

DUNGEONS & DRAGONS®

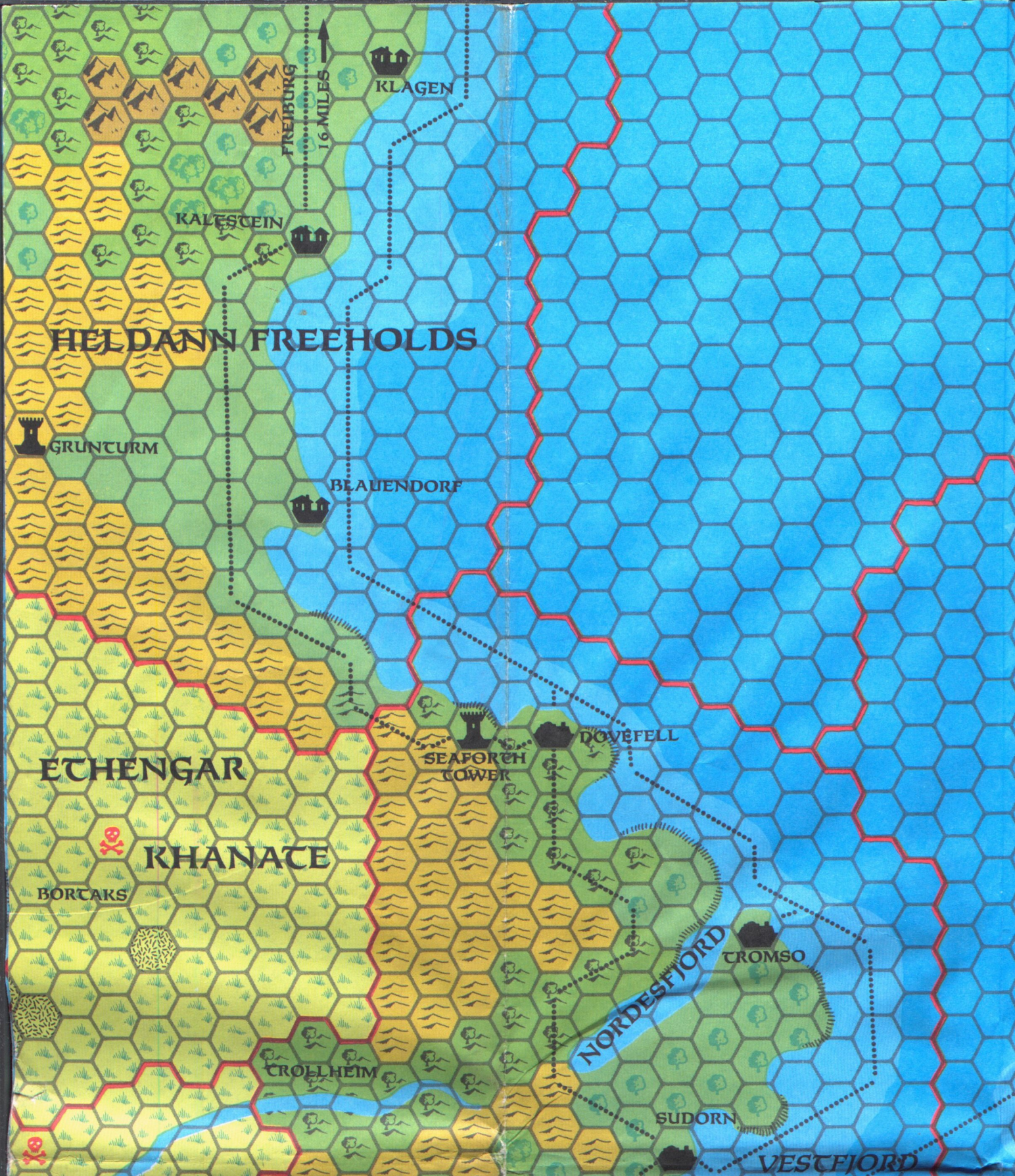
Official Game Accessory

The Eastern Countries



TRAIL MAP





FREIBURG
16 MILES

KLAGEN

KALESCHEIN

HELDANN FREEHOLDS

GRUNTURM

BLAUENDORF

ETHENGAR

SEAFORCH TOWER

DOVEFELL

KHANATE

BORTAKS

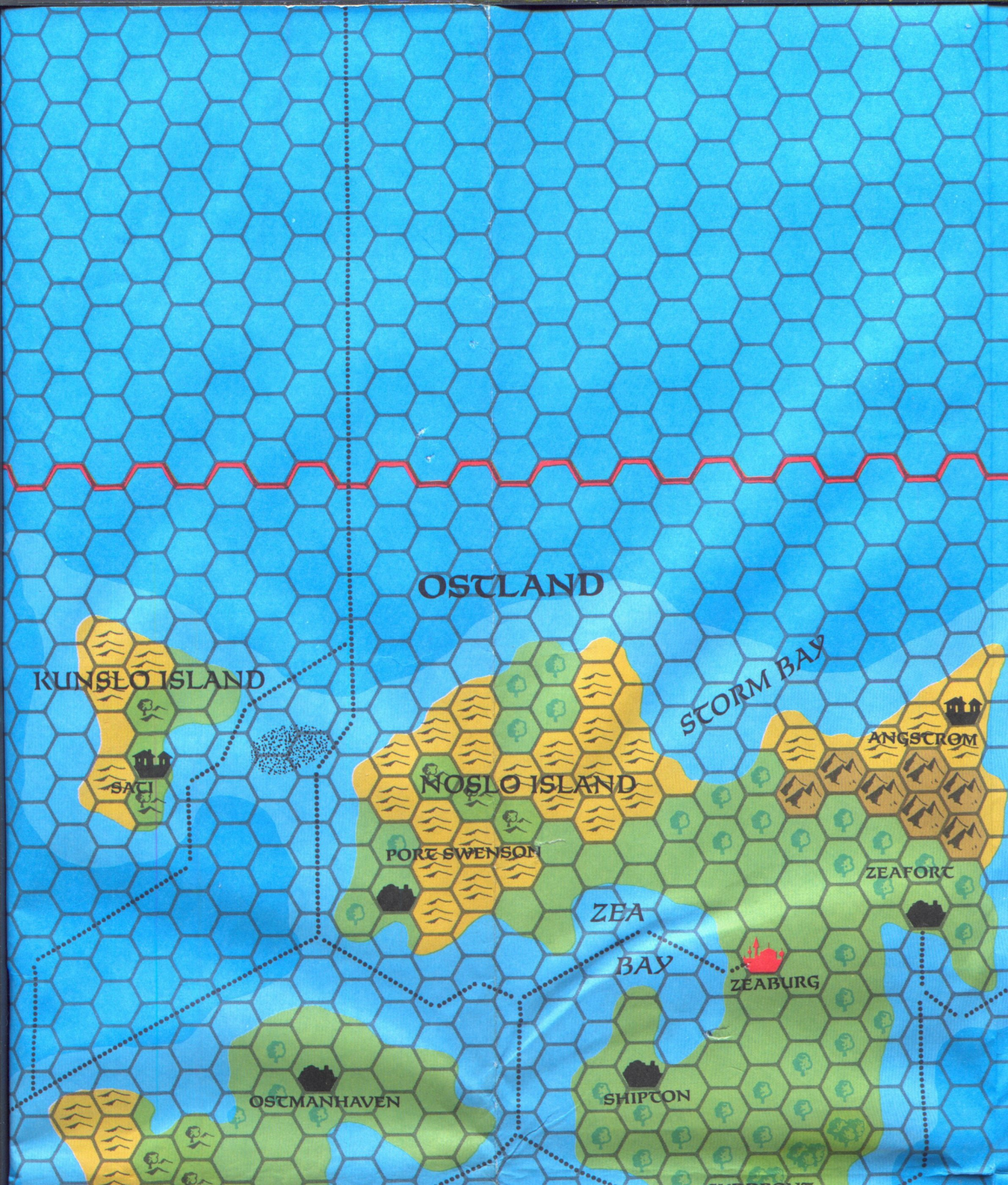
NORDESTJORD

CROMSO

CROLLHEIM

SUDORN

VESTFJORD



OSTLAND

KUNSLÖ ISLAND

SACI

NOSLO ISLAND

PORT SWENSON

ZEA

BAY

STORM BAY

ANGSTROM

ZEAFORC

ZEABURG

OSTMANHAVEN

SHIPCON



FINNEGAR'S WATCH
Alt. 2,100 ft

GEITINDEN MOUNTAINS

ERDALS FJELLET

OKSCAD

RIVER

NORDVIK

NORDMANNVIK
AC 972

HORTA
BAY

BOMELO HILLS

BLIDO TOWER

SVØRKMØ FOREST

BØRGEFJELL
MOUNTAINS

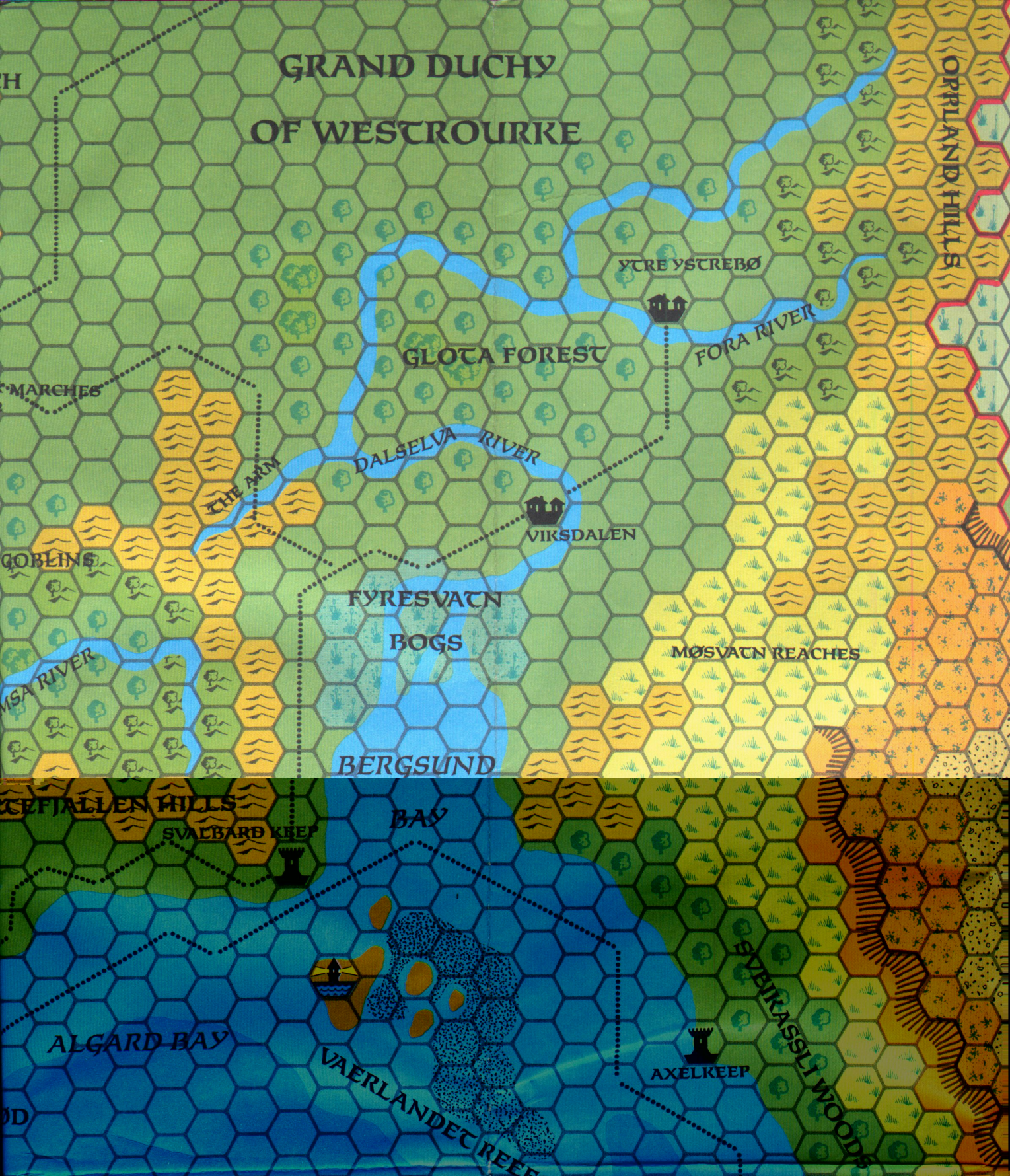
GIDDAL

TROMSHEIM

NYHEM BAY

FISKEBORGS

CAPE
YSTREBROM



GRAND DUCHY OF WESTROURKE

YCRE YSTREBØ

GLOTA FOREST

FORA RIVER

DALSELVA RIVER

VIKSDALEN

FYRESVATN
BOGS

MÖSVATN REACHES

BERGSUND

KEFJALLEN HILLS

SVALBARD KEEP

BAY

ALGARD BAY

AXEL KEEP

VAERLANDET REEF

SVEIRASSLI WOODS

OPPLAND HILLS

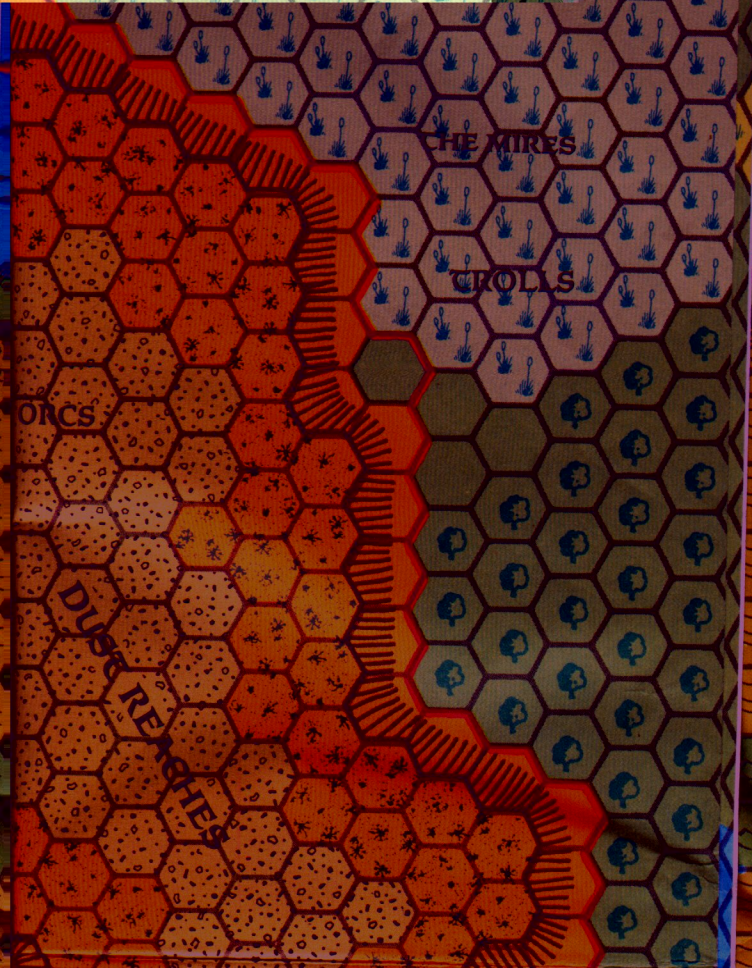
MARCHES

GORLINS

MOSA RIVER

KEFJALLEN HILLS

OD







KALSLO ISLAND

SUDDPONC

OSLERLO ISLAND

SALTSHORE

HOSTPORK

LANDERSFJORD

MORDEN

VANGER

HIGHHOLD

SODERFJORD

HIGH COASTAL PLAINS

JARLDOMS

DORNA

WOOD

OCOFJORD

SOBERFJORD

SOUTHERN COASTAL PLAINS

OVERLAND

GRADE

RIVER

BACKWATER

SORTFELD

WHITEHEART VALLEY

FIORD RIVER

SCONE RIVER

WILMIK

ALE

GREAT MARSH

WESTERN SEA OF DAWN

HELLIGVA



CAPE GUDVAN

HOGN



LA

ODAR'S CAVES

SANDS

GULF OF WESTROURKE

HAVERUD BAY

ERIKSEN TOWER

WAER

NGEN

NERUD'S
KEEP

AR

LAG

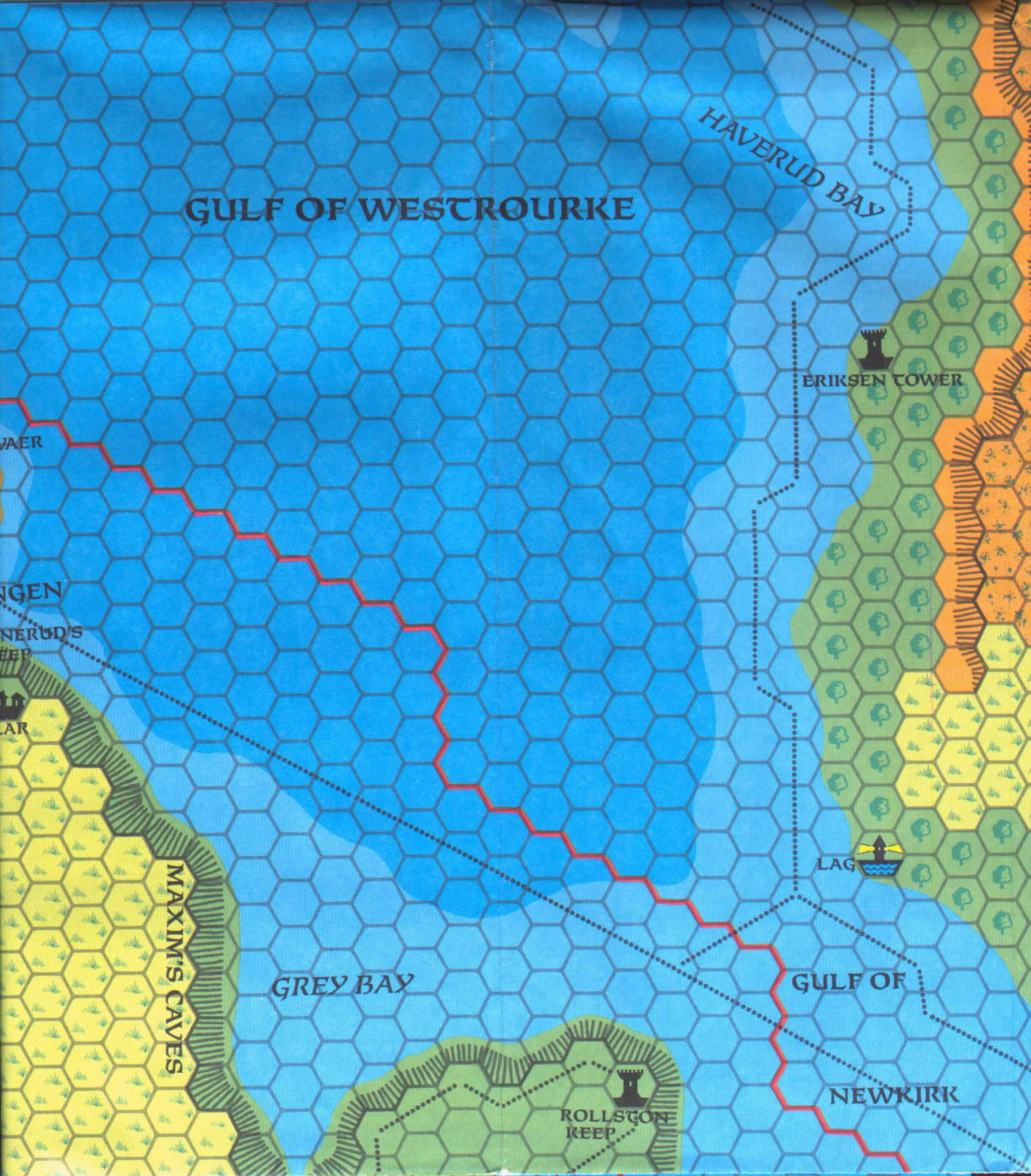
MAXIM'S
CAVES

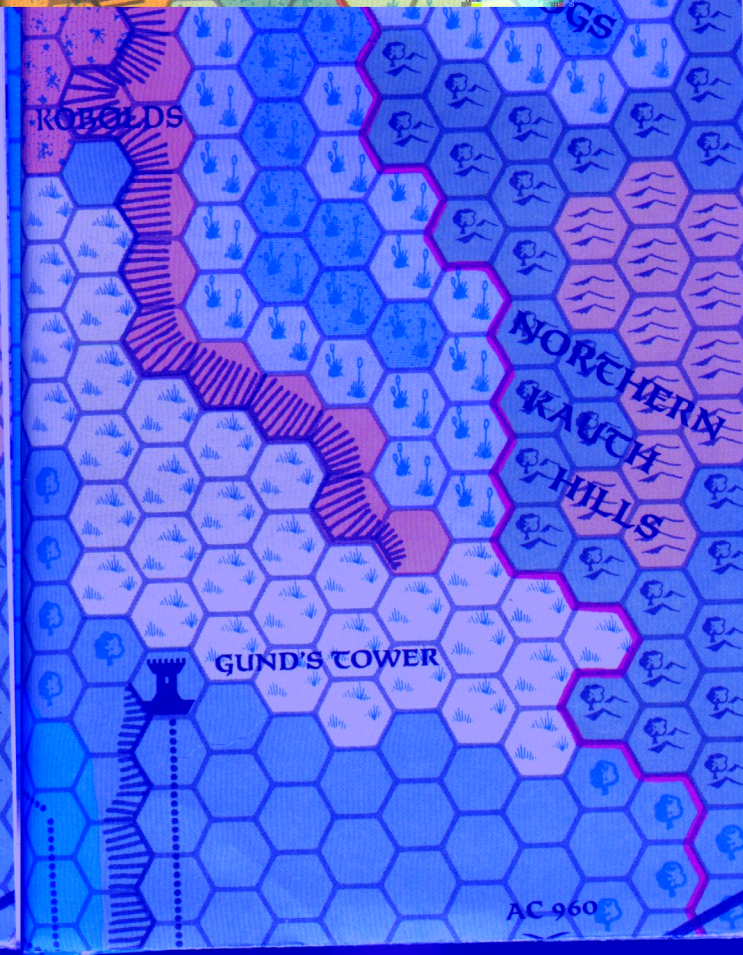
GREY BAY

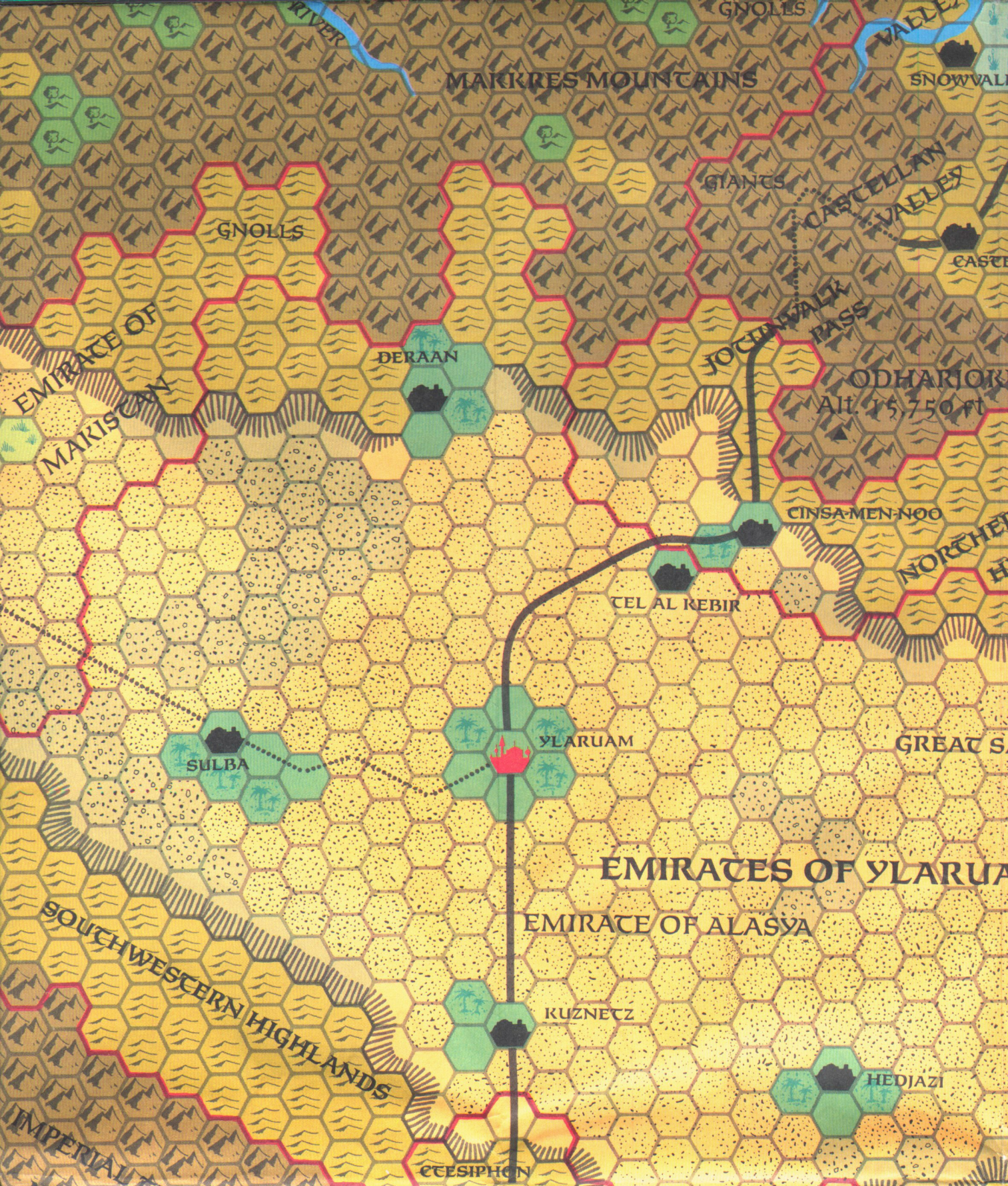
GULF OF

NEWKIRK

ROLLSTON
KEEP







MAKKRES MOUNTAINS

GNOLLS

VALLEY

SNOWVALLEY

GNOLLS

GIANTS

CASTELLAN VALLEY

CASTLE

EMPIRE OF MAKISCAN

DERAAN

JOCHANWALK PASS

ODHARIOK
Alt. 15,750 ft

CINSA-MEN-NOO

NORCHER HIGHLANDS

CEL AL REBIR

SULBA

YLARUAM

GREAT S...

EMIRATES OF YLARUAM

EMIRATE OF ALASYA

SOUTHWESTERN HIGHLANDS

RUZNETZ

HEDJAZI

CTESIPHON

IMPERIAL





THE SUTHERLANDS

GREYSTON

GALLEN RIVER

LOD RIVER

EGAN

LODAR

FENGALLEN
MARSHES

CARRYDUFF
HILLS

BUGBEARS

PROVINCE
OF REDSTONE

ASHTON

WOODS

CROSS

VILDIS

KILLYLEAGH
CURRAGH

REDSTONE LOUGH

PORT
DONAGHADEE

REDSTONE
CASTLE

O'LEAHY SCARPS

WESCROWRKE ROAD

AC 99

KILPATRICK'S
KEEP

AC 986

REDSTONE ROAD

DUNGANNON

BALLYGAWLE

FOREST OF
SIDHE

PORCAGE ROAD

KILCULLEN

HILLS OF DOOAGH



BATTLEFORD

AC 960

NEWKIRK

SOUTH CREEK

TROMBLEKEEP

SOUTHERN

RAUTH HILLS

OGRES

IRBEN FOREST

PROVINCE

HOLD OF FENSWATCH

RHUCA

WEST

TON

Y RIDGE

RIDGE

OF



EMIRATE OF DYCHESTENIA

FORT NIKOS

RIVER KERENDA
RIVER GRENDALE

BARONY OF BIAZZAN

BIAZZAN

MARRAST

BARONY OF BUIHROHUR

ALCAN CEPES

GREENHEIGH

IMPERIAL TERRITORIES

FORESTON

CREVONIAN RIVER

RIVER MESONIAM

MACHETOS

EMPIRE OF THYATIS

DUCHY OF RECEJIUM

DUCHY OF MACHETOS

KERENDAS

DUCHY OF KERENDAS

KERENDAS

GRAND DUCHY OF TERCENTIAS

BRIDLETON

KERENDAS OUTPOST

BAYVILLE

HILLFORK

DUCHY OF

CROSSBONES

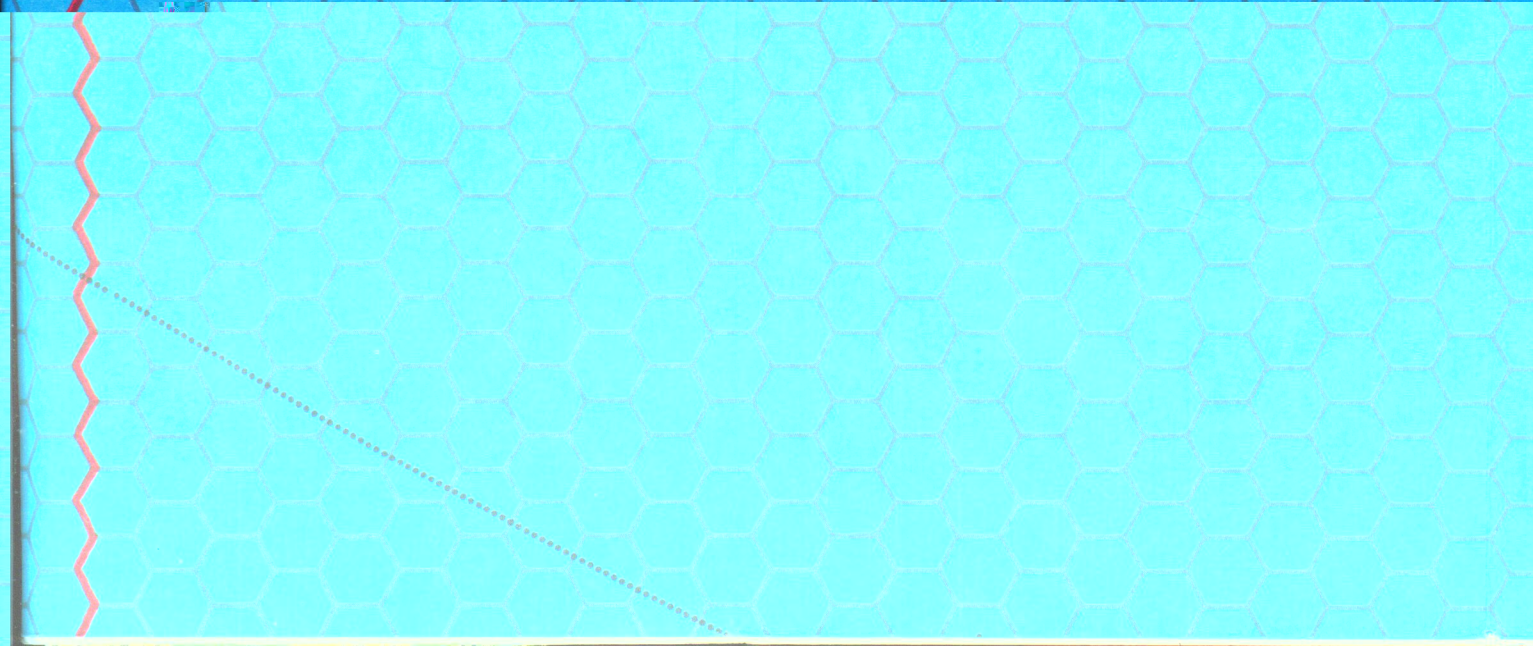
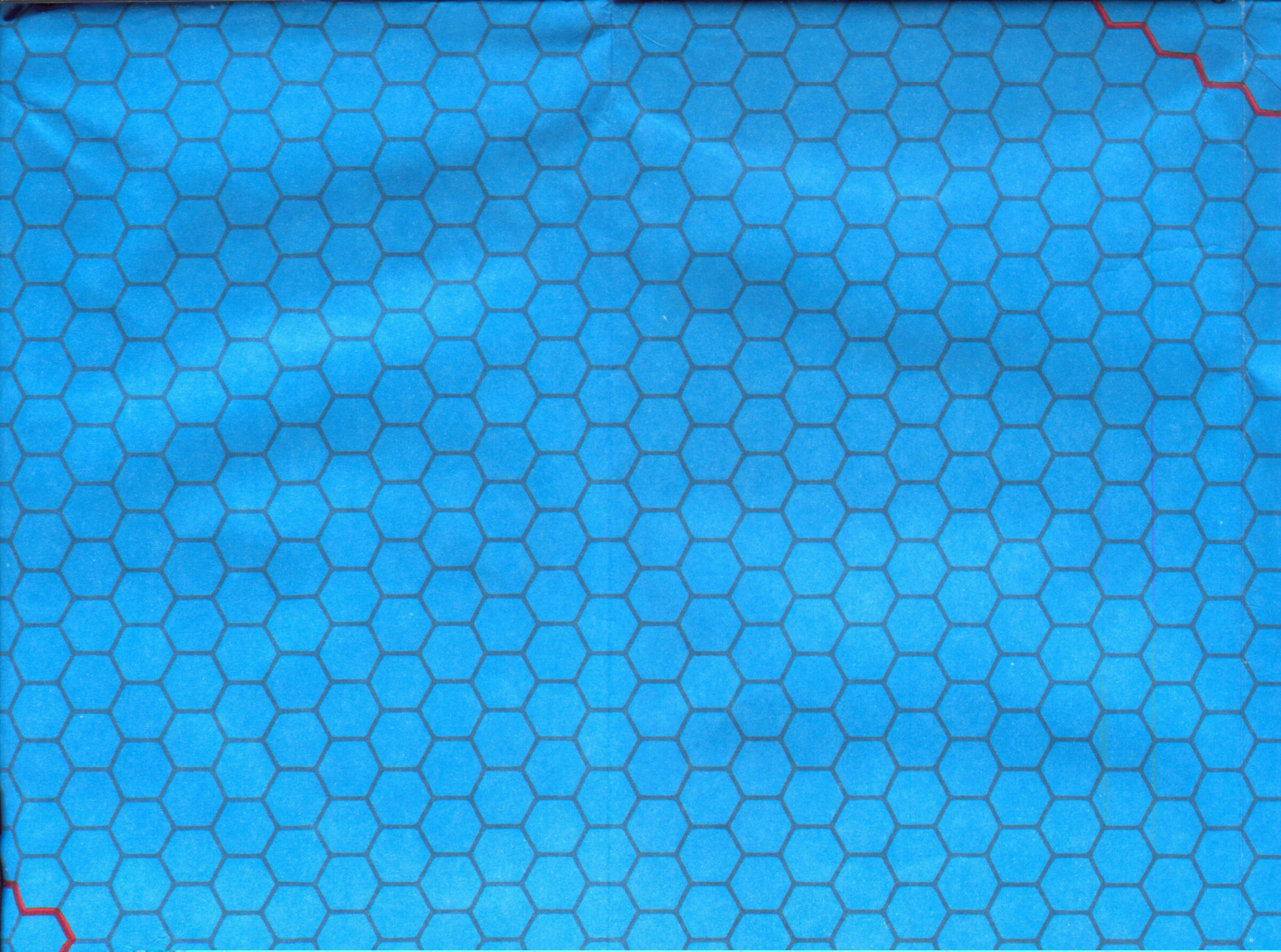
JULINIUS

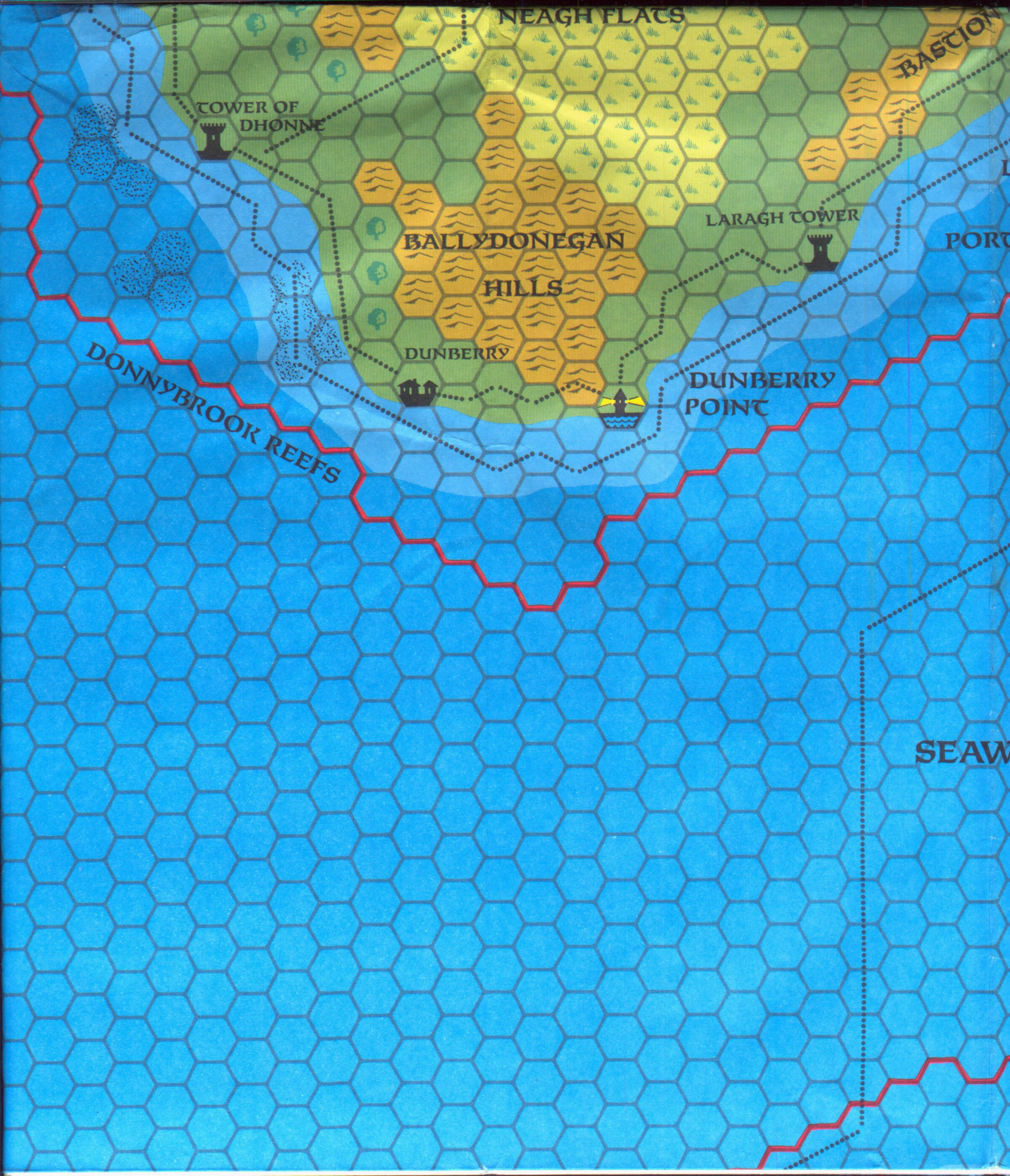
TOWER OF AES

CITY OF THY

PORT HACTI

VANY





NEAGH FLACS

BASTION

TOWER OF DHONNE

LARAGH TOWER

BALLYDONEGAN
HILLS

PORT

DUNBERRY

DUNBERRY
POINT

DONNYBROOK REEFS

SEAW



DONAHUE'S
COVE

CROSSDAWN
ROAD

PORTAGE

WEST PORTAGE

LOUGH OF

TAGE

O'CONNOR'S
LIGHT

KENDACH ROAD

THE SHALLOWS

WOLF BAY

SEA OF DREAD

OPEN ISLE

MALFTON

MINROTHAD GUILDS

SEAHOME

ALFEISLE

VERDUN

PILION

HACCIAS

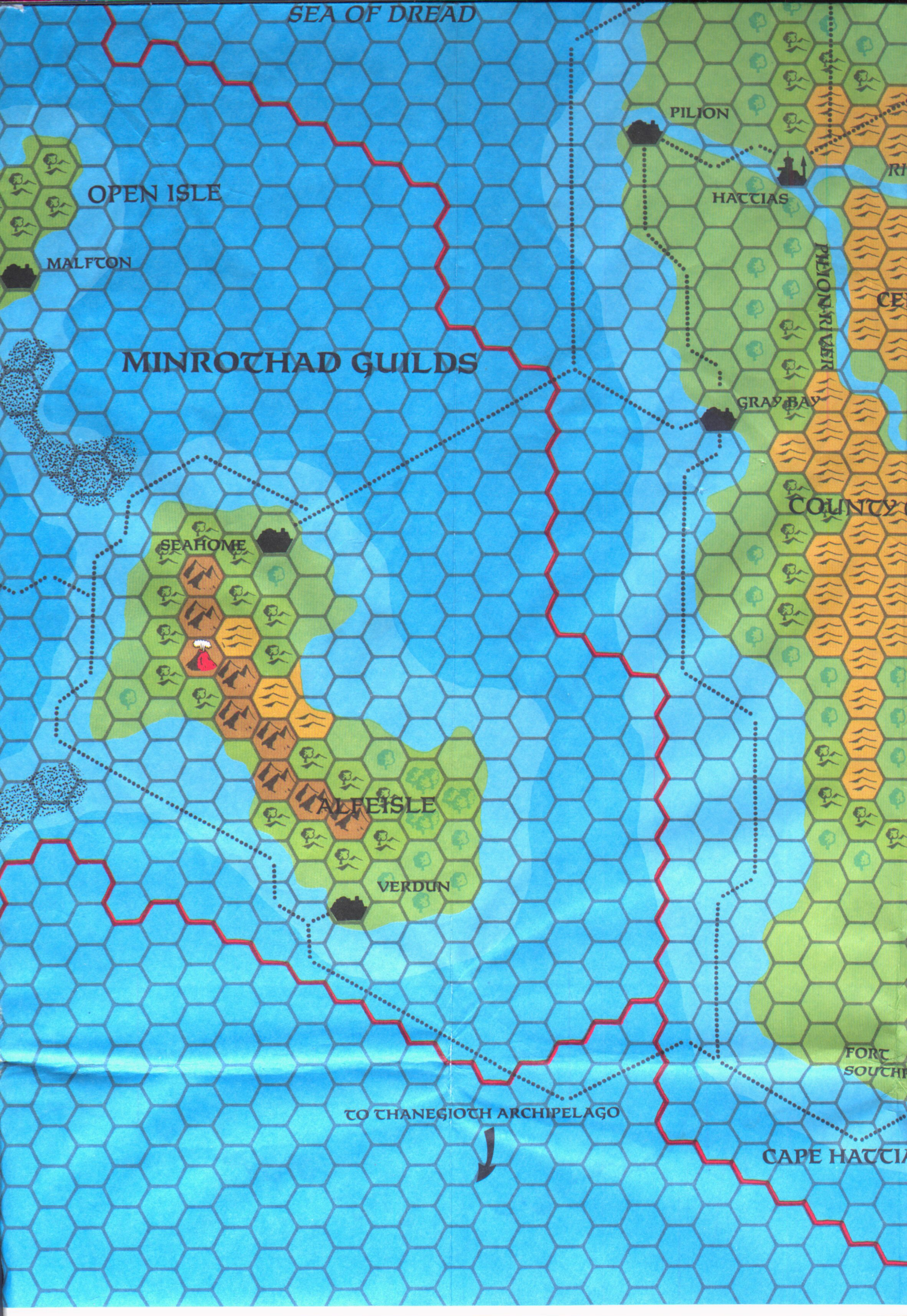
GRAY BAY

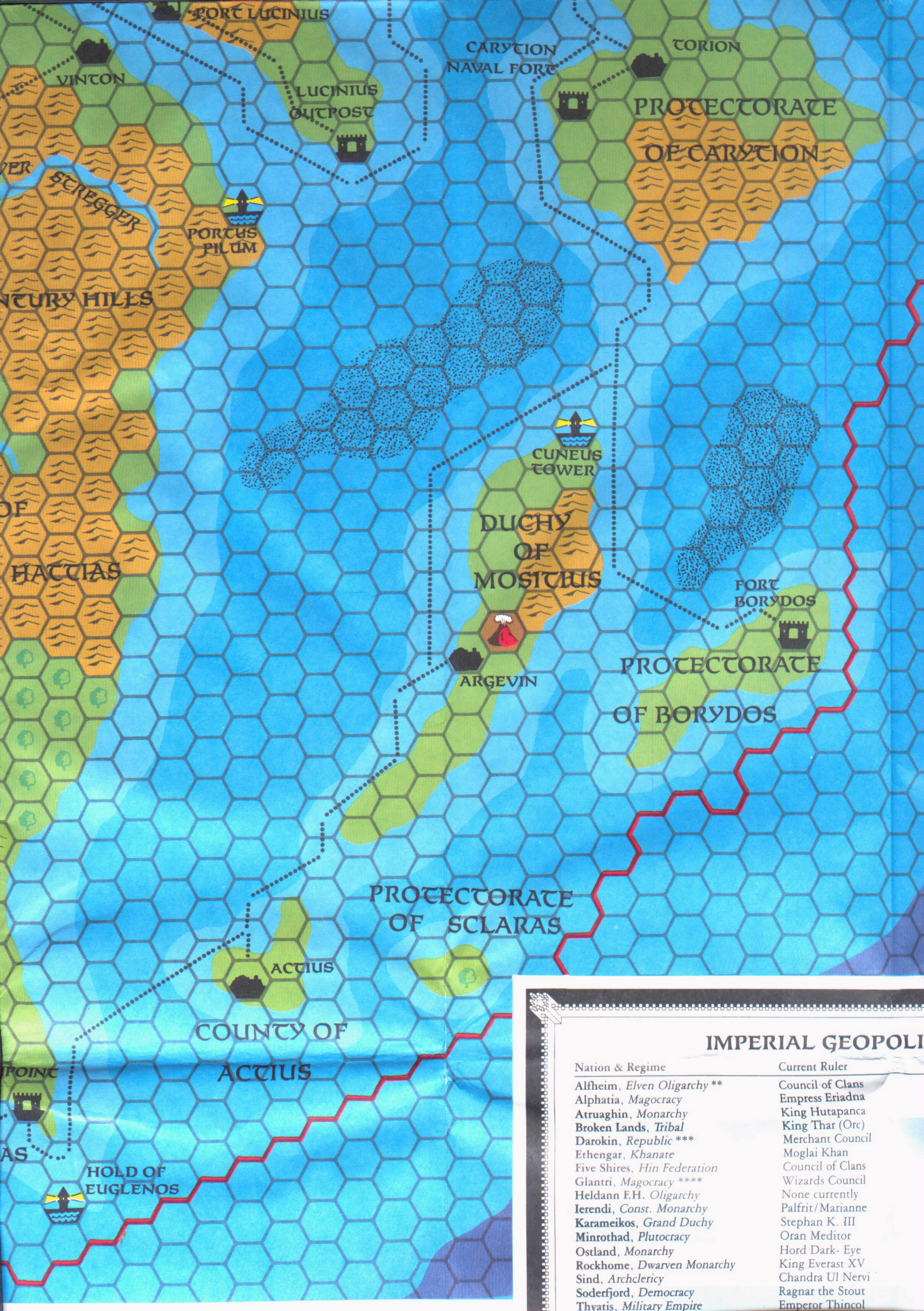
COUNTY

FORT
SOUCH

TO THANEGIOCH ARCHIPELAGO

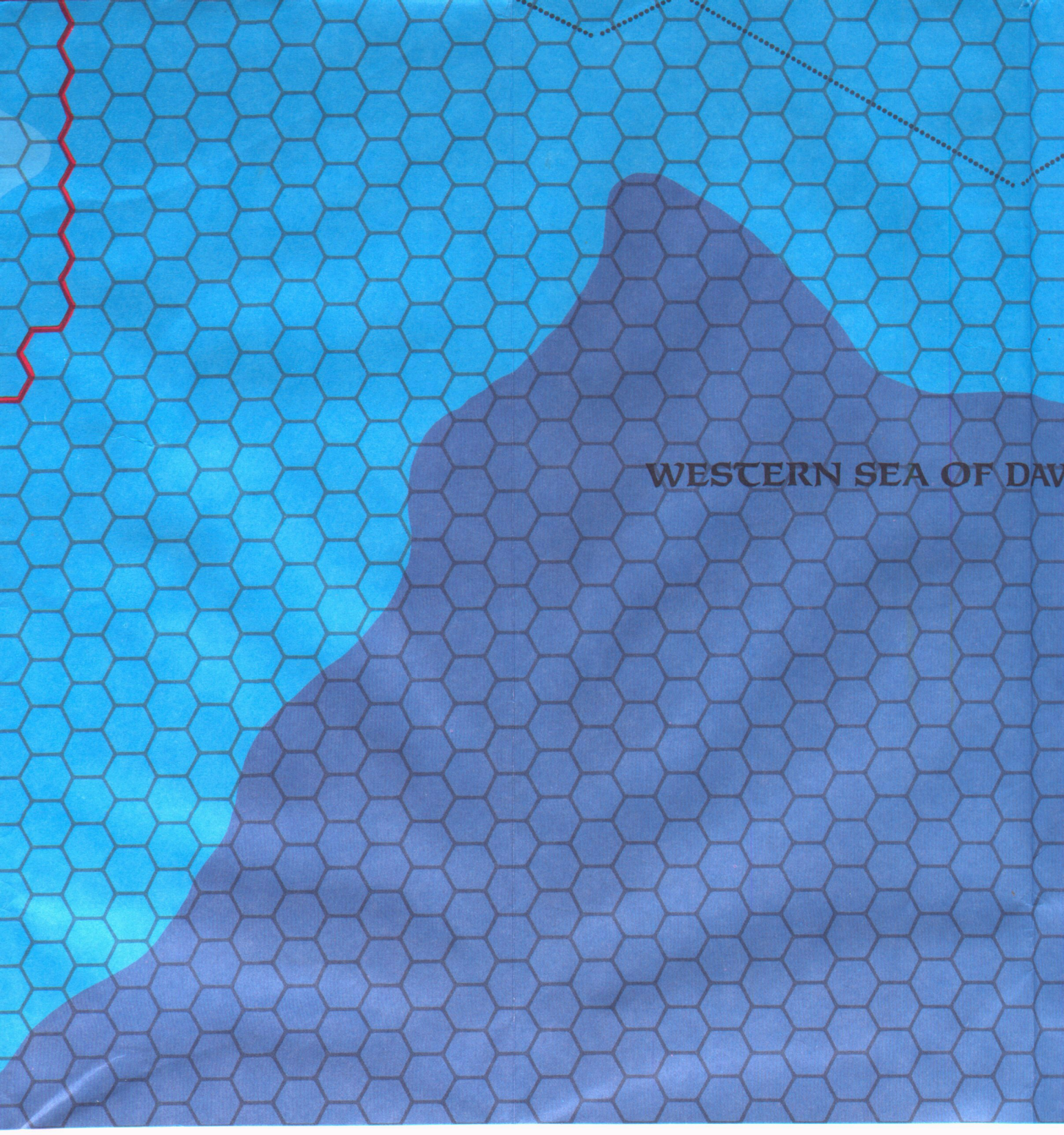
CAPE HACCIAS



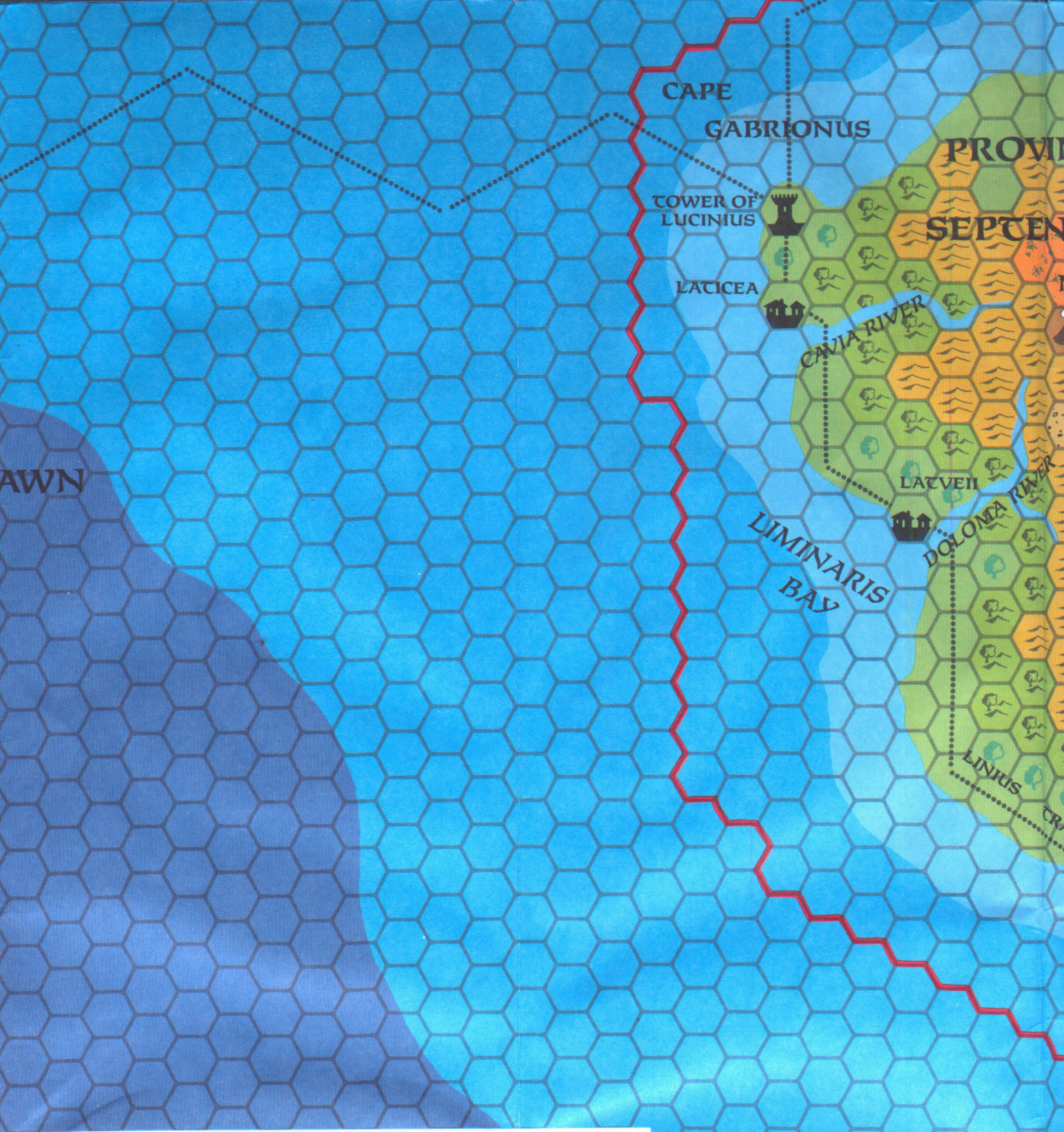


IMPERIAL GEOPOLI

Nation & Regime	Current Ruler
Alfheim, <i>Elven Oligarchy</i> **	Council of Clans
Alphatia, <i>Magocracy</i>	Empress Eriadna
Atruaghin, <i>Monarchy</i>	King Hutapanca
Broken Lands, <i>Tribal</i>	King Thar (Orc)
Darokin, <i>Republic</i> ***	Merchant Council
Ethengar, <i>Khanate</i>	Moglai Khan
Five Shires, <i>Hin Federation</i>	Council of Clans
Glantri, <i>Magocracy</i> ****	Wizards Council
Heldann F.H. <i>Oligarchy</i>	None currently
Ierendi, <i>Const. Monarchy</i>	Palfrit/Marianne
Karameikos, <i>Grand Duchy</i>	Stephan K. III
Minrothad, <i>Plutocracy</i>	Oran Meditor
Ostland, <i>Monarchy</i>	Hord Dark-Eye
Rockhome, <i>Dwarven Monarchy</i>	King Everast XV
Sind, <i>Archclericy</i>	Chandra Ul Nervi
Soderfjord, <i>Democracy</i>	Ragnar the Stout
Thyatis, <i>Military Empire</i>	Emperor Thincol



WESTERN SEA OF DAV



ABBREVIATIONS & CHANGE FEES *

Abbrev.	Fee	Currency	Abbrev.	Fee
.....	10%	Sind	15%
..... Pl		Guru	Gu	
..... Gv		Rupee	Rp	
..... Sn		Khundar	Kh	
..... Ck		Bhani	Bh	
.....	10%	Piaster	Pr	
..... Pl		Soderford	n/c	

TIGRIS PLAINS

INCIA

NTRIONA

NOVA GABRIONA

Alt. 1,200 ft



FJELLSTUE



BEOCEAN FOREST

BLACK DUST DESERT

DRAGONS

CULAESAR BULGE

TRAIL

PERDIDIS



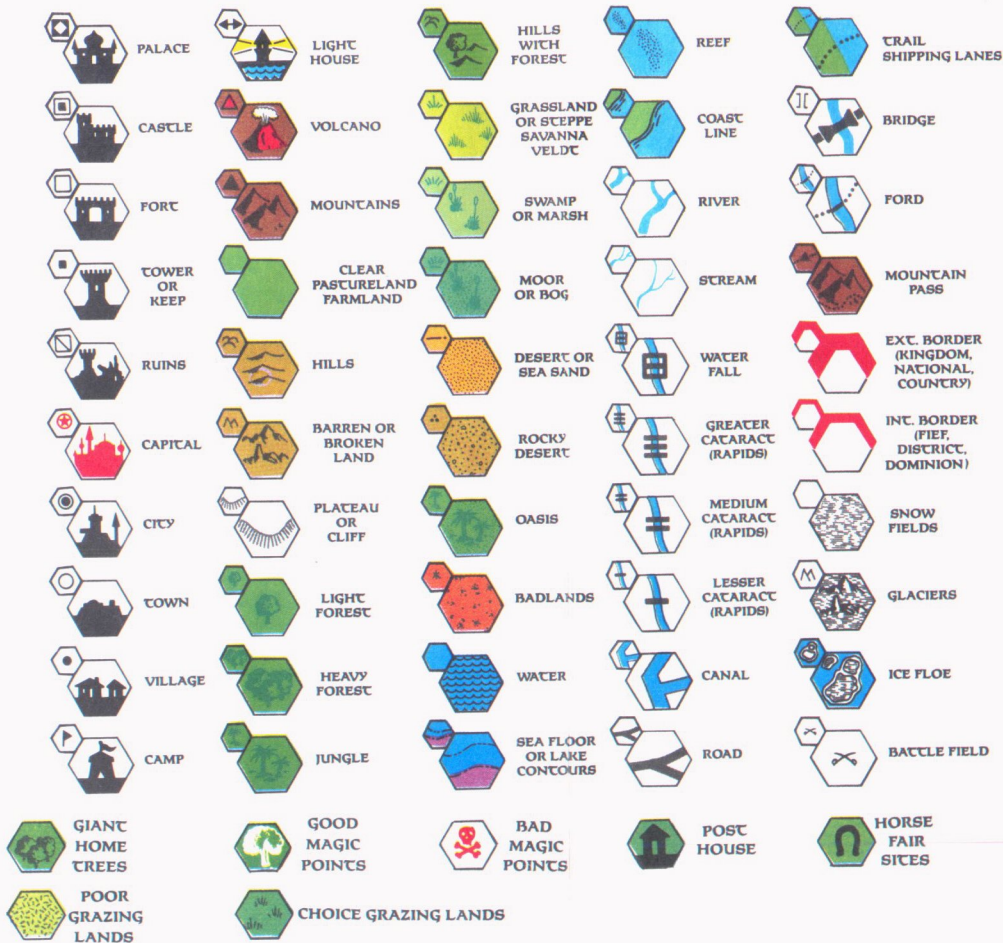
THE SHADOW COAST

SALICIA BAY

BAREUS CLIFFS

THE EASTERN COUNTRIES

Scale: one hex equals 9 miles



9404XXX0701

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MAJOR UNIVERSITIES

Location	Name	Most Illustrious Teachings
Aasla, Alphatia	<i>Eriadna High</i>	Magic of the Air, astronomy
Biazzan, Thyatis	<i>University of Biazzan</i>	Algebra, Hollow World Theories
Camp Sodhor, Broken Lands	<i>Thar's Legion</i>	Orcish warfare (humanoids only)
Corunglain, Darokin	<i>University of Corun</i>	Siege warfare, land-based exploration
Darokin City, Darokin	<i>DDC Compound</i>	Diplomacy, global trading
Dengar, Rockhome	<i>Skarrad High Seminary</i>	Architecture, engineering
Evemur, Rockhome	<i>Syrklist Conservatory</i>	Mining, metallurgy, geology
Glantri City, Glantri	<i>Great School of Magic</i>	Magic in all its forms
Harbortown, Minrothad	<i>School of Harbortown</i>	Navigation, commercial shipbuilding
Ierendi City, Ierendi	<i>Naval Academy</i>	Navigation, naval warfare
Retebius, Thyatis	<i>Retebius Air Academy</i>	Air warfare, monster training
Leenz, Glantri	<i>Drachen Zentral</i>	Monster lore and hunting
Newkirk, Isle of Dawn	<i>Newkirk High</i>	Sea exploration, linguistics
Norrvik, Vestland	<i>Uppsala College</i>	Magical runes, poetry
Rymskigrad, Glantri	<i>Igorov Institute</i>	Ancient history, necromancy
Sayr Ulan, Sind	<i>Ul-Nervi Palace</i>	Philosophy, theology
Selenica, Darokin	<i>University of Al-Azrad</i>	Economy, commerce, administration
Shireton, Five Shires	<i>Shireton Tea House</i>	Literature, poetry, agriculture
Specularum, Karamaikos	<i>Magicians' Guild Hall</i>	Basic magic & spell research
Stahl, Rockhome	<i>Lyceum of Dwarven Magic</i>	Dwarven magic crafting
Sundsvall, Alphatia	<i>Sundsvall University</i>	Universal Magic, Arcane Exploration
Thyatis City, Thyatis	<i>Imperial Academy</i>	Land warfare, diplomacy
Thyatis City, Thyatis	<i>College of Lucinius*</i>	Magical warfare & engineering
Trollhattan, Alphatia	<i>Large Grey House</i>	Spying, stealth, poisons
Vyennes, Glantri	<i>Beaux Arts of Vyennes</i>	Art & entertainment
Ylaruam Town, Ylaruam	<i>Dream of the Desert</i> <i>Garden University</i>	Water management, theology

* Also called *Collegium Arcanum*

MOON APPEARANCES OVER THYATIS

— 1 Season —

Week	Month #1	Month #2	Month #3
#1	NM 7:00PM-7:00AM	1:00AM-12:00PM	1:00PM-8:00PM
#2	FQ 8:00PM-9:00AM	4:00AM-1:00PM	3:00PM-11:00PM
#3	FM 9:00PM-10:00AM	7:00AM-3:00PM	5:00PM-2:00AM
#4	LQ 11:00PM-11:00AM	10:00AM-5:00PM	6:00PM-5:00AM

For each 10 degrees of latitude North of Thyatis, moon rises 20 minutes later (earlier if South) and sets 20 minutes earlier (later if going South of Thyatis).

IMPERIAL GEOPOLITICAL INTELLIGENCE (Table 1)

Nation & Regime	Current Ruler	Attitude	Politics	Laws*	Philosophy
Alfheim, <i>Elven Oligarchy</i> **	Council of Clans	Peaceful	Darokin Ally	Moderate	Lawful
Alphatia, <i>Magocracy</i>	Empress Eriadna	Warlike	Imperialist	Flexible	Chaotic
Atruaghin, <i>Monarchy</i>	King Hutapanca	Varies	Neutral	Weak	Neutral
Broken Lands, <i>Tribal</i>	King Thar (Orc)	Warlike	Imperialist	None	Chaotic
Darokin, <i>Republic</i> ***	Merchant Council	Peaceful	Mercantile	Moderate	Lawful
Ethengar, <i>Khanate</i>	Moglai Khan	Varies	Neutral	Weak	Chaotic
Five Shires, <i>Hin Federation</i>	Council of Clans	Peaceful	Darokin Ally	Moderate	Lawful
Glantri, <i>Magocracy</i> ****	Wizards Council	Varies	Darokin Ally	Strong	Chaotic
Heldann F.H. <i>Oligarchy</i>	None currently	Warlike	Ostracist	Weak	Neutral
Ierendi, <i>Const. Monarchy</i>	Palfrit/Marianne	Peaceful	Neutral	Weak	Neutral
Karameikos, <i>Grand Duchy</i>	Stephan K. III	Peaceful	Thyatis Ally	Moderate	Neutral
Minrothad, <i>Plutocracy</i>	Oran Meditor	Peaceful	Mercantile	Strong	Neutral
Ostland, <i>Monarchy</i>	Hord Dark-Eye	Warlike	Thyatis Ally	Moderate	Chaotic
Rockhome, <i>Dwarven Monarchy</i>	King Everast XV	Peaceful	Thyatis Ally	Strong	Lawful
Sind, <i>Archclericy</i>	Chandra Ul Nervi	Peaceful	Neutral	Strong	Lawful
Soderfjord, <i>Democracy</i>	Ragnar the Stout	Varies	Vestland Ally	Weak	Chaotic
Thyatis, <i>Military Empire</i>	Emperor Thincol	Warlike	Imperialist	Strong	Lawful
Vestland, <i>Monarchy</i>	King Gudmundson	Peaceful	Neutral	Moderate	Lawful
Wendar, <i>Elven Monarchy</i>	King Gylharen I	Peaceful	Thyatis Ally	Moderate	Lawful
Ylaruam, <i>Monarchy</i>	Mohammed Al Kalim	Varies	Xenophobic	Strong	Lawful

* Laws: indicates how complex laws are, and how harsh their enforcement is.

** Main representative is King Doriath Erendyl. Elven Council is in power.

*** Main representative is Chancellor Corwyn Montea. Although technically a Republic, power remains among the wealthy, making this a Plutocracy.

**** Main representative is Prince Volospin Aendyr, Chancellor of the Princes.

IMPERIAL GEOPOLITICAL INTELLIGENCE (Table 2)

Kingdoms	Total Sq Mileage	Total Population	Common People Revenues	Kingdom Treasury*	Peacetime Military*
Alfheim, <i>elves</i>	17,950	180,500	10sp/month	18,000	5,200 1%
Alphatia, <i>metro.</i>	2,100,000	5,800,000(2)	9sp/month	575,000(1,8)	215,000 70%(9)
Atruaghin	46,380	231,400	5sp/month	11,570	2,500 5%
Broken Lands, <i>orcs</i>	11,600	35,000(2)	raiding	unknown	20,000 9%
Darokin	81,900	1,228,500	16sp/month	226,500	29,000 80%
Ethengar	57,970	330,000	5sp/month	16,500	5,300 5%
Five Shires, <i>hin</i>	10,660	220,000	12sp/month	26,400	2,700 3%(4,10)
Glantri	116,650	780,000	10sp/month	78,000	6,880 25%
Heldann Freeholds	46,750	265,000	4sp/month	n/a	25,500 5%(3)
Ierendi	17,240	62,500	14sp/month	16,800	6,500 10%(4)
Karameikos	29,550	280,000	7sp/month	19,600	2,000 25%(4)
Minrothad	8,120	131,300	18sp/month	23,600	2,100 70%(4)
Ostland	8,920	126,100	6sp/month	7,600	2,650 10%(5)
Rockhome, <i>dwarves</i>	41,140	1,000,000	9sp/month	90,000	4,750 1%(6)
Sind Region	147,360	549,800	2sp/month	11,500	3,400 30%
Soderfjord	31,060	160,500	4sp/month	6,500	3,600 5%(4,7)
Thanegioth, <i>savages</i>	10,800	6,000(2)	n/a	n/a	n/a n/a
Thyatis, <i>metro.</i>	42,300	3,200,000	8sp/month	300,000(1,8)	223,750 15%(9)
Vestland	21,060	161,000	8sp/month	12,800	1,800 35%(4)
Wendar, <i>elves</i>	78,170	416,200	8sp/month	33,300	2,100 15%
Ylaruam	54,180	230,000	3sp/month	6,900	2,860 5%

* Treasury: Monthly gold available at the Treasury; actual wealth of the kingdoms including services, and natural resources equals ten times the monthly gold available. Military: Most nations can levy 5-10% of their population in defensive militias. Peacetime armies are enlisted natives with salaries compatible with local income averages; percentages represent foreign mercenaries among local troops.

- Administrative situation too chaotic. Neither Alphatian officials nor Thyatian spies know exactly what the total revenues including colonial taxes, or what total spendings are.
- Educated guesses based on explorers reports. Alphatia: official numbers published by the Imperial Council; suspected actual figures are three times greater according to Thyatian observers.
- Internal wars have raked this area for as far as anyone can remember.
- Including naval combat personnel. Halfling and Longship rowers are combat troops.
- Including naval combat personnel. Full contingent has standing orders to raid and plunder Alphatian interests for gold, and the glory of the Thyatian Empire.
- An estimated 250,000 or more troops can be levied for the defense of the kingdom. It is clear none of these will leave Rockhome territory.
- Troops divided among various rival Jarls. Will unite against invasions.
- Includes taxes from colonies. Total natural resources unknown to date.
- Does not include armies available in colonies. Does include metropolitan naval combat personnel. Rowers are either convicted criminals or slaves.
- Up to 132,000 halfling troops can be levied by the local militias to face major invasions. None of these will leave Five Shire soil in any case.

CURRENCY ABBREVIATIONS & CHANGE FEES *

Currency	Abbrev.	Fee	Currency	Abbrev.	Fee	Currency	Abbrev.	Fee
Alfheim		5%	Ierendi **		10%	Sind		15%
Alphatia **		15%	Pali	Pl		Guru	Gu	
Crown	Cr		Geleva	Gv		Rupee	Rp	
Mirror	Mr		Sana	Sn		Khundar	Kh	
Judge	Jd		Cokip	Ck		Bhani	Bh	
Atruaghin		5%	Karameikos **		10%	Piaster	Pr	
Cloud	Cl		Royal	Rl		Soderfjord		n/a
Land	Ld		Crona	Cr		Markka	Mk	
Darokin		5%	Kopec	Kp		Gundar	Gn	
Daro	Dr		Minrothad		5%	Oren	Or	
1/2Daro	1/2Dr		Crona	Cr		Penne	Pn	
Tendrid	Tr		Quert	Qr		Thyatis		10%
Passem	Ps		Byd	Bd		Emperor	Em	
Ethengar		n/a	Plen	Pl		Lucin	Lc	
Tang	Tg***		Ostland		15%	Asterius	As	
Five Shires		5%	Krona	Kr		Denarius	Ds	
Yellow	Ye		Eyrir	Ey		Vestland **		10%
Star	Sr		Oren	Or		Schilder	Sch	
Sunset	Ss		Rockhome ****		10%	Guldan	Gd	
Glantri **		10%	Sun	Su		Floren	Fl	
Crown	Cr		Trader	Tr		Oren	Or	
Ducat	Dc		Moon	Mn		Ylaruam		15%
Sovereign	Sv		Star	Sr		Dinar	Dn	
Penny	Pn		Stone	St		Dirham	Dm	
Heldann FH		n/a				Fal	Fal	
Groschen	Gr							
Gelder	Gd							
Erzer	Er							
Markschen	Mk							
Fenneg	Fn							

Basic Coin Abbreviations:

Platinum Piece	pp	Silver Piece	sp
Gold Piece	gp	Copper Piece	cp
Electrum Piece	ep	Gem Currency	gm

n/a No legal or commonly used change fee in this region.

* Add 5% surcharge for changing gems or treasure.

** Drop the usual 5% surcharge but double the change fee instead for gems and treasure.

*** Platinum PTg, gold GTg, electrum ETg, Silver STg, Copper CTg. The Gold Tang is the base money.

**** 5% change fee maximum on gems and treasure. Gems are duty free in Rockhome (no import/export tax).

CURRENCIES & CHANGE

Nations	Coins						Other
	Platinum	Gold	Electrum	Silver	Copper		
Alfheim *	(Local coins are pieces of art, valuable souvenirs)						Barter
Alphatia **	Various 50gp	Crown 1gp	Various 1ep	Mirror 1sp	Judge 1cp	Gems often traded	
Atruaghin	n/a	n/a	n/a	Cloud 5sp	Land 1cp	Barter; gems also used	
Darokin ***	n/a	Daro 1gp	1/2Daro 1ep	Tendrid 1sp	Passem 1cp	Gems often traded	
Ethengar	Tang ****	Tang ****	Tang ****	Tang ****	Tang ****	Barter as well.	
Five Shires	n/a	Yellow 1gp	n/a	Star 1sp	Sunset 1cp	Silver Bars 50gp	
Glantri	Crown 50gp	Ducat 1gp	n/a	Sovereign. 1sp	Penny 1cp	Crowns are magical	
Heldann F.H.	Groschen 5gp	Gelder 1gp	Erzer 1ep	Markschen 1sp	Fenneg 1cp	Trade laws not enforced	
Ierendi	Pali 10gp	Geleva 1gp	n/a	Sana 1sp	Cokip 1cp	Prefer foreign coins	
Karameikos	n/a	Royal 1gp	n/a	Crona 1sp	Kopec 1cp		
Minrothad	n/a	Crona 1gp	Byd 1ep	Quert 1sp	Plen 1cp		
Ostland	n/a	Krona 1gp	n/a	Eyrir 1sp	Oren 1cp		
Rockhome	n/a	Sun 10gp	n/a	Moon 10sp	Stone 1cp	Gems often traded	
		Trader 1gp		Star 1sp			
Sind	Guru 25gp	Rupee 5gp	Bhani 2ep	Khundar 1sp	Piaster 1cp	Gems often traded	
Soderfjord	n/a	Markka 1gp	Penne 1ep	Gundar 1sp	Oren 1cp	Trade laws not enforced	
Thyatis **	Emperor 5gp	Lucin 1gp	n/a	Asterius 1sp	Denarius 1cp	Gems often traded	
Vestland	Schilder 5gp	Guldan 1gp	Hellar 1ep	Floren 1sp	Oren 1cp		
Ylaruam	n/a	Dinar 1gp	n/a	Dirham 1sp	Fal 1cp		

* Officially recognized currency is the Darokinian Piaster (or Golden Daro).

** Colonized territories may use different currency, but value is aligned on Metropolitan money. Imperial currency is legal in those places.

*** Large sums handled with Certified Letters of Credit. Daro also called Piaster.

**** Coins come in denominations of 1, 5, 10. Use Basic Metal Value.

n/a This metal is not in use for local coinage. Use Basic Metal Value for foreign currency in this metal.

Basic Metal Values: 1gp = 2ep = 10sp = 100cp; 5gp = 1pp.

Tradeable Gems & Precious Stones: 100-500gp each

Example: 5/100gm = 5 gems at 100 gp each.

MEDICAL ADVISORY

Area Affected	Recurrence	Potential Diseases	Symptoms & Effects
Aloysius (Ierendi)	Permanent	<i>Mau-Mau Fever*</i>	Heavy sweating, pale skin and skin rashes; St, Co, Ch -3. Death if not cured in a month.
Altan Tepes	Winter	<i>Bugbear Typhus**</i>	High fever, stupor alternating with delirium causing acute unpredictable berserk rages. Death if not cured in a week. Co -3, Ch -3, St +2. Highly infectious.
Black Eagle Barony	Every 1d10 years	<i>Griffin Pox*</i>	Yellowish skin with red pimples; high fever; Ch -4; highly contagious (25% on contact).
Black Peaks	Spring	<i>Scum Variola*</i>	Pale skin, pustular eruptions, nausea; scummy attitude; death if not cured in a week.
Broken Lands	Famine years	<i>Yellow Orc Plague*</i>	Yellowish skin, violent hiccup & coughing; brown buboes cause deadly choke within a day.
Cruth Mountains	Mid Winter	<i>Goblin Measles*</i>	Small red pustules all over body. Larvae grow in pus; death is not cured in a week.
Dwarfgate Mountains	Unpredictable	<i>Dumdum Fever*</i>	Profuse drooling, runny nose/snout, gaping mouth; Intelligence -2d6 until cured. Can last a year.
Dwarven Caverns	Years of warfare	<i>Dwarven Bronchitis*</i>	High fever, coughing; Co -1d4; save vs. spell to avoid berserk rage at the sight of gold or gems.
Farend, Landfall	Fall & Winter	<i>Longship Pneumonia*</i>	Coughing, loss of balance, memory and direction, sea sickness; cures itself after a month of mild fever.
Five Shires	Every 1d10 years	<i>Hin Eczema & Acne*</i>	Large pustules on face, skin rashes, and dandruff; Ugly but harmless affliction; Ch -1d6 until cured.
Glantri	Full Moons	<i>Lycanthropy</i>	Turns into drooling, raging beast on full moons. Needs special magical care to heal. Can be deadly.
Hardanger Range	Unpredictable	<i>Kobold Flu**</i>	Coughing, loud sneezing, runny nose. St, Co, Ch -2; Dx -1d6 until cured. Can last a month.
Heldann Freeholds	Every d years	<i>Black Plague**</i>	Pale skin, sweat, black swollen tongue, oozing buboes; All stats. -1d6. Death within 1d6 days if not cured.
Malpoggi	Permanent	<i>Troll's Cholera**</i>	Gray-greenish skin with warts; pain, extreme weakness; St, Co -1d6. Cures itself in 1d4 days, after a violent fever (roll 1d20 under Co or die in convulsions)
Sind Desert	Early Fall	<i>Glubfly Debility*</i>	Caused by Glubfly sting during mating season. In, Wi, Ch -1d4. Lasts a week. Causes madness (save vs. spell)
Soderfjord Marsh	Summer	<i>Gnoll's Hepatitis*</i>	Violent abdominal pains, nausea & convulsions. Co -1 per day until cured (not permanent). Can be deadly.
Soderfjord City	Every 1d10 years	<i>Brain Rot**</i>	Sleeping disease; victim becomes uncouth and careless; Int -1 per day (permanent) until cured.
Southern Alphatia	Drought years	<i>Purulent Cataract*</i>	Caused by rare Alphatian dust affecting the eyes. Causes searing eye pains and blindness if not cured in a week.
Southern Ethengar	Famine Years	<i>Bubonic Catarrh**</i>	Purulent coughing affecting solely humans. Must be cured within a month to avoid choking with lung buboes.
Surra-Men-Raa	Religious Holidays	<i>Mummy Rot, Leprosy*</i>	Caused by contact with old relics taken from infected graves. Rotting skin; death in a few days if not cured.
Thanegioth Isles	Permanent	<i>Dysentery, Malaria*</i>	Fever, weakness, diarrhea; nausea, delirium for Malaria. Death in both cases if not cured within a week.
Thyatis City	Overcrowding	<i>Sewers Typhoid**</i>	Violent head aches and intestinal pains; Death occurs in two weeks if not cured. Madness occurs in a week.
Ylaruam Coast	Drought years	<i>Desert Meningitis*</i>	Loss of consciousness, head aches. Must be cured in a week to avoid death. Int -1 per day (not permanent).

* 1% chance contracting this disease per week of exposure. Epidemic lasts 1d6 weeks.

** 10% chance contracting this disease when exposed (check only once per epidemic). Epidemic lasts 1d4 months.

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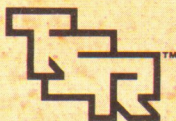
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