruler:	Grand Duke Semerak
Official Religion:	Church of Urto
Official Language:	Valanian, Pedrandir, Urtish and Low Taratin
Area:	170,000 square miles approx.
Population:	5,270,000 Humans
Capital:	Rovaltane
Currency:	Orbs, Sceptres, Crowns, Thrones and Empires (<i>see Currency qv</i>)
Trade Goods:	Timber

Description:

To the south of Svermark lies the realm of Valania. The southern valleys of Svermark slowly stretch into North Valania and these lands have been settled by Baron Narodni, whilst Baron Klouda has settled the lands that lie to the north of the Dagmar River. Travelling to the south of the river you reach the main realm which stretches along the coast. In the west lies the Valan Forest which separates the Realm from Amberath. The Valan Forest of maple, oak, fir, birch and sycamore trees, virtually joins the Charn Forest but it is separated by the river Charn. Sometimes there are occasional raids by Gaelsh tribesmen which take place from across the river.

It has been forty years since the young Semerak brought the many baronies together and coalesced them into a nation. Now reaching his seventieth year he has astounded many of his peers with his vigour. There are some who say that he has found the elixir of eternal youth whilst his enemies say that he is nothing but a vampire, feeding on others to maintain his lifespan.

Whatever the reasons for his longevity, Semerak has a great many problems at present. Aware of the threat from the north, he has purposefully sent Narodni and Klouda to this area. The majority of the settlers that have gone with the barons are in fact veteran men at arms who fought for Semerak when he formed Valania. He believes this will prevent any invasion from Svermark.

The more pressing problem is to the south and the might of the Taraj Empire. The building of a great wall continues south of the Valan River and its marshy banks, and more and more troops have been seen in this area. As a result, the Grand Duke has urged the barons in the south to increase the number of men at arms and to prepare to raise the feudal levy. In the north he has begun to raise units of mercenaries and increase the production of arms.



Country:	VINLON
Location:	South of the Duchy of Maks
Emblem:	Wolf's head
Form of Govt.:	Feudal
Current Ruler:	King Naramedes
Official Religion:	Church of Urto (Canus Cult see below)
Official Language:	Urtish and Pedrandir
Area:	160,000 square miles approx.
Population:	4,400,000 Humans and 43,000 Tylwyth Du
Capital:	Mor Baltus
Currency:	Darts, Arrows and Spears (see <i>Currency qv</i>)
Trade Goods:	Wheat and platinum



Description:

Located to the east of the Dragon Reaches, Vinlon is bordered to the north by the Duchy of Maks, in the west by Urtind, in the south by Solda and in the east by Maurveld, the great Eastern Forest. The realm of Vinlon consists mainly of rolling valleys lightly wooded and heavily farmed. Amongst these valleys can be found numerous burial mounds, where the dead of the many battles that have been fought in the area lie buried. To the east, the kingdom lays claim to a portion of Maurveld itself. In actual fact this portion contains a city of the Tylwyth Du who remain a hidden power behind Vinlon.

Always known as the hot bed of war, Vinlon has always been the breeding ground of the Canus Cult. It was in this region, which was to eventually become Vinlon that the first seeds of rebellion were sown in the old Urtish Empire. Driven by support from the Tylwyth Du, the region became enamoured by the worship of Canus and the assassin of Bara Ursine came from this region. Since then the Cult has had a rollercoaster ride until the present when it appears that the Cult has finally been wiped out by King Karonus. However, that has not been the case and the Cult has actually infiltrated the Church of Urto in the Vinlon. Currently about 40% of the clergy have been converted to the worship of Canus including the leading figures. This has meant that for the first time the Cult of Canus is now organising itself in such a way that its leading priests are able to cast Acts of Faith. They are gradually converting or removing priests that remain within the Church.

Amongst the general populace true worshippers of the Church of Urto are disappearing whilst supporters of the old regime are growing in numbers. King Naramedes has fast become a puppet of the new powers amongst the Church of Urto in Vinlon. It does appear that he is under some influence whether this is as a result of magic no one knows. All people do know is that anyone who mentions it vanishes from sight very quickly. Those who are not party to the new order are quickly learning to go along with the current situation or flee the country. The few people that have managed to leave Vinlon have travelled to Solda, where they are trying to convince the authorities of the changes and persecutions. Very little action is being taken at the moment as the Church is still corresponding with the Holy Palace at Daranmax, but it does appear that Vinlon has sealed its borders to outsiders for the present.

However, appearances can be deceptive, the number of merchants purchasing arms and armour in the Duchy of Maks has begun to increase. Many of these weapons are finding their way into Vinlon, by fair means and foul, and this is causing some unrest on the border. In fact many merchants are trading through Maurveld, deciding to use dangerous routes to transport their merchandise instead of facing difficult questions when trying to cross the border. They believe the high profits they can enjoy in Vinlon far outweigh the dangers of passing through Maurveld and in any case hired guards are expendable.





APPENDIX A - TIMELINE

What follows is an extract from "Bethrin's History of Marakush", a great volume held at Tatharyn, and guarded closely by the Tylwyth Teg Elves. The dates are based on the founding of Urtind, which has preserved the freedom of the Tylwyth Teg for centuries, i.e. 0 AU is the year the Urtish tribes unified themselves under Bara Ursine.

11792 BU Elves begin to first record the history of Marakush (some races are already in existence).

10419 BU Humans first recorded on Marakush. Begin to establish various kingdoms.

10210 BU Humans arrive on the Dragon Isle and begin to befriend the Rainbow Dragons.

10074 BU Humans on Dragon Isle announce the 1st Drago Dynasty.

9210 BU First contact between Elves and the Humans of the expanding Dragon Isle.

7632 BU First appearance on Marakush of Goblin races

7625 BU Start of the First Goblin War. The humans of the Dragon Isle Empire attack the new Goblin settlements. Wave after wave of Rainbow Dragons, ridden by the Lords of the Dragon Isle, begin to push the Goblin races back underground.

7598 BU First Alliance of Elves and Humans as Elves ally themselves to the Dragon Isle and help to push the remaining Goblins underground.

7443 BU End of the First Goblin War

6862 BU Second Goblin War begins. The Goblins along with the larger Orcs begin to rise once more and attack Dragon Isle cities on the mainland.

6271 BU Second Goblin War ends when volcanic activity rocks the Dragon Isle, destroying the western sector of the capital and the Dragon Library where much of the Dragon Isle's scrolls of secret and arcane knowledge were stored.

6268 BU

Tiam becomes 1st Dragon Emperor of the 2nd Drago Dynasty.

6264 BU

Due to losses during the war, Tiam recalls most of the navy and army, and so abandoning some of the mainland colonies.

5991 BU

Wandering Wizards settle the Wizards Isle and begin to build great towers.

3076 BU

Elves settle in the region later to be called Urtind.

2921 BU

Further volcanic activity occurs on the Dragon Isle and part of the island sinks beneath the waves.

2920 BU

Beginning of the 3rd Drago Dynasty

2577 BU

Goblin races once more begin to rise from their underground homes. Elves fight back but many goblinoid settlements appear in the Maurveld Forest.

2468 BU

Unhuman Wars begin between the Elves and Goblindkind - a series of long drawn-out skirmishes with periods of relative calm.

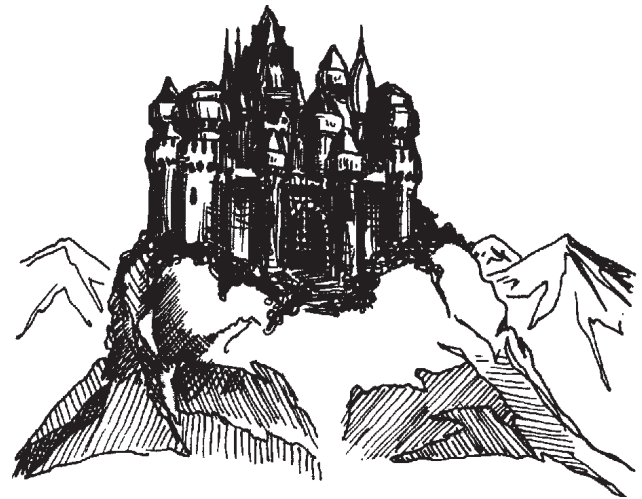




1298 BU	Goblins suffer further defeats and in desperation call upon the Gods.	251 BU	Elvish Civil War ends with the Tylwyth Teg defeated. The Dwarves maintain their neutrality throughout, despite repeated pleas for help from the Tylwyth Teg.
1298 BU	Three Avatars of Bulackas appear in Southern Marakush. They call upon all of Marakush to submit to them. The resolute answer is no, and the response is swift with the Avatars summoning the Abyssal Dragons and causing earthquakes. These cause the destruction of the Kingdoms of Maincia, Partean and Tylonia and turn these lands into a wasteland.	152 BU	Haeflin settle in the Northdowns, south of the Altau Crags.
		22 BU	Urso tribe discover the stirrup (the secret possibly given to them by the Wizards Isle).
1295 BU	Halderane, an eminent wizard of the Wizards Isle leads a band of adventurers and together they trap the Avatars in a Goblin Temple, called the Fortress of Gramsh. Halderane then transports the area into a pocket dimension of his own creation with great magic.	18 BU	Wizards arrive in Urtind (possible from the Wizards Isle) and begin to establish schools of Arcane Lore.
		12 BU	Tylwyth Teg attains a status quo in numbers but the Tylwyth Du continue to multiply.
1247 BU	The Balankori (<i>qv</i>), an elder race, decide to leave the surface and venture underground for a more peaceful existence.	8 BU	First appearance of the Tylwyth Myndd, a group of Elves who made their home in the mountains during the Sundering, where they trained giant eagles to serve as their mounts.
1240 BU	The Balankori discover a very rare crystal, which they find can hold magical fire. This they used to remove Goblins from the caverns, which they then turned into their homes.	2 BU	Urso tribe (with the power of cavalry with lances) unites a group of nomadic tribes, who journey to what will become Urtind.
943 BU	Humans first settle in Urtind, nomadic tribes who worship animal totems.	0 BU	Bara Ursine of the Urso tribe becomes the first King and founder of the 1st Ursine Dynasty of the Empire of Urtind.
791 BU	Great Wyrms War begins so bringing civil war to the Dragon Isle.	0 - 106 AU	Heroic Age of the Empire of Urtind begins.
		36 AU	Church of Urto is established.
541 BU	End of the Great Wyrms War. Many areas of forest are now grasslands and many dragons are now spread around the world. Drak, becomes 1st Drago Emperor of the 4th Drago Dynasty.	50 AU	Church of Urto is proclaimed the state religion after Lorn the Godly made Regent of Urtind.
		87 AU	Canus Cult is formed in the south of the Urtish Empire after much prompting by the Tylwyth Du.
483 BU	Dwarves enter the Ruby Mountains, they begin to mine gems and then found the Ruby Kingdom.	102 AU	Canus Cult reaches its height and plans the assassination of Bara III.
425 BU	End of the Unhuman War.		
364 BU	The Sundering of the Elves begins when some Elves are corrupted by Goblinoid influences. The Dwarves state their neutrality and try to negotiate a peaceful settlement, but have their offers of help to mediate a peace rejected by the Tylwyth Teg and the Tylwyth Du.	106 - 152 AU	Succession Wars begin on successful assassination of Bara III and throw the Urtish Empire into turmoil as the major families struggle for the throne. Church of Urto grows to its current power.



<p>152 - 155 AU The Urtish Empire divides into the current realms and the heart of the Empire begins its re-growth as the Kingdom of Urtind.</p> <p>155 AU The beginning of the Raas Dynasty of Urtind. The former stewards of the Ursine Dynasty finally succeed in capturing the throne of Urtind.</p> <p>197 AU Dynasty struggle begins amongst the Dwarven Ruby Kingdom.</p> <p>212 AU Dynasty struggle ends in the Ruby Kingdom with the beginning of the "Rule of the Clan Councils" by the Dwarves.</p> <p>301 AU Tylwyth Du reach a stable level of power once more.</p> <p>350 AU Golden Age of the Kingdom of Urtind begins.</p> <p>352 AU Golden Age of the Dwarves begins.</p> <p>355 AU Treaty of Alliance is signed between the Ruby Kingdom and Urtind.</p> <p>448 AU Canus Cult begins to grow once more in the southern Kingdoms of Vinlon and Solda.</p> <p>497 AU Haeffin announce the formation of the Northdowns Republic.</p> <p>553 AU Canus Cult reaches the height of its power and plots the downfall of the Raas Dynasty of Urtind.</p> <p>564 AU Dwarves close the Gates of the Ruby Kingdom due to internal strife.</p> <p>569 AU On the coronation of Palin I, there is an eclipse of the sun resulting in a prophecy being fulfilled. The Southern Baronies declare their independence and thus begins the start of the Great Baronial War.</p> <p>578 AU Dwarves found a new King Dynasty.</p> <p>593 AU The Southern Baronies attain the height of their power.</p> <p>591 AU Canus Cult, along with the Southern Baronies, succeed in assassinating Palin I and his only son.</p>	<p>591-594 AU The Plague Years. Urtind's borders are closed as a plague ravages the land. The Crown Princess journeys on a quest for a cure.</p> <p>595 AU Princess Elanor, Crown Princess of Urtind returns with an artefact of power along with the direct descendant of Bara Ursine the First. Karonus Ursine marries Princess Elanor in a greatly publicised wedding. This is quickly followed by the coronation of Karonus, so establishing the Second Ursine Dynasty.</p> <p>596 AU King Karonus forms an army to crush the Canus Cult and the Southern Baronies. He also forms a new alliance with the Tylwyth Teg, so protecting the borders of Willow Woods, (Tatharyn) and thus resulting in a growth of power of the Tylwyth Teg.</p> <p>597 AU Many skirmishes between Urtind and the Southern Baronies occur along with the minor battles of Mor Baltus and Drassus.</p> <p>598 AU King Karonus inflicts a crushing defeat on the Southern Baronies. The Fighting Orders proceed to eradicate the Canus Cult.</p> <p>601 AU Southern Baronies sue for peace and new borders are drawn up.</p> <p>604 AU King Karonus moves the capital of Urtind from Daranmax to Cadanbyrig, retaining a summer palace at Daranmax.</p> <p>610 AU Golden Heroic Age is heralded in Urtind</p>
---	---





APPENDIX B - SOCIAL BACKGROUND

Below we have the first in a series of tables designed to generate a basic background for your character in the Dragon Reaches.

HUMANS

Some comments need to be made about these charts.

The realms mainly ruled and inhabited by Humans can be basically grouped as in *Table B1 - Government Types*. The only difference to this being the realm of Urtind, where there is a mixed governmental structure, which is both Clan orientated and Feudal in structure, i.e. the members of the various clans within Urtind swear fealty to their clan chief, who in turn swears fealty to the King.

Government	Realm
Tribal	Asanthi, Hornguls, Moorabic, Amberath
Viking	Svermark
Feudal	Anderia, Maks, Faldon, Jakita, Normis, Oros, Solda and Vinlon
Imperial	Dragon Isle and Eastern Taraj
Open Feudal	Milthar, Mhaun and Shukalar

TABLE B.1 GOVERNMENT TYPES

Following the Social Status tables, are tables to generate the vocation of the PC's father. These are only given for Urtind and the Imperial nations (i.e. Dragon Isle and Eastern Taraj), the others can be found in the Gamemaster's Handbook.

Father's Status	Tribal	Cost	Viking	Cost	Feudal	Cost
Serf / Peasant	-		01-10%	+10	01-10%	+15
Yeoman / Freeman	01-90%	+5	11-80%	+0	11-50%	+0
Townsmen	-		81-86%	+0	51-70%	+0
Guildsman	91-95%	-10	87-90%	-10	71-75%	-5
Landless Noble	-		91-94%	-15	76-80%	-10
Noble	96-99%	-15	95-97%	-20	81-94%	-15
Titled Noble	-		98-99%	-25	95-99%	-20
Royalty	100%	-30	100%	-30	100%	-30

Father's Status	Open Feudal	Cost
Serf / Peasant	-	
Yeoman / Freeman	01-50%	+0
Townsmen	51-60%	+0
Guildsman	61-70%	-5
Landless Noble	71-80%	-10
Noble	81-94%	-15
Titled Noble	95-99%	-20
Royalty	100%	-30

Father's Status	Imperial	Cost	Urtind	Cost
Slave / Peasant	01-10%	+15	01-10%	+10
Yeoman / Freeman	11-55%	+5	11-60%	+0
Townsmen	56-70%	+0	61-75%	+0
Guildsman	71-85%	-10	76-85%	-10
Military / Warband	86-98%	-20	86-95%	-15
Noble	99-100%	-30	96-100%	-20



TABLE B.2 HUMAN SOCIAL CLASS TABLES



URTISH SOCIAL TABLES

Father's Vocation	1d100	Status	Background Skills
PEASANT			
Farmer	01-70%	5	Quarterstaff and any two agriculture skills
Horse Handler	71-75%	6	Riding, Animal Handling and Quarterstaff
Cowherd	76-83%	4	Cattle or Dairy Herding, Quarterstaff and one agriculture skill
Swineherd	84-88%	3	Pig Raising, Quarterstaff and one agriculture skill
Shepherd	89-96%	4	Sheep Herding, Quarterstaff and one agriculture skill
Labourer	97-100%	3	Endurance, Conditioning and Lifting
WARRIOR			
Freehold Farmer	01-60%	12	Spear or Axe Combat and any two agriculture skills
Freehold Stockman	61-75%	12	Spear Combat and any two animal skills
Blacksmith	76-80%	14	Blacksmithing, Mace Combat and Spear Combat
Woodcrafter	81-85%	12	Carpentry, Mace Combat and Axe Combat
Weaponsmith	86-87%	15	Blacksmithing, Weaponsmithing and any two combat skills
Forester	87-91%	12	Archery, Spear Combat and any two outdoor skills
Armourer	92-93%	15	Blacksmithing, Armourer and any two combat skills
Mason	94-96%	12	Masonry, Mace Combat and Spear Combat
Freehold Miller	97-100%	14	Bargaining, Spear Combat and one agriculture skill
TOWNSMAN			
Peddler	01-05%	6	Bargaining and Con
Beggar	06-09%	3	Begging, Con and one other thievery skill
Brothel Keeper	10-12%	8	Intimidation, Con and Knife Fighting
Stable hand	13-15%	10	Animal Handling and Knife Fighting
Cobbler	16-20%	11	Leather Working and Knife Fighting
Chandler	21-23%	12	Bargaining, Sail + Cordage Making
Tailor	24-30%	14	Tailoring and Bargaining
Sailor	31-38%	11	Knife Fighting and two sea skills
Clothmaker	39-46%	14	Dyeing and Spinning + Weaving
Tanner	47-52%	10	Leather Working and Knife Fighting
Blacksmith	53-56%	16	Blacksmithing and Mace Combat
Shopkeeper	57-65%	12	Bargaining, Knife Fighting and one trade skill
Innkeeper	66-72%	16	Inn-keeping, Brewing and one combat skill
Cook	73-75%	11	Cooking, Knife Fighting and Herb Lore
Butcher	76-81%	12	Axe Combat and Knife Fighting
Wine Merchant	82-83%	15	Wine-making and Bargaining
Baker	84-92%	12	Cooking: Baking and one combat skill
Labourer	93-100%	8	Endurance, Conditioning and Lifting
GUILDSMAN			
Stonemason	01-05%	21	Masonry and Mace Combat
Builder	06-10%	18	Architecture and Masonry
Shipwright	11-14%	24	Shipbuilding, Carpentry and one sea skill
Goldsmith	15-20%	22	Goldsmithing and Bargaining
Silversmith	21-24%	19	Silversmithing and Bargaining
Jeweller	25-27%	20	Jewelrysmithing and Bargaining
Carpenter	28-35%	16	Carpentry, Mace Combat and Bargaining
Armourer	36-40%	23	Blacksmithing, Armourer and one combat skill
Weaponsmith	40-43%	24	Blacksmithing, Weaponsmithing and two combat skills
Potter	44-54%	15	Pottery and Bargaining

Continued

TABLE B.3 URTIND SOCIAL TABLES - PEASANT TO GUILDSMAN (POTTER)



Father's Vocation	1d100	Status	Background Skills
GUILDSMAN cont'd			
Locksmith	55-58%	18	Blacksmithing and Pick Locks
Apothecary	59-61%	18	Making Drugs + Poisons and Herb Lore
Miner	62-66%	17	Mining, Endurance and Axe or Mace Combat
Engraver	67-69%	16	Engraving + Coinage, Bargaining and Gold or Silversmithing
Cartographer	70-71%	18	Writing, Painting and Cartography
Scribe	72-77%	16	Writing, Papermaking and Calligraphy + Illumination
Physician	78-83%	21	Writing, Herb Lore and First Aid
Herald / Bard	84-86%	23	Poetic Composition + Story Telling, Diplomacy and any one musical Instrument
Entertainer	87-98%	15	Two artistic skills
Esoteric Lore	99-100%	25	Writing, any two magic or one magic and two lore skills

TABLE B.3 (CONTINUED) URTIND SOCIAL TABLES - GUILDSMAN (LOCKSMITH) TO GUILDSMAN (ESOTERIC LORE)

It can happen that an Armourer, Weaponsmith, Blacksmith, Physician or Herald (Bard) can find themselves part of a Warband. If this happens they gain the following bonus to their status.

Warband of	B'rant	+5
	B'ran	+10
	Eorl	+15
	Royal	+20

Father's Vocation	1d100	Status	Background Skills
WARBAND			
B'rant Ijeiss	01-25%	18	Spear, Axe and one other combat skill
B'rant Areiss	26-34%	16	Archery, Axe and one other combat skill
B'rant Elstash	35-40%	20	Riding, Mounted Combat, Lance and one other combat skill
B'ran Ijeiss	41-60%	23	Spear, Axe and two other combat skills
B'ran Areiss	61-70%	22	Archery, Axe and two other combat skills
B'ran Elstash	71-75%	25	Riding, Mounted Combat, Lance and two other combat skills
Eorl Ijeiss	76-84%	26	Heraldry, Spear, Axe and two other combat skills
Eorl Areiss	85-88%	24	Heraldry, Archery, Axe and two other combat skills
Eorl Elstash	89-91%	30	Basic Chivalric Training
Royal Ijeiss	92-96%	34	Basic Chivalric Training + Axe Combat
Royal Areiss	96-99%	32	Basic Chivalric Training + Archery
Royal Elstash	100%	40	Basic Chivalric Training + one other combat skill

TABLE B.4 URTIND SOCIAL TABLES - WARBANDS

An Elstash is the Cavalry member of the warband and is akin to a Knight. The Ijeiss is the common foot member of the warband and is akin to a Huscarl, they also prefer to use an Axe. The final member of a warband is the Areiss, or archer. Trained as an Ijeiss, they are also skilled in the use of the longbow.



Father's Vocation	1d100	Status	Background Skills
TITLED NOBLES			
B'rant "S" Holding	01-10%	34	Basic Chivalric Training and one combat skill
B'rant "T" Holding	11-20%	36	Basic Chivalric Training and one combat skill
B'rant "U" Holding	21-30%	38	Basic Chivalric Training and one combat skill
B'rant "V" Holding	31-40%	40	Basic Chivalric Training and one combat skill
B'ran "W" Holding	41-48%	42	Basic Chivalric Training and two combat skills
B'ran "X" Holding	49-55%	44	Basic Chivalric Training and two combat skills
B'ran "Y" Holding	56-53%	46	Basic Chivalric Training and two combat skills
B'ran "Z" Holding	54-60%	48	Basic Chivalric Training and two combat skills
B'ran "AA" Holding	61-68%	50	Basic Chivalric Training and two combat skills
B'ran "BB" Holding	69-75%	52	Basic Chivalric Training and two combat skills
B'ran "CC" Holding	76-81%	54	Basic Chivalric Training and two combat skills
B'ran "DD" Holding	82-87%	56	Basic Chivalric Training and three combat skills
B'ran "EE" Holding	88-92%	58	Basic Chivalric Training and three combat skills
Eorl "FF" Holding	93-95%	60	Basic Chivalric Training and three combat skills
Eorl "GG" Holding	96-97%	65	Basic Chivalric Training and three combat skills
Eorl "HH" Holding	98%	75	Basic Chivalric Training and three combat skills
Eorl "PR" Holding	99%	90	Basic Chivalric Training and four combat skills
King "KG" Holding	100%	100	Basic Chivalric Training and four combat skills

TABLE B.5 URTIND SOCIAL TABLES - TITLED NOBLES

Within each holding, the smaller fiefs are actually held by the head of the family holding the land. Each family actually consists of a group of extended families that are related, essentially a small Clan. The Eorl's are the Kings of one of the original tribes that established Urtind. Within each tribal group are the B'ran or High Clan Chiefs, these are the rulers of a group of related Clan families that over the years have grown in number. The B'rant are the Low Clan Chiefs, rulers of Clan groups that have separated from the High Clans when they settled their own lands.

IMPERIAL SOCIAL TABLES (EASTERN TARAJ AND DRAGON ISLE)

Father's Vocation	EASTERN TARAJ	DRAGON ISLE	Status	Background Skills
	1d100	1d100		
Slave	01-15%	01-10%	+15	
Rural Freeman	16-65%	11-60%	+0	
Towns Freeman	66-75%	61-78%	+0	
Citizen	76-85%	79-88%	-5	
Imperial Military	86-95%	89-100%	-8	
Imperial Government	96-100%	--	-15	
SLAVE				
Farmhand	01-65%	01-70%	5	Any two agriculture skills
Gladitorial Slave	66-75%	71-75%	6	Any three combat skills
Animal Herder	76-83%	76-86%	4	Cattle or Dairy Herding
Personal Slave	84-88%	87-89%	3	Any two skills
Town Labourer	89-96%	90-96%	4	Endurance and Lifting
Household Slave	97-100%	97-100%	3	Any two skills

TABLE B.6 IMPERIAL SOCIAL TABLES - SOCIAL CLASS OF PC'S FATHER AND SOCIAL TABLE - SLAVE



Father's Vocation	EASTERN TARAJ 1d100	DRAGON ISLE 1d100	Status	Background Skills
RURAL FREEMAN				
Farmer	01-60%	01-65%	12	Axe combat and any two agriculture skills
Stockman	61-75%	66-78%	12	Spear Combat and any two animal skills
Blacksmith	76-80%	79-82%	14	Blacksmithing and Mace Combat
Woodcrafter	81-85%	83-88%	12	Carpentry, Mace Combat and Axe Combat
Weaponsmith	86-87%	89%	15	Blacksmithing, Weaponsmithing and any two combat skills
Forester	87-91%	90-92%	12	Archery, Spear Combat and any two outdoor skills
Armourer	92-93%	93%	15	Blacksmithing, Armourer and any two combat skills
Mason	94-96%	94-96%	12	Masonry and Mace Combat
Miller	97-100%	97-100%	14	Bargaining and one agriculture skill
TOWN FREEMAN				
Peddler	01-05%	01-03%	6	Bargaining and Con
Beggar	06-09%	04-08%	3	Begging, Con and one other thievery skill
Brothel Keeper	10-12%	09-11%	8	Intimidation, Con and Knife Fighting
Stable-hand	13-15%	12-14%	10	Animal Handling
Cobbler	16-20%	15-20%	11	Leather Working and Knife Fighting
Chandler	21-23%	21-23%	12	Bargaining, Sail and Cordage Making
Tailor	24-30%	24-30%	14	Tailoring and Bargaining
Sailor	31-38%	31-40%	11	Knife Fighting and two sea skills
Clothmaker	39-46%	41-45%	14	Dyeing and Spinning + Weaving
Tanner	47-52%	46-52%	10	Leather Working and Knife Fighting
Blacksmith	53-56%	53-56%	16	Blacksmithing and Mace Combat
Shopkeeper	57-65%	57-64%	12	Bargaining and one trade skill
Innkeeper	66-72%	65-72%	16	Inn-keeping, Brewing and one combat skill
Cook	73-75%	73-75%	11	Cooking and Herb Lore
Butcher	76-81%	76-81%	12	Axe Combat and Knife Fighting
Wine Merchant	82-85%	82-83%	15	Wine-making and Bargaining
Baker	86-95%	84-92%	12	Cooking: Baking
Labourer	96-100%	93-100%	10	Endurance, Conditioning and Lifting
CITIZEN				
Stonemason	01-05%	01-08%	21	Masonry and Mace Combat
Builder	06-10%	09-14%	18	Architecture and Masonry
Shipwright	11-14%	15-20%	24	Shipbuilding, Carpentry and one sea skill
Goldsmith	15-20%	21-23%	22	Goldsmithing and Bargaining
Silversmith	21-24%	24-26%	19	Silversmithing and Bargaining
Jeweller	25-27%	27-30%	20	Jewelrysmithing and Bargaining
Carpenter	28-35%	31-38%	16	Carpentry, Mace Combat and Bargaining
Armourer	36-40%	39-42%	23	Blacksmithing, Armourer and one combat skill
Weaponsmith	41-43%	43-47%	24	Blacksmithing, Weaponsmithing and two combat skills
Potter	44-54%	48-53%	15	Pottery and Bargaining
Locksmith	55-58%	54-57%	18	Blacksmithing and Pick Locks

Continued

TABLE B.7 IMPERIAL SOCIAL TABLES - RURAL FREEMAN TO CITIZEN (LOCKSMITH)



Father's Vocation	EASTERN TARAJ 1d100	DRAGON ISLE 1d100	Status	Background Skills
CITIZEN (continued)				
Apothecary	59-61%	58-64%	18	Making Drugs + Poisons and Herb Lore
Miner	62-66%	65-69%	17	Mining, Endurance and Axe or Mace Combat
Engraver	67-69%	70-72%	16	Engraving + Coinage, Bargaining and Gold or Silversmithing
Cartographer	70-71%	73-76%	18	Writing, Painting and Cartography
Scribe	72-77%	77-81%	16	Writing, Papermaking and Calligraphy + Illumination
Physician	78-83%	82-88%	21	Writing, Herb Lore and First Aid
Herald	84-86%	89-92%	23	Poetic Composition + Story Telling, Diplomacy and any one musical instrument
Entertainer	87-98%	93-95%	15	Two artistic skills
Esoteric Law	99-100%	96-100%	25	Writing, any two magic or one magic and two lore skills
IMPERIAL MILITARY				
Imperial Scout	01-30%	01-25%	21	One outdoor skill and any two combat skill
Imperial Archer	31-50%	26-45%	23	Archery, Spear and one other combat skill
Imperial Legionnaire	51-70%	46-65%	22	Shortsword, Spear and one other combat skill
Imperial Guard	71-75%	66-75%	25	Slahing Sword, Spear and one other combat skill
Horse Archer (Light Cavalry)	76-84%	76-84%	26	Archery, Riding and one other combat skill
Klibanori (Heavy Cavalry)	85-88%	85-88%	24	Riding, Mounted Combat, Lance and one other combat skill
Dragoon	89-91%	89-91%	30	Riding, Mounted Combat, Lance and two other combat skills
Junior Officer	92-96%	92-96%	32	Basic Chivalric Training
Officer	96-99%	96-99%	34	Basic Chivalric Training and one combat skill
Senior Officer	100%	100%	40	Basic Chivalric Training and two combat skills
TITLED NOBLE				
Retired Legionnaire	01-40%	-	34	One agriculture skill, Shortsword, Spear and one other combat skill
Town Legature	41-55%	-	42	Diplomacy and Writing
City Legature	56-65%	-	44	Diplomacy, Oratory and Writing
Province Legature	66-68%	-	46	Diplomacy, Oratory, Writing and Basic Chivalric Training
Legion Triumbar	69-70%	-	48	Basic Chivalric Training and three combat skills
Town Meister	71-79%	-	50	Basic Chivalric Training and Oratory
City Meister	80-83%	-	52	Basic Chivalric Training, Diplomacy, Oratory and one combat skill
Provincial Tax Collector	84-97%	-	54	Basic Chivalric Training, Diplomacy and one combat skill
Province Governor	98-99%	-	56	Basic Chivalric Training, Diplomacy, Oratory, Writing and one combat skill
Senator	100%	-	58	Basic Chivalric Training, Diplomacy, Oratory, Writing and two combat skills

TABLE B.7 (CONTINUED) IMPERIAL SOCIAL TABLES - CITIZEN (APOTHECARY) - TITLED NOBLE



The Legatures are the judges of Imperial Law, with the Province Legature the highest law in the province (with the exception of the Governor and any Senators present). The Legion Triumbar is the military controller within a province and is answerable to the Governor, Senate and Emperor. The Meister's are the mayors of the towns and cities and form a provincial government with the Governor at its head.

DWARVES AND TYLWYTH HEN SOCIAL TABLES

The Dwarves and Tylwyth Hen should use the Social Backgrounds as given in the basic rulebook, regardless of the realm from which the character comes. The Tylwyth Du and Tylwyth Myndd have the additional skills are referred to in *Chapter 3 - Races of the Dragon Reaches*.

HAEFLIN SOCIAL TABLES

Any Haeflin character (regardless of the realm) should use the following table for their father's social background.

Father's Vocation	Cost	1d100	Status	Background Skills
Farmer	+5	01-30%	10	Sling and any two agriculture skills
State Archer	+0	31-35%	15	Archery, Short Sword and one other combat skill
State Cavalry	+0	36-40%	15	Riding, Mounted Combat, Lance and Shortsword
Blacksmith	-5	41-43%	11	Blacksmithing and Mace Combat
Armourer	-5	44%	12	Blacksmithing, Armourer and one combat skill
Weaponsmith	-5	45%	12	Blacksmithing, Weaponsmithing and two combat skills
Forester	+0	46-48%	11	Archery, Short Sword and any two outdoor skills
Rural Innkeeper	-5	49-52%	14	Inn-keeping, Wine-making and one outdoor skill
Carpenter	+0	53-55%	10	Carpentry, Mace Combat and one other combat skill
Mason	+0	56-57%	11	Masonry, Mace Combat and one other combat skill
Miller	+5	58-60%	15	Bargaining and two agricultural skills
Animal Herder	+10	61-65%	10	Knife Fighting and any two animal skills
Shopkeeper	+0	66-70%	10	Bargaining and one trade skill
Butcher	+0	71-73%	12	Axe Combat and Knife Fighting
Urban Innkeeper	-5	74-80%	16	Inn-keeping, Streetwise and two combat skills
Wine Merchant	-10	81-83%	18	Wine-making and Bargaining
Weaver	+0	84-87%	12	Spinning + Weaving and Dyeing Cloth
Tailor	-5	88-90%	15	Tailoring, Bargaining and one cloth making skill
Jewelsmith	-5	91-93%	20	Jewelsmithing and Bargaining
Goldsmith	-5	94-95%	22	Goldsmithing and Bargaining
Physician	-10	96-97%	25	Writing, Herb Lore and First Aid
Scribe	-5	98%	18	Writing, Paper-making and Calligraphy + Illumination
State Constable	-15	99%	30	Riding, Diplomacy and two combat skills
Representative	-20	100%	50	Bargaining, Diplomacy, two charisma skills and one foreign language

TABLE B.8 HAEFLIN SOCIAL TABLE

The Representative is the local legally elected member of the Haeflin Government. The State Constables are the representatives of the Haeflin Government or the "police force" who ensure that law and order is maintained.



BORALLI

TYPE	Lesser	Greater
EXP AWARD	1750	3000
AGIL / AR	14 (73%)	15 (76%)
CON / AR	20 (90%)	22 (94%)
DISC / AR	10 (58%)	11 (62%)
INT / AR	11 (62%)	14 (73%)
STR / AR	18 (85%)	20 (90%)
HEIGHT / LENGTH	10' tall	15' tall
WEIGHT (lbs)	1100	1500
CCAP (lbs)	825	1275
BODY	84	107
FATIGUE	38	42
MOV	17	18
WALK	4	4
DBL TIME	8	8
SPRINT / FLY	16	16
JUMP	8	9
BMR	20	30
DODGE 40%+	22 PSF	25 PSF
STAM 40%+	30 PSF	35 PSF
WILL 40%+	15 PSF	20 PSF
SIGHT 5%+	15 PSF	20 PSF
SOUND 5%+	10 PSF	15 PSF
ATTACKS		
CLAW Large 50%+ DAMAGE	+25 PSF LC 12 + 10	+32 PSF LC 12 + 15
ARMOUR		
Vs SLASH	13	15
Vs CRUSH	15	20
Vs PIERCE	10	12
Vs MISSILE	11	14
Vs ENERGY	9	10
FOOD: 3 NU / lb		



SPECIAL ABILITIES

Climbing at 95%, Heals at 50% per day, Blending into Surroundings at 95% but only during winter in the snow.

LIMITATIONS

The Boralli dislike heat and fire and must make a willpower check when faced with such attacks.

DESCRIPTION

The Boralli is essentially a shy creature that inhabits the Upper Reaches of the Arl Mountains. Its normal habitat is that of the upper tree line and the icy mountains, where it resides in caves it digs out with its massive claws. Although terrifying in appearance it is in fact a herbivore, and ventures down into the forests to feed on the pine needles and other vegetation it can find there.

Its furry hide is normally a light brown in colour, almost creamy in hue. This turns to a brilliant white during the harsh winter months and aids its ability to hide. Despite it being a herbivore, it is not a coward and if threatened can become extremely dangerous. In fact, if cornered can become extremely dangerous. In fact if cornered it can become berserk as per the Rank 6 command spell "Beserker Rage".

Its main enemies are the Frost Giants and Trolls of both Rutjarl and Trollarl, both of whom prey on the Boralli. It can defend itself with some skill against these two races, especially with its main claws.

Older Boralli often show signs of some innate magical ability. An older Boralli can be spotted by the streaks of black, which begin to appear around the muzzle. These older Boralli are able to cast Rank 1 and 2 Water and Plant spells with a PMF of 40, PSF of 36 and TSC of 55%.

MAGICAL MATERIALS

Boralli Blood: MRF*2, Element Water and Earth

The blood counts as three quantities for anointing magical devices of Water and two quantities for anointing devices on Earth. 5 times 1d10 quantities can be obtained from a Boralli.

Boralli Fur: MRF*2, Element Earth

Up to 2 times 1d10 quantities of furry hide can be recovered from a Boralli. The hide is particularly useful in water magic and a full undamaged hide provides a suitable structure for cloaks enchanted with Illusion or Wand spells.



GOSUT LION

TYPE	Young Female	Young Male	Adult Female	Adult Male
EXP AWARD	1250	1500	2000	2500
AGIL / AR	18 (85%)	17 (82%)	16 (79%)	16 (79%)
CON / AR	14 (73%)	14 (73%)	15 (76%)	16 (79%)
DISC / AR	11 (62%)	10 (58%)	14 (73%)	13 (70%)
INT / AR	6 (40%)	7 (45%)	8 (50%)	9 (54%)
STR / AR	15 (76%)	16 (79%)	17 (82%)	18 (85%)
HEIGHT / LENGTH	2' 6" / 6'	3' / 8'	3' 6" / 9'	4' / 10'
WEIGHT (lbs)	700	800	900	1000
CCAP (lbs)	420	520	630	750
BODY	57	62	68	75
FATIGUE	29	31	32	34
MOV	16	15	15	16
WALK	4	4	3	3
DBL TIME	8	8	6	6
SPRINT / FLY	28	28	21	21
JUMP	8	8	8	8
BMR	15	15	20	20
DODGE 40%+	20 PSF	18 PSF	30 PSF	26 PSF
STAM 40%+	28 PSF	30 PSF	34 PSF	38 PSF
WILL 40%+	24 PSF	26 PSF	28 PSF	30 PSF
SIGHT 5%+	15 PSF	18 PSF	25 PSF	30 PSF
SOUND 5%+	20 PSF	25 PSF	30 PSF	35 PSF
ATTACKS				
BITE Medium 40%	+20 PSF	+25 PSF	-	-
Large 50%	-	-	+30 PSF	+35 PSF
DAMAGE	MS 7 + 10	MS 7 + 12	LP 12 + 12	LP 12 + 15
CLAW Medium 40%	+30 PSF	+35 PSF	-	-
Large 50%	-	-	+35 PSF	+40 PSF
DAMAGE	MS 8 + 8	MS 8 + 10	LC 12 + 10	LC 12 + 12
ARMOUR				
Vs SLASH	9	10	11	12
Vs CRUSH	11	12	13	15
Vs PIERCE	7	8	9	11
Vs MISSILE	9	10	11	12
Vs ENERGY	7	8	9	10
FOOD: 1 NU / lb				



SPECIAL ABILITIES

Nightvision to 220', Blending with Surroundings at 75% (allowing for surprise attacks).

LIMITATIONS

The Gosut Lion dislikes deep water and is unable to swim.

DESCRIPTION

The Gosut Lion is a creature that is unique to the Gosuthar Jungles to the west of the Inner Sea. Although called a lion it has more in common with the common tiger, and is indeed closer still to the extinct Sabretooth. The Gosut Lion, unlike the tiger, does live in family groups similar to the common lion. Each family group is lead by a large male and the senior females. Younger males are found in the group but when they reach full adult size they are either forced to leave or fight the group's leader for possession of the pack. They will prowl through the jungle seeking out prey, before they form a circle that slowly closes in on the victim. They have been known to attack large beasts, such as elephants, which they attack from all quarters gradually wearing the beast down.

An adult male or female is quite capable of leaping at a horse, and bringing it down by breaking its neck.

The male can reach a length of 10' and a shoulder height of 4'; the female is a foot shorter and six inches lower. The jaw of the lion is capable of breaking bones and with its main fangs it has been known to penetrate the best quality armour. The hide of the lion with its striped hindquarters and spotted forequarters is very difficult to spot amongst the jungle undergrowth, allowing its first attack on its victim to be a full surprise attack.

MAGICAL MATERIALS

Gosut Lion Blood: MRF*3, Element Earth

The blood counts are two quantities for anointing magical devices of Earth. Up to 6 quantities can be obtained from an adult lion and 4 from a young Gosut Lion.

Gosut Lion Fangs: MRF*2, Element Earth

The fangs count as one quantity in the manufacture of staves or magical devices requiring a bone ingredient. They are also used as the blade in the Gosut Thorn, an enchanted assassin's dagger.



INTRODUCTORY ADVENTURE

BACKGROUND

The Church of Urto, concerned about the lack of reports (and tithes) from Oros has despatched an emissary, a priest of high rank, along with a bodyguard of 6 members of the Order of the Bear. Shortly after the emissary left, the Church Leaders received reports from Jakita that the borders to Oros had been closed. The decision has now been taken that the emissary must be halted and remain at the capital of Jakita until further instructions can be sent. To this end they require an expendable priest, with a group of adventurers, to catch up with the emissary. In addition the leaders would like the group to investigate why the border has been closed and to recover the outstanding tithes.

STARTING POINT

Either the city of Cadanbyrig or the city of Daranmax.

RECOMMENDED CHARACTERS AND LEVEL

A Priest and 2 or more warriors - low to medium in level.

START

The priest receives a letter instructing him to catch the emissary and pass on a scroll of utmost importance. Once this has been done, the party is to continue on to Oros to investigate and resolve the problems there, in other words collect the tithes. He/she should gather companions as the journey is perilous. and to this end they are provided with surcoats of the Order of the Bear (black with a golden bear rampant) to frighten off brigands. The church will also provide riding palfreys and 1 Drucas per person for equipment. The emissary and his party have travelled south along the Spice Trail heading towards the border with Jakita.

THE CRUNCHY BITS

(OR WHERE THE PC'S SUFFER MINOR INJURIES)

The journey south is reasonably uneventful, with any encounters as the GM wishes to use. It should take the PC's about three weeks from Cadanbyrig or ten days from Daranmax to reach the southern edge of the Carlegg Mountain range. At this point have the weather take a turn for the worse with a great storm brewing. If there is a forester in the group have him find a trail heading towards a small castle which can be seen in the distance - in any event lead the group towards the small castle.

The castle is a small motte and bailey affair with the keep built of stone. The drawbridge into the bailey is still down and the gates hang open. As they approach the castle they come across a mud spattered corpse. When turned over they discover that it is a knight wearing a surcoat identical to the ones they are wearing, black with the golden bear.

Within the bailey itself are the outer buildings which are all intact and habitable. Any one entering the smithy will discover a body lying across the anvil. If examined, the PC's will discover it is dressed in fine clothes and bearing the seal of high office within the church.

This is the emissary, or what's left of him and within his belt pouch he still carries his instructions to investigate Oros about the lack of reports and tithes. This corpse also appears drained of all life from no apparant injury. It should be stressed to the priest in the party that the mission of the emissary has now passed on to him to perform.

Shortly after discovering the body of the emissary, have dusk fall and night set in. This is when the emissary and guard will walk again as Undead, unless dealt with accordingly.

The entrance gate to the stairs that climb the mound are barred and the staircase up has been lined with stone. At the top stands the keep, built of stone, the staircase enters through a covered gateway.

The keep itself is empty apart from its current lord, a Wight (or Warrior Wight). The Wight resides in the lord's chamber where he met his end and was left to rot. He seeks only to slay any one travelling the nearby Spice Route who ventures too near.

If the Undead are successfully dealt with the PC's can search the keep and discover a small amount of treasure (GM's choice dependent on his/hers own refereeing style.)

UNDEAD STATISTICS

If *low level characters* are being used, the emissary and guard should be Zombies with statistics as given in the Creature Bestiary.

If *medium level characters* are being used, then have the other 5 missing guards join as additional Zombies.

(Low level in this case is regarded as 1st to 3rd level, with medium being 4th to 8th.)



The Lord has the following statistics, the first numbers being for low level characters with numbers in paranthesis for medium level adventurers.

WIGHT (WARRIOR WIGHT)

Weight	160 lbs	Height	5'9" tall (6'0" tall)
Exp Award	2,250 (2,750)		
Body	45 (65)	Fatigue	40 (60)
Move	12 (14)	DT	10'
Sprint	20'	BMR	0
Stamina	PSF 20 (25)		

Skills	DF	PSF	TSC %	Speed	Dmg	Crit
Dodge	3	20 (25)	60 (65)	n/a	n/a	n/a
Will	3	40 (43)	80 (83)	n/a	n/a	n/a
Longsword	2	28 (40)	78 (90)	12 / 9	11(13)	9-10
Medium Claw	2	25 (36)	75 (86)	12 / 9	13(14)	10

Armour	Rating	Armour	Rating
Slash	3 (9)	Crush	2 (9)
Pierce	1 (6)	Missile	3 (9)
Energy	1 (8)		

Should teh touch of the Wight connect with bare flesh or non-metal armour, the Wight will drain 2 x Crit Die Fatigue Points from its victim. See the Creature Bestiary for more details.

The armour worn is Leather (Chainmail)

APPENDIX E - TECHNOLOGY LEVELS

All of the realms of the Dragon Reaches have differing levels of civilisation, below is a simple chart which hopefully gives a brief idea of the levels of advancement. It should be remembered however, that the Guild of Esoteric Lore maintains a control over new and advanced technology. No Realm or Magical Guild has yet discovered Gunpowder.

REALM	Earth Equivalent	Best / Standard Armour and Weapons available
Amberath	2 nd C. Picts	Ringmail (Best), Hide (Std), Iron Swords (Best), Spears and Clubs (Std)
Anderia	12 th /13 th C. England	Chainmail (Best), Ringmail (Std), Longswords (Best), Spears (Std)
Asanthi	7 th C. Ireland	Ringmail (Best), Hide (Std), Iron Swords (Best), Spears and Clubs (Std)
Darken	N/A	Chainmail (Best), Hide & Ringmail (Std), Swords used by all
Dragon Isle	13 th / 14 th C. Italy	Plate (Best), Chainmail (Std), 2 Hand Swords (Best), Polearms (Std)
Eastern Forest	N/A	Chainmail (Best), Hide and Ringmail (Std), Swords used by all
Eastern Steppes	12 th C. Mongolia	Ringmail, Horsebows, Spears and Scimitars
Eyrie	N/A	Elven Chainmail , Bows & Swords (Std), best items are magical
Faldon	11 th / 12 th C. England	Chainmail (Best), Ringmail (Std), Longswords (Best), Spears (Std)
Jakita	12 th C. Germany	Chainmail (Best), Ringmail (Std), Longswords (Best), Spears (Std)
Maks	13 th C. England	Chainmail (Best), Ringmail (Std), Longswords (Best), Spears (Std)
Mhaun Isles	13 th C. Portugal	Chainmail (Best), Ringmail (Std), Longswords (Best), Spears (Std)
Milthar	12 th / 13 th C. Spain	Chainmail (Best), Ringmail (Std), Longswords (Best), Spears (Std)
Normis	11 th / 12 th C. England	Chainmail (Best), Ringmail (Std), Longswords (Best), Spears (Std)
Northdowns Republic	14 th C. England	Chainmail (Best), Ringmail (Std), Longswords (Best), Spears (Std)
Oros	12 th C. England	Chainmail (Best), Ringmail (Std), Longswords (Best), Spears (Std)
Ruby Mountains	N/A	Plate (Best), Platemail (Std), Battleaxes and Hammers (Std)
Rutjarl	N/A	Chainmail (Best) , Hide/Furs (Std), any 2 handed weapons (Std)
Shalaktoor	10 th C. Bedouin	No Armour (due to heat), Horse bows and scimitars (Std)
Shukalar	12 th / 13 th C. Saracens	Chainmail (Best), Ringmail (Std), Longswords (Best), Spears (Std)
Solda	12 th C. Germany	Chainmail (Best), Ringmail (Std), Longswords (Best), Spears (Std)
Svermark	8 th C. Sweden	Chainmail (Best), Hide (Std), Swords (Best), Spears (Std)
Taraj	9 th C. Byzantium	Chainmail (Best), Ringmail (Std), Swords (Best), Spears (Std)
Tatharyn	N/A	Elven Chainmail , Bows and Swords (Std), best items are magical
Trollarl	N/A	Improvised weapons and armour used (some iron items available)
Urtind	10 th / 11 th C. Scotland	Chainmail (Best), Ringmail (Std), Swords (Best), Spears (Std)
Valania	11 th C. Denmark	Chainmail (Best), Ringmail (Std), Swords (Best), Spears (Std)
Vinlon	12 th C. England	Chainmail (Best), Ringmail (Std), Longswords (Best), Spears (Std)

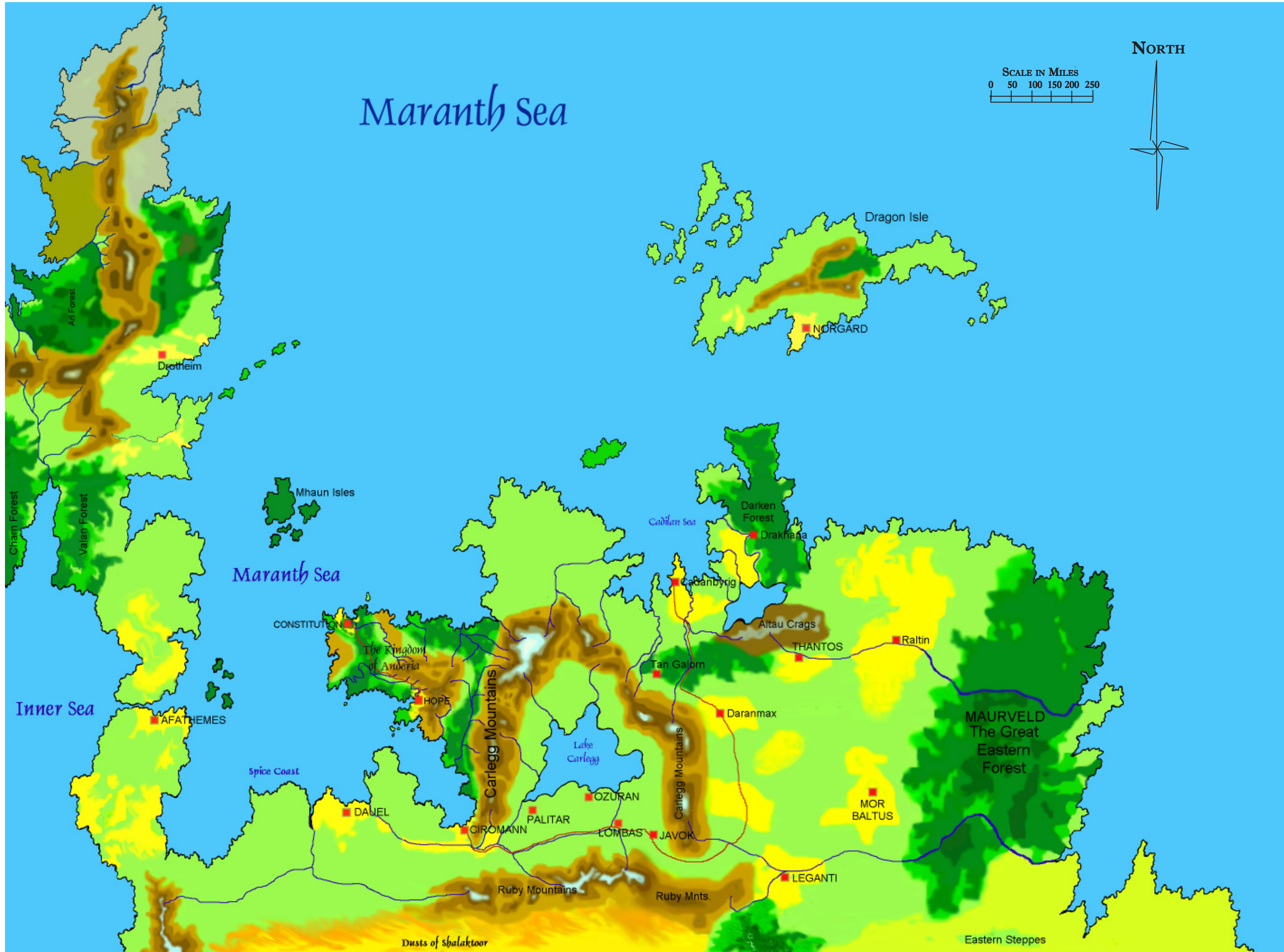
TABLE E.1 TECHNOLOGY LEVELS WITHIN THE DRAGON REACHES



INDEX

Almere, Emperor	33	Marakush	2,4,5,7,8,11,19,24,48,49
Amberath	22,26,31,46,61	Maurveld (<i>See Eastern Forest</i>)	2,6,16,22,34,47,48,61
Ancient Order of Elemental Magic	20,21	Mhaun Isles	22,38,61
Anderia	22,26,27,31,61	Militas	2,37
Antilus	8,9,16,18,29	Milthar	22,27,39,42,61
Asanthi	22,26,32,45,61	Namore	8,15,29
Balankori	7,49	Negerin	8,15,29,40
Beleryn	8,9,11,13,15,17,18,19,29,31	Normis	22,27,38,40,61
Bethrin	1,23,24,48	Northdowns Republic	15,22,27,40,61
Bethrin Script	24,58	Order of the Bear	9,18,35
Boralli	1,58	Order of the Blue Rose	12,18
Borend	8,10,29	Order of the Chalice	11,18
Bulackas	2,8,10,29,49	Oros	22,27,40,61
Cadanbyrig	1,50	Partean	2,49
Camalorn	8,10,12,29	Ralersin	1,20
Canus	8,11,18,29,47	Rayneth	8,15,16,29
Canus Cult	3,16,40,47,49,50	Romulda	8,16,18,29
Carlegg Mountains	2,6,7,35,36,45	Ruby Mountains	2,22,27,36,40,42,49,61
Celatan	8,11,13,18,29	Rutjarl	22,26,27,41,44,61
Childorn	8,11,12,29	Serpents Isle	5,19
Church of Urto	9,10,11,12,13,15,16,17,18 19,23,35,37,39,40,43,46, 47,49	Shalaktoor	2,4,22,27,39,42,61
Dalvanar, King	1,44	Sholambar	4,5
Daranmax	19,36,39,45,46,47,50	Shugaloth	2,33,38
Darken	2,16,22,32-33,38,45,61	Shukalar	22,27,38,61
Dooret	8,12,18,29	Skilet	8,16,18,29
Drago Calendar	28	Social Tables, Haeflin	57
Dragon Isle	1,2,6,8,19,22,26,33-34, 48,49,61	Social Tables, Imperial	54-56
Dwarves	1,2,6,7,8,10,17,23,27,35,36, 41,49,50	Social Tables, Urtish	52-54
Eastern Forest (Maurveld)	2,6,16,22,34,47,48,61	Solda	14,18,22,26,43,45,47,50,61
Eastern Steppes	5,22,26,34-35,61	Svermark	22,26,27,41,43,44,46,61
Endorina	8	Tadarn Runes	23
Eyrie	22,35-36,61	Tan Galorn	12,44
Faern	8,12,29	Taraj Empire	1,4,9,13,17,22,27,35,46,61
Faldon	22,27,36,61	Tatharyn	1,2,6,22,44,45,48,61
Festivals, Religious	29	Temple of Tyrith	14,18,43
Galeton	1,8,12,29	The Ten	11,18
Gosut Lion	1,4,59	Trollarl	22,26,27,43,44,61
Gramsh, Fortress of	2,49	Tularan	8,17,29
Guild of Esoteric Lore	12,19,20,39,40	Tylonia	2,49
Haeflin	7,15,17,40,49,50	Tylwyth Du	2,6,12,20,34,47,49
Halderane	2,49	Tylwyth Hen	2,6,19,25,35,41
Hawkweed	39	Tylwyth Myndd	2,6,7,12,17,20,35,36,49
Hyandis	4,8,11,13,18,29	Tylwyth Teg	1,6,7,12,19,20,44,48,49,50
Indath	8,11,13,18,29	Urtind	2,3,6,17,18,22,27,37,43, 45-46,47,48,49,50,61
Jakita	22,27,37,39,40,61	Urtish Calendar	28
Karonus, King	1,3,20,33,34,37,45	Urtish Empire	2,3,19,23,35,36,43,47,49,50
Keeran	8,11,13,18,29	Valania	22,27,35,43,46,61
Lysenda	8,14,18,29	Vinlon	18,22,26,27,47,50,61
Mabet	8,14,29	Wizards Isle	2,4,19,48,49
Maincia	2,49		
Maks, Duchy of	22,26,37-38,47,61		

Note on Pronunciation of Tylwyth and Myndd
Tylwyth is pronounced "Tulwithe" with a long "e" and
"Myndd" is pronounced "Munith".





Brittannia Game Designs Ltd
proudly present

THE DRAGON REACHES OF MARAKUSH

**Come and journey through a continent
widely different but ultimately the same.
A land of high adventure where the world
awaits heroes and heroines
for the ultimate adventure of a lifetime.**

*Intended for use with all editions of Chivalry & Sorcery
and other fantasy role-playing games.*

**Published by:
BRITANNIA GAME DESIGNS LTD
94 Laurel Road
Dudley
West Midlands DY1 3EZ
ENGLAND**

**PRICE:
UK: £9.95
USA: \$14.95
Re-order Code #8500**

