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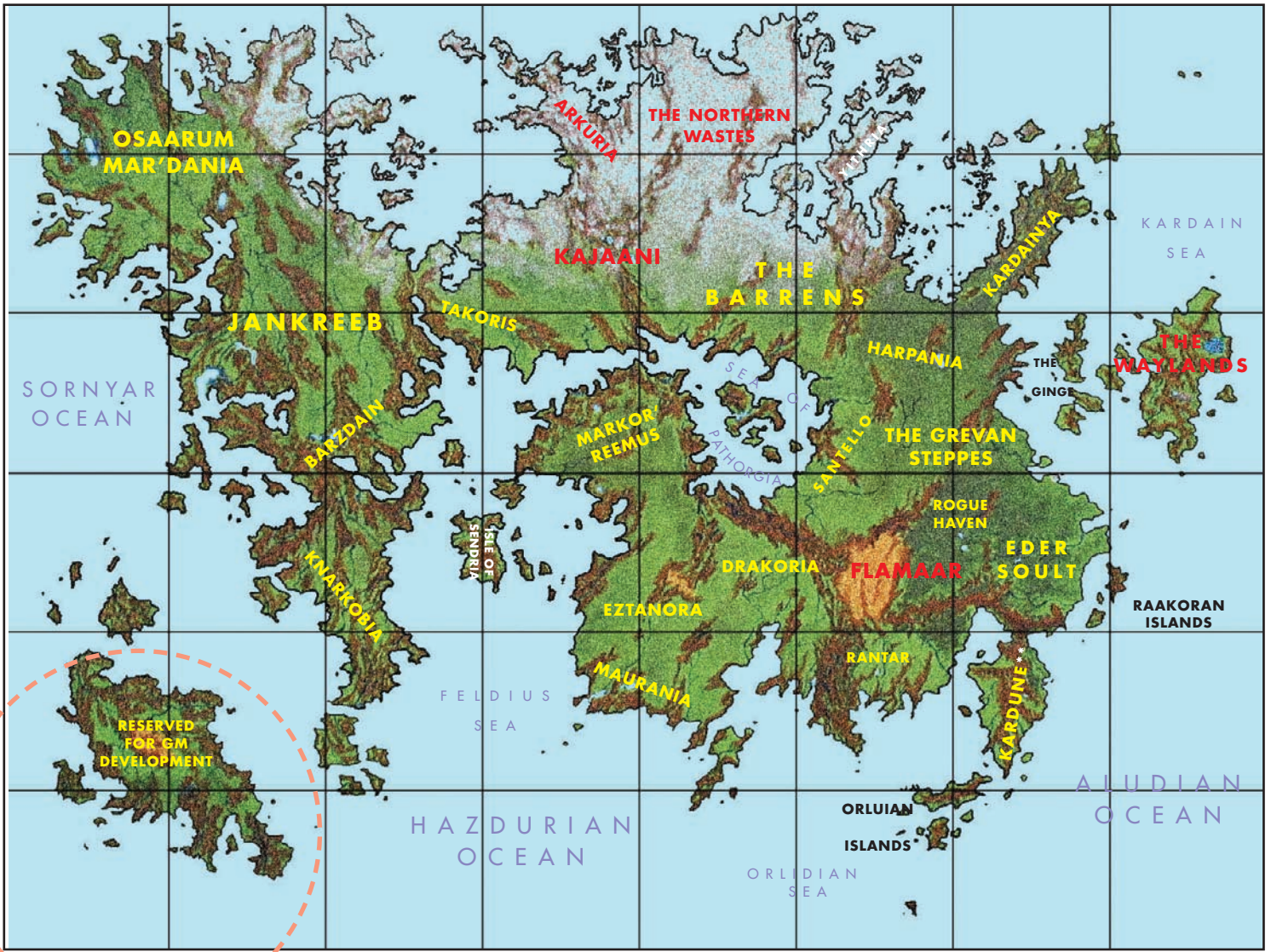


**GARWEEZE
WURLD**

GAZETTEER

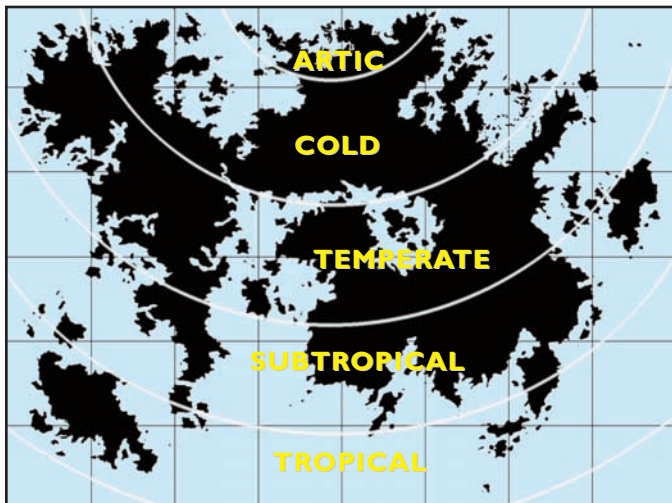
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USD \$7.99



The Geographical Regions/Continents of Garweeze World *

* Note that *Garweeze World* is only one of several landmasses known to exist on the planet of Aldrazar. ** Kardune is also referred to as the Kaldesian Peninsula on some maps.



General Approximation of Aldrazar's Regional Climates

* NOTE: The above zones of climate are approximations only based on global position and do not take into account such factors as terrain, wind/ocean currents etc.

A Campaign Source Book for GameMasters for HackMaster: The Role-Playing Game 4th Edition

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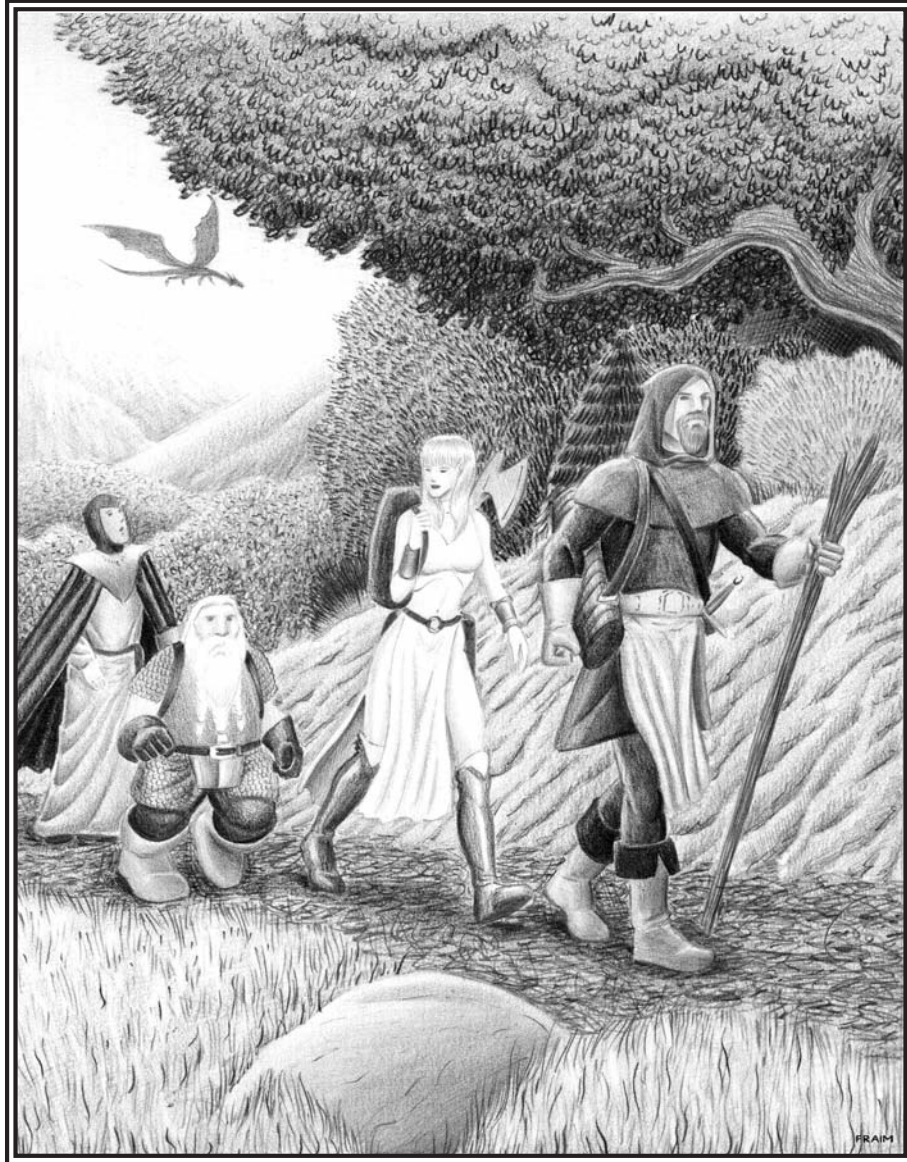


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GARWEEZE WORLD

G A Z E T T E E R



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Dedicated to Mom and Dad — 20th level parents who provided fertile ground and the freedom for a child's imagination to run wild in it. It's your fault, I'm the geek I am today — Thanks!!

Introduction



So, what is this book...?

The book you hold in your hands is the long promised, **Garweeze Wurld Gazetteer** — the first official reference work for the default campaign world for **HackMaster the Role-Playing Game** (and hopefully, the first of many to come).

Before turning you loose to explore the many secrets hidden within, I'd like say a few words about the madness behind the method that went into tackling this project.

As most of you know, **Garweeze Wurld** is huge. Ridiculously so. By my count, 58 separate countries and regions of **Garweeze Wurld** are described in this book. A playground large enough the fertile imaginations of players and GMs to explore for years to come. Obviously a thirty-seven page book isn't going to be able to cover it all.

The **Gazetteer** was written with two goals in mind. First off, I wanted to arm the GameMaster with enough information to provide the "big picture" and come away with a good understanding of **Garweeze Wurld**, the participants in its political arena and how they relate with one another.

This should give GMs a feel for each country so they can run with the ball and fill in the gaps without worrying about future supplements trashing their campaigns. It also leaves a lot of room for GMs to put their own thumbprints on things.

Secondly, I wanted to frame the world and lay down some broad foundations. Up to this point it's been difficult for anyone to help with the monumental task of fleshing out **Garweeze Wurld**. That's because it's all been locked in my head or scribbled in cryptic code on scraps of paper. The **Gazetteer** serves nicely as a writer's guide allowing other talented minds to now jump in and join in the effort.

Before closing, I'd like to thank my wife, Barbara, Don Morgan and Noah Kolman for their invaluable help in pulling this book together (Thanks, guys).

Game on, folks. May adventure find its way to your table.

Jolly R. Blackburn

*"It is not fear that etches the lines on my face. It is weariness. For a thousand enemies are set against me. Behind them ready to take their place when they are felled...?
A thousand more!! Peace has shaken the dust of this wretched land from her sandals. She has departed the world never to return. And with her has gone our hopes."*

— from the Menus Kai

How to use this book

This book is divided into three two sections;

I. GARWEEZE WURLD GAZETTEER

This section describes the various countries and regions of the world. Pages 2 through 27 deals with those countries that, for obvious reasons, warranted full-page treatments.

II. GARWEEZE WURLD POLITICAL MAP

This political map is spread out over four pages (pages 28 thru 31) and gives the big picture of the political arena of **Garweeze Wurld**. It can be printed out and tiled together to form one large map. It shows the political landscape with terrain features removed.

III. CYCLOPEDIA OF THE REALMS

Pages 32 through 34 present a **Cyclopedia of the Realms** — thumbnail descriptions of those countries and regions not covered in the full-page write ups.

IV. GARWEEZE WURLD POLITICAL MAP

Finally, an **Index of Place Names** (pages 35 to 37) provides an alphabetical index of all the major towns, cities and countries covered in this work.

On the one-page treatments in the first section, you'll find each country has a sidebar with a detailed summary of the region. The meaning of most of this sidebar data should be obvious and needs no further explanation.

A few however warrant comment.

Sidebar Data

MAP DATA

This information pertains to the official mapping system used in **HackMaster/Garweeze Wurld**. You should refer to pages 337 to 340 of the **HackMaster GM's Guide** for more information on what the Coordinates mean and how to read them.

Map Sheets

This information tells the GM which map sheets (or Sectors) the region/country falls on.

Racial and Ethnic Groups

This information reveals the breakdown of races within the region/country. Such information is an approximation only. All regions should be considered to have porous borders through which various races and/or monsters may flow. Just because a race isn't specifically listed should preclude the GM from having a member of that race show up.

Religions

By no means an exhaustive list. The gawds listed here represent the most popular religions in the region/realm. Refer to the book **Gawds and Demigawds** for more information.

Social Alignment

I wrestled over whether or not to list a social alignment for each country. Social Alignment isn't always representative of a culture as a whole. Rather it's an indication of how the political machine/system of the country tends to act itself out.

Languages

Self explanatory. A list and description of each major language can be downloaded at www.kenz-erco.com for free.

Government Type

Refer to page 192 (Forms of Government) of the **HackMaster GM's Guide**.

National Holidays

Refer to page 3 of the **GameMaster's Campaign Record** for a description of many holidays listed under this heading. Others will be made available for download in the the future on our website.

Legal System

Refer to the **HackMaster GM's Guide** (page 197, Table 15B) for more information.

Recommended Order of Reading

Since the book is organized alphabetically you may find it useful to read the following pages first (in the order listed) while referring to the political poster map.

1. **Raagean Empire** (page 22)
2. **Cyclopedia of the Realms** (page 28)
3. **Abgreer** (page 17)
4. **Abosoria** (page 4)
5. **Barcenora** (page 6)



ABGREER

Conventional Long Form: The Abgreerian Realms
Local Short Form: Obgryrr

Conventional Short form: Abgreer
Local Long Form: Mor' Taryna Obgryrr

Abgreer is a heavily forested coastal region bordered by the *Grevan Mountains* to the northwest and the mighty *Vargar River* to the south. It is a country of a tremendous racial and ethnic diversity, which accounts for many of the political pressures it currently faces.

Once the northernmost province of the Raagean Empire, the country has struggled to maintain its independence for almost five hundred years. Abgreer has thrown off the shackles of outside rule no less than a dozen times in the last century alone.

When the Raagean Empire began to crumble (around -360 TR) Abgreer was quickly abandoned to its own resources as occupying Raagean legions were withdrawn and sent south to defend their homeland. In the power vacuum that resulted, a series of bloody wars broke out between the indigenous barbarian populations and the Raagean colonists left behind to fend for themselves. After years of warfare bled both sides white, a reluctant truce was negotiated with both sides sharing power. This somewhat shaky arrangement lasted only long enough for the Raagean colonists to regain the upper hand (in the form of a mercenary army).

In the intervening years, Abgreer has become a harsh dictatorship faced with enemies from both within and outside its borders. Prime territories have been lost to both the *Grevans* and the *Daurkhaud Kingdom*. In addition, the elves of the Abgreerian Forest have been violently resisting human attempts to expand further into the forests' interior. These pressures have forced Var'Sageem Tintyle Jantess to maintain and field several large and costly armies (which also means high taxes for the population and tariffs for traders).

By far the greatest threat facing Abgreer are the Grevans, who continually raid the western borderlands. Jantess' response has been two fold. First was the construction of numerous fortified outposts manned by significant garrisons — each assigned to a portion of the border to defend. The second response (which is still on-going) has been the construction of a “great wall” of earth and stone which will eventually run the entire length of Abgreer's western border along the *Valsnor River*. Averaging 60 feet in height and 45 feet in width, the project has been a major undertaking siphoning the country's treasury and requiring the use of an enormous number of slaves.

Currently the wall is only completed as far north as the outpost at Holdfast. Another section of the wall was begun at the northernmost sector of the border and has been extended three hundred miles toward the south. Not surprisingly, Daurkhaud is furious with the Abgreerians, feeling that the wall only serves to push the Grevan problem off on them.

Trying to define the typical Abgreerian is no easy task. At least 50 distinct barbarian tribes inhabited the region when the Raageans first arrived on the scene over 500 years ago. Many of those tribes were assimilated into colonial society and no longer exist as cultures. Others, especially deeper in the interior have managed to retain their cultures through language, form of dress and lifestyle up to the present. In general those Abgreerians living closest to the Aludian Ocean are typically larger and more robust than those living inland (being more closely related to true Raagean stock). This is especially true of the cities of Abgreer and Holgen (on the Vargar River) which were modeled after the city of Raga itself.

Abgreer maintains a strong fleet which spends its time continuously navigating a circuitous route between the port cities of Holgen, Zenarb, Tarvena and Abgreer.

Although Abgreer considers the *Kingdom of Krandaneer* to be a fast ally, relations with their southern neighbor have always been strained over a disputed claim over *Barrier Island*, an island of great strategic importance and considered the gateway to Holgen which was once part of Abgreer. The issue has been a matter of diplomatic debate for generations with no sign of Krandaneer relinquishing control (although they have recently agreed to limit the number of military and naval units on the island).

Abgreer is a country rich in natural resources. Gold deposits along the Vargar and Valsnor rivers are perhaps the richest source of free-gold known and are almost solely responsible for financing Var'Sageem Jantess' ambitious military program.



MAP DATA

Coordinates: C7-14-D05
Comparative Size: About the size of the state of Michigan.
Map Sheets: C7-9, C7-10, C7-13, C7-14

BOUNDARIES

Land: *Muirland* (to the north), the *Grevan Steppes* (to the west), *Daurkhaud Kingdom* (to the southwest) and the *Kingdom of Krandaneer* (to the south).

Water: the *Aludian Ocean* (to the east).

Maritime Claims: All navigable rivers and waterways within established borders. Coastal waters extending 12 miles from shore.

GEOGRAPHY

Climate: Temperate; potentially cold temperate due to the influence of the *North Aludian Current*. Rainy summers and frigid winters marked by frequent storms.

Terrain: Mostly flat gentle rolling lowlands with mountains and rougher terrain to the northwest.

Elevation:
Lowest point: *Sagenthor Bay* (C7-14-D09) 0 feet.
Highest point: *Mount Tritimar* 4,875 feet

Natural Resources: fish, timber, gold, copper, zinc, iron ore, amber, silver

Land Use: Human population mostly clustered along navigable rivers and coastline, with scattered settlements in the mountains and interior where major resources are located.

Natural Hazards: Notoriously fierce winter storms along the coast (referred to as “the Season of the Bear”). Major flooding of inner waterways every 2 to 8 years. Large population of hostile demi-humans and monsters.

INHABITANTS

Nationality:
Noun: Abgreerian(s)
Adjective: Abgreerian

Racial and Ethnic Groups: Indigenous Population: Human (75%) with scattered pockets of elves (15%), halflings (6%) and dwarves (4%) in the mountains to the northwest.

Religions: Marlog, Markovia, Shona, Marduk, Sera, Odin.

Social Alignment: CN

Languages: Abgreerian, Old Forcuran, Forcuran

GOVERNMENT

Type: Dictatorship

Current Leader: Tintyle Jantess III

Capital: Abgreer, (D7-10-J08)

Administrative Divisions: Four provinces (Freytera singular and plural).

National Holidays: Kingdom Unification, 24th of Blain'Sa; Hargreez Day, 13th of Sirn'Sa, Draupnir Goldur, 1st of Adnar'Kerz.

Legal System: World Empire (see HMGMG page 197, Table 15B).

Political Factions: Moaar'Jeeb, The Old Fellows, Grey Dogs

Political Pressures: Ethnic rivalry within; Border disputes with Daurkhaud Kingdom; Recurring raiding and pillaging from Grevan warbands.

Diplomatic Relations:
Allies: *Krandaneer* (strained), *Shadhurian Kingdom*
Enemies: *Muirland*, *Daurkhaud Kingdom*, *Grevans*.

ABOSORIA

MAP DATA

Coordinates: D7-07-J10

Comparative Size:

About the size of the state of Nevada.

Map Sheets: D7-06.

D7-07, D7-10, D7-11 and D7-12

BOUNDARIES

Land: *Kingdom of Ara'Kandeesh* (to the north-east); *Kingdom of Krandaneer* (to the north-west); *Fangaerian City States* (to the west); *Meletian Kingdom, Maur-Haud' Feem*, and *Barcenora* (to the south)

Water: *Kalchurian Gulf* (to the east)

Maritime Claims: All navigable rivers and waterways within established borders, eastern parts of Hertzingower and Gandor Lakes. Coastal waters extending 10 miles from shore.

GEOGRAPHY

Climate: Temperate; tending to cooler temperatures inland, northern winters are fiercer than those in the south, northern summers are less oppressive than the south's, particularly along the coast

Terrain: Mostly flat forests and grasslands, the Grand Tarcham Swamp dominates the southeastern region

Elevation:

Lowest point: *Gundras Lake* (D7-12-B01) -5 feet.

Highest point: *Lunisar Point* 805 feet

Natural Resources: fish, timber, grain, hides, fur

Land Use: Human population scattered along navigable rivers and coastline, with some major towns inland; growing demi-human settlements scattered across the land.

Natural Hazards: Flash floods along the rivers and

lakes; forest fires sometimes rage out of control.

INHABITANTS

Nationality:

Noun: Abosorian(s)
Adjective: Abosorian

Racial and Ethnic Groups:

Human (67%), elven (15%), halfling (7%), gnomes (5%), half-elves (3%), half-orcs (1%), other (2%)

Religions: Shona, Skraad, Shang-ti, Luvia, Nike.

Social Alignment: LN

Languages: Abosorian, Forcuran, Old Forcuran, Haagan.

GOVERNMENT

Type: Monarchy

Current Leader: Dasham Urriad III

Capital: Abos, (D7-07-J07)

Administrative Divisions:

Three territories (the former kingdoms)

National Holidays:

Renewal, 5th of Haar'kiev; Bel Tine, 13th of Blain'sa; Fal Tora, 11th of Adnar'kerz, Capital Day, around the 18th of Sirn'Sa.

Legal System: World Empire, (see HMGMG page 197, Table 15B.)

Political Factions:

Nu'deen, Tripartite League, The Gray Artisans, New Imperialists

Political Pressures:

Ethnic rivalry within; increasing racial tension; border disputes with Meletian Kingdom

Diplomatic Relations:

Allies: *Raagean Empire* (currently), *Fangaerian City States*, *Ara'Kandeesh*, *Barcenora*.
Enemies: *Maur-Haud' Feem*

Conventional Long Form: The Kingdoms United

Local Short Form: Abbos

Conventional Short form: Abosoria

Local Long Form: Abosorian Kingdoms United

Abosoria was once the home of three proud kingdoms; *Taugbal*, *Erefar*, and *Yber Tan*. The "Three Bandit Kingdoms" as they came to be known were little more than a group of robber barons who fought for centuries among one another for control of the *Great Soult River* and its lucrative flow of trade. When Raagean imperial legions moved into the area the kingdoms were subsequently conquered one by one, stripped of their bandit kings and placed under the rule of a single provincial governor.

Because it was one of the Raagean Empire's earliest conquests in the Eder Soult and a major conduit of trade in the region, the new conquest received the Empire's full attention. The legions and engineers were quickly put to work on building fortresses and founding settlements throughout the area. At a strategic point where three mighty rivers converged they planted the city of Abos (named from a root Raagean word meaning "Gate") which placed control of virtually all of the region's river trade under its control.

Raagean merchants were quick to follow the legions and move into the area. Eager to tap into the flow of wealth passing through the rivers, they invested heavily in the new settlements and extended the trade networks far beyond anything the old bandit kings could have ever imagined.

By the time Raagean rule over the area ended in -553 TR, the lines between the old bandit kingdoms had been blurred to such an extent that they no longer existed (except as administrative territories). Unlike many other provinces that reverted to the control of indigenous populations after the fall, the monarchy of Abosora can be traced back to the last Raagean governor.

In many ways, Abosoria is the hub of trade for the entire the Eder Soult, especially in the winter months when the trade routes on the Aludian Ocean are literally shut down due to storms. Nothing moves up or down the Soult River and its countless tributaries without passing through the city of Abos. Deep navigable rivers and a network of well made roads connect Abos to the realms of Krandaneer, Fangaerie, Melet, the Maur-Haud' Feem and Barcenora. Foreign merchants are resentful of the tariffs and fees trade barges must pay to pass through Abos but even so, the flow of ships lined up to be boarded by the city's collectors never seems to end. More land is devoted to agriculture in Abosoria than in any other realm of the Eder Soult. The fertile Soult River basin generally provides an abundant surplus of grains for export.

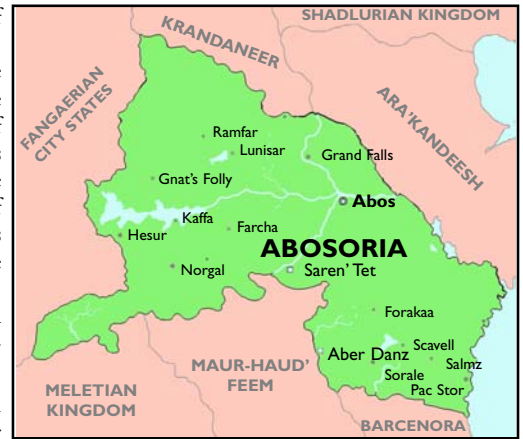
All of this has made Abosoria a rich and prosperous kingdom that is the envy of her neighbors. Many foreigners hate the Abosorians because of their wealth. They see the kingdom as a parasite feeding on the labor of others — much like the three bandit kingdoms of old.

Abosoria's prosperity has allowed it the luxury to devote resources to public works, education and the arts on a level not seen since the Raagean Empire was at its zenith of power over 500 years ago. Abos is famous for its universities and its well-known sages and philosophers (who claim all the great schools of thought began in Abos). Great teachers from all over the world have been lured to Abos because its schools make the city a cultural center for the arts and sciences. The city is also home to the Holy Order of Luvia, where knights of this deity are based.

If all seems like it is well in Abosoria it isn't. The Kingdom has a myriad of pressing problems to contend with. The elves of the Sadok Forest have taken up arms to end timber harvesting on the fringes of their ever-shrinking realms. Timber barons, angered by the King's reluctance to intervene with troops have hired mercenaries to push back the elves. The Maur-Haud' Feem (with whom the kingdom also has a border dispute) have been threatening to come to the aid of their brother elves. Meanwhile the King has kept a steady flow of diplomats racing back between the members of each party trying to keep the situation from erupting into a full-blown war.

Two of the more notable features of Abosora are the Dilsta Flats and the Grand Tarcham Swamp.

The Flats are an area just south of Brak Kor Lake formed by a natural depression spanning 50 miles by 25 miles. This unsettled region has also been the subject of rumors and local folklore dealing with unknown evil and mysterious monsters. Whether or not the stories are true, the rough terrain and lack of any known resources makes the area unsuitable for anything and it is generally avoided (perhaps adding to its mystique). The Grand Tarcham Swamp is an impediment of mires, sink holes and all manner of monsters. Legends speak of an ancient dead city at the heart of the swamp.



ARA' KANDEESH

Conventional Long Form: Kingdom of Ara'Kandeesh
Local Short Form: Ara'Kandeesh

Conventional Short form: Kandeesh
Local Long Form: Ara'Kandeesh

This region of old forest occasionally broken by areas of grassland was originally the exclusive domain of the Sadok elves. For thousands of years the Sadoks held this area repelling all invaders who threatened its tranquility. At the mouth of the *Greater Soutl River* once stood the mighty elven stronghold of Saratar with its famous "spires of light" (which according to the legends could be seen as far away as *Point Greeley*). From its magnificent harbor, elven ships of roarbaran oak plied the waters of the Auldian — journeying to and from the far reaches of the world. It was here in the elven village of Hundise where the blind poet, Saratos penned, *Leaves of the Forever Year*. In it, he foretold of a "year of long shadows" which would ultimately end with the downfall of the Sadoks. "Saratar's spires of light will draw dark." goes the third stanza, "and with it so fades the days of the Sordarii (Sadoks)."

Three hundred years later in -2356 TR Saratos' prediction began to unfold and reveal itself. In that year, on the first of Freta' Kerz all magic on Aldrazar suddenly ceased to be (for reasons that are still unknown*). The magical "spires of light" dissipated and with it elven magic. The "year of long shadows" had begun. Although, the incident had global effects and a far reaching impact on the history of the world it would prove the most devastating for the Sadoks.

Within weeks thousands of *Kobian Orc* raiders spilled across the western borders which had once been protected with powerful elven magic. In overwhelming numbers the hereditary enemies of the Sadoks burned, pillaged and destroyed everything in their path. It soon became clear the Orcs were marching toward the stronghold of Saratar itself. The Sadoks allied themselves with the *Maur-Haud' Feem* and the *Bowmars* but the orcs' invasion route took them straight down the banks of the Soutl River toward the sea. Elven losses were staggering and their defenses faded before the orkin onslaught. Soon Saratar was in flames as elven ships slipped into the harbor brimming with refugees. And so began the "fading of the Sordarii."

When elven magic began to be replenished, surviving Sadoks rallied and began to drive the Orcs back to the west. The *Bowmars* and *Maur-Haud' Feem* would join the effort and within a few years the territories that had been lost were back in elven hands and the borders restored. What couldn't be restored, however was Sadok glory. With their numbers diminished and the greatest of their cities destroyed the Sadoks would learn the previously unfamiliar taste of defeat many times and would never recover from the year of long shadows.

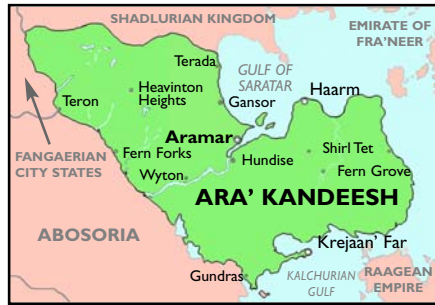
A thousand years later when the Raagean Empire would boldly build the colonial city of Aramar on the very ruins of the elven city of Saratar. It would take nearly two decades to fully force their will upon the region and its population. The Sadoks themselves were never fully brought under Raagean rule. Rather they were forced to accept the fact that they now shared the land with men and chose to withdraw to the deep forests to avoid them.

When the Raagean Empire eventually fell and lost its grip on the provinces the Sadoks attempted to seize the opportunity and reclaim their former territories. The human settlements proved stubborn however and managed to hold on. Today *Ara' Kandeesh* is much like the Raagean province of the past. Little has changed except a king now sits in the seat of power instead of a governor. The elves have their own king (Therayasha'laugird) and the diplomatic channels between the two leaders has brought about a peaceful co-existence between the two races which generally avoid direct contact with each other. But there is a great deal of friction under the surface.

Immense timber operations have stripped the realm of most of its roarbaran oak and white ash. And widespread deforestation has slowly been eroding the forests and making it increasingly more difficult for the Sadoks to avoid contact with men. Many citizens are convinced there's a vast supply of valuable roarbaran deep within the forests and have pushed for King Salamos to change the laws and permit timber harvesting in those areas.

Another problem facing the human leader are the *Ginge Pirates* who constantly intercept heavily laden Ara'Kandeeshi merchant ships outside the safe waters of the Gulf. In addition numerous bands of thieves (the infamous Red Thorns and the Sadok Thieves among others) prey on the overland trade routes from secret bases of operation in the forests. A long standing border dispute with the *Shadlurian Kingdom* over timber rights has strained relations between the two kingdoms in recent years. But so far neither side seems willing to use force of arms to argue the point.

The halfling settlements of Shirl Tet and Fern Grove maintain that they are free and independent domains. They even propped up a halfling King (Lord Runfoot) and sent an envoy to the capital city of Aramar with an invitation for King Salamos to attend Lord Runfoot's coronation. Nobody has taken the halflings seriously however.



MAP DATA

Coordinates: D7-08-I05
Comparative Size: About the size of the state of Kentucky.
Map Sheets: D7-07, D7-08, D7-12, D8-09

BOUNDARIES

Land: *Shadlurian Kingdom* (to the north), *Abosoria* and *Krandaneer* (to the west).

Water: *Gulf of Saradar* and the *Aludian Ocean* (to the east) and the *Kalchurian Gulf* (to the south).

Maritime Claims: All navigable rivers and waterways within established borders. Coastal waters extending 8 miles from shore.

GEOGRAPHY

Climate: Temperate to warm temperate along the coasts; winter storms on the oceans.

Terrain: Mostly flat lowlands with vast forests, the largest being the Yarcen and the Sadok

Elevation:
Lowest point: *Gulf of Saratar* (D7-08-E04) 0 feet.
Highest point: *Heavinton Heights* 723 feet

Natural Resources: fish, timber, furs, elven art

Land Use: Human population mostly clustered along coast, rivers, and well-maintained roads between the forests; elves cluster in forest cities and small settlements

Natural Hazards: Hurricanes are a problem in the summer, though many have lost their peak fierceness by the time they strike the Ara'Kand coast. Dangerous thieves in Sadok forest, as well as werewolves.

INHABITANTS

Nationality: Noun: Kandeesh (singular) Kandeeshi (plural) Adjective: Ara'Kand

Racial and Ethnic Groups: Humans concentrate in permanent settlements (57%), elves dwell mostly in the interior forests (25%), half-elves often live in human settlements (8%), halfling (5%), pixie fairy (2%), other (3%).

Religions: Marlog, Zeus, Corellon Larethian

Social Alignment: LG

Languages: Forcuran, Old Ara'Kandish, Haagan.

GOVERNMENT

Type: Limited Monarchy

Current Leader: (human) Salamos II/(elven) Therayasha'laugird

Capital: Aramar, (D7-08-G03)

Administrative Divisions: Five provinces, separated into elven and human districts

National Holidays: Covenant Day, 11th of Monz'tera; Umbala, 1st of Freta'kerz.

Legal System: World Empire (see HMGMG page 197, Table 15B).

Political Factions: Sadok Knives, Band of the Scarlet Banner (half-elves), Knife's Edge Society.

Political Pressures: Secret organizations within, tension with *Shadlurian Kingdom*; naval disputes with pirates (especially the Ginge); Periodic tension between elven and human populations. Band of notorious thieves in the forest.

Diplomatic Relations: Allies: *Abosoria*, *Raagean Empire* Enemies: *Emirates of Fra'Neer*

* *The Circle of Sequestered Magick* speculates that an enormous drain of the magical pool permeating Aldrazar had suddenly been tapped and depleted on this day. By who or what have never been put forth. But it would take a full year for magic to begin to function again and another 200 years before the pool was replenished to its former levels.

BARCENORA

MAP DATA

Coordinates: D7-15-D09
Comparative Size:
About the size of the state of Virginia.

Map Sheets: D7-11, D7-12, D7-15 and D7-16

BOUNDARIES

Land: *Abosoria* (to the north), the *Maur-Haud'Feem* (to the northwest) the *Kingdom of Polst* (to the southwest).

Water: the *Carlyndryl Channel* (to the east) and the *Norlindar Sea* (to the south).

Maritime Claims: All navigable rivers and waterways within established borders. Coastal waters extending 12 miles from shore.

GEOGRAPHY

Climate: Mostly temperate with sunny summers. Frequent rains and thunderstorms in the spring.

Terrain: Heavily mountainous in the southwest and south, where the *Arkurdasin Mountains* stretch past the *Kevaar Pass*. Heavily forested throughout most of the central and northern regions. Great sand beaches along the coast and on *Manday Island*. Two major rivers cut through the kingdom as well, creating a significant river delta near *Saramor*.

Elevation:
Lowest point: *The Carlyness River Delta* near *Saramor* (-92 feet.) **Highest point:** *Rungan Point* 3,567 feet

Natural Resources: fish, timber, silver, copper, gold

Land Use: Major timber harvesting, mining.

Natural Hazards: Major seasonal flooding along the *Carlyness River Delta*. Some flooding along other rivers in spring. Some major storms along coast in winter months.

INHABITANTS

Nationality:
Noun: Barcenoran(s)
Adjective: Barcenoran

Racial and Ethnic Groups: Indigenous
Population: Human (85%) densely populated along coastal areas and inland riverways. Scattered pockets of elves (13%), others (2%).

Religions: Marlog, Markovia, Benyar, Skraad, Aerdrie Faenya, Tefnut, Arawn.

Social Alignment: NG

Languages: Haagan, Old Forcurian, Forcuran, Meletian.

GOVERNMENT

Type: Constitutional Monarchy

Current Leader:
King Polwar Dencarlyn II

Capital: Barcen, (D7-16-D01)

Administrative Divisions: Three provinces: *Jevrana*, *Saramora* and *Hasbaria*.

National Holidays: *Kar'Panza*, 5th of *Blain'Sa*, *Feast of Erdinborg*, seven days beginning on the 11th of *Monz'Tera*, *Guild Day*, 2nd of *Blain'Sa*.

Legal System: civil law system/World Empire (HMGMG p 197, Table 15B.)

Political Factions: Free Traders, The Keepers.

Political Pressures: Sharp divisions between trade and merchant groups. Isolationist factions.

Diplomatic Relations:
Allies: *Abosoria*, *Meletian Kingdom*
Enemies: the *Maldoayn City States*, *Polst* (economic only).

Conventional Long Form: The Barcenoran Kingdom
Local Short Form: Carlyndria

Conventional Short form: Barcenora
Local Long Form: *Lapen'da Carlyndria*

The Barcenoran Kingdom has been in existence in one form or another for at least four centuries. Its relatively hospitable climate and easy access to the *Aludian Ocean*, via the *Carlyndryl Channel* and *Norindar Sea* has always made it an ideal location to conduct maritime operations. The country is blessed with numerous natural harbors which are visited by ships from all around the known world.

King Polwar Dencarlyn's main concern has been ensuring the dominance of Barcenora's trade in relation to its neighbors — all of which are considered economic rivals. To that end, Barcenora is, for the most part, a friendly place to do business with low tariffs and few trade restrictions.

The political faction known as "The Keepers," however, finds this policy intolerable. They have a much narrower view of the world and feel that the kingdom should be squeezing more profits from the traders who ply the waters along the Carlyndryl Channel. This very vocal group of rich merchants and politicians have been a thorn in Dencarlyn's side, mounting protests on several occasions, blocking trade and even disrupting business in Barcen's famous Open Market. The king views the group as a mere nuisance thus far, but unbeknownst to him, membership is growing and moving to take even bolder steps.

Opposing the Keepers are the "Barcenoran Free Traders," who advocate even freer trade laws than those already in place. They maintain that in order to attract greater amounts of trade, all ships should be welcomed in port with minimal restrictions. They see Barcenora as a conduit through which all trade passing from the south to the north lands must pass. They call the Keepers "dead sticks" and "Mud Boggers" because they want to bog the kingdom's trade ability down in the mud. The Free Traders fear that higher tariffs would divert ships away from the ports of Barcenora to those of the *Maldoayn City States*.

Besides being known for its hospitable and easily accessible ports, open bustling markets and festive waterfronts, (due to the wide variety of people and races who visit its ports), Barcenora is also known for its exceptionally well-crafted ships. The shipyards of Barcen produce some of the finest ocean going vessels in the world. The Great Calyndrian Navy is based at the capital city as well. This fleet traces its roots all the way back to the Raagean fleets of old. Its most famous fleet is the *Otter Fleet*, with an impressive record of victories and a proud heritage.

Barcenora has claims on the beautiful (and resource laden) *Gazrun Isles* — although this claim is openly disputed by the *Maldoayn City States*. It has become the source of hot dispute over the last few decades. This dispute even led to a brief war several years ago when the *Maldoayn* colony of *Jevran* overthrew its governor and was proclaimed a Barcenoran province.

Barcenora's closest allies are the bordering kingdoms of *Abosoria*, with which it has several trade agreements and a mutual protection treaty, and the *Meletian Kingdom*, with which it has similar diplomatic relations. However, there is nothing but enmity between Barcenora and the *Maldoayn City States*. Naval skirmishes were common until Barcenora's infamous *Otter Fleet* handed the *City States* a devastating defeat 15 years ago. The rivals signed a non-aggression treaty, but both sides almost immediately claimed that the other side broke it. Another potential enemy, although there is currently a peace treaty between them, is the *Kingdom of Polst*. Bitter economic competition exists between the two coastal kingdoms, and each suspects the other of sabotage. Spying is common between the two lands.

Barcenora keeps a rather large standing fleet to protect itself from the *City States*, as well as pirates, and it has a strong army, which it uses to keep careful guard along the *Kevaar Pass*, which runs between the border of Barcenora and the *Kingdom of Polst*. The pass was once a traditional invasion route for hostile armies. It has now become a favorite spot for bandits who lie in wait for rich caravans taking goods inland from the ports. The pass is a source of contention between *Polst* and Barcenora, who both maintain guards along the route.

One particularly well-known point of interest within Barcenora is *Rungan's Keep*, located on a southern island, atop the kingdom's tallest peak, *Rungan Point*. The mountain and its keep were named after the legendary pirate *Por'Rungan* who once used the fortress as a base of operations from which he and his pirate fleet would prey upon those traveling the nearby shipping lanes.



DA'NEER

Conventional Long Form: The Lands of Da'Neer

Conventional Short form: Da'Neer

Local Long Form: Varzur Da'Neerz

Local Short Form: Da'Neerz

Da'Neer is a land of swamps, salt marshes and jungle that is bordered by sea on one side and hemmed in by high mountains on the other. Most of the human settlements in the region are heavily fortified and tend to lie along the coast and river deltas. Da'Neer is one of the strangest domains in all of *Garweeze Wurld*. A kingdom harboring a dark secret that can only be fully understood by knowing the story that goes with it.

Centuries before the first humans landed on its shores, the Kryzaar (a dark-skinned, more intelligent offshoot of common lizardmen) held sway over the region. Fragmented into small tribal clans, the creatures often hunted and preyed upon each other when other enemies were lacking. They did this both as a source of food and as fulfillment of their ancient blood-rituals. For the most part the Kryzaar were oblivious to the outside world. That is, until the occasional outsider stumbled into their domain. The Kryzaar would feast upon anyone unfortunate enough to become marooned on their shores or on those foolish enough to be lured to Da'Neer out of a sense of adventure (or greed as was more often the case.). Kryzaar have a natural appetite for human flesh, the smell of which is enough to send them into a frenzy. But it was a craving they rarely had a chance to satiate since they had killed off virtually every human in the area long ago. Those few lizardmen fortunate enough to have stained their teeth with human blood were considered to be imbued with magical powers by their peers and regarded as great heroes.



In -124 TR a Doomsaekur merchant ship was exploring the Dumarii delta region (near the present day city of Dumarii) when the receding tide left the vessel stranded high and dry. While the crew drew weapons and waited for the tide to return a sharp eye noticed a shimmering of light in the shallows. That shimmer turned out to be a diamond the size of a hen's egg. No sooner had that one been retrieved when another was spotted. And then another after that. When the sailors returned home rich men, news of their discovery spread like wild fire up and down the coast. Soon a flood of fortune-seekers from all over the *Kaldacian Gulf* was making its way to the shores of Da'Neer in anything that floated.

For the Kryzaar it proved to be a reason for celebration — they attacked the newcomers with great zeal and gorged themselves. Greed holds a powerful sway over men, however and the flow of fortune-seekers continued to pour into the region for many months — spurred on by the lure of diamonds. Eventually fear of the Kryzaar slowed the flow of men to a trickle and then it stopped altogether. As the years passed stories of the “diamonds of Dumarii” took on legendary proportions until finally a cartel of wealthy merchants from the port city of Sudar Lang decided to mount an organized effort to establish a foothold in Da'Neer.

They raised a mercenary army, signed on laborers and craftsmen of every type and sent a small fleet to build a fortified city at the mouth of the Dumarii delta. It was a major investment for the cartel. Money upon which they were determined to see a return. It would take almost two years, but after a long and bloody struggle the colony eventually began sending diamonds back to Sudar Lang. Not only diamonds but emeralds as well. Unfortunately losses among the colonists to the Kryzaar were staggering. The creatures had taken to tunneling under the walls of the city and into the mines themselves. They weren't attacking in waves — but individually. The army was helpless against an enemy who refused to engage in a rank-and-file fight. Worse, the yield of stones in the deltas quickly dried up. And, workers were refusing to work further up the rivers or to enter the marshes.

This was unacceptable to the cartel and they doggedly pushed for the colony to begin spreading into the marshes in search of more stones. They were just about to cut their losses and abandon the project when something happened that would change everything.

One day several Kryzaar burrowed by accident into a grain-house and were captured alive. The excited colonists were still debating on what to do with the creatures when a delegation of Kryzaari approached the walls and requested to parley for their release. The incident ended with the Captain of the Guard dictating the conditions of the trade— one diamond for one Kryzaari. The bewildered Kryzaari immediately agreed and a deal was struck. While the colonists found the incident very amusing and had a good laugh, for the Kryzaar it was a revelation. The somewhat interesting but worthless stones they'd been digging up for years in their burrows apparently had value to the men-things. And so it was a trade alliance was formed between the two groups.

The Kryzaar began showing up at the gates of Dumarii on a regular basis with diamonds wanting to trade. The colonists were glad to accommodate them. Trading trinkets, steel knives and sack cloth and other items for diamonds. Business was good and the cartel was ecstatic over the sudden flow of precious stones coming back to their coffers. If humans trading with lizardmen was strange it was about to get a lot stranger. The taste of human flesh was something every Kryzaari still craved and it wasn't long before they began trying to barter to acquire it. It started out innocently enough (relatively speaking). The Dumarii citizens began trading the bodies of dead workers to the Kryzaars. Men who had died of natural causes such as disease were good candidates. One diamond for one cadaver. But the supply of such dead wasn't enough to satisfy demand.

That's when the economy of scale entered the picture. Some bright citizen pointed out that an average sized diamond could buy four or five slaves at Gnardor's slave market in Fowlur. Simple math. Turn around and sell those slaves to the Kryzaar and you make a profit of three diamonds. And so Da'Neer's 'dark secret' came to be. The slave-for-diamonds venture was a hugely fantastic success. So much so that the cartel expanded its operations and founded more colonies. Most people believe the steady flow of slaves into the region of Da'Neer is due to the labor intensive process of mining diamonds and precious stones.

Or perhaps they simply don't want to know the truth.

** Web Bonus: A write-up on the Kryzaar was originally published in Knights of the Dinner Table Magazine #77. You can download a free updated pdf of that information by visiting www.kenzerc.com*

MAP DATA

Coordinates: E7-09-B05

Comparative Size: About the size of the state of West Virginia

Map Sheets: E7-05, E7-06, E7-09 and E7-10

BOUNDARIES

Land: *Gnardor* (to the north), *Rarkin Daldish* (to the northeast), *Arangesh* (to the southeast).

Water: *Orlidian Sea* (to the west).

Maritime Claims: All rivers and waterways within and on established borders. Coastal waters extending 15 miles from shore.

GEOGRAPHY

Climate: Tropical; the warm, moist weather is perfect for many exotic types of flora and fauna. Hot and humid year round. Cooler at higher elevations in the mountains.

Terrain: The northwest of the country is covered in one of Aldraza's largest marshlands, the *Arsvek Da'Neer*. The rest is mostly jungle rain forest.

Elevation:
Lowest point: *Salt Lake* (E7-05-J08) 25 feet below sea level
Highest point: *Mount Trauzula* 5,875 feet

Natural Resources: Diamonds, emeralds, fish, rice, ivory, papyrus, lumber, rare wood.

Land Use: Human and lizardman populations permeate the country, but are concentrated in the *Arsvek Da'Neer*.

Natural Hazards: Typhoons in summer and autumn. The major rivers are subject to flooding. Dangerous monsters and humanoids inhabit the jungle areas.

INHABITANTS

Nationality:
Noun: Da'Neeri
Adjective: Da'Neeri

Racial and Ethnic Groups: Human 37%, Lizardman (Kryzaars) 14%, Elven 21%, Dwarf 12%, Half-Elf 5%, Other (mostly half-lizardman) 11%.

Religions: Par'Kryus, Markovia, Marlog, Semuanya, Waukeean, Golidirin

Social Alignment: CE

Languages: Da'neerian, Parzey Script, Old Aldonese

GOVERNMENT

Type: Syndicracy (Merchant Colony)

Current Leader: Revak Si'Malan

Capital: Dumarii, E7-09-C08

Administrative Divisions: Six provinces (singular: Sar'Neeri, plural Sar'Neer).

National Holidays: Festival of Par'Kryus, 15th of Barz'Tera; Festival of the Flood (aka New Year's Festival), 5th of Haar'Kiev, Firdin Neer, 28th of Quay'Tera.

Legal System: Barbarian Tribe/Remote Village (HMGMG p197 Table 15B).

Political Factions: Sons of Par'Kryus, Srin Daanan (“Sword and Sail”), The Emerald League, Rost Nadar (“Stewards of the Land”), The Lizard Kings.

Political Pressures: Privateering; Maintaining secrecy of trade relations with Kryzaar

Allies: *Arangesh*, *Rarkin Kaldish*, *Gnardor* (trade agreement only)
Enemies: *Goremunyan Empire*

DAURKHAUD KINGDOM

MAP DATA

Coordinates: C7-13-J06
Comparative Size:
About the size of the state of Missouri.

Map Sheets: C7-13, C7-14, D7-01, D7-02

BOUNDARIES

Land: *Grevan Steppes* (to the north and northwest), *Abgreer* (to the north), *Kingdom of Krandaneer* (to the east), *Fangaerian City States* and *Southern Orc League* (to the south), *Rogue Haven* (to the west).

Maritime Claims: All navigable rivers and waterways within established borders.

GEOGRAPHY

Climate: Cold temperate; potentially sweltering summers and very cold, snowy winters.

Terrain: Mostly high plains, with mountains in the southeast and steppes to the west, with large forests spanning the central regions.

Elevation:
Lowest point: *Lake Deehak* 20 feet.
Highest point: *Mount Urunnsta* 4,875 feet

Natural Resources: timber, hides, iron ore, spell components, vellum

Land Use: Well-organized distribution of human cities and towns with most demihumans clustered in smaller areas. The government controls distribution and issues permits for all uses of land within the kingdom.

Natural Hazards: Rumors abound of fierce monsters in the remote forests and mountains, with some evidence that the rulers have agreements or even alliances with certain dragons and humanoid tribes.

INHABITANTS

Nationality:
Noun: Daurkhaud(s)
Adjective: Daurkk

Racial and Ethnic Groups: Indigenous Population: Human (70%), elves (10%, including many drow pushed out by Grevan conquests), half-orc (most military) (4%), dwarf (3%), darkmen (1%), other (12%).

Religions: Francor'Dieus, Druaga, Set, Odin, Touni, Benyar.

Social Alignment: LE

Languages: Daurkk, Forcuran.

GOVERNMENT

Type: Magocracy

Current Leader:
Magarch Karnundrus (also called the Sorcerer King)

Capital: Kabree, (D7-1-C06)

Administrative Divisions: Eight provinces, each divided into four districts

National Holidays:
Magarch Day, 6th of Sirin'sa; Nadir Cycle 13th of Adnar'kerz

Legal System: World Empire (see HMGMG p 197, Table 15B).

Political Factions: The Resistance, the Circle of Benyar, The Daurkk Order, The Magisters

Political Pressures: Long, unsuccessful resistance to the Magarch's rule; border disputes with Abgreer; raids from Rogue Haven and Southern Orc League; tension with Krandaneer and Fangaerie.

Diplomatic Relations:
Allies: None
Enemies: Everyone

Conventional Long Form: Kingdom of Daurkhaud **Conventional Short Form:** Darkhaud
Local Short Form: Daurkhaud **Local Long Form:** Re'alar Darkhau'D

Daurkhaud is a forbidding and foreboding realm, one whose people have learned that when they do not dominate their neighbors, they suffer. As their neighbors include the *Grevan Steppes* and *Southern Orc League*, Daurkhaud has forged itself into a powerful force.

As far as Daurkhaud is concerned, it is perpetually at war with all of its neighbors. History has borne this out, as assaults from the Grevan Steppes, incursions from *Rogue Haven*, raids by the Southern Orc League, and organized campaigns by both *Krandaneer* and *Abgreer* have plagued this harried nation. The borders of Daurkhaud shifted frequently with these developments, until the rise of Karnundrus over 100 years ago.

Most people believe that Karnundrus is human, but has extended his life magically. Some claim he has passed into undeath, and some believe he is a member of a longer-lived race, perhaps even a dark elf. The Magarch himself never discusses the matter. He always appears clad completely in dark clothing, including a large hooded cape. Those who have met him compare his voice to the sound of snake scales sliding against each other. One thing all agree upon is that Karnundrus is a powerful and dangerous magic-user. It is rumored that he was once a member of the Circle of Sequestered Magick before being ousted for overstepping the bounds.

Striking out on his own, Karnundrus used his influence (and presumably magic) to gain control of several generals in the days when Daurkhaud was simply a "normal" kingdom. When King Darruk V died (of "natural causes") with no heir, the generals installed the magic-user as Regent. Claiming several emergencies demanded attention even before the succession, Karnundrus set about directing his armies and integrating magical and clerical support into them to forge a powerful military. Against this backdrop, he also assembled a personal army made up of those who were loyal to him, called the Black Hand of the Magarch (or simply "the Hand"). He used this army to ferret out heretics, foreign spies, royalists, and pretty much anyone else he felt was a threat. Such dissidents simply disappeared one day, something that still occurs periodically. Most of the citizens accept this as part of life. They still fear enemy states more than their Magarch. Lists of possible crimes are quite long, and punishments tend towards the draconian. The government of Daurkhaud keeps an iron grip on its people, all the while claiming such measures are necessary against foreign threats. The people of Daurkhaud have always been known for their dour stoicism, but since Karnundrus took control, the general demeanor and perception has taken on a nasty edge. Daurkhauds believe that their way truly is superior, and so look down on all others.

The temperate climate with regular rains makes for a fairly pleasant, if plain, life. With resources spread throughout its territory, the kingdom has constructed an elaborate and impressive system of roads for internal trade. Even though Karnundrus maintains a Ministry of Resource Distribution, shortages of one resource or another (particularly food) are not uncommon. Often these shortages afflict areas that make some sort of trouble, or just threaten some sort of trouble, to Karnundrus. This entire system terminates at borders with other kingdoms, however. Daurkhaud maintains a large number of fortresses to defend against foreign attack. Still, outsiders can get across in some areas without too much difficulty. Daurkhaud deals with this by simply killing (and not Raising) suspected foreign agents without trial. This is typical of their legal system.

While magic-users fill all high offices, the military leaders stand second in station and respect. So long as they remain loyal to the Magarch, they can earn extra supplies and even luxuries unavailable to the vast majority of the citizenry. The Daurkhaud Kingdom does not assign all of its people vocations, but any child who shows an aptitude for magic or violence is pushed into state-sponsored training. Travelers to Daurkhaud report that they are largely left alone, so long as they make no trouble, ask no questions and keep a low profile. That a certain percentage of travelers to the kingdom simply disappears without explanation is just accepted. Daurkk merchants are surprisingly honest, perhaps out of fear.



DWARVEN CLANS OF PRAXTER

Conventional Long Form: Dwarven Clans of Praxter
Local Short Form: Dwarven Clans

Conventional Short Form: Praxter

Local Long Form: Noble Dwarven Clans of Praxter

The story of the Dwarven Clans reaches back far into the past to a time when the line between myth and history is often blurred. In those days, so the story goes, the scattered clans of dwarven kind were united under the throne of King Gunda'Syn the Long of Beard. The new kingdom (*Kaardramune*) spanned across all the mountains of the southern *Eder Soult* where no dwarf drew a breath who didn't proudly call him king. Gunda'Syn was known as "The Forger of Kingdoms" and the "Anvil of Unity" to his people. Loved by his subjects, he was a warrior-king who had a reputation for hard work. A popular dwarven ditty of the day went, "Under Gunda'Syn's crown is a sweaty brow stained with the lamp-soot of an honest miner!" Such was his legacy.

Gunda'Syn took his people to war against the Orcs. Every orc cave and slime crawl in the realm had been purged of the foul creatures by the twentieth year of his reign. He then busied himself with pushing the *Maur-Haud'Feem* back north of the *Tol-Jest River*. When that was done he made peace with the *Gnome Titans* (the only bad thing the dwarves have ever had to say about the old king) and gave them concessions in the forests of the *Fargruss River Valley* to end a feud between the two races that had been unfolding for centuries.

Peace, something Dwarves were unused to (if not uncomfortable with) finally came under the mountain. Dwarves put away their swords and the accoutrements of war, picked up shovel and pick and threw themselves into mining the *NetherDeep*. Although the anvils of war would ring numerous times during Gunda'Syn's reign, he is remembered foremost among the dwarves for being a bringer of peace.

Finally, after centuries of rule, the dwarven furies visited the bed chamber of Gunda'Syn and the old king drew his last breathe. Nine hundred years he had ruled the dwarves and a good many had figured on him ruling that many more. For death is never expected or welcomed among the dwarves. The more so now, for Gunda'Syn was thought to be immortal, his life span had been so far beyond what is usual.

The King's death created a dilemma for the dwarves. For he had died before naming his rightful heir to the throne. Normally this wouldn't have been a problem for the dwarves — the oldest son by birth right being the next in line. But in Gunda'Syn's case he had three sons (Praxter, Kaldazar and Vespar) born of the same womb on the very same day. Twins are considered a bad omen in dwarven society. Triplets?? A harbinger of certain doom. In the confusion and panic that followed their births, the mid-wife lost track of the birth order. Gunda'Syn didn't hold to the old superstitions — but he was hard pressed to figure out a solution to his problem. So he did what any good dwarf would do — he put it off until the proper thing to do made itself known.

As the years passed the problem didn't seem quite so pressing and so the question of who was to be the next rightful heir went unanswered. With Gunda'Syn dead each son immediately made his claim on the throne and the kingdom was split into three camps as dwarves rallied their support behind their favorite. The Dwarven Council made a feeble attempt to intervene in hopes of averting war but it was too late.

The "War of the Three Brothers" raged for 11 years and ultimately shattered what Gunda'Syn had so carefully forged. In the end the brothers agreed to split the kingdom into three parts. Praxter took the rich *Kroagim Mountains* to the west (now known as the *Praxter Mountains*). Vespar took the mountains to the southwest (*Vespar Mountains*) and Kaldazar took the mountains to the southeast (*Kaldazar Mountains*).

The *Dwarven Clans of Kaldazar* would be defeated by the *Raagean Empire* in -724 TR (with the help of their orkin auxiliaries) and scattered. The *Dwarven Clans of Vespar* met the same fate at the hands of the *Sarlangans* (Grel) in -327 TR. The surviving clans of both kingdoms have been reduced to independent dwarven city states with largely ineffectual armies (with some notable exceptions) who have taken to hiding in their great fortifications under the mountains.

Of the three kings, only Praxter would manage to keep his holdings intact. The Dwarven Clans of Praxter alone bear the honor of House Gunda'Syn. Praxter and his descendants have defended his kingdom against the three major onslaughts from the Orcs, the Raagean Empire, and Trolls. Seeing the fate of his brothers' kingdoms who fought and died alone, Praxter eventually chose to break with the dwarven tradition of maintaining isolation from the other races and has worked hard to form alliances with men and elves. It was an unpopular direction for the king to take among his subjects who saw his policy as one of weakness. The Praxter line was vindicated however when the *Gnome Titans* attacked the *Dwarves of Praxter* without warning (*The Great Gnome Uprising*). Also called "The Gnome Titan Betrayal" in -08 TR. True to their word, the *Fangaerian City States* entered the war as the dwarves' allies and helped to defeat the gnomish armies.

Today the Kingdom is strong and prosperous. The current ruler, Sergibold Praxter has busied his people with bolstering the fortified mountain holds being convinced it's only a matter of time before Ahk Tang and his Orkin league attempt to sweep across the Fargruss River again. He's not convinced his kingdom can withstand another war of the likes of "The Great Orkin Reprisal" of 152 TR in which his armies were bled white.



MAP DATA

Coordinates: D7-09-H05

Comparative Size: About the size of the state of Virginia.

Map Sheets: D6-12, D7-09, D6-16, D7-13

BOUNDARIES

Land: *Southern Orc League* and *Gnome Protectorates* (to the north), *Orkryn Far'Mos* and the *Meletian Kingdom* (to the east), *Kingdom of Hazaar* and *Goremunyan Empire* (to the south), *Akatania* (to the west)

Maritime Claims: All lakes and rivers within Clan territory boundaries

GEOGRAPHY

Climate: Temperate to Cold Temperate

Terrain: Mostly mountainous with some rocky plains, some flat plains very near rivers and lakes

Elevation:

Lowest point: *Igdor Lake* (D7-09-F01) 285 feet. (the deepest mine is reputed to reach to 3,102 feet below sea level)

Highest point: *Mount Praxarr* 13,139 feet

Natural Resources: iron ore, mithril, gold, silver, some platinum, copper, zinc, tin, and gems. Some fish, carrots, potatoes, onions, corn, rye, tomatoes and other crops.

Land Use: Mining activities make up the predominant use of land in Praxter. Some agriculture and fishing takes place in the non-dwarven settlements.

Natural Hazards: Cave-ins, collapses, deep mountain chasms, and avalanches add to the dangers of hostile monsters, particularly flying beasts such as dragons. Below ground, creatures of the *NetherDeep* are always a threat.

INHABITANTS

Population: Most dwarves live underground, with about 15% living above ground in fortified settlements. 99% of other races live above ground and pay tribute through the local clan head for protection and services

Nationality:

Noun: Praxter Dwarf
Adjective: Praxterian

Racial and Ethnic

Groups: 75% dwarf, 11% human, 7% gnome, 5% halfling, 2% other

Religions: Moradin, Gorm Gulthyn, Thrain, Berronar Truesilver, Marthamomor Duin, other dwarven gawds

Social Alignment:

LG

Languages: Kuraat (dwarven), Forcuran, Gnardain (gnomish), Halfling, Gnomeling, Goblin

GOVERNMENT

Type: Monarchy

Current Leader:

Sergibold Praxter, Great King of the Clans

Capital: Mordgwor, (D7-9-H07)

Administrative

Divisions: Four regions (split into above and below ground sections), further divided into Clan Holds

National Holidays: Day of Praxter, 10th of Barz'tera

Legal System: World Empire (see HMGMG page 197, Table 15B.)

Political Factions: Earth Children, Imperialists, Iron Axes of Praxter.

Political Pressures:

Inter-clan rivalry; Threat of Ahk Tang's *Southern Orc League*

Diplomatic Relations:

Allies: *Gnome Protectorates* (nominal), *Akatania*, *Kingdom of Hazaar*, *Fangaerie*.
Enemies: *Southern Orc League*, *Goremunya*

EMIRATE OF FRA'NEER

MAP DATA

Coordinates: D7-05-J06
Comparative Size: A little larger than the state of Connecticut.

Map Sheets: D7-04, D7-08, D8-01, D8-05

BOUNDARIES

Land: None

Water: The *Aludian Ocean* (to the north, east, and south); the *Gulf of Saratar* (to the west).

Maritime Claims: All navigable rivers and waterways within established borders. Sea areas up to 30 miles from the coast.

GEOGRAPHY

Climate: Temperate; summers are characterized by hot and humid weather, while winters are cold. Proximity to the ocean results in significant precipitation year round.

Terrain: The shoreline areas are beaches and low plains, but elevations increase toward the interiors of the islands. The larger islands have mountains at their center, and most have scattered forests.

Elevation:

Lowest point: *Fra'Neer Cove* (D7-08-D03) 0 feet.

Highest point: *Brandeeze Point* (D8-08-E01) 4,875 feet

Natural Resources: gold, silver, iron ore, timber, fish, rubies

Land Use: Most human inhabitants live near the shores and beaches. The gnomes and dwarves prefer the mountainous interior. A small population of elves lives in the forested areas on the islands, and the halflings prefer the coastal regions.

Natural Hazards: Heavy precipitation causes flooding in summer and blizzards in winter; the seasons boast extreme heat and cold.

INHABITANTS

Nationality:

Noun: Fra'Neerian(s)
Adjective: Fra'Neerian

Racial and Ethnic Groups:

Human (55%), gnome (17%), halfling (12%), elves (5%), dwarf (3%), other (mostly half races) (8%).

Religions: Markovia, Draper, Nephthys, Freyr, Ramman.

Social Alignment: CN

Languages: Franceri, Forcuran.

GOVERNMENT

Type: Monarchy

Current Leader: Sultan Sirius "Blackfoot" Argor

Capital: Fra'Neer, (D8-08-D03)

Administrative Divisions:

Each island with more than 5,000 inhabitants is its own state (known as a *chordon*).

National Holidays:

Unification Day, 26th of Monz'Tera

Legal System: World Empire (HMGMG p 197, Table 15B.)

Political Factions:

Merchant Alliance of Fra'Neer, Gnommic Urad (United Gnome Front), League of Privateers

Political Pressures:

Aggression from *Ara'Kandeesh*, the *Raagean Empire*, and the *Shadlurian Kingdom*; increasing demands from pirates of the Ginge; dissatisfaction among the poor of Fra'Neer.

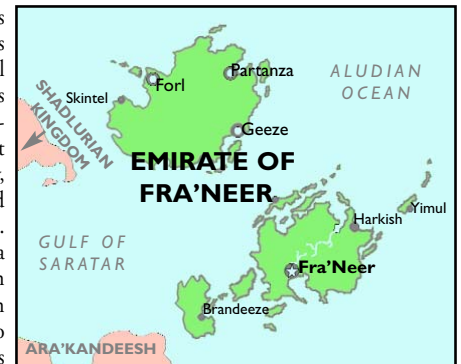
Diplomatic Relations:

Allies: *Pirates of the Ginge*
Enemies: *The Raagean Empire*, *the Kingdom of Ara'Kandeesh*, *the Shadlurian Kingdom*.

Conventional Long Form: The Emirate of Fra'Neer
Local Long Form: Fra'Neeri Yan Surtani

Conventional Short form: Fra'Neer
Local Short Form: Fra'Neeri

For most of its early history, Fra'Neer was under the thumb of foreign rulers. In this capacity it served as a source of natural resources and an excellent port. Because of its value, various controlling empires invested heavily in the infrastructure of Fra'Neer. The result was that, despite not controlling its own destiny, Fra'Neer became a very wealthy country and many of its citizens became rich and influential. And since empires come and go, it was only a matter of time before Fra'Neer declared its own independence. In what would become a pattern for the Fra'Neerian government, they were able to buy their independence with favorable trade deals and lavish gifts. Thus was the Emirate of Fra'Neer born.



Once the Emirate of Fra'Neer gained its independence, the Fra'Neerians learned that sovereignty may not have been all that they had hoped it would be. As a small island country ripe with natural resources in an extremely valuable strategic location, an independent Fra'Neer once again became a target of neighboring nations. The *Shadlurian Kingdom*, the *Kingdom of Ara'Kandeesh*, and the *Raagean Empire* all began making aggressive moves towards the young kingdom. Feeling intense pressure and aware that they would be unable to defend themselves from these large military powers, Fra'Neer scrambled to cut deals for its survival.

To start, Fra'Neer approached the pirates of the Ginge. The Fra'Neerians believed that if they could arrange for the Ginge Pirates to provide protection, they could discourage any overt military action from jealous neighbors. In addition, they could ensure the safety of their own trading vessels and exercise a bit of trade warfare through the pirates, all without diverting their wealth from making more wealth. To entice the pirates to agree to such a deal, the Fra'Neerians offered them safe haven within their ports, as well as a place to sell their stolen goods, along with resources and supplies at a reduced price. The deal was too sweet for the Ginge Pirates to resist, and the Fra'Neerians had struck a major deal.

However, the Fra'Neerians did not believe that this alone would ensure their security. A determined enemy could overwhelm the small Fra'Neerian navy and its (somewhat unreliable) Ginge Pirate allies if so inclined. So the Fra'Neerian government approached each of its three major allies with favorable trade deals. If they helped transport Fra'Neerian goods to the rest of the continent and helped protect the Fra'Neerian trade routes, they would receive breaks and, in some cases, suspension of tariffs and duties. After intense negotiations, each country agreed to a similar deal (each foolishly thinking they were getting an exclusive arrangement).

As time went on, the merchants and politicians involved in the trade agreements prospered greatly. The great port of Fra'Neer grew steadily in prominence, goods from all over flowed into the small country, and wealth abounded. Ships flying the Fra'Neerian flag plied the waters unmolested by pirates. But this wealth was not universal; the poor of Fra'Neer saw none of this prosperity. Individual merchants prospered greatly, while the government saw little revenue from all the trading activity in its ports. And each year the amount of tributes and bribes paid out to the Ginge Pirates and corrupt officials ballooned as extortion runs rampant. The Sultan of Fra'Neer has been struggling to deal with these pressures but sees no way out of the "marriage with devils" into which his kingdom has entered.

Recently, someone or something has been interrupting mining operations on the island of San'Nargol, the chain's largest island. Even the sturdy dwarven miners have refused to enter certain areas of the mines, claiming that they are cursed, inhabited by demons, or worse. This has slowed the output of rubies and iron ore, both important exports, and the Merchant Alliance is pressuring Sultan Sirius Argor to solve the problem. In addition, a brash young pirate named Fendor Al'Nama is attempting to wrest control of the Ginge Pirates from their current leader, Trad Windlass. He harbors a deep hatred for Fra'Neer, mostly because they have been supporting his rival for power, and also because he feels that Fra'Neer is taking advantage of his Pirate States.

If he comes to power, the profitable arrangement between the two groups would likely fall apart. Since the protection of the Ginge Pirates is crucial to the survival of Fra'Neer, the Sultan will do anything to avoid such a disaster. With this in mind, Sirius Argor has begun contracting adventuring groups to help solve his domestic and international problems. To solve the pirate problem, Argor plans to find an able assassin or two to end Fendor Al'Nama's chances of becoming leader of the Ginge. This, he feels, should be simple enough. Figuring out what's causing the problems in the mine is another thing altogether. His only plan at the moment is to hire skilled adventurers to go into the mines and find out what is happening. He is offering quite a handsome reward to anyone willing to go in and eradicate the problem so that his nation can go back to business as usual, but surprisingly few adventurers are taking on this mission.

FANGAERIAN CITY STATES

Conventional Long Form: League of the Fangaerian City States
Local Short Form: League of the Hagaan City States

Conventional Short form: Fangaerie
Local Long Form: Hagaan League

On the subject of the *Fangaerian City States*, the great sage, Ezrakai wrote, “the Seven Sisters are the last bastion of all that’s good in the world. An island awash in the midst of a sea of great Evil. Dark forces tear and clutch at its gates in hopes of bringing them crashing down.”

Of course, being of Fangaerian birth, Ezrakai was biased. The quote is useful however, for his opinion is shared by most of his fellow citizens (and a few of the City State’s closest allies). A fact that shouldn’t be surprising given the region’s history.

The City States are a power to be reckoned with and they have been a strong stabilizing influence on the *Eder Soult* for the last five centuries. Masters of both the art of military persuasion and diplomacy, they have often been the only factor keeping evil in check. Alliances forged by the *Council of Seven* have stemmed the tide of such invaders as the *Southern Orc League*, the *Daurkhaud Kingdom* and most recently, *Goremunya*. They have also gone to great lengths to parley the peace among its circle of allies. (Especially the *Dwarves of Praxter* and the *Gnome Protectorates* who have a history of feuding). It is for this reason the City States’ allies often look to them for leadership during times of trouble.

Also known as the *Hagaan League* (or the *Seven Sisters*), the City States are a confederation originally formed between seven cities; *Barsuk* to the north, *Varturus* and *Point Artal* to the west, *Caldinstar*, *Agarsta* and *Fangaerie* to the east and *Arz* to the south. Each of the ‘sisters’ enjoys a great deal of self-government. Not only of its own affairs but of all the towns, villages and resources within the confines of its established borders (known as a *fretera* from the Raagean word for province).

An elected council of representatives (*The Council of Seven*) governs the collective. They administer the law, regulate trade and oversee foreign affairs as well as relations between the member-cities (The city of *Fangaerie* serves as the seat of administrative power.)

The council also controls the confederation’s combined armies and has the authority to use those armies in defense of the realms. In times of considerable crisis, or when war is imminent, the Council appoints a Chancellor. The Chancellor is given expanded powers to deal with the threat. Once the crisis has passed (as determined by the Council itself), the Chancellor steps down and relinquishes his powers. Well, at least according to theory. At least one Chancellor (Lord Barnain) refused to do so and became a tyrant. He was overthrown only after a bloody civil war.

Perhaps the most famous Chancellor of the City States was its first — Lord Flataroy. The great general’s wisdom forged the *Hagaan League* as well as numerous strong alliances which have helped to keep aggressive countries like the *Southern Orc League* and the *Daurkhaud Kingdom* at bay.

The recent resurgence of Ahk Tang’s orkin horde to the northwest has resulted in an alarmed Council appointing a new Chancellor — Lord Traetian Sagavar. The new leader has been growing Fangaerie’s armies and building defenses in anticipation of invasion.

The City States are one of the largest producers of grain in the *Eder Soult*, usually producing a surplus for trade. The seat of power, *Fangaerie* is a large and prosperous city. Being situated on the convergence of two major waterways it controls a great deal of the trade passing down the *Soult* to the *Aludian Ocean*. *Fangaerie* is where the great temple of *Benyar* (*Forcar Remius*) is located. Standing on *Yistain Hill*, it is the third temple to stand on the site. Priests who are ordained as initiates enter the temple never to leave again — spending their entire lives within its walls (*Forcar Remius* is where the high priest of the faith resides as well). *Fangaerie* is also home of the *Grod Mondre* — a large gladiatorial arena which attracts visitors from all over the world.



MAP DATA

Coordinates:

D7-05-E10

Comparative Size:

About the size of the state of Arizona.

Map Sheets:

D7-01, D7-02, D7-05, D7-06, D7-09 and D7-10

BOUNDARIES

Land:

Daurkhaud Kingdom (to the northwest), *Kingdom of Krandaneer* (to the northeast), *Abosoria* (to the east), *Meletian Kingdom* (to the southeast), *Okryn Far'Mos* (to the south), *Gnome Protectorates* (to the southwest), and the *Southern Orc League* (to the northwest)

Maritime Claims: All navigable rivers and waterways.

GEOGRAPHY

Climate: Temperate; potentially cold temperate.

Terrain: Rolling grassy plains in the southern region surrounded by broken forest. Mountains on the southwestern and southern borders. Great freshwater lakes in southeastern region. Deep forests in northern region with some mountains.

Elevation:

Lowest point: *Fern Forks* (C7-14-09) 16 feet.

Highest point: *Sage Mount*. 2,674 feet

Natural Resources:

timber, grains, tin, horses, livestock, iron ore, fish

Land Use: Vast agrarian activity along fertile river flood plains of the Greater *Soult*. Grazing of livestock and farming on plains. Timber-harvesting in forests.

Natural Hazards:

Monsters in forests, mountains and near the fringes of the Grand *Tarcham Swamp*. Bandits prey on trade routes.

INHABITANTS

Nationality:

noun: Haagan(s)
adjective: Haagan

Racial and Ethnic Groups:

Human (70%) with scattered pockets of Elves (15%), Halflings (5%), Dwarves (2%), 8% others.

Religions: Benyar, Shona

Social Alignment: LG

Languages: Haagan, Forcuran

GOVERNMENT

Type: Confederacy

Current Leader: Traetian Sagavar

Capital: Fangaerie, (D7-10B03)

Administrative Divisions:

Seven *Fretera* (provinces).

National Holidays:

Benyar's Blessing, 1st of *Sirn'Sa*; *Haagan Fest*, 13th of *Blain'Sa*

Legal System: World Empire (see HMGMG page 197, Table 15B.)

Political Factions: The Sons of Battle, Brotherhood of the Scar, Bust-Keg Society

Political Pressures:

Tension between the *Binparta* (Senate) and *Traetian Sagavar* who is attempting to expand the powers of his office. Imminent threat of war with the *Southern Orc League*.

Diplomatic Relations:

Allies: *Dwarven Clans of Praxter*, *Gnome Protectorates*, *Meletian Kingdom*, *Abosoria*, *Council of Dragons* (*Dragon Committee*), *Circle of Sequestered Magick*
Enemies: *Southern Orc League*, *Daurkhaud Kingdom*, *Goremunya*

GNARDOR

MAP DATA

Coordinates: E7-05-D09

Comparative Size:

About the size of the state of Oregon.

Map Sheets: E7-01, E7-02, E7-05, E7-06

BOUNDARIES

Land: *The Kingdom of Hazaar* and *Kraad* (to the north), *Kal Dez*, the tip of *Zumbra* and *Rarkin Kaldish* (to the east) and *Da'Neer* (to the south).

Water: The *Gulf of Kaldacia* (all along the southwest and western coast).

Maritime Claims: All navigable rivers and waterways within established borders. Coastal waters extending 12 miles from shore.

GEOGRAPHY

Climate: Tropical.

Terrain: Heavily mountainous throughout the kingdom. Jungle type vegetation abundant. Lower hills and some plains along northern coast.

Elevation:

Lowest point: *Fawlur Inlet* (including the town of *Fawlur*) (E7-01-H08) 0 feet.

Highest point: *Mount Tritimar* 4,875 feet

Natural Resources:

fish, copper, silver, gold, salt.

Land Use: Heavy mining throughout mountains. Fishing along coast.

Natural Hazards: Much of this kingdom is wild, overgrown, and nearly impassable. Monsoons often sweep across the coasts from late *Jevar* Kiev to mid-*Tomar* Kiev. Earthquakes occur in the northern mountains every 6-12 years due to a deep fault line running underneath from *Baursta*, south to *Wahadi*. Rock slides are common.

Volcanoes erupt regularly from *Mount Tritimar* and other peaks. Many deadly creatures inhabit *Gnardor*.

INHABITANTS

Nationality:

noun: *Gnardorian(s)*
adjective: *Gnardorian*

Racial and Ethnic Groups:

Indigenous Population: *Hobgoblin* (80%) with scattered pockets of *orcs* (10%) and *goblins* (7%). Other (3%).

Religions: *Maglubiyet*, *Gruumsh*, *Tlaloc*, *Lamas*, *Tobadzistsini*

Social Alignment: LE

Languages: *Hobgoblin*, *Forcuran*.

GOVERNMENT

Type: Tribal Warchief

Current Leader:

Do'rgar E'elaaga'h

Capital: *Kritari'Sumeen*, (E7-05-E07)

Administrative Divisions:

17 tribes.

National Holidays:

K'yuluk Kard'arz, 2nd of *Monz-Tera*, *Pul'ye Krep*, 1st of *Haar'kiev*.

Legal System: Tribal law.

Political Factions: each tribe is a faction, *Ka'Togis*.

Political Pressures:

Inter-tribal rivalry. Slavers' activities make them hated by many. Raids from *Zumbra* by *Obsidian Clan*.

Diplomatic Relations:

Allies: *Da'Neer* (trade only)
Enemies: *Zumbra*, *the Kingdom of Hazaar*, *Parzey*

Conventional Long Form: *Gnardorian Federation*
Local Short Form: *Kri'meen*

Conventional Short form: *Gnardor*
Local Long Form: *Mat'ah Kri'meen*

For as long as anyone can remember the land of *Gnardor* has been infested by hobgoblins (It is believed the vile creatures have occupied this land for at least 800 years). The region has been known as "*Gnardor*" (the forcuran word for "the wild lands") since the days of the *Ragean Empire*.

Over the centuries, many would-be conquerors have attempted to tame these wild lands and its savage population, but to no avail. The hobgoblins of *Gnardor* have stood up to the soldiers of the old *Ragean Empire*'s 12th *Varnen Caras*, as well as onslaughts from *Kal Dez*, *Rarkin Kaldish* and *Da'Neer*. All have sought to claim *Gnardor* for one reason or another. All have failed.

Not only have the savage hobgoblin tribes of *Gnardor* had to fend off human invasions, but they've had to deal with incursions by migrating giants, ogres and goblins from the north and east. The hobgoblins have no greater enemy than themselves however. There's an old saying here. "If you don't like the current regime — wait a few minutes." Rivalry between the hundreds of various hobgoblin tribes keeps the country in an almost constant state of civil war. In the last fifty years alone the *Gnardor* leadership has been overthrown twenty-six times.

Each settlement in *Gnardor* represents a different hobgoblin tribe (of which there are 17). For centuries the hobgoblin tribes have warred against each other for reasons that have long since been forgotten. In the year 48 TR, a charismatic leader arose and managed to climb up above the chaos and bring impose some level of order. After assuming control, *Kah'Gin T'aslok*, chief (Hez) of the *Kritari'Sumeeni*, did something no hobgoblin chieftain before him had ever done — he spared the lives of his rivals and offered a position on his war council to each of the other sixteen tribal chiefs. The *Mat'ah Kri'meen* (Council of Spears) is a shaky alliance but an effective one. With a unified hobgoblin army, *Gnardor* was able to expand its influence in the area.

Today *Gnardor* has a strong, if somewhat undisciplined, army eager to do battle. They have no naval force to speak of but do use stolen boats to travel to nearby kingdoms to conduct raids and other business. In general they are poor sailors and are 'coast huggers', leary of losing sight of land even if it's to hop across the narrow straits to *Goremunya* or the *Grygor* islands. This unwillingness to expand by way of sea has resulted in *Gnardor* being hemmed in between the sea and the mountains.

The *G'narl Hez* (high chief) and his war council, maintain a separate army of hand-picked soldiers. The *Naz'Reem* (Fingers of the Hand) are used to enforce council law as well as to protect the leaders from their subjects (many of whom are restless and frustrated by a shortage of battles). The tribes are easily prodded into rebellion and the council is always fearful that war between the tribes could resume again.

Under the leadership of their *G'narl Hez*, the hobgoblins have established mining and quarrying operations in the jagged *Kri'meen Mountains*. They've also established a thriving slave trade. Squads of hobgoblins, known as "*Ka'Togis*," or "*The Snatchers*," have been 'harvesting' new victims from neighboring settlements to sell and use as slaves. They even have connections with the slave ring, *Brotherhood of the Bloody Whip*, operating from *Goremunyan* shores. A large open air slave market operates in the coastal town of *Fawlur* — one of the few places in *Gnardor* where foreign traders are permitted to make landfall and do business.

In spite of courting trade with other kingdoms, somewhat successfully, *Gnardor* has no true diplomatic ally. In fact, just about all of the surrounding countries consider them hated enemies. This doesn't stop these kingdoms from trading with *Gnardor*, but it does leave them alone and friendless should hostilities break out. *Gnardor* does have a special trade relationship with the kingdom of *Da'Neer*, trading mostly in slaves. Besides the now bustling slave market of *Fawlur*, other points of interest within *Gnardor* are: the volcanic *Mount Tritimar*, the copper mines of the north and the gold and silver mines of the south. A temple to *Maglubiyet* can be found at the pinnacle of one of the most sacred peaks in *Gnardor*, known as *Galiat Mountain*. This peak rises to almost 5,500 feet and some say it looks a little bit like a hobgoblin head.

Many dangerous creatures live in the mountains of *Gnardor*. The mountainous jungle land is home to many species of apes and gorillas, including ape shaman and ape shaman warriors. A sacred temple to *The Ape Gawd* is nestled in the mountains in the east, near *Lake Kolowang*.



GNOME PROTECTORATES

Conventional Long Form: Gnome Protectorates
Local Short Form: Gnar' Dain

Conventional Short form: The Protectorates
Local Long Form: Gnar' Dain Midloria

According to gnomish mythology the lands held by the Gnome Houses were won by the gawd Pangrus (who was then a mere scrapper of a mortal) on a bold wager he had made with the great swack iron dragon, Rotgut. The specifics of the wager itself vary depending on who is telling the story but by all accounts the great dragon came up the loser.

To his great discredit, Rotgut attempted to renege on the deal and the gnome warrior was forced to persuade the dragon to settle up. He engaged the dragon in a one-on-one duel that lasted three days. The battle "shook the mountains to their core and stirred the gawds from their slumber" according to the legend. When the dust settled, Rotgut admitted defeat, made good on his bet and relinquished the lands of the *Fargruss* to the gnomish people. Whether or not the gnomish folk actually believe the tale or simply enjoy its telling is uncertain. Regardless, the lands surrounding the *Fargruss River Valley* have been the hereditary homeland of the Gnome Houses for at least two millennia and are regarded as sacred ground.

Holding on to such prime real estate and keeping it from the grasping clutches of envious neighbors hasn't been easy, however. Which accounts for why the gnomes of the region are of a heartier, more rugged stock than those found elsewhere in the world. They have been forced to fight tooth-and-nail over the centuries against dwarves, men, orcs and even elves to throw off invasion. The land of the Gnome Houses was occupied by the dwarves for two centuries (One of King Gundra'Syn of the Long Beard's early conquests). When they finally managed to break out from under dwarvish rule they resolved to never let a foreign oppressor violate their autonomy again. Toward that end, it was decreed by the Gnome Council that each village of the realm would send its strongest sons and daughters to the Temple of Pangrus in *Drayton's Forge* where they would be trained in the ways of war by the Pangrusian battlemasters. These elite soldiers came to be known as the Gnome Titans and would start a new legacy of tough-as-steel gnomish mettle. As the centuries passed the Gnome Titans began to feel superior to those gnomes outside their ranks. They tended to marry within the group and keep to themselves eventually forming their own unique military subculture within larger gnomish society. They took to swearing allegiance to the gawd Pangrus to the exclusion of all others.

Longing to flex their military muscles, the Gnome Titans soon became the problem child of the region. They initiated several fights with the Dwarves of Praxter (in an attempt to restore gnomish honor lost as a result of dwarven occupation) and even took on the human settlements east of the *Frandor Mountains* sparking a series of wars that would span two hundred years and cost the gnomes almost a third of their territory lost to an alliance of Fangaerian and Praxterian armies.

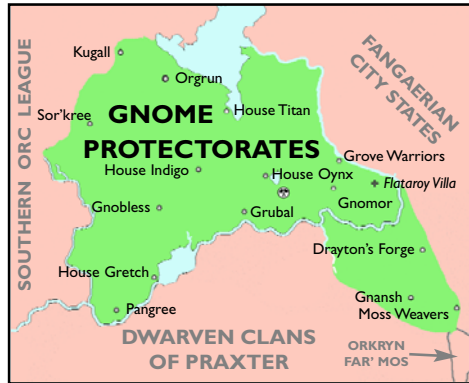
In -8 TR they swept south of the *Fargruss River* and invaded the *Dwarven Clans of Praxter*. Still bitter over the long occupation they had suffered, the Gnome Titans were simply out to restore gnomish honor and settle some old scores. After burning a few villages and looting some dwarven gold they withdrew back across the borders and celebrated. In -6 TR they burned out several human settlements which they felt had encroached upon their land. When the *City State of Fangaerie* protested the Gnome Titans marched to the city and stole its main gates (which they later ransomed for a wagon full of aged-in-the-keg Orluian mead).

Peace among the three races was finally restored in -1 TR engineered by Lord Flataray (a half-gnome general from Fangaerie). In a political marriage, Flataray married the crown-princess of House Indigo. His gift to the gnomish people was the return of the lands they had lost during the *Great Gnome Uprisings* thus restoring the Gnome Houses' borders. The "*Gnome Protectorates*" were officially formed as a result of the marriage and the City States and Gnome Houses have been fast allies ever since.

The Gnome Houses are comprised of 21 gnomish clans. Only 16 of which actually fall within the borders of the Gnome Protectorates. The remaining five are scattered about the Eder Soutl. Each Gnome House has six delegates (for a total of 126) who sit on the Gnome Council.

The Gnome Titans tend to dominate the 16 houses within the Protectorate's borders. They form the Gnome Guard which is responsible for defending the realm and keeping order. The current Chancellor, Ryldrygar is a crusty veteran of the Gnome Guard — a gnome bearing the scars of many battles and who is dead serious about the burdens of his command.

He is convinced Ahk Tang's *Southern Orc League* is poised to invade and has been frustrated (and annoyed) at the both the Dwarven Clan and the City State's reluctance to launch a preemptive invasion of their own. He has been pushing the issue through his envoys but his patience has been growing thin. It is his belief that his allies are holding the Gnome Houses out as a buffer against Ahk Tang's armies.



MAP DATA

Coordinates: D7-09-B03

Comparative Size:
About the size of the state of Kentucky.

Map Sheets: D6-08, D7-05, D6-12, D7-09

BOUNDARIES

Land: *Southern Orc League* (to the west), the *Fangaerian City States* (to the east), the *Orkryn Far' Mos* (to the southeast) and the *Dwarven Clans of Praxter* (to the south).

Maritime Claims: All navigable rivers, lakes and waterways within established borders.

GEOGRAPHY

Climate: Temperate; potentially cold temperate.

Terrain: Wide rolling grass lands fringed by deep forest with mountains to the east.

Elevation:
Lowest point: *Igdor Lake* (D7-09-F01) 128 feet.
Highest point: *Mount Nardeem* 5,875 feet

Natural Resources: fish, timber, gold, hides

Land Use: Some mining activity in the mountains, Limited timber-harvesting in forested regions.

Natural Hazards: Freak winter storms blowing down out of *Blind Wench Pass* can catch travelers off guard. Orc raiding parties frequently roam the frontiers and forests. Monsters are known to inhabit the *Hulben Forest*.

INHABITANTS

Nationality:
Noun: Gnar'Dain(s)
Adjective: Gnar'Dainian

Racial and Ethnic Groups: 48% Gnome Titans, 12% Forest Gnomes, 9% halfling, 8% elves, 5% dwarf, 12% other

Religions: Pangrus, Baevaran Wildwanderer, Baravar, Flandal Steelskin, Gaerdal Ironhand, Garl Glittergold

Social Alignment: LN

Languages: Gnardain (Gnomish), Kuraat (Dwarven), Forcuran

GOVERNMENT

Type: Republic

Current Leader: Chancellor Ryldrygar

Capital (current): House Indigo, (D7-09-C02)

Administrative Divisions: 21 Houses

National Holidays: Stained Tunic Day, 16th of Jevar'Kiev, Maar'Rum Fest, 18th of Adnar'Kerz

Legal System: Military Justice, (see HMGMG page 197, Table 15B.)

Political Factions: Each house effectively represents a faction.

Political Pressures: Incessant border incursions by the *Souther Orc League*. Bugbear tribes in the deep forests frequently raid gnomish communities.

Diplomatic Relations:
Allies: *Fangaerian City States*, *Dwarves of Praxter* (though shaky), *Kingdom of Hazaar*
Enemies: *Southern Orc League*, *Okryn Far' Moss*

GOREMUNYAN EMPIRE

MAP DATA

Coordinates: E6-04-H04

Comparative Size:

Slightly larger than the state of California

Map Sheets: D6-15, D6-16, D7-13, E6-03, E6-04, E7-01, E6-07, E6-08, E6-11, E6-12

BOUNDARIES

Land: *Eyndaar*, *Argarsta* and *Sarlang* (to the west), *Akatania* (to the northwest), *Dwarven Clans of Praxter* (to the north), *Kingdom of Hazaar* (to the northeast),

Maritime Claims: All navigable rivers and waters within established borders. Coastal waters extending 12 to 18 miles from shore.

GEOGRAPHY

Climate: Extremely diverse. Ranges from temperate in the northern and western most provinces to subtropical and tropical in the south and along the coastal regions. Cold in the mountainous areas to the west.

Terrain: Mostly mountains, and high plateaus, in the west; jungle, forest, deltas and hills in east

Elevation:

Lowest point: *Doom Saker Bay* (E6-08-J04) 0 feet
Highest point: *Mount Rydaar* 6,834 feet

Natural Resources:

slaves, hides, furs, purple, silk, spices, gold, silver, iron, gems

Land Use: Heavy agriculture along the river deltas and flood plains. Extensive mining of gems, gold and other precious metals in the mountains. Timber operations scattered about forested regions.

Natural Hazards:

Frequent typhoons (about five per year along southern and eastern coasts); damaging floods; tsunamis; earthquakes.

INHABITANTS

Nationality:

Noun: Goremunyan(s)
Adjective: Goremunyan

Racial and Ethnic Groups:

Human (64%), Elves (16%), Grel (8%), Dwarves (4%), Other (8%)

Religions: Yiders (State Religion), Yi'Gor.

Social Alignment: CE

Languages: Old Forcuran, Forcuran

GOVERNMENT

Type: Dictatorship

Current Leader: Lord Karadyn

Capital: Goremunya, (E7-07-E08)

Administrative Divisions: 16 provinces

National Holidays: Gronger Fest, 9th of Haar'Kiev; Blood Bond, 5th of Sirn'Sa

Legal System: World Empire (see HMGMG page 197, Table 15B.)

Political Factions: The Long Shanks, The Unbroken, The Black Thorns.

Political Pressures: Over expansion, strained political infrastructure, a host of enemies both abroad and within.

Diplomatic Relations: Allies: None
Enemies: Virtually every kingdom or nation within its reach

Conventional Long Form: The Goremunyan Empire
Local Short Form: Gour'mad

Conventional Short form: Goremunya
Local Long Form: Gor'mad Syn'Karri

Goremunya was once a peaceful kingdom of modest size with a reputation for strong defenses and a burgeoning trade network both overland and via the sea.

She was well respected by her neighbors, (the former *Doomsaekur Empire*, *Corja'Din* and the kingdom of *Pars Fell*) and considered a fast ally of strategic importance in holding back the expansionist intentions of the Eyndaarans.

At its core, however, Goremunya was rotten. A corrupt political system with burdensome laws had all but hamstringed the King's authority. Fat merchants pulled the strings behind the curtains and were raping the kingdom of its resources and revenues.

This all changed in 143 TR when Vantribar Stimbleton was appointed Prime Minister of the Realm. After assuming power, Stimbleton embarked upon a one-man crusade to cleanse the kingdom of the corruption and restore the monarchy's powers. It took years of political finagling and a popular uprising to see his campaign successfully concluded. But in the end, the throne was restored and the corrupt and meddling Council of Twelve rendered impotent. When Stimbleton retired in 152 TR it appeared that Goremunya was about to enter a golden age of prosperity.

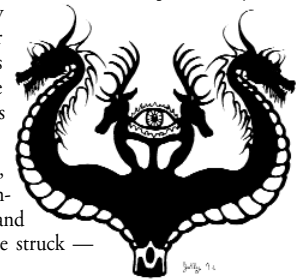
Unfortunately the kingdom was, in fact, about to enter its darkest hour. Although, Stimbleton had the best intentions, his efforts effectively removed the checks-and-balances from Goremunya's political infrastructure. Goremunya had never experienced a true, individual tyrant. Its long list of kings had all been considered wise, compassionate rulers who saw themselves as stewards of the land and its people. This perhaps explains why Stimbleton and his supporters were blind to the dangerous situation they had engineered.

When King Kurmain died in his sleep in 164 TR the crown passed to his middle-aged son, Varius Karadyn. Like his father, Karadyn was wise, but his heart was dark and dreamed of empire. As a youth, Karadyn had been sent abroad to study at Sing Hu' Check's military academy. Alone in a foreign land, the young prince fell prey to a warrior cult (an offshoot of the Yiderian faith) and was seduced by its black arts and ideology. Karadyn spent eight formative years under the influence of the cult and it was there that he forged the bond with fellow soldiers who he would one day appoint as the warlords for a new Empire.

Untethered by the restraints of those kings who had ruled before him, Karadyn immediately set about achieving his destiny. He shrewdly manufactured "incidents" with the Doomsaekur Empire and Corja'Din and fanned popular outrage. When the political environment was ripe he struck — sending his armies to war without a declaration.

Unprepared for an attack from a long-standing ally, both nations quickly buckled and fell under the Goremunyan banner. As an alarmed Council of Twelve scrambled to contain the King's powers, Karadyn had already guessed their move and had countered. The Council was slaughtered to a man — along with their families. His hand-picked generals, drunk with victory and conquest swore undying support to the new dictator. With the south in Goremunyan hands and his political position secured, Karadyn scarcely paused to catch his breath before turning his armies to the east and north. Within six months the Kingdoms of *Yardaan*, *Bardaine* and *Pars Fell* had fallen under the crush of Goremunyan might. The King and his generals attributed this to the Goremunya's newfound devotion to the gawd Yiders.

Administering a rapidly expanding empire has proven to be a difficult task for Lord Karadyn. He has been forced to pull back the leash on his armies and solidify his control over the newly acquired realms. The Empire is plagued with internal uprisings and revolts — all of which are dealt with swiftly and brutally by the much hated Fars'Neer, an internal army created solely to subjugate its citizenry. Life in current day Goremunya is harsh. Movement is restricted without express orders and visitors from abroad are forbidden.



Imperial Battle Standard of the Goremunyan Empire

HAZAAR

Conventional Long Form: The Kingdom of Hazaar
Local Long Form: Mar'keem Har'ad Zahaar

Conventional Short form: Hazaar
Local Short Form: Har'ad Zahaar

The mighty *Kaldazor Mountains* blanket the seafaring Kingdom of Hazaar almost entirely. Its jagged snowcapped peaks run right up to the shores in most areas along the coast offering only a few places for ships to make landfall. As a result most of Hazaar's human settlements appear as though they are clinging to the rocky cliffs above the sea.

Only a few natural harbors exist along the rugged coastline but the industrious Hazzari have constructed several man-made harbors. Goods travel in and out of Hazaar both by ship and overland — via difficult mountain roads.

The kingdom maintains a sizeable mining industry from which tons of silver, copper and iron are pulled from deep within the earth. Most of the raw ore is shipped abroad but much of it goes directly to the capital city of Hazaar where a thriving metal-working industry converts it into weapons, armor and countless other items which in turn are traded all over the *Orlidian Sea*, southern *Kardune* and the *Eder Soult*. Hazaar has only a token Navy. In times of war its large merchant fleet is pressed into military service and its ships double as war galleys. Four armies are maintained and scattered about the kingdom (1 army based at each of the following port cities; Amadtey, Linnard, Hazaar and Lorze). The armies spend most of their time escorting ore shipments between the mines and the ports as well as patrolling the mountain passes and roads.

The humans of Hazaar reluctantly share the land with dwarves (who keep to themselves in their mines west of the town of Orbain). Scattered pockets of elven populations are also known to dwell in the forests of the high valleys and the head waters of the *Fell Div River*. The Kaldazors are also home to giants (including Hill Giants, Fire Giants and even Frost Giants). These roving bands of giants frequently raid and destroy remote mining settlements and continue to be a menace despite efforts to deal with them.

Hazaar's most hated enemy is the *Goremunyan Empire* because they are certain that the Brotherhood of the Bloody Whip (a notorious army of slavers) operates out of the empire's town of *Roark*. The Bloody Whip has been a chronic problem for the King to contend with. The slavers have been raiding Hazaar's coastal settlements for months, usually snatching fishermen from their boats or miners from the remote mining settlements. Recently, they've become even bolder and begun operating in the port cities of Amadtey and even Hazaar itself! The situation has caused panic among the citizenry and has put the entire council in an uproar.

They have demanded Goremunya do something to stop the slave raids on their shores. Some members of the court have even accused Goremunya of sanctioning or even encouraging such activity. To add fuel to the fire, there is also a dispute between the two nations about who controls the shipping lanes of the *Gulf of Kaldacia*. Goremunya's fleets have been harassing Hazaari merchants and fisherman — even forcing some ships to pay a toll for safe passage.

Recently the King has learned through spies that *Gnardor* has had a hand in the slavers' raiding of Hazaari shores and that the hobgoblin port city of *Fawlur* (where a huge slave market operates) has been providing safe harbor for the Brotherhood of the Bloody Whip. Envoys were dispatched to *Gnardor* to open discussions on the matter but were never heard from again. It is assumed they too have become slaves to the hobgoblins.

Flanked by two powerful enemies, the Hazzaran king has worked hard to build alliances with the *Dwarves of Praxter*, the *Gnome Protectorates*, *Polst* and the *Meletian Kingdom*. Trade is good between these countries, and Hazaar's Council has been able to convince at least one of these countries (the Meletian Kingdom) to join it in the fight of ridding the Kaldazar Mountains of giants and slavers. They also believe that they can count on the dwarves and gnomes to come to their aid should Goremunya resume its campaign of expansion and attack.



MAP DATA

Coordinates: D7-14-J03
Comparative Size: About the size of the state of South Carolina.
Map Sheets: D7-13, D7-14, E7-01, E7-02

BOUNDARIES

Land: *Dwarven Clans of Praxter* (to the northwest), the *Meletian Kingdom* (to the northeast), the *Kingdom of Polst* (to the east), *Kal Dez* (to the southeast), *Gnardor* (to the southwest), the *Goremunyan Empire* (to the west).

Water: *Gulf of Kaldacia* (to the west).

Maritime Claims: All rivers and waterways within established borders. Hazaar also claims the entire *Gulf of Kaldacia* although this is obviously disputed by Goremunya

GEOGRAPHY

Climate: Temperate; the *Gulf of Kaldacia* tempers the seasons of Hazaar, but there is significant precipitation, especially in the winter.

Terrain: Mostly mountains with scattered forests and high plateaus.

Elevation:
Lowest point: *Gram Beach* (D7-14-H02) 1 foot.
Highest point: *King Kaldazor Peak* 7,598 feet

Natural Resources: Copper, silver, iron ore, gems, slaves, fish, crabs.

Land Use: This land is so rocky that no agriculture is possible with the exception of some vineyards near the city of Linnard. Mining is one of the primary uses of the land. Along the coast and in the gulf there is some fishing and crabbing.

Natural Hazards: Dangerous monsters. Heavy snows in the winter. Slaver raids along the coast and islands.

INHABITANTS

Nationality: noun: Hazaari
adjective: Hazaari

Racial and Ethnic Groups: 36% human, 37% dwarf, 25% gnome, 2% other.

Religions: Thrain, Callarduran Smoothhands, Dumothoin,

Social Alignment: NG.

Languages: Hazaari, Forcuran.

GOVERNMENT

Type: Monarchy.

Current Leader: King Lore Spetzwillow.

Capital: Hazaar, (D7-14-J03)

Administrative Divisions: Four provinces (Yevera).

National Holidays: Thrain's Calling, 24th of Kras'Kerz, Mine Labor Day, 15th of Fret'Ta'Kerz.

Legal System: World Empire (see HMGMG page 197, Table 15B).

Political Factions: The Bust Rocks, Blade of the Fellows, Mawgwurgs

Political Pressures: Goremunya's expansion,

Diplomatic Relations:
Allies: *Dwarven Clans of Praxter*, *Gnome Protectorates*, *Polst*, *Meletian Kingdom*.
Enemies: *Goremunyan Empire*, *Gnardor*.

KAL DEZ

MAP DATA

Coordinates: E7-02-J10
Comparative Size:
About the size of the state of Indiana.

Map Sheets: E7-01, E7-02, E7-05 and E7-06

BOUNDARIES

Land: *Kingdom of Hazaar* (to the north), *Kraad* and *Gnardor* (to the west) and *Zumbra* (to the south).

Water: the *Aludian Ocean* (to the east).

Maritime Claims: All navigable rivers and waterways within established borders. Coastal waters extending 16 miles from shore.

GEOGRAPHY

Climate: Subtropical, ranging to warm temperate in the higher inland regions

Terrain: Mostly flat gentle rolling lowlands with mountains and rougher terrain to the northwest.

Elevation:
Lowest point: *Merister Bay* (E7-07-D06) 0 feet.
Highest point: *Mount Helumere* 7,514 feet

Natural Resources: fish, timber, paper, copper, gems, grapes for good wine

Land Use: Most of the land used for crops or settlements lies along rivers and near coastlines. While every stretch of land is owned by one lord or another, some simply lies fallow (sometimes it has been so for decades) and some has actually gone back to wilderness.

Natural Hazards: Floods during the rainy season; hurricanes sometimes come in from the *Aludian Ocean*; minor earthquakes in the mountainous regions; tales speak of nefarious creatures dwelling deep in the dark forests.

INHABITANTS

Nationality:
Noun: Kal Dezian
Adjective: Kaldezian

Racial and Ethnic Groups: Most of the population is human (90%) and dwells along the eastern coasts and along the larger rivers, with scattered pockets of elves, halflings, and gnomes (2% each) in the eastern forests, as well as some pixie fairies. Small dwarven clans live in the western mountains.

Religions: Benyar, Luvia, Marlog, Dagda, Marthammor Duin, Sehamine Moonbow, Arvoreen, Flandal Steelskin.

Social Alignment: LG

Languages: Dezian, Forcuran

GOVERNMENT

Type: Monarchy

Current Leader: High King Orruneka II

Capital: Kal Dez Amamca, (E7-07-C05)

Administrative Divisions: Seven States (sometimes still called "kingdoms")

National Holidays: Independence Celebration, 5th of Tomar'kiev; Remembrance, 1st of Quay'tera

Legal System: World Empire (see HMGGMG page 197, Table 15B.)

Political Factions: The Isolationists, Seekers of Alud, The Purists, Faction Splinter

Political Pressures: Threats from the south have caused dissent. Certain factions want to isolate the kingdom from former enemies, turned allies.

Diplomatic Relations:
Allies: *Rarkin' Kaldish*, *Kraad*, *Polst*
Enemies: *Gnardor*, *Raagean Empire*, *Hazaar*, *Zumbra*

Conventional Long Form: Kingdom of Kal Dez

Conventional Short Form: Kal Dez

Local Short Form: Kal Dez **Local Long Form:** Seven States of the High Kingdom of Kal Dez

Forests line the coast of this proud kingdom on its eastern edges, while low mountains and plains fill the interior parts to the west. The winds coming off the *Aludian Ocean* help keep temperatures in a relatively narrow (if rather warm) range. Regular rains keep a number of crops going strong, particularly millet in the east and rice in the southeast, with barley and wheat more common in the interior. Various kinds of seafood constitute much of the population's staple diet, particularly the delicacies *trissana*, a rare shellfish, and *ludurron*, a very rare fish that, if cut and cooked improperly can make the eater seriously ill (or even kill him!). The famous Kaldezian vineyards can be found in the southern regions.

The people of Kal Dez tend to be of shorter, darker stock. Even though this is hardly a universal rule, people with blonde or red hair are generally assumed to be foreigners. Rare among the states of the area, 90% of the people of Kal Dez are humans. Surprisingly, though, the culture is not especially xenophobic. Elves, dwarves, halflings, gnomes and pixie fairies can all be found in the larger cities often enough that they do not cause much of a stir. Half-ogres and half-orcs will garner stares (at least) from children, and most merchants and guards watch them closely. Kal Dez is not a rich nation, and so it remains open to trade with members of any race. Despite this almost cosmopolitan attitude, travelers without money or goods to trade can find themselves simply shipped out past the border. The rulers of Kal Dez have no time to deal with foreign "freeloaders." One advantage of this attitude for the poor (or poor planners), is that they do not risk their freedom; prisons and gaols are reserved mostly for violent and political criminals. A true Kal Dezian would not understand the concept of a "debtor's prison."

Kal Dez is famous for its swift and sturdy ships of war and maintains a large fleet. The country is ideally situated near the nexus of two great trade routes; the *Aludian*, which leads to ports north and the *Rindari*, which leads to the south along the *Kaldezian Peninsula*. The kingdom fiercely protects its maritime interests. Its ships patrol the trade routes in search of pirates, and rogue-merchants (ships passing through Kaldezian waters without paying the tariff).

The very name "Kal Dez," literally translated, means "King's" or "Lord's Land." The people have a common culture and language going back to ancient times, when numerous petty kingdoms and states ruled areas not much larger than what they could see from their castle's main towers. Over the years, as the human population grew, they pushed out hostile monsters and humanoids, clearing more and more land for settlement. Petty kings and lords fell to, or acknowledged, greater kings and the Seven States (originally the Seven Kingdoms) were born. This common identity was reinforced when invasions from other cultures threatened the people of Kal Dez (which isn't to say they got along without conflict, but they often found themselves putting aside their differences to fight a common enemy).

Ironically, it was the conquest by the Raagean Empire that solidified the Seven Kingdoms into one land. Kal Dez struggled fiercely for independence, never submitting completely to the rule of a foreign lord. Constant rebellion brought the people of different regions together to form a resistance so that, when the Empire began to weaken, Kal Dez was the first province to openly rebel. The Seven Great Kings, some of whom came out of hiding, met in council on the 5th of Tomar'kiev to declare an end to foreign domination. They swore to uphold the honor of Kal Dez, and that no outsider would ever rule their lands again. After months of deliberation, deals, and argument, they settled on a system that remains in place. Each kingdom (which they renamed *ses'greel*, Dezian for "state") would have a three-year term with its head also reigning as the High King of all Kal Dez. The High King rules with all the power of a traditional monarch: he directs the armies and navies, makes treaties, negotiates trade agreements, mandates taxes (which are fairly low for the area) and tariffs (which are relatively high) and so on. He still has numerous advisors, including the Council of the Six Kings, made up of the heads of the other states. He must honor agreements made by previous rulers and (theoretically) must keep in mind that his own decrees will be treated as he treats those of his predecessors. The Kal Dezians are proud of their government and believe that it forces their rulers to think in terms of the greater good of all Kal Dez. Only Kamarjii the Traitor (the third High King of Kal Dez), attempted to break this system and stay in power. The two-year long war that followed resulted in his execution and the deaths of all of his major supporters. To this day, his name is synonymous with all things vile. The current High King is Orruneka II of the southernmost kingdom. His term ends in 175 TR, when Fefnir VII who rules the state west of his, will take power.



KRANDANEER

Conventional Long Form: Kingdom of Krاندaneer
Local Short Form: Krاندish

Conventional Short form: Krاندaneer
Local Long Form: Mar' Tanya Krاندish

Krandaneer is yet another former province of the Raagean Empire which has managed to thrive as an independent country.

For the most part the Krاندaneerians are a peace loving people content with their current holdings, who want nothing more than to be left alone. If only it were so simple. The kingdom has been forced to defend its borders and way of life countless times in recent years, primarily against the wanton eye of the *Daurkhaud Kingdom* that has repeatedly chipped away at Krاندaneer's western territories. In 106 TR, Daurkhaud troops moved into the *Sangruss River Valley* and siezed control of the Krاندaneerian mining settlements located there.

Krandaneer (with *Abgreer* as an ally) declared war over the incident and sent an army to liberate the valley. However they were severely defeated and forced to abandon the cause. That was over seventy years ago but has proved a particularly greivous wound to Krاندish pride. A political faction called "The Old Guard" (with members including several prominent councilmen, generals and theologians) has been pushing for the royal court to reclaim the lost territories.

Their hopes were hinged on the "boy king," Dramus Rynaar who proved to be easily manipulated by those handpicked to advise him. Dramus rebuilt the army his father had disbanded and was openly making preparations for war when he took sick and suddenly died from a wasting disease. Not only were the hopes of the Old Guard dashed, but Dramus died without leaving an heir to the throne. The matter of his replacement, by law, was left to the high priest of the Benyaran temple in Gavus. When the decision came back it sent shockwaves throughout the kingdom. The crown was bestowed on Dramus' twelve year old sister, Sharnis.

That was seven years ago. Despite numerous coup attempts, Sharnis has grown into the role of Queen and established a loyal base of followers. Although she has abandoned her brother's plans for righting past wrongs with Daurkhaud, she has continued his work of bolstering Krاندaneer's defenses. She has also dealt firmly with the *Ginge Pirate* problem by increasing naval patrols and rebuilding the country's aging fleet.

The beautiful Queen Sharnis is popular with the people and even among the common soldiers. But she has made enemies in her own court and among her own generals, who continue to see her rule as weak. Ever under the watchful eye of the Benyaran temple, she has been kept informed about those plotting against her.

For the average Krاندaneerian such problems are a world away. The kingdom has enjoyed unuasally long summers the past few years resulting in an abundance of grains and livestock. And recent news of the discovery of silver in the Iron Sta mountains bodes well for the future.

Krandaneer is famous for its borax mines (located near Chance Landing), its Treast Swords (named after the town in which they are produced) and its riding ponies (the Arpua). Chance Landing is also famous because it is the home of *Sing Hu'Chek's Academy of Advanced Warfare and Unarmed Combat*. (Many mistakenly think that Sing is of high elven blood, but he is actually a Grevan.) Sing's Warriors frequently fight in the city's gladiatorial arena (sham fights) and draw crowds from as far away as *Caldinstar*, *Barsuk* and *Krandaneer*.

The Dark Wood to the south of Arsin Lake is known to be inhabited by elves. These mysterious folk are elusive and tend to keep to themselves. But on at least one occasion, they warned the town of Treast of approaching danger (in the form of a Daurkhaud raiding party). It is known that Centaurs inhabit the low rolling hills and open areas southwest of Tagnomi Lake as well as halflings (who live in the town of Karteff). It has also been rumored for years that there are dwarves deep in the Iron Sta Mountains but no one has been able to pinpoint exact numbers or locations. In general the various races within Krاندaneer keep to themselves as much as possible.



MAP DATA

Coordinates: D7-02-E05

Comparative Size:

About the size of the state of Wisconsin.

Map Sheets: C7-13, C7-14, D7-02, D7-03, D7-06 and D7-08

BOUNDARIES

Land: *Abgreer* (to the north), the *Shadlurian Kingdom* (to the east), the *Kingdom of Ara' Kandeesh* (to the southeast), *Abosoria* (to the south), *Fangaerian City States* (to the southwest) and the *Daurkhaud Kingdom* (to the west)

Maritime Claims: All navigable rivers and waterways within established borders. Grey Eagle Bay in its entirety and all coastal waters extending 12 miles from shore.

GEOGRAPHY

Climate: Temperate; potentially cold temperate due to the influence of the *North Aludian Current*. Rainy summers and frigid winters marked by frequent storms.

Terrain: Mostly flat gentle rolling lowlands, forests and open plains with mountains and rougher terrain to the west and northwest.

Elevation: Lowest point: *Grey Eagle Bay* (D7-03-C03) 0 feet.
Highest point: *Sta Mountain* 4,975 feet

Natural Resources: borax, fish, furs, hides, cattle, horses, silver, wheat and grains

Land Use: Extensive agriculture in river valleys and in the open plains. Thriving timber and mining operations in the Iben-Sta Forest and Iron Sta Mountains. Herd animals (horses, goats, sheep and cattle) in the open plains.

Natural Hazards: Severe winters in the heartland — a bit milder along the coast and in the southernmost

regions. Tornadoes and violent rainstorms common in the plains areas in spring.

INHABITANTS

Nationality:

Noun: Krاندaneerian(s)
Adjective: Krاندish

Racial and Ethnic

Groups: Indigenous
Population: Human (85%) with scattered pockets of elves (10%) and halflings (5%). Reports of some dwarf sightings in the Iron Sta Mountains.

Religions: Benyar, Luvia, Ikka Pataang, Zelaar, Angharradh, Yondalla

Social Alignment: CG

Languages: Haagan, Old Forcuran, Forcuran

GOVERNMENT

Type: Monarchy

Current Leader: Queen Sharnis Rynaar

Capital: Krاندaneer, (D7-02-H08)

Administrative Divisions: Nine provinces (Freytera singular and plural).

National Holidays: Greeves' Day, 24th of Tomar'Kiev; Thanks Day, 9th of Sirn'Sa

Legal System: World Empire

Political Factions: The Nobodies, Sarth's Dozen, the Old Guard, Hand-in-Fist Society

Political Pressures: Daurkhaud Kingdom's wanton eye on the Iron Sta province. Disputed claim on Barrier Island by Abgreer. Ginge Pirate problem.

Diplomatic Relations:
Allies: *Abgreer* (shaky), *Shadlurian Kingdom*, *Fangaerian City States*
Enemies: *Ginge Pirate States*, *Daurkhaud Kingdom*

MAUR-HAUD' FEEM

MAP DATA

Coordinates: D7-10-H04
Comparative Size:
About the size of the state of Pennsylvania.

Map Sheets: D7-10, D7-11, D7-15

BOUNDARIES

Land: *Abosoria* (to the north), the *Meletian Kingdom* (to the west), *Barcenora* (to the east) and the *Kingdom of Polst* (to the south).

Maritime Claims: All navigable rivers and waterways within established borders.

GEOGRAPHY

Climate: Temperate, with four distinct seasons.

Terrain: Mostly flat, and almost completely covered by the *Mar-Haud Forest*, and the *Arvan Wood*. Also contains the *Symquoise Marsh*.

Elevation:

Lowest point: *Symquoise Marsh* (D7-15-B03) -33 ft.
Highest point: *Zu Hill* (in the town of Kinzu) 57 feet

Natural Resources:

timber, game animals, hides, precious stones

Land Use: The majority of the land is wild and uncultivated. Some villages around the borders conduct limited agricultural activity.

Some timber harvesting occurs in the forest. Forests are rich with game animals, therefore hunting is common.

Natural Hazards:

Lightning strikes during thunderstorms sometimes spark forest fires in the summer and fall. Heavy snowfalls and ice in the winter with occasional blizzards. Tornado season lasts throughout summer and fall. Dangerous monsters, especially Werewolves live in the forests. Swamp gases and creatures are also dangerous.

INHABITANTS

Nationality:

Noun: The Maur-Haud
Adjective: Maur-Haudi

Racial and Ethnic Groups:

Predominantly elves (90%), with a few human settlements along the borders, (5%). Some half elves (5%) can be found in the settlements as well as in the forest.

Religions: All elven gawds, especially Solonor Thelandira.

Social Alignment: CG

Languages: Elven, Forcuran.

GOVERNMENT

Type: Monarchy

Current Leader:

Queen Elerinna Sayanna

Capital: Rez'Innut, (see text)

Administrative Divisions:

None.

National Holidays:

Kal'Rez (or Gathering Day), 15th of Tomar'Kiev, all holy days of Solonora Thelandira.

Legal System: Verbal tradition, known as the Maur-Haud' Feem Code. (see HMGMG p197, Table 15B).

Political Factions: Ka' Linsa'Ke (Grey Elves), Tor'Ska'Pon (Wood Elves), Sen'Sta'Teliss (High Elves), Peli'Ka'Zen (The Elders), Tor'Loh'Asarian (The Wild Ones).

Political Pressures:

Extremely xenophobic citizens, ancient family and ethnic snobbery. Ideological divisions between old and young.

Diplomatic Relations:

Allies: Currently, none.
Enemies: *Barcenora* (border disputes)

Conventional Long Form: Maur-Haud' Feem
Local Short Form: Maur-Haud' Feem

Conventional Short form: The Elvenwood
Local Long Form: Rez'In Maur-Haud' Feem

Great mystery surrounds the land of the *Maur-Haud'Feem*, or what is commonly known as "*Elvenwood*." The inhabitants of this mysterious, heavily forested domain seldom interact with other races unless they are forced to defend their borders or interests. At least three times in recorded history, the Maur-Haud have allied themselves with men and dwarves to fight by their side (twice against the "Orkin menace" and once during the Raagean Wars).

Maur-Haud'Feem is an ancient kingdom. The elves witnessed the first arrival of men to the Eder Soult. They also witnessed the war and chaos men brought with them as the surrounding lands were cleared of their timber and huge gray cities spilling over with death and disease began to sprawl across the landscape. The Maur-Haud withdrew from the world of men until they eventually found themselves hemmed in and forced to mark out their territory by force of arms.

Despite their insistence on distancing themselves from the outside world the Maur-Haud are keenly interested in what is going on about them, primarily because it is in their own best interests. For this reason small groups of elves are routinely sent abroad by the Elven Council on what can only be described as missions of intelligence gathering. Such parties usually travel in twos or threes for weeks or months at a time to gather information and serve as the eyes and ears of the council. During times of crisis such groups are sent on diplomatic missions to the civilized nations to represent Maur-Haudi interests.

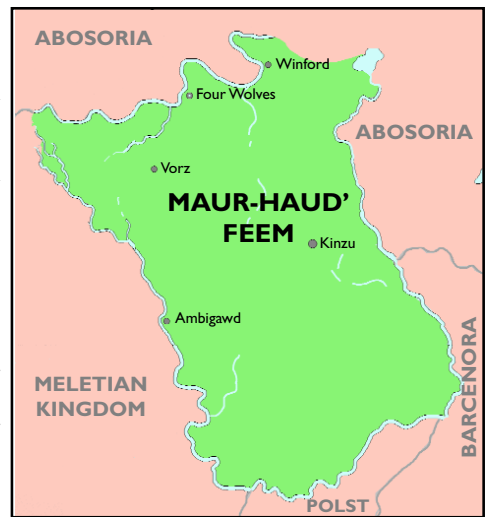
The elves maintain their distance from both human and demi-human settlements. They reluctantly tolerate the handful of human settlements within their borders. Passage of small non-military groups through the elven realms is permitted as long as such travelers stick to the established trails and make good speed. Such travelers, however, are always under the watchful eye of elven patrols. Under no circumstances will the elves of Maur-Haud'Feem allow an Orc (or even a half-orc) to enter their realm.

Because they are elusive, the Maur-Haud have become the subject of strange tales and rumors among the humans. Hunters brave enough to venture into the dark and forbidding forests of the region report feeling as if they were being watched by millions of eyes. When turning to catch a glimpse of their stalkers, they say they saw only fleeting shadows and the rustling of leaves. Others say the elves are not real at all, but simply phantoms, angels or even nefarians. Whatever the case, the humans living in this kingdom are extremely fearful of the elves, believing them to possess strange magicks. Therefore, in all human settlements in the Maur-Haud, the use of magic is illegal.

A few trusted humans have had dealings with the Maur-Haudi elves, and one or two say they have had the pleasure of meeting with the hauntingly beautiful Queen Elerinna Sayanna, ruler of all the Maur-Haud. They say that this beautiful queen has skin as "smooth and white as precious alabaster," hair made from "pure, spun gold" and intense blue eyes that can "peer straight through to your soul." Some, elves and humans alike, say she is a descendent of the gawd Solonor Thelandira himself. She has never claimed this herself. Only the elves know where Queen Sayanna's palace is located. It is said to be a structure of pure crystal standing tall in the fabled capital city known as *Ashelder* by outsiders — so named because a grove of ancient and immense ash trees surrounds it. The elves actually call their capital *Rez'Innut*, meaning "Place of Hiding." No non-elf has ever laid eyes on its legendary towers, or set foot inside its sparkling gates. Each year, however, as the story goes, all the elves from across the kingdom meet in this capital for a sacred festival.

Several unsavory types have made their homes in the forests, against the wishes of the elves. Thieves tend to be drawn to the thick foliage for concealment. Human timber cutters, most commonly from *Barcenora*, sometimes come to harvest trees. There is disagreement concerning the border between the Maur-Haud' Feem and *Barcenora*. The deep forest is also home to quite a few dangerous creatures, especially werewolves. These creatures are a constant threat to the mostly peaceful Maur-haudi elves, and anyone else who ventures into the forest.

Several elven temples and shrines are located throughout the territory, but few non-elves know of their locations. The elves of the region are known not only for their isolationist tendencies, but also for the exquisite bows and arrows they construct. The singing of the Maur-Haudi elves is so unbelievably beautiful that it is said no mortal can resist its charms.



MELETIAN KINGDOM

Conventional Long Form: Meletian Kingdom
Local Short Form: The Kingdom

Conventional Short Form: Meletian Kingdom
Local Long Form: The Imperial Meletian Kingdom

The Meletian Kingdom is the domain of the proud, *Horse-warriors of the Meleti Plains*. It is a beautiful land of wide open grasslands occasionally broken by forest and with tall rugged mountains skirting the western and southwestern borders. These mountains lie in what was once the small rival kingdom of *Kur'Grad*, absorbed centuries ago into the kingdom during its brief rule under the tyrannical king, Morsaad. However, most of the Kingdom's other gains during that short-lived period of expansion have long since been lost.

Local myth suggests that the tribes of Meleti originally migrated to the area from the region of *Rantar* — bringing horses with them and introducing the animals to the Eder Soutl for the first time. Most historians agree there is some truth to the legend but many feel the modern Meleti actually represent a broad mix of several different nomadic groups who slowly merged into one culture over the course of many centuries. Supporters of this theory point to the many similarities with such groups as the Haagans, the ancient Forcurans and even the Hazaari. They argue there are too many similarities to dismiss as mere coincidence.

One thing for certain, the horse has had a dramatic influence on Meleti culture. Virtually every aspect of their lives revolves around the animals. Meleti horses are sturdy animals with shaggy manes (usually kept braided by their riders), broad backs and incredible stamina. Virtually every activity in this realm is done from horseback if possible. Meleti warriors can be seen sitting side saddle eating meals, sewing ripped stitches on their leggings and even warlords discussing tribal matters with their councils are commonly portrayed in folk art portraying day-to-day life on the plains. The importance of the horse to Meletian culture can be seen even in the rituals of life, love and death. When a son is born to a Meletian warrior, for example, it is customary for the mother and child to be mounted on a horse and led past the father in a circle around the couple's lodge to invoke the blessings of the gawds. When a warrior dies his horse is put down and buried with him. And when a Meletian seeks a woman's hand in marriage he presents a pair of horses to the woman's father.

Perhaps the most striking aspect of Meleti culture to outsiders is the fact that women often fight side-by-side with the men and are generally treated as equals in the tribe. In fact, in some tribes in lower Meletia it is customary for women to serve with the cavalry for several seasons before taking a husband.

Matters of honor are all important to the Meletians who have gone to war more than once over what they perceived as real (and sometimes imagined) insults. This tendency to lash out over matters that seem trivial to outsiders has earned the Meleti a reputation of having ferocious tempers. Among the Raagean legions the phrase, "temper of a Meleti" was a measure of just how far reaching that reputation had spread. The truth is the Meleti are a peace-loving people when left to themselves and unprovoked. Once prodded, however they are quick to take on any enemy foolish enough to stir them to anger. The sight of Meletian cavalry riding the plains with battle standards unfurled is enough to strike fear into the hearts of the fiercest enemies. The Meleti have always relied upon tactics that take advantage of the speed and mobility of mounted soldiers and allow for fighters to adapt to the flow of battle more fluidly than their opponents. This, combined with their mastery of the bow and lance has served them well.

Although originally the Meleti were a nomadic people, their long occupation under the thumb of the Raagean Empire brought agriculture and permanent cities to the region. Today Meletian society is split into two camps — those who live in the towns and great cities and those who cling to the traditional life of the Meletian horse-warrior.

The biggest problems facing the Meleti has been the constant flow of raiders in the form of orcs, goblins and even giants into their territories. Every generation of Meletian riders have mounted at least one major campaign against an orkin invasion pouring out of the the passes of the Frandorian mountains. Orcs are hated so much by the Meleti that a hefty bounty in gold is paid for every orkin head presented. In recent years Giant raids based out of the Kaldazor Mountains have become so troublesome the Meleti have hired mercenaries to go into the mountains to attack the giants on their own soil in hopes of eradicating them.

Despite their widespread reputation for ferocity and even "uncivilized" behavior, the Meletian Kingdom has proven to be a staunch ally to the *Fangaerian City States* in their struggles against the orcish invasions at Hell's Throat. Also, unlike many of their more "civilized" counterparts, the Meletian humans have a long-standing tradition of respect and periodic alliance with the elves of their eastern forests (whose generations have dwelt there for untold millennia,) and the few small dwarven clans that can be found in the western mountains.



MAP DATA

Coordinates: D7-10-J07

Comparative Size:

About the size of the state of Oklahoma.

Map Sheets: D7-09, D7-10, D7-11, D7-13, D7-14 and D7-15

BOUNDARIES

Land: *Fangaerian City States* and *Abosoria* (to the north), *Maur-Haud'Feem* (to the east), *Kingdom of Polst* (to the south), *Kingdom of Hazaar* (to the south and west), *Dwarven Clans of Praxter* and *Orkryn Far'Mos* (to the west)

Maritime Claims: All navigable rivers and bodies of water within the borders. Claims on the entirety of Polst lake are disputed by the Kingdom of Polst.

GEOGRAPHY

Climate: Temperate to cool temperate; often strong winds blow in the winter months, but snow rarely stays on the ground long enough to see the next snowfall. The interior plains can get dry in the summer.

Terrain: Mostly flat and rolling grassland plains, with pockets of woodlands and forests in the eastern kingdom; low mountain ranges in the west hold the sometimes uncertain border with Hazaar.

Elevation:

Lowest point: *Kigorasha Point* on the north shore of Polst Lake (D7-15-E02) 30 feet. **Highest point:** *Mount Blanus* 6,998 feet

Natural Resources:

horses, hides, meat, favorable to overland trade routes

Land Use: Human population dominates most of the area, with a few pockets of elves in the east and dwarves in the west.

Natural Hazards:

Sudden, intense storms pass

quickly over the realm in the spring; twisters sometimes move across the plains in random fashion; a seemingly endless supply of monsters and goblinoids, and especially giants.

INHABITANTS

Nationality:

Noun: Meletian
Meleti(p)
Adjective: Meletian

Racial and Ethnic Groups:

Human settlements concentrated mostly on rivers and lakes (84%), elves (7%), dwarf (5%), other (4%).

Religions: Zelaur, Thor, Par'Kryus, Raven

Social Alignment: CG

Languages: Meletian, Forcuran, Hagaan

GOVERNMENT

Type: Monarchy

Current Leader:

King Ro'nann IX

Capital:

Melet, (D7-14-A03)

Administrative Divisions:

Eight rides (*so'vshesh*)

National Holidays:

Meleti Day, 17th of Yurn'sa; the Freedom, 22nd of Jevarkiev

Legal System: Mix of 50% World Empire/50% Barbarian (see HMGMG page 197, Table 15B.)

Political Factions:

The Brethren, the Knights of Meleti, The Elder Riders

Political Pressures:

Never-ending war with goblinoid bands, increasing tension with *Hazaar* developing over the last few decades, giants raiding the frontiers.

Diplomatic Relations:

Allies: *Fangaerian City States*, *Hazaar*, *Dwarves of Praxter*, *Polst*
Enemies: *Abosoria*

PARZEY

MAP DATA

Coordinates: E7-09-A02
Comparative Size:
About the size of the state of Connecticut.
Map Sheets: E7-05, E7-09

BOUNDARIES

Land: none

Water: Surrounded by the *Orlidian Sea*.

Maritime Claims: All navigable rivers and waterways within established borders. Coastal waters extending 12 miles from shore.

GEOGRAPHY

Climate: Subtropical

Terrain: Jungle and mountains with a rocky shoal in the south. Some caverns in mountains and a complex of caverns on the shoal with some underwater caves. High rocky cliffs along the northern and eastern coasts. The western and southern coasts are generally more flat and sandy.

Elevation:
Lowest point: *Parzaan Valley* (E7-09-A03) -28 feet.
Highest point: *Mount Karamor* (E7-09-B02) 5,796 feet

Natural Resources: fish, spices, gems

Land Use: Coastal fishing lanes, spice farms along northeastern coast.

Natural Hazards: Several active volcanoes in the center of the island, including *Mount Karamor* are a constant threat. *Mount Doranar* erupted as recently as five years ago. Tidal waves and hurricanes also threaten the island from time to time. Fierce creatures can be found scattered throughout and in the waters surrounding the island. There is even a rumor that a particularly dangerous dragon lives on the island.

INHABITANTS

Nationality:
Noun: Parzaan(s)
Adjective: Parzaan

Racial and Ethnic Groups: Sparsely populated, the biggest percentage of the inhabitants are human (95%), living in the few fishing villages on the island. A small colony of pixie fairy barbarians (5%) also lives on the island near *Mount Karamor*.

Religions: Luvia, Markovia, Titania, tribal gawds

Social Alignment: CG

Languages: Forcurian, Parzey Script, Common Meletian

GOVERNMENT

Type: No central government

Current Leader: Every tribe has its own leader.

Capital: No capital city

Administrative Divisions: Around 14 human tribes and one pixie fairy tribe.

National Holidays: None, but all tribes celebrate their own sacred days and hold festivals, etc., commemorating important events in their own history.

Legal System: Tribal law (see HMGMG page 197, Table 15B.)

Political Factions: Every tribe has its own factions.

Political Pressures: Some inter-tribal conflicts and disputes over territorial boundaries.

Diplomatic Relations:
Allies: varies
Enemies: *Gnardor*

Conventional Long Form: The Parzaan Atoll
Local Short Form: Parzey

Conventional Short form: Parzey
Local Long Form: The Parzaan Atoll

Parzey was once a thriving kingdom famous for its ornate pottery, parzaan spice, literature and emeralds. At its height, the island nation's influence was felt as far away as *Tulmar* and *Argarsta*. That was centuries ago, however, before the great *Mount Karamor* erupted without warning in 17 TR, nearly ripping the island in half and sending a shower of mud, lava and ash down upon the island's settlements.

The prosperous capital city of Parzule, which clung to the slopes of *Mount Karamor* was entirely destroyed along with several other nearby towns and villages. Since that time, the island hasn't had a significant population, nor a centralized government. Among the few remnants of the ancient Parzaan civilization are the ruins of what most devout followers believe to be the original Temple of Luvia. Worshipers of The Blind Gawd consider it the holiest site and many followers make pilgrimages there at some point in their lives.

Most of the surviving population of Parzey that remained after what is known as the "Great Rain of Fire," abandoned the island and resettled elsewhere. *Mount Karamor* spewed and belched smoke and ash for years, so most ships give the island a wide berth.

As the years passed, the volcano calmed and the jungles of Parzey grew over the scarred ruins of the dead civilization that once graced its shores. With time, various seafaring tribes began to resettle the island. Most of them were drawn to the island's rich fishing waters. Others came to the island to cultivate parzaan spice or to search for emeralds.

Eruptions on the island are still a threat. In fact, there are at least six active volcanoes on the island. Just five years ago, *Mount Doranar*, which lies just about a mile east of *Mount Karamor*, erupted, wiping out the small settlement of *Takrim*. Despite the dangers, there are still a few permanent towns on Parzey such as *Brayton*, *Graud* and *Zule* (built on the ruins of Parzule).

The town names are reminiscent of Old Parzey and still echo this civilization's former glory. Near *Brayton*, several stone foundations remain standing, including that of the former *Fort Brayton*, which once protected the island's northern harbor. In *Zule*, the remains of an ancient Luvian monastery still exist.

Many pilgrims from all over Aldrazar travel to Parzey every year, to worship at the ruins of the Temple of Luvia. While at the island, many make the trip to *Zule* to marvel at the ruins of the old capital. With them they bring trade and money. Both *Da'Neer* and *Gnardor* have staked claims on the island — but neither nation is willing to take up arms to defend such claims. *Gnardor*'s main interest in the island is as a source of new slaves. They have also been known to raid and loot the tribes of Parzey (as well as any pilgrims they stumble upon). The tribes are too scattered and uncooperative to put up much resistance against the hobgoblin slavers.

Many dangerous creatures make their homes on and in the waters surrounding the island. These include some *Ashen Prowlers* living near the volcanoes and, if rumors are to be believed, a large *Speckled Dragon*. The jungles abound with all manner of monsters, thus settlers usually avoid them.

Explorers sometimes frequent the island, especially the area known as the *Parzaan Shoal*, where a group of pirates known as the "Wind Traders" were once based. Rumors abound that the *Wind Traders* had stashed their treasure in the labyrinth of caves near the shoal. These rumors have been somewhat substantiated by a recently-discovered scroll. This scroll was written in Parzey Script, a cryptic alphabet developed by the *Wind Traders* to keep records of their transactions secret. The scrolls tell of a great cache of rubies, emeralds, sapphires and topaz. It also mentions magic items and several ancient artifacts.

Some of the most prominent tribes living on the island are: the *Plezars*, the *Weznaqui*, the *Ravurns* and the *Seznimes* (a tribe of pixie fairies). The *Ravurns* are the largest cultural group living on the island in and about the port town of *Zule*.

The *Seznimes* seem to remain unaffected by the events that have unfurled around them, including even the volcanic eruptions. They are peaceful, and they can be friendly, but they do not go out of their way to mingle with outsiders.



Conventional Long Form: The Kingdom of Polst
Local Long Form: Polnara' Desh

Conventional Short form: Polst
Local Short Form: Polnara

Polst is one of the poorer kingdoms of the Eder Soutl. Unfavorable trade winds and currents throughout most of the summer months lead to many merchants by-passing its ports altogether. And many of its resources of precious metals have been depleted. Most trade coming in and out of the country passes overland through the *Kevaar Pass* (between the capital inland city of Polst and the port city of Karldan). To make matters worse, the kingdom has an on-going economic feud with *Barcenora*. The intermittent outbreak of tensions, including acts of spying and claims of sabotage over the last few years have greatly disrupted business as usual in Polst.

Covered almost entirely by impassible mountains Polst has no need for a large standing army as many of its neighbors do. In the past, the kingdom always relied upon its fortified cities and well guarded passes as its primary line of defense. With the upswing in tensions with *Barcenora*, however, it has found itself having to build and maintain an army it can scarcely afford.

Polst was a land of Ogres and Giants when the Raageans first set foot on its rocky shores eight hundred years ago. A rugged land their battlelords may have simply passed by if not for the discovery of gold in the *Kevaar Pass*. The military port of Karldan was built as a base from which to exploit the deposits. This eventually led to discoveries of additional deposits (including silver, platinum and gems) which the Raageans were quick to exploit.

When Giant and Ogre tribes began to filter down out of the mountains to harass the mining camps the Raageans became determined to secure the passes and drive the raiders out of the area. What followed was a two-year campaign known as "The Giant Wars." Despite the embellished historical accounts of the war being a noble Raagean triumph, in reality the Giants and Ogres saw very little reason to fight and simply moved off deeper into the mountains (where incidentally, they still dwell to this day).

The borders of Polst have changed very little over years except for a gradual expansion of the borders east into the *Arkurdasin Mountains* where additional deposits of precious metals were discovered. When the Raagean Empire began to unravel in -360 TR, Polst underwent a radical transformation. With 80% of its human population being comprised of slave miners, the withdrawal of Raagean troops was like the sudden release of a lid from a pressure cooker. Spurred on by the winds of rebellion sweeping the Eder Soutl, the slaves turned on their former masters and burned and pillaged everything in sight.

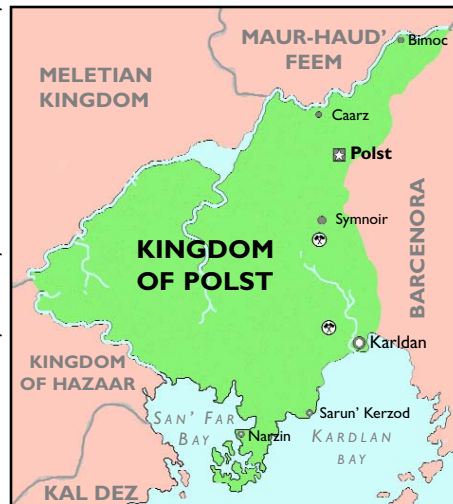
Most of the slaves then dispersed from the province by foot and by sea in hopes of returning to their homelands. Many, however chose to stay and rebuild. After a period of many years marked by in-fighting and set backs (including an attempt by the Raageans to reoccupy the area) the freedmen of Polst eventually rallied behind the charismatic leader, Sarus Din'haven (known as the Slave-King to history). Sarus and his advisors soon got the mines back in operation and began the process of rebuilding the ports and re-establishing trade.

Within a few years the fledgling kingdom was generating enough trade to feed its people. Food had always been a problem for the region, even as a province under Raagean control. But now, with grain coming in from as far away as *Fangaerie* and *Abgreer* in exchange for gold and silver, Polst was well on its way to being self reliant.

Because the original slave population of Polst was comprised of prisoners of war taken from many diverse and far flung cultures the kingdom has a unique character that is unlike any of the other former provinces.

Elves are known to dwell in the *Arvan Wood* on Polst's northern border as well as a large community of halflings in *Fitch Willow Wood*. Dwarven clans deep in the *Blau-Star Mountains* are known to exist but rarely encountered.

Besides its problems with *Barcenora*, Polst has also had to contend with recurring raids from groups of Giants and Ogres coming down from the mountains.



MAP DATA

Coordinates: D7-15-I03
Comparative Size:
 About the size of the state of West Virginia.

Map Sheets: D7-14, D7-15 and E7-03

BOUNDARIES

Land: *Marhaud'Feem* (to the north), *Barcenora* (to the east), the *Kingdom of Hazaar* (to the west), the *Meletian Kingdom* (to the northwest).

Water: *Norindar Sea* (to the south).

Maritime Claims: All navigable rivers and waterways within established borders; coastal waters extending 12 miles from shore; all but the northern shore of Polst Lake

GEOGRAPHY

Climate: Temperate; with temperatures above average in summer and winter, but precipitation is below average. Most of the country is sheltered from heavy storms.

Terrain: Almost the entire country is covered by a single mountain range. Only the northern region has any plains and forests.

Elevation:
Lowest point: *Narzin Bay* (E7-03-B02) 0 feet. **Highest point:** *Mount Barus* 9,265 feet

Natural Resources: iron, copper, zinc, silver, gold, platinum, gems, granite, marble

Land Use: Mostly mining and quarrying with some agriculture on lower slopes. A few sylvan races live in the northern forests.

Natural Hazards: Rock slides, avalanches, and blizzards make the mountain areas treacherous; indigenous creatures can be deadly; severe weather can strand anyone in the mountains.

INHABITANTS

Nationality:
 Noun: Polnaran(s)
 Adjective: Polnaran

Racial and Ethnic Groups: Human (31%), dwarf (24%), Ogre (5%), giants (5%), elf (5%), other (mostly humanoid) (20%).

Religions: Aknar, Ikka Pataang, Shona, Thrain

Social Alignment: LN.

Languages: Forcuran

GOVERNMENT

Type: Monarchy

Current Leader:
 Borgram Copperfist

Capital:
 Polst, (D7-15-E03)

Administrative Divisions: Five provinces (Quastae, Quasta singular).

National Holidays:
 Thrain's Calling, the 24th of Kras'Kerz; The Awakening (the first day of spring), 1st of Haar'Kiev.

Legal System: World Empire (see HMGMG page 197, Table 15B.)

Political Factions: The Skites, The League of Miners, The Flatlanders.

Political Pressures:
 Privateering by merchants from neighboring countries; border skirmishes with *Barcenora*. Frequent raids from Giant and Ogre clans living in mountains.

Diplomatic Relations:
Allies: *Hazaar*, *Kal Dez*, the *Meletian Kingdom* (known as the *Central Quartet*)
Enemies: *Barcenora*, Giants and Ogres.

RAAGEAN EMPIRE

MAP DATA

Coordinates:

D8-05-H02

Comparative Size:

About the size of the state of Maine.

Map Sheets:

D7-12, D8-09, D7-16, D8-13

BOUNDARIES

Land: N/A — Surrounded by *Aludian Ocean*

Maritime Claims: All navigable rivers and waterways within established borders. Coastal waters extending 25 miles from shore.

GEOGRAPHY

Climate: Temperate; moderated by prevailing southwest winds over the *North Aludian Current*; more than half the days are overcast. Rainy summers and mild to cold winters marked by frequent storms.

Terrain: Mostly rugged high mountains on the interior with low rolling hills along the coastlines.

Elevation:

Lowest point: *Sarkanus Bay* (D7-12-H09) 0 feet.

Highest point: *Mount Joben* 5,475 feet

Natural Resources:

fish, gold, silver, wine

Land Use: Settlements along the coast and navigable rivers. Vineyards and some agriculture on lower slopes. Mining of precious metals in mountains.

Natural Hazards: Waters around islands are prone to rough winter storms. Major earthquakes have struck the area in the last decade.

INHABITANTS

Nationality:

Noun: Raagean(s)

Adjective: Raagean

Racial and Ethnic

Groups: Human (55%) Others (45%) — mostly in the form of slaves.

Religions:

Benyar, Markovia,

Social Alignment:

LE

Languages:

Haagan, Old Forcuran, Raagius, Forcuran

GOVERNMENT

Type: Dictatorship

Current Leader:

Var'Sageem Nardaril III

Capital:

Raga, (D7-12-J10)

Administrative

Divisions: Three provinces (Freytera singular and plural): Raga, Dable and Baraak.

National Holidays:

Hargreez Day, 13th of Sirn'Sa, Par'Korium, 4th of Blain'Sa

Legal System:

World Empire (see HMGGM page 197, Table 15B.)

Political Factions:

The Eyes of Maard, the Shrouded Party, the Mor'han Fad

Political Pressures:

Numerous enemies abroad, political maneuvering to overthrow the Emperor, general deterioration of the political infrastructure

Diplomatic Relations:

Allies: Loose alliance with the *Ginge Pirate States*, *Maldoayn City States*, *Saran' Mantz*

Enemies: Most of the former Raagean Provinces

Conventional Long Form: Raagean Empire

Local Short Form: Raga

Conventional Short form: Ragea

Local Long Form: Raagean Empire

According to Raagean folklore the first human settlers to the Raakoran Islands came from the far east by ship over a thousand years ago (circa -1500 TR according to the sage Greytar). These newcomers, according to the story, were known as the "Raakor", colonists sent from a mythical land known only as the *Mysaro*. The traditional date for the founding of the city Raga is the year -1449 TR.

The tale of Raga is a convoluted tale mixing history, popular folklore and mythology — making it impossible to sort out the truth. Propaganda, some would call it, seems to support the Raagean notion that they represent the "true" race of man with the divine providence of ruling the world.

True or not, the story sums up nicely the Raagean view of the world. History does seem to bear out the fact that the first humans to settle the area did spring forth from the Raakoran Islands into the Eder Soutl and surrounding regions. Other races of man would eventually appear in the region — arriving from the far west and the south (primarily from *Harpania* and *Kardune*), but not for several centuries.

By -1250 TR or so the Raakor (who by this time had come to be known as the Raageans) dominated the Raakoran Islands in their entirety — having displaced the indigenous elven populations who once lived there. And by -1125 the islands of *Saran' Mantz* and *Maldoa* had been colonized and brought into the fold. In -1117 the colony of Barcen was founded — Raagea's first real incursion into the lands of the Eder Soutl. Twenty years later the colony of Aramar was planted at the mouth of the Great Soutl River. This wide navigable river spanned over 1,500 miles slicing through the heart of the Eder Soutl and represented a virtual highway through which the Raageans would eventually build an empire. Up until this time the nation was a republic ruled by an elected Senate. This was about to change.

In -896 the colony of Aramar was sacked and burned by marauding Orcs. (Ironically, the Orcs themselves had been driven east by groups of human barbarians pouring in from *Harpania* from the northwest). They represented the first real threat to Raagean expansion. After failing to regain control of Aramar the Raagean senate voted to give far reaching powers to one of their most promising, generals — Sageem.

Sageem reorganized the legions and bolstered their strength by adding mercenary auxiliaries (mostly Ginge human warriors and Gnarl-rons from *Tulmar*). Aramar was soon brought back into Raagean hands. Sageem then set about securing the lands known as *Abosoria* to rid them of Orc infestation. With the crisis over, Sageem refused to give up the powers bestowed upon him. And with the victorious legions behind him the senate was in no position to stand up to him. For the next forty-six years, Raagea's first tyrant devoted himself to expanding his empire and increasing his power. Not only did he transform the nation's borders, he transformed life at home as well. Sageem is credited with first introducing the institution of slavery to the Raakoran Islands (previously slavery was condoned only in the provinces). As the empire expanded, thousands of slaves were sent back to the mother city of Raga which had been stripped bear of every available man of fighting age for the legions.

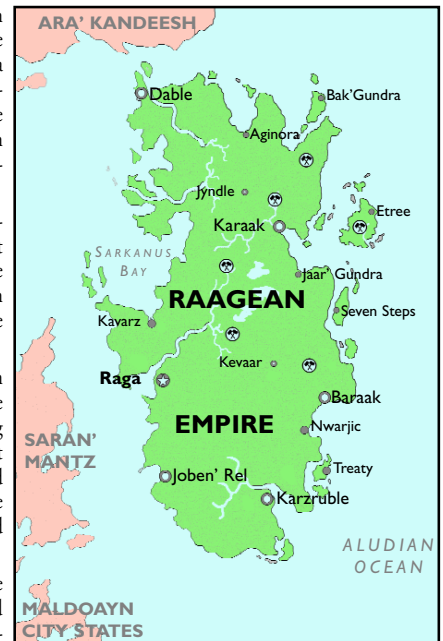
By the time of Sageem's death (in -850 TR) the Raagean Empire included the provinces of *Shadluria*, *Ara' Krandaneer*, *Abosoria*, *Barenora* and *Polst*. His successors would expand the Empire even farther and add more provinces, but no individual would ever match the scale of his accomplishments. So great was Sageem's impact on Raagea that all subsequent emperors would take the title Var'Sageem.

The Raagean Empire eventually was able to bring the entire *Eder Soutl* under its control, as well as the *Ginge* and *Northern Kardane*. Eventually its expansion was slowed (and even stalled). Groups like the Maur-Haudi elves, the Dwarves of Praxter and both human and Orcish tribes west of the Frandorian Mountains proved difficult to subjugate and would tie up Raagean legions for centuries.

Despite these setbacks and difficulties, the Empire managed rule the Eder Soutl for over 500 hundred years, taking Raagean culture far beyond the shores of the Raakoran Islands and forever transforming the world. By -480 TR however strange new races and barbarian groups began to arrive on the fringes of the Empire from the North, West and Southwest. As they poured into the Frontiers they put a tremendous strain on the legions.

At the same time many of the old provinces were showing signs of discontent — angered over the inordinate levels of resources and revenues being siphoned off to replenish Raga's gluttonous appetites. When Kal Dez openly rebelled in -374 TR and succeeded in breaking away from the Empire, it started a domino effect among the other provinces. By -360 the Empire was embroiled in mass rebellion.

When the smoke cleared the Empire was shattered and Raagea's grip had been reduced to the Raakoran Islands. Today the Raagean Empire is but a glimmer of its former self. Still a powerful economic force in the region, it has been unable to expand despite numerous attempts to do so.



RARKIN' KALDISH

Conventional Long Form: United Clans of Rarkin'Kaldish **Conventional Short Form:** Kaldish
Local Short Form: Ra'r'ukin'Kaldish **Local Long Form:** Querchald Kol'Arar'ukin Kaldish

Surrounded by realms with free access to coasts and freshwater lakes, Rarkin'Kaldish's history has been one long struggle for survival. In centuries past, numerous tribes only loosely allied by culture and language clustered along the rivers. Often they competed with one another for the scarce arable land and available sources of food. As the bordering realms coalesced into nations, particularly *Gnardor* and *Zumbra*, their rulers sought to take parts of Rarkin'Kaldish for its mineral resources (mostly silver and iron, with a smattering of gold, platinum, and gems), or simply for duty-free trade routes. The Kaldish tribes, however rebuffed such attempts.

Rarkin'Kaldish is a harsh land of mostly rugged mountains with few negotiable passes. The inhabitants manage to grow some crops on the lower slopes but goat and sheep herds provide the staples of the Kaldish diet: of meat, milk, and cheeses. Humans constitute the majority of the population, but many other races can be found in the rocky hinterlands as well.

Some 300 years ago, a leader arose from among the tribes of the high country. Shayagos was the second son of the Kaldic tribal chieftain, Ra'r'uk. He spent his early life training for war and fighting in skirmishes over hunting ranges against neighboring clans. After his elder brother and father were killed in battle, Shayagos suddenly found himself the heir apparent and burdened with the weight of leadership.

He began his reign by setting out to avenge the death of his father and brother. That early success led to other victories as young chieftain showed a prowess for the art of war. Soon he began reorganizing the Kaldic warriors into a more effective fighting force. He then had his sages codify tribal law and create a written alphabet (similar to that of Arangesh). Disturbed by his meddling with ancient traditions, neighboring clans stepped up their attacks against the Kald.

Shayagos proved a remarkable battlelord and set out to unify all of the Kaldish tribes under his rule. One by one, he defeated his enemies and their chiefs swore fealty to him. In return he demanded only resources or military support (or more often a combination of both) according to each clan's means, and he wisely chose not interfere with internal affairs (especially tribal traditions) leading other tribes to join up with him without conflict. After several months of fighting the Kalds were finally united under a single leader, and Shayagos turned his eye to defending his ever-growing realm against outside forces. His army next swept north to the great lakes to drive out the Ape Shamans, Ogres and Orcs who had been menacing the area. Once those borders were secure he turned his attention south.

In a mere six months, he expanded the borders by almost 100 miles in each direction, shocking both *Gnardor* and *Zumbra* with the sudden emergence of this new military might as their defenses melted away before its power.

The great leader died unexpectedly twenty years after taking over the Kalds, and his officers struggled in vain to fill his boots and maintain the realm he had forged. None were as skilled as he, however, and, perhaps inevitably, the tribes of Rarkin'Kaldish found they could not hold an empire. *Gnardor* and *Zumbra* took a few years to catch their breath and re-arm, but slowly they began to reconquer their lost territories with a calculated vengeance. Within a decade Rarkin'Kaldish had been carved into a mere shadow of its former self. Only when the Kalds had retreated to the high, rugged mountains were they able hold their ground and turn back the invaders. To this day border tensions remain, but for the most part the Kalds concern themselves with survival.

While not as fragmented or diverse as they once were, the tribes keep largely to themselves these days. The High Chieftain, also called the "King of the Kaldish" and "the Son of Shegus", sits atop a sometimes shaky hierarchy of great and lesser chiefs. Traditionally a council of 17 great chieftains choose this leader from among the eldest male descendants of Shayagos. He concerns himself mainly with trade agreements and keeping foreign troops from making trouble on his soil. Each tribe must contribute a quarter of its able-bodied workers for three month shifts to work the mines. Iron goes first to make arms for defense while most of the other resources go to supplying the small standing army, supporting the permanent settlements, maintaining the mines, and even tributes and bribes to neighboring kingdoms, when necessary.



MAP DATA

Coordinates: E7-06-F06
Comparative Size: About the size of the state of Vermont.

Map Sheets: E7-06 and E7-10

BOUNDARIES

Land: *Gnardor* (to the north and west), *Kal Dez* (to the north), *Zumbra* (to the east), *Saryn Ar'Keet* (to the southeast), *Arangesh* (to the south)

Maritime Claims: All navigable rivers and waterways within established borders

GEOGRAPHY

Climate: Cold high mountain country with fierce and unpredictable winter storms as the peaks block or funnel winds into swirling corridors.

Terrain: Mostly rugged snow-capped mountains with some high plains.

Elevation:
Lowest point: *E'rsor's Gorge* (E7-10-C05) 500 feet. **Highest point:** *Mount Slezish* 16,675 feet

Natural Resources: copper, gems, gold, iron ore, platinum, silver

Land Use: Semi-nomadic human herders clustered mostly along rivers, with small scattered settlements (mostly semi-permanent) in the interior near major resources.

Natural Hazards: Fierce, unpredictable winters, sudden avalanches in the high mountains. Large population of monsters and some hostile demi-humans.

INHABITANTS

Nationality:
Noun: Kald(s)
Adjective: Kaldish or Kaldic (singular and plural)

Racial and Ethnic

Groups: Population:

Indigenous Population: Human (62%) with several dwarven settlements near the large cities (1%), small pockets of elves (2%) and roaming bands of half-orcs (1%) and halflings (3%). Several dwarven clans in the mountains (17%), Ape Shaman (8%), other (6%).

Religions: Aknar, Par'Kryus, Zelaur

Social Alignment: CG

Languages: Kaldish, Parzey Script, Old Aldonese, hundreds of tribal dialects, Forcuran

GOVERNMENT

Type: Feudality

Current Leader: High Chieftain Patarumi

Capital: None officially, but Shegus, (E7-06-J04) is the residence of the High Chieftain)

Administrative Divisions: Three provinces (Karrald singular, Karraldi plural).

National Holidays: Unification Day, 13th of Quay'tera; Remembrance, 11th of Nardur'kiev

Legal System: Barbarian Tribe (HMGGM p197)

Political Factions: The True Sons, Friends of E'ensor, Defenders of the Tribes

Political Pressures: Traditional tribal rivalries; Tension between human and Ape Shaman tribes; Tension (and hatred) with Gnardor and Zumbra; Constant pressure to maintain water supplies.

Diplomatic Relations:

Allies: *Da'Neer*, *Arangesh*, *Kal Dez*
Enemies: *Gnardor*, *Zumbra*, *Saryn Ar'Keet* (cool relations/tension)

SARYN AR'KEET

MAP DATA

Coordinates: E7-06-J10

Comparative Size:

About the size of the state of Vermont.

Map Sheets: E7-06, E7-07, E7-10, E7-11

BOUNDARIES

Land: *Zumbra* (to the north), *Rarkin'Kaldish* (to the northwest), *Arangesh* (to the southwest).

Maritime Claims: All rivers and waterways within established borders; coastal waters extending 50 miles from shore.

GEOGRAPHY

Climate: Subtropical to tropical; temperatures remain warm to hot all year. Precipitation is frequent but light. Colder at higher elevations.

Terrain: Much of the interior of the country is high mountain ranges. The lowlands are covered by forest or jungle.

Elevation:

Lowest point: *Dreyan Bay* (E7-11-D03) 0 feet.

Highest point: *Mount Shakorri* 12,475 feet

Natural Resources: iron ore, silk, copper, gold, silver, platinum, gems, fish, timber.

Land Use: The human populations live near the shores and major waterways, away from the dangerous mountains. Small populations of elves live in the forests, and small groups of dwarves and gnomes live in the mountains. Many humanoids inhabit the interior of the country.

Natural Hazards:

Seasonal wildfires and thunderstorms are famous for their ferocity. The mountains have frequent avalanches. Jungle and mountainous regions are infested with monsters.

INHABITANTS

Nationality:

Noun: Arkeetian(s)
Adjective: Arkeetans

Racial and Ethnic

Groups: human (43%), dwarf (12%), elf (95), gnome (7%), assorted humanoids (mostly Ogres and Troglodytes) (29%)

Religions: Yiders, Set, Kuchoolo, Titania (pixie fairies)

Social Alignment: CE

Languages: Dezian, Forcuran, racial dialects.

GOVERNMENT

Type: Theocracy

Current Leader:

Hansor Sa'Rovan

Capital: Crijarri, (E7-11-C04)

Administrative

Divisions: Five regions (called Ansar).

National Holidays:

Invasion Day, 5th of Haar'Kiev; Victory Day, 5th of Quay'Tera.

Legal System: World Empire (see HMGMG page 197, Table 15B.)

Political Factions: Saviors of the State, The Iron Fist.

Political Pressures:

Ongoing warfare with Rarkin'Kaldish and Arangesh; Unrest by conscripted humanoid troops; Discontent from more aggressive generals.

Diplomatic Relations:

Allies: None
Enemies: *Zumbra*, *Rarkin'Kaldish*, *Gnardor*

Conventional Long Form: Theocracy of Saryn Ar'Keet **Conventional Short form:** Saryn Ar'Keet
Local Short Form: Say'Ran Ara'Keet **Local Long Form:** Teocras Say'Ran Ara'Keet

Saryn Ar'Keet is a fledgling nation at best. Originally it was a client kingdom with strong ties to *Kal Dez* which expended enormous effort and resources to colonize the region.

The colonists, however, found themselves facing an uphill battle. The land consisted of dense jungles and high mountain ranges and was difficult to traverse. Even worse were the hostile and dangerous races in the area that hampered the colony's growth.

The region had always been violent and dangerous, resistant to outside attempts at pacification and one of the few areas of the Northern Kardune the Raageans did not "settle". The infamous *Ar'Keet Mountain Range* is home to numerous tribes of Goblins, Bugbears, Troglodytes and Ogres, as well as countless other hostile races that have frustrated attempts to settle the region's interior. Even giants are known to roam the higher elevations. These evil creatures constantly waged war upon one another as well as the struggling colony which clung to the lower river basins and coastal areas.

When war broke out between *Kal Dez* and *Zumbra* in 87 TR, *Kal Dez* officially abandoned the colony and left it to survive on its own.

With no central government to speak of, the colony was a tempting target for the power-mad Plavid Sa'Rovan who came to the shores of Saryn Ar'Keet in 89 TR as an exile from the *Maldoayn City States* (where a co-conspirator revealed his role in a failed coup attempt against the crown). It didn't take long for the young opportunist and con artist to recognize a golden opportunity.

A man of considerable charm and cunning, Plavid took advantage of the colonists' woeful plight. They were looking for leadership — any kind of leadership. He set about meeting some people and placing himself in the right company. Claiming to be the son of a popular Barconoran general, he soon had the high circles of Arkeetan society eating out of his hand and hanging on his every word. He spoke of building walls, routing the Goblin hordes, improving the ports.... Most importantly he lectured on the need for a strong leader who could drag the floundering settlements from colony to kingdom, so it could take its rightful place among nations. Plavid talked a good talk and it worked. In the end, the Arkeetians begged him to lead them. They didn't have to ask twice.

Plavid quickly laid down the foundations of a new government — centered around himself, of course. True to his word he improved the ports and added man-made harbors to boost trade. He offered free lands and estates to foreign merchants who would invest in the kingdom. He abolished stiff tariffs and duties on imports to encourage the flow of goods into the region. With revenues coming in he hired a mercenary fleet and built an army. To exploit newly discovered resources (and to lay claim on the lands around them) he founded several new cities. By the end of his first decade of rule, Saryn Ar'Keet had become a growing, prosperous nation. Mercenary armies scoured the mountains for Goblins and Bugbears, and for a time drove them away from the settlements. The harbor of Crijarri teemed with ships hailing from every port in the world. When the "mountain hordes" eventually returned to raid the settlements again, Plavid solved the problem by paying annual tributes to the Goblins and Bugbears — concluding it was far cheaper to pay them off than to continue to commit his armies to keeping them at bay. Strangely enough, it worked and for the first time Saryn Ar'Keet enjoyed a period of relative peace. By the time Plavid died a feeble old man in 154 TR, Saryn Ar'Keet was the envy of the Kardune.

Unfortunately, King Plavid's son and heir, Hansor proved to be a much less capable leader than his father. His burning desire to outdo this father's accomplishments led him to join the temple of Yiders. Desperately attempting to prove his strength, all he showed was a need for wisdom. First, he angered the Kaldic tribes of the *Rarkin'Kaldish* (who were not especially hostile) by attempting to expand his kingdom's northwestern border into their territories (underestimating their strength). Then, he sparked a conflict with *Zumbra* by breaking an agreement based on his father's promise to not build any significant ports on the shores of *Noria Bay* (a major trade route into southern *Zumbra*).

Both wars were brief, but they virtually destroyed the army Plavid had built. In his scramble for money to rebuild his army, Hansor decided to stop paying the annual tribute to the "mountain hordes." Angered by the breaking of an agreement some warriors already wanted to break, the Goblin and Bugbear tribes renewed their raids with a vengeance. Hansor's popularity took a quick and definitive nosedive because of this poor decision.

In fact, Hansor is growing more and more unpopular with every passing day. Even his father's old generals have been plotting his overthrow. They decry the fact that he has made enemies of the neighboring countries for no good reason, and he has alienated any other nation that might potentially be an ally. His control is slipping, and the nation teeters on the brink of destruction. The country has no allies.

Fernwickle Isle is this shaky kingdom's only bright spot. Granted protectorate-status by King Plavid, it has escaped Hansor's meddling. The isle is predominantly inhabited by pixie fairies, who are oblivious to events on the mainland. Other races inhabit the isle as well, made up mostly of those who want to be left alone.



SHADLURIAN KINGDOM

Conventional Long Form: Shadlurian Kingdom
Local Short Form: Shadlet

Conventional Short form: Shadluria
Local Long Form: United Kingdoms of Shadluria

Although on the maps, Shadluria appears to be a unified human domain, in truth the region is comprised of two separate kingdoms coexisting with one another.

The coastal areas and waterways (with some exceptions) are dotted with the human populations that make up *Shadluria* proper. The vast majority of the region's interior, however falls under the dominion of the *Bowmaran Elves*. This strange relationship between the two races has existed since the area was a Raagean province five hundred years ago.

The situation arose as the Bowmaran Elves fought bitterly against the Raageans, never fully submitting to foreign rule. This, despite many years of occupation and the heavy expenditures of men and resources by the Empire. The best efforts the Raagean legions could manage in the region was to secure the sea ports and waterways. It was one of the few failures of conquest the Empire had experienced to that point and would prove to be a sore spot with them for many years.

Eventually, the Raageans were forced to turn to diplomacy to deal with the elves. With the sylvan folk clearly having the advantage in their homeland, the terms of a deal were worked out. The Raagean troops gained right-of-passage through certain areas of the *Bowmar Forest* and unmolested control of the coastal areas (as well as areas running along the banks of the *Tantell* and *Soult* rivers). In return the elves got what they had wanted all along — the forests. The deal fell far short of what the Raageans wanted, but from the start it was one they had no real intention of keeping.

The treaty freed up men and resources the Empire urgently needed in other theatres at the time. Raagea was expanding its borders rapidly during this period of history and on the verge of overextending itself. The Emperor recognized that it was time for the legions to pause and tighten their grip on the newly conquered territories. Once this was accomplished the Raageans simply turned the full might of their legions back on Shadluria with the hope of crushing the elven resistance once and for all.

This time it went badly for the elves and they were forced to withdraw into hiding in the deep forests. Many broke ranks and fled the area completely to join the *Maur-Haud' Feem* and other elven realms still outside the reach of Raagean rule. Eventually they regrouped and made life miserable for Raageans. Fighting a war of ambush and hit-and-run tactics the elves focused on wearing down the legions and disrupting trade. The campaign eventually forced the Raageans to return to the negotiating table. Terms of peace were agreed upon and this time the provincial governor took steps to ensure the peace wasn't broken.

There have been many skirmishes between the elves and humans in the years since, but the basic treaty remains in place and both races consider it vitally important that it remain so. Tension between the two races over timber rights have been on the rise in recent years. The *Bowmar Forest* is one of the last areas of the Eder Soult where the *roarbaran* oak can still be found. Shipwrights prize this wood for its strength and durability, but it has been largely depleted elsewhere in the world. The Shadlurians have been chipping away at the edges of Bowmar Forest for years, harvesting the oaks despite protests (and attacks) from the elves.

Besides humans and elves, the realm includes a large halfling population — centered mostly around the communities of Barnarse and Buckhollow. Along the coast between Toben Bay and Sir-Yan Bay is an area of desolate hill country (the Galon Hills) where small groups of Centaurs keep to themselves. The Galon Hills are also a notorious safe haven for bandits, thieves and other renegades. Except for a few tin mining communities, the area is void of settlements.

The capital port city of Shadlet is one of the largest cities north of Raga. Famous for the three rings of concentric defensive walls and the great spires of its Shonaran temple, it is a favored port among sailors. Shadlet's waterfront markets are among the busiest trading centers in the world, with very few cumbersome trade laws and moderate tariffs.



MAP DATA

Coordinates: D7-03-J10
Comparative Size: About the size of the state of Wisconsin.

Map Sheets: D7-03, D7-04, D7-07, D7-08

BOUNDARIES

Land: *Kingdom of Krاندaneer* (to the west), *Kingdom of Kandeesh* (to the south), *Aludian Ocean* (to the east and north), *Grey Eagle Bay* (to the north-west).

Maritime Claims: All navigable rivers and waterways within established borders. Coastal waters extending 12 miles from shore.

GEOGRAPHY

Climate: Temperate; potentially cold temperate due to the influence of the *North Aludian Current*. Rainy summers and frigid winters marked by frequent storms.

Terrain: Heavily forested in the interior with an area of low, rolling badlands to the northeast. An abundance of fresh water lakes.

Elevation:
Lowest point: *Toben Bay* (C7-14-09) 0 feet. **Highest point:** *Kretcher* (village in the Galon Hills) 789 feet

Natural Resources: fish, timber, tin, hides, horses

Land Use: Human populations mostly clustered along navigable rivers, and major trading routes. Elves in *Bowmar Forest*. Some agriculture along coast and near *Raker Lake*.

Natural Hazards: Notoriously fierce winter storms along the coast (referred to as "the Season of the Bear"). Some flooding of inner waterways in spring. Bandit activity along forested trade routes.

INHABITANTS

Nationality:
Noun: Shadlurian(s)
Adjective: Shadlurian

Racial and Ethnic Groups: Human (48%), elves (32%) and halflings (12%), other (8%).

Religions: Benyar, Marlog, Shona, Nudor, Lathlander, Deneir

Social Alignment: NG

Languages: Old Forcuran, Forcuran

GOVERNMENT

Type: Monarchy

Current Leader: Hesmar Bowraven

Capital: Shadlet, (D7-03-A07)

Administrative Divisions: Three provinces. (Shadlet, Saraka and Greely)

National Holidays: Waking of the Bear, 15th of Tarn'Tera; Haar Fest, 9th of Sirn'Sa

Legal System: World Empire (see HMGMG page 197, Table 15B.)

Political Factions: The Shadow-Steps, League of the Scar, the Jesters of Greely, Society for the Elimination of Lycanthropy and Undead Monstrosities, Lady Amaran's Society for the Advancement of the Art of Swordplay.

Political Pressures: Ethnic rivalry between elves and human settlements. Frequent disruption of maritime trade by Ginge Pirate activity. Bandit activity in the Bowmar Forest along trails.

Diplomatic Relations:
Allies: *Kingdom of Krاندaneer*
Enemies: *Ginge Pirates, Raagean Empire, Emirate of Fra' Neer*

SOUTHERN ORC LEAGUE

MAP DATA

Coordinates: D6-08-H07
Comparative Size:
About the size of the state of Minnesota.

Map Sheets: D7-01, D6-08, D7-05, D6-11, D6-12

BOUNDARIES

Land: *Rogue Haven* and *Daurkhaud* (to the north); *Fangaerian City States* and *Gnome Protectorates* (to the east); *Dwarven Clans of Praxter*, *Akatania*, and *Sarlang* (to the south), the *Great Desert of Flamaar* and *The Marrow* (to the west).

Maritime Claims: All lakes and rivers within or bordering the League's territory.

GEOGRAPHY

Climate: Temperate to warm temperate in the south; rainy springs and windy autumns, cold winters with heavy snow.

Terrain: Rolling lowlands in the east to highlands with low mountains and rougher terrain in the west.

Elevation:

Lowest point: *Tess Lake* (D7-05-F02) 23 feet below sea level

Highest point: *Mount Sartok* 9,632 feet

Natural Resources:

fish, game, wild berries, some iron ore in the Fargruss Mountains.

Land Use: Roaming Orkin tribes with seasonal villages and towns, some permanent Orkin cities in the interior. A few scattered human villages (particularly near lakes) and humanoid tribes and villages.

Natural Hazards:

Potentially blustery winter storms can drive the tribes south; tribal law is notoriously lenient on those who commit crimes against non-Orcs (some say it actually encourages such behavior).

Widespread populations of hostile creatures and other humanoids are allowed to torment and hunt non-Orcs.

INHABITANTS

Nationality:
Noun: Southern League Orc
Adjective: Southern Orcish

Racial and Ethnic Groups:

Orc (60%), half-orc (18%), half-ogre (7%), human (4%), other (mostly humanoids) (11%)

Religions: Gruumsh

Social Alignment: LE

Languages: Orcish, Splinter Tongue, Forcuran

GOVERNMENT

Type: Theocracy

Current Leader:
High Priest Ahk'Tang

Capital: Ryzaar, (D6-08-F09)

Administrative Divisions:

Each tribe controls its own territory within the greater League.

National Holidays:

Ascension, 12th of Yurn'Sa; Festival of Gruumsh, 27th of Kras'kerz

Legal System: Barbarian Tribe (see HMGMG page 197, Table 15B.)

Political Factions:

Prophets of the Return, Sons of Tang, The Steel Circle

Political Pressures:

Ongoing skirmishes with marauding groups pouring out of *Rogue Haven*, nearly constant war with *Gnome Protectorates* and *Dwarves of Praxter*.

Diplomatic Relations:

Allies: Agreements of convenience with various groups of monsters and non-humans.

Enemies: *Dwarven Clans of Praxter*, *Gnome Protectorates*, *Fangaerian City States*.

Conventional Long Form: Southern Orc League
Local Short Form: Ur'kukkk

Conventional Short Form: Orc League
Local Long Form: Ar'grakk Ur'kukkk Na

Some six hundred years ago, Sahr'Tang the Cruel managed to unite the Orc tribes of the *Fargruss River Valley* for the first time in history. His Orkin armies swept across the land like a shadow swallowing up much of Akatania, the Gnome House and what is currently the realms of Daurkhaud. Looting and terrorizing all the lesser races for decades, the Orcs still see this time as a Golden Age in their history. Before his death from an elven arrow, Sahr'Tang divided his empire into four territories, hoping his successors would be better able to administer them and keep the realms in Orcish hands. Unfortunately for him, his battlelords had neither his foresight nor leadership ability. They preferred making war and creating chaos to governing and building. Within a few years only one of the four territories remained (The South Territory).

Over the next few centuries the Southern Orcs (as they were now known by their enemies) would make several attempts to restore their empire, but as time passed the ever-present tension between the Orkin tribes prevented them from uniting into an effective fighting force. Each generation produced its own leader who claimed to be Sahr'Tang incarnate and attempted to unite the "Orkin Horde" with disappointing results (for the Orcs). By the early first century TR, the Southern Orcs had been reduced to a land of warring factions who spent more time fighting each other than their real enemies.

In 143 TR, however, a new leader rose up from the ranks — the half-orc priest, Ahk'Tang.

Ahk'Tang began teaching a new ideology — one of the bond between those of Orkish blood — a brotherhood — and of that brotherhood's destiny to subjugate all other races. By 149 the charismatic leader had managed to bring all of the Southern Orc Tribes together under one rule. By claiming to be the reincarnation of Sahr'Tang (Orc shamans had been foretelling for years of the coming of a "warrior-priest in the image of Sahr'Tang"), Ahk'Tang combined his skills of oration, leadership and knowledge of the Orkin beast cults to turn Orc attention toward a common enemy — Men and their allies. By unifying the far-flung Orkin tribes and stopping their infighting and focusing hatred abroad, Ahk'Tang created a formidable fighting force eager to regain lost glory.

Perhaps Ahk'Tang's greatest gift is his understanding of the Orc clan mentality. Although he is considered the leader of the Southern Orc League, he has been very careful not to undermine authority on a clan level or to blur the lines between tribes. Each tribe administers its own affairs and fights as a group. Tribal leaders are part of a larger war council and provided an opportunity to be heard and partake in leadership decisions (even if it's just a token gesture on Ahk'Tang's part). Ahk'Tang understands all too well that it is wounded pride and bruised egos of underlings that present the greatest threats to a warlord.

Ahk'Tang's first act as leader was to cleanse the Orkin frontier of the human settlers who had been encroaching on Orc territory for years. His armies then swallowed up huge portions of Akatania and Daurkhaud. Unlike the Orkin warlords who proceeded him, Ahk'Tang is cautious and calculating. He refuses to over-extend his troops and takes great care to strengthen his position before turning to new battles. Surprisingly, Ahk'Tang has also done something no other Orc has ever done. He has used diplomacy as a tool in achieving his aims.

Recently he managed to brow-beat the *Fangaerian City States* into relinquishing their claim on Orkin territories lost in a previous war, in exchange for his promise not to allow his armies to enter the *Frandonian Mountains*. When his battlelords protested, Ahk'Tang is said to have replied, "What value does a promise hold? A thing so easily broken."

The *Gnome Protectorates* have been pleading with Fangaerie and the *Dwarves of Praxter* for years to stand up to Ahk'Tang, but to no avail. Neither power is confident of their ability to take on the League should it decide to attack, and they seem to be stalling for time in order to bolster their own defenses. Meanwhile, Ahk'Tang's armies are free for engagements elsewhere.

Except for the capital city of Ryzaar, the populations of most of the Orkin villages and towns fluctuate throughout the year as Orc bands migrate from area to area. Thus, the Orkin towns scrawled on maps of the area are abandoned at certain times of the year and packed to overcrowded at other times. This habit of not staying put has frustrated those who have waged campaigns against the Orcs. Southern Orcs typically live in smaller clans and tribal groups when not actively at war. When war is called or a threat rises up, they rapidly merge into one or more armies for defense or, more often, attack. Orcs on the march (or summoned to a war assembly) have been known to cover over 75 miles in a single 24-hour period. Currently, Ahk'Tang appears to be biding his time strengthening his power. It is well known that he has his sights set on the Gnome Houses and the Praxter Mountains. But the time to strike hasn't yet arrived.



ZUMBRA

Conventional Long Form: The Zumbran Republic
Local Short Form: Zumbrynya

Conventional Short form: Zumbra
Local Long Form: Zarmbish Zumbrynya

Zumbra is a land shrouded in the perpetual darkness of a dense jungle canopy and stained with evil. High mountains define marshy valleys choked with low jungle vegetation. This ominous terrain covers most of a land once settled by a relatively peaceful group of people.

That all changed in the fall of 75 TR. In that year, Zumbra was invaded by warriors of the *Obsidian Clan* (who had themselves been displaced from the *Jarunda Islands* by the *Kal Dezians*). The Obsidian Warriors swept into the jungles of Zumbra from their black fleets and quickly managed to conquer the coastal towns of Hamai and Zumbra. By the dawn of the new year, they had slaughtered thousands of the region's inhabitants. They enslaved those they managed to capture alive while others were offered up in sacrifice to Grawdyng, the dark gawd of death. Survivors argued over who had suffered the worse fate.

Utilizing thousands of slaves, the conquerors constructed great temples to their gawd in the cities of Zumbra, Erbai and Karteesh. On the Day of Dedication it is said that over 12,000 Zumbrian slaves were sacrificed on the altars — thus ushering in a new reign of terror that has plagued the Kardune Peninsula for the last hundred years.

The Obsidian Clan Warriors' current leader, Smym Fyst, is a shaman-king with the darkest of hearts, renowned for his ruthlessly efficient rule as well as vile and sadistic habits. Rising to power after disposing of his political enemies in an excessively bloody coup (including his own father, whom Fyst felt was a weak leader), he is determined to spread the influence of Grawdyng to Zumbra's neighbors, and to enslave the entire region (especially *Kal Dez*, whom the Zumbrans particularly hate for its hold on the *Jarunda Islands*, which are sacred to the Clan).

Each year, the Zumbrans conduct hundreds of raids up and down the coast and among the island groups scattered about the Southern Aludian. The primary purpose of these raids is not the acquisition of loot, but rather to provide a steady supply of human sacrifices for the temples of Haragris. The dark gawd does not accept non-human blood. In fact, he prefers human blood from healthy nobles in the prime of life, but what sacrifices of lesser quality lack the Zumbrans can make up for in quantity.

Frightful rumors and bizarre stories about the Zumbran kingdom circulate all over Eder Soult. It is difficult to sort out the truth — especially since very few have ventured into the dark jungles of Zumbra and lived to talk about it. What is known is that, besides his armies of Obsidian Warriors, Fyst also commands an army of undead, (mostly Zombies animated from the human sacrifices). These Zombies have peculiar powers beyond those of the typical variety. They are bound to Fyst's control and it is rumored they serve as his eyes and ears, allowing him to instantly sense what's going on hundreds of miles away. The paranoid shaman-king keeps himself surrounded by these Zombies as his own personal bodyguards.

Zumbra maintains a large slave population which it keeps busy building new temples, gathering food and mining for gemstones in the Zumbran mountains. Slaves also harvest and process a valuable dye (*karunum*) which is extracted from a rare plant known only to grow in the region. The dye fetches a fortune in the northern ports, where Clan warriors posing as free merchants smuggle it. This operation provides much needed revenue for the purchase of weapons, ships and armor. The Obsidian Clan Warriors earned their name from the obsidian blades they carry, for performing sacrifices. For war, they use steel.

Fyst's rule is an iron one, using his military force liberally to maintain control. His "black fleet" roams the Southern Aludian gathering slaves and hostages for sacrifice. The Obsidian Clan Warriors have an unusual tactic that strikes terror into the hearts of sailors everywhere. When engaged by enemy warships, the Clan warriors purposely turn their boats toward the enemy and attempt to board them. They are fanatical fighters with unshakable morale when it comes to hand-to-hand combat. Obsidian ship captains have been known to scuttle their own boats after engaging an enemy ship — thereby giving their men added incentive to win the battle.

Few inhabitants of this wild land are not members of the Clan or slaves to it. Some demi-human groups (such as elves, half-elves and halflings) have managed to elude capture for years, but only by sticking largely to the more inaccessible regions of the jungle and high mountains.

Even though Fyst holds a tight reign on his kingdom, there are several high-level shaman who would love nothing more than to overthrow him and take his position. The Grawdyng cult encourages such betrayal. The high priest (i.e. the shaman-king) is supposed to be the strongest and cleverest among the faithful and must constantly prove his worth, so the pecking-order is always challenged. Of course, Fyst realizes this, too, and anyone he even suspects of plotting against him is sacrificed to Grawdyng in short order.



MAP DATA

Coordinates: E7-06-F01
Comparative Size: About the size of the state of West Virginia.
Map Sheets: E7-06, E7-07

BOUNDARIES

Land: *Kal Dez* (to the north), *Gnardor* (to the northwest), *Rarkin'Kaldish* (to the west), *Saryn Ar'Keet* (to the south).

Water: The *Aludian Ocean* (to the east) and *Marlstar Bay* (to the north-east.)

Maritime Claims: All navigable rivers and waterways within established borders. Coastal waters extending 12 miles from shore.

GEOGRAPHY

Climate: Subtropical

Terrain: Mountainous, with jungle vegetation. Some mountains are very high and snowcapped.

Elevation:
Lowest point: *Lake Jodavi* (E7-07-H04) 0 feet.
Highest point: *Mount Dorolen* 7,220 feet

Natural Resources: big game, fish, fruit, obsidian, some gems, ivory

Land Use: Fishing along coast and in inland rivers and lakes, hunting in jungles and mountains, fruit harvesting in jungles.

Natural Hazards: Extremely hot and humid temperatures. Tidal waves and typhoons are common. Some snow in mountains with the threat of sporadic avalanches. Countless dangerous creatures dwell in Zumbran jungles. Coastal flooding during rainy season, from late Jevar'Kiev to early Tomar'Kiev. Zumbrans themselves are extremely hostile and dangerous. Undead, mostly zombies, infest the land.

INHABITANTS

Nationality:
Noun: Zumbra(n)s
Adjective: Zumbra(n)

Racial and Ethnic Groups: The population is predominantly human, with a significant population of undead, mostly zombies. A few demi-humans hide in the jungles.

Religions: Grawdyng, Galapiti, Pyremius

Social Alignment: LE

Languages: Zumbanni, Forcuran.

GOVERNMENT

Type: Dictatorship

Current Leader: Smym Fyst

Capital: Zumbra, (E7-07-G05)

Administrative Divisions: No distinct divisions

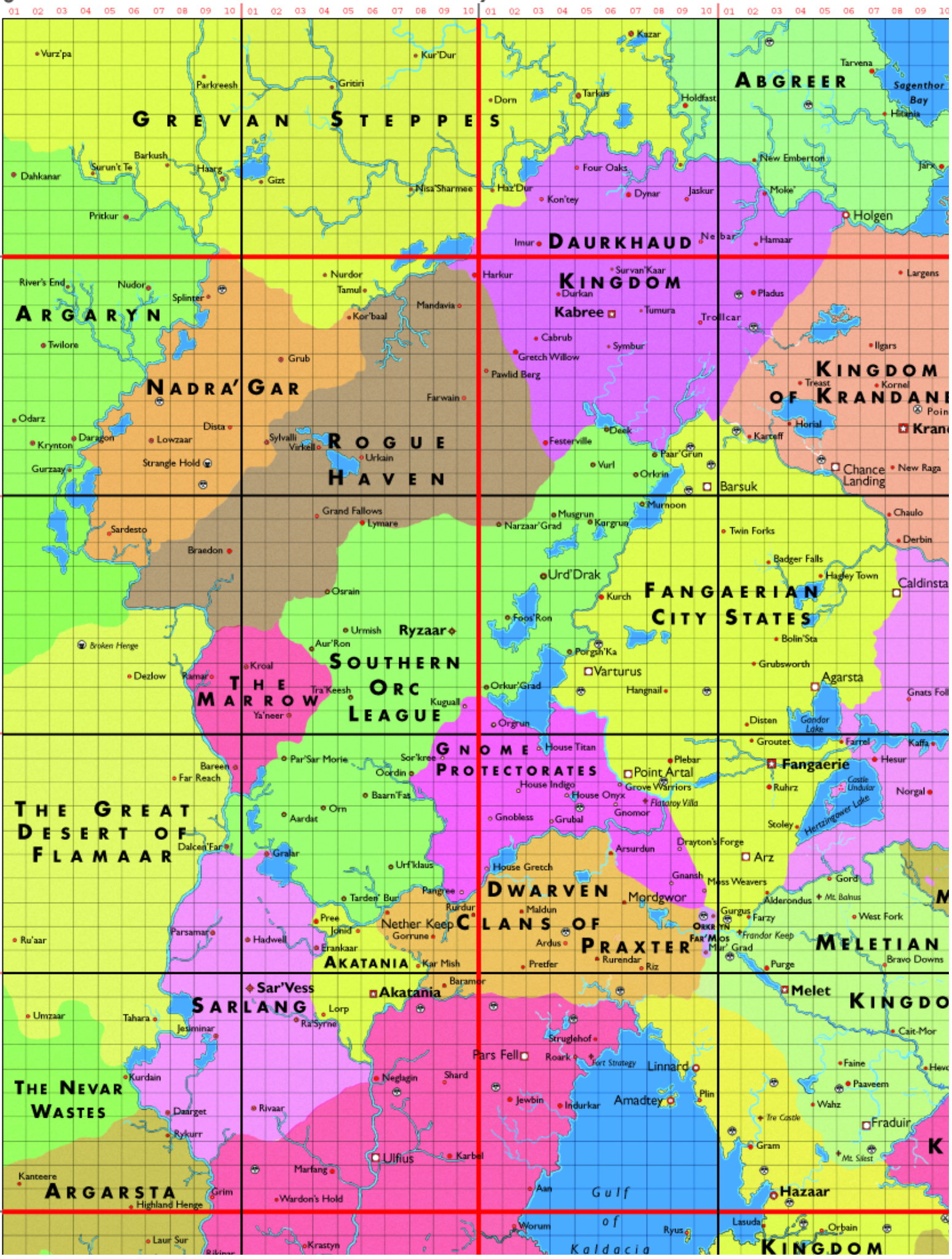
National Holidays: Every Flur' Mar.

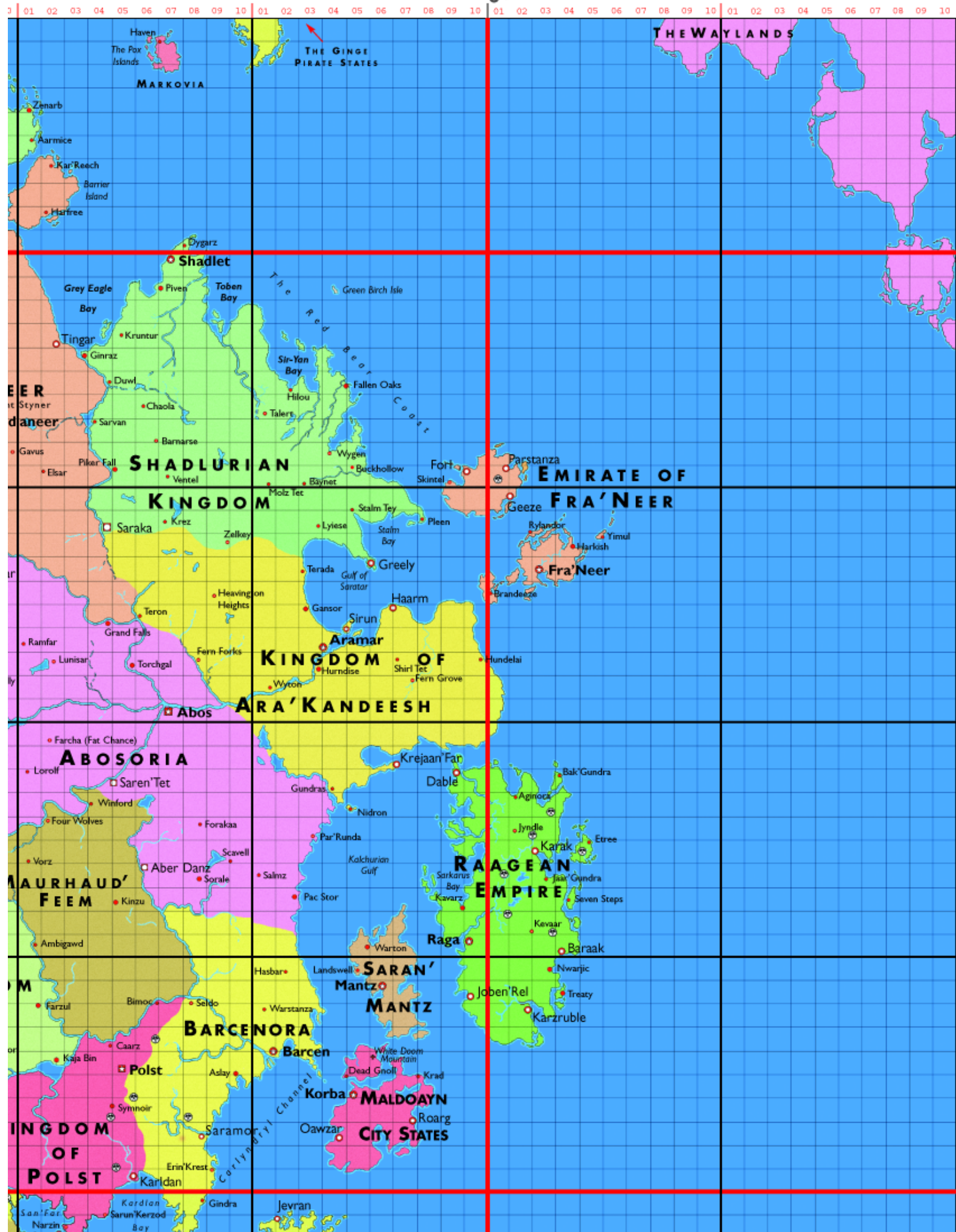
Legal System: World Empire (see HMGMG page 197, Table 15B.)

Political Factions: The Shayndra Rebels, the Underground

Political Pressures: Some vying for power and leadership within the clan. Unhappy slave labor force. Rebel Underground. Enmity of surrounding countries.

Diplomatic Relations:
Allies: None
Enemies: Everyone in general. *Kal Dez*, *Rarkin'Kaldish*, *Gnardor*, *Saryn Ar'Keet* specifically.



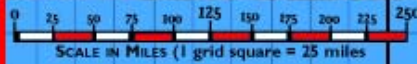




A l u d i a n
O c e a n

Isle of the
Circle of
Sequestered Magic
Veil

GARWEEZE WORLD



TM

Island of the
Four Gates

Cyclopedia of the Realms



AKATANIA [D6-12-J06]

This small kingdom is but a shadow of its former glory. Hundreds of years ago, the proud horse-warriors of Akatania ruled a vast area stretching as far east as the *Gulf of Kaldacia* and as far north as the Marrow. Then in 149 TR, the warrior-priest Ahk'Tang united the Southern Orc tribes. One of the first victims of this new order were the Akatanians. The Orcs swept south and overran the borders. Within weeks, Akatania was reduced to its last few remaining

mountain strongholds. Today the Akatanians survive by paying annual tributes of gold, silver and horses to Ahk'Tang. And although they have been working on a military alliance with the *Dwarven Clans of Praxter*, it is doubtful the Akatanians would ever go to war with the Orcs again unless their survival literally depended upon it.

Akatania is famous for its winter wine, robust war horses and literature. The fighter school Brek Duran in the small town of Jonid is considered one of the best schools of its type in the world (four of the original *HackMasters of Evernight* trained here under the watchful eye of Master Teacher, Gourmad Elzavaar).

AMBI DUGIS [F7-01-J01]

Ambi Dugis (also referred to as Amarugis) is a dense and inhospitable jungle isle that lies fifty miles or so south of the island nation of *Graduria*. It is a wild place populated by terrible monsters and great evil. Rumor has it that ruins of an ancient civilization lie hidden in the island's interior. It is also said to be the home lair of the great Swack Iron Dragon, Swill Gut. The great active volcano *Gurtaan* dominates the island's landscape — its billowing plume of ash and smoke keep the island in perpetual shadow.

The Gradurian Sea Orcs have made numerous attempts to colonize the island, but such efforts have failed miserably. Among other things, the island is inhabited by a race of powerful Minotaurs (the Ambidugus) as well as Lizard Men and other hostile creatures. A single fortified settlement (Iraetus) lies on the island's northern coast — a community of free traders who have worked out a shaky trade alliance with the Ambidugian Minotaurs.

ARANGESH [E7-10-F04]

The *Great Jungles of Arangesh* (also known as the "Everdark") are famous throughout the world, having a well-earned reputation for being one of the darkest and most inhospitable places on the face of Aldrazar. Its deep interior has never been fully explored and has inspired both fear and curiosity in those familiar with the area. Parts of the region have been tamed, however. The human kingdom of Arangesh has claims on most of the region, though it is hardly in a position to defend them. The kingdom's towns and cities for the most part cling to the coastal areas, with only a few villages lying deeper in the interior along the waterways. Rich deposits of gems (including emeralds and rubies) have been discovered in the jungles, as well as veins of silver and gold in the mountains on the southern border. The capital city of Bae'Marnca maintains a small army (patched together from mercenary troops of mixed races) as well as a navy. Still, they prefer to avoid confrontation through diplomatic means, a fact not lost on the Gnarl-rons of Tulmar who frequently extort tributes from the jungle nation.

ARKAR ARMAAS [E7-14-H09]

These storm-wracked islands lying to the southwest of *Barsara* make rich hunting grounds for slavers such as the Gnarl-rons and Sea Orcs who frequently visit the place. Various barbarian tribes as well as Ogres, half-ogres and Trolls inhabit the island. The town of Jadaan was originally a prison colony of Barsara, founded to mine the tin and copper deposits discovered on the island's mountainous northern coast. The Jadaanians rebelled in 27 TR and became an independent town. They have actively embraced the slave trade and are willing to do business with anyone (regardless of race or nationality) who has something with which to trade or barter.

ARGARYN [D6-03-D04]

The Argaryn is a region populated by hundreds of barbarian tribes who, although racially and linguistically related, maintain their tribal autonomies. They remain largely independent of one another.

The Argaryn are tall, fierce people of fair hair and fair skin. They are mostly nomadic, but some tribes on the eastern edge of the region have taken to permanent settlements and even agriculture. Of his encounter with the Argaryn, the great writer Mursava wrote, "...they are a fearsome people. One is impressed immediately by their strength, stamina, force of will, charisma, and versatility." Indeed the Argaryn tend to be greatly respected by those who befriend them, and equally feared by those who oppose them.

Unlike many barbarian groups, the Argaryn seldom fight among themselves. They are quick to rally behind each other if threatened by outsiders (as the Syntaurians discovered when they attempted to cross the Yurdaan from Nadra'Gar in -21 TR). The Argaryn also don't seem to be much interested in conquest or expansion. The tribes are tied spiritually and culturally to the lands they've roamed for centuries and neither the "lure" of the outside world nor notions of conquest hold sway over them.

ARGARSTA (THE OGRE REALMS) [D6-15-J05]

Although giants, dwarves, elves, half-ogres and even humans can be found in this mountainous region it is predominantly ruled by High Ogres under the leadership of Ur'Moss the Ogre chieftain. The Ogres are a constant thorn in the side of Goremunya, which has been forced to pull back its western border to the wide and deep Drendaan river — better suited as a static line of defense against Ogre incursions.

BARSARA [E7-14-C05]

Located on the horn of the Kardune peninsula, Barsara is a prosperous kingdom with a strong maritime trade and rich resources of iron, tin, papyrus and wine. Split down the middle by impassable *Barsarian Mountains*, the kingdom is effectively split into two parts, East and West. This has made administration of the realm a difficult challenge with the capital city of Haruyn'Dae delegating a great deal of power and responsibility to the port cities of Porja (to the east) and Varneer (to the southeast). A short-lived civil war between the Eastern and Western provinces threatened to divide the Kingdom in 158 TR. The insurrection was only put down after a bloody battle that served to further deepen the rift between to two sides.

BAROZA (THE ROBOLD KINGDOMS) [F6-04-I06]

This island of dense jungles and low mountains is populated by Robolds, Goblins and Kobolds. The balance of power among the island's races has shifted many times over the centuries. Presently it is the Robolds who hold dominion. Eight Robold kingdoms (*Gelchspor, Helmsbream, Dar'karna, Kintareeze, Saam'bara, Baroz, Keetra* and *Sycura*) share power over the island. They are bitter enemies of *Graduria* who have sought to acquire the Robold Kingdoms for years.

EYNDAAAR [E6-03-F03]

The forests of Eyndaar are the undisputed domain of the Grugach, (aka Wild Elves — distant cousins of the Grel). The Eyndaarians are fiercely protective of their realm and refuse entry or passage through their realm to all non-elves. Even those of other elven stock are intercepted by Eyndaarin patrols and escorted to their destination. The Eynaarians are a suspicious and distrustful race, even by elven standards. They possess a form of rapid communication, the nature of which is not fully understood, that allows the widely scattered tribes to merge quickly to deal with sudden threats or crises. There are small pockets of wood and grey elves along the southern coast of Eyndaar and dwarves in the mountains — however, there is very little contact between the groups.

GINGE PIRATE STATES [C7-16-B01]

The Ginge Pirate States are a group of loosely aligned pirate factions who have settled along the wild coastline and rocky hinterlands of the Ginge Islands (northeast of the Eder Soul). Here the pirates are afforded safe haven between raids where they can make repairs, barter and prey upon nearby shipping lanes. Thirteen ports under the precarious rule of one man, Trad Windlass, comprise the Pirate States. Under his leadership, the pirates have been able to put such a stranglehold on trade that the kingdoms of *Abgreer, Krandaneer* and *Shadluria* have been forced to pay tribute in return for safe passage of their ships. In 78 TR, tired of being extorted, the three nations launched a combined fleet to rid the Ginge of the pirate menace once and for all. Finding themselves outnumbered, the pirates merely disbanded and withdrew to the Waylands. Once the threat

had passed, they eventually returned and it's now business as usual along the Red Bear Coast for the pirates.

GRADURIA (AKA THE SEA ORCS AND THE DESTROYERS) [F6-04-J12]

The seafaring Orcs of Graduria have dominated the landscape of this large tropical island group for many centuries. Originally a colony planted by a long-since destroyed Orc kingdom from the coastal region of Rantar, Graduria has become a force to be reckoned with. Orkin slave galleys ply the trade routes throughout the Orlidian sea and all about the Kardune peninsula searching for prey. With an unquenchable thirst for conquest, the Sea Orcs have tested every shore in the region for weaknesses that they can exploit. At various times in history they have occupied *Mara Deesh*, *Barsara*, *Skarish* and even the Gnarl-ron stronghold of *Tulmar*. The Sea Orcs make poor administrators however and are frequently done in by in-fighting and civil war. They have repeated a predictable cycle of rapid expansion followed by an equally rapid collapse as newly acquired territories slip through their fingers.

In recent years, however two Orc Chieftains Harmotz and Jaurdaay (who are brothers) seemed to have bucked the trend by sharing power and making use of mercenary advisors.

GREAT DESERT OF FLAMAAR [D6-11-E05]

This great desert spans nearly 700 miles east to west and 600 miles from north to south. A desolate region with few settlements or indigenous populations it has been called, "gawdless ground lacking any blessings" by Yi'Goran scribes. The shifting dunes of Flamaar are home to giant scorpions, giant cats and other desert predators. A few nomadic barbarian tribes live on the fringes of the desert — migrating up and down the trade routes between, Ru'ar, and Dalcen'Far by camel. In the high mountains on the northern edge of Flamaar lies the rocky precipice known as Broken Henge -- where every eleven years the *Council of Dragons* (aka the Dragon Committee) gathers to discuss the affairs of dragonkind. Dragons from the far corners of Aldrazar are summoned to these gatherings, the purpose of which is unknown to outsiders.

It is under the burning sands of Flamaar where the gawd Yi'Gor is said to have been bound and buried by the other gawds. Earthquakes are common in the area — supposedly caused by the trapped gawd struggling at his bindings.

GREVAN STEPPES (LAND OF A THOUSAND CLANS) [C6-16-F06]

The Grevans are a nomadic warrior race comprised over a thousand distinct tribes. They are relative new comers to the political scene of the Eder Soult, having migrated into the area from the Barrens in the far north less than a century ago. The Grevans were responsible for the displacement of hundreds of barbarian tribes which they drove before them during their conquests. It wasn't until 87 TR that the armies of *Abgreer* and the *Daurkhaud Kingdom* first encountered Grevans face-to-face. The Grevans are formidable warriors who threaten to alter the political landscape of the Eder Soult forever.

The Grevan tribes are under the rule of a single leader — the warlord Rang Taw whose successes in battle have made him a living legend.

ISLAND OF THE FOUR GATES [F8-02-F02]

This incredibly remote island is the home of the great mage/sage Mydrus Ka'Jari. Here he teaches and studies the arcane arts with his hand-picked chosen few in the great fortress, Kala'Ja Hara. It is rumored that Mydrus' library is the largest in the world and even contains books penned by some of the gawds themselves. The island is also home to the "Four Gates" — magical portals which are said to alter time and distance, capable of opening the way to other worlds and realities.

ISLE OF THE VEIL [E8-10-E05]

This small remote island is home to the Circle of Sequestered Magick's (COSM) ruling body, the Inner Circle. COSM is the most elite and most secretive of magic organizations on Aldrazar. The members of COSM believe that with great knowledge comes great responsibility. They believe that with their knowledge, they are responsible for keeping order and maintaining balance between good and evil in the world.

The island, though shrouded in secrecy, is well defended (both by magic and conventional means) and maintains its own standing army.

KAKREED [E7-09-J07]

Ruled by the *Barsaran* monarchy for over sixty years, Kakreed transformed itself from a poor protectorate (noted mainly for pearls, spices and fruit), into an independent state in 158 TR by means of a (rare) bloodless coup. The island's population is a diverse mix of many races and ethnic groups — especially in the old port city of Kakri. Originally an *Arangesh* territory, the island was ceded to Basaran control at the end of the Baruvian War in -26 TR. The islanders never fully accepted life under a new flag. Basara bled the island of resources and money, leading to increased friction. As tension mounted over the

years, numerous outbreaks of rebellion were followed by stern reprisals from the crown. When civil war broke out between Basara's Eastern and Western provinces in 158 TR the islanders took advantage of the situation and declared their independence. Reluctant to commit needed troops to quell the uprising, Basara relinquished Kakreed and cut ties.

KRAAD [E7-02-H07]

Perched high in the heart of the rugged and inaccessible *Ra-Daurian Mountains*, Kraad is a remote region of jagged snow-capped peaks and glaciers. It is a land populated by giants (mostly Frost Giants with some Mountain and Hill Giants roaming the lower elevations). There are at least two human settlements in the region; the fortified towns of Varasta and Aaram located near rich deposits of gold and silver. Aaram was completely destroyed by a band of Mountain Giants in 32 TR. The site lay abandoned for years before being rebuilt and fortified. The only thing more feared in Kraad than the giants are the roving packs of Sturm Wolves. Legend has it that one of the Lost Tablets is hidden in a dungeon beneath the frozen wastes of Kraad.

KRUSMEL [F7-01-E03]

Krusmel is more of a large salt marsh than an island. The only real dry soil to be found here is along its southeastern shoreline and even there it is prone to seasonal flooding. The island has little strategic value and no significant natural resources. It is populated mostly by Goblins and Hobgoblins. An abandoned Orkish slaver town lies on the eastern coast (Kir'Kir Mari). The Sea Orcs occasionally weigh anchor here to round up slaves for their gallery or to trade elsewhere. Appropriately enough the name "krusmel" is orkish for something of "no good use".

MALDOAYN CITY STATES [D7-16-G06]

This small group of islands is one of the most important centers of trade on the *Aludian Ocean*. Favorable ocean currents make the fabulous port cities of Maldoa a favorite stopping point for heavily laden merchant ships from all over the world. With strong political ties to the Raagean Empire, the nation has no need for a large standing army or navy. An old Raagean proverb states, "Those who want to win wars and become generals go the *Grevan Steppes*. Those who want to get fat and rich go to Maldoa." Many of Maldoa's neighbors are resentful of the small nation's strong trade position, especially *Barcenora*, whose people feel that many ships bypass their ports in favor of Korba or Oawzar.

MARA DEESH [E7-13-C08]

Like *Kakreed*, this small island nation was once part of *Barsara*. When civil war broke out in 158 TR, the province rebelled and managed to win its independence. They did not get off as easily as Kakreed, however; Mara Deesh had to spill blood to win its independence. The Barsaran crown went to great lengths to punish Mara Deesh and bring it back into the fold. Towns were burned to the ground and populations slaughtered down to every man, woman and child. Mara Deesh eventually prevailed in the conflict (with the help of an alliance with *Kal Dez* and the fortuitous arrival of a typhoon that destroyed Barsara's fleet stationed at Ginkor).

Independence came with a price, however. The fledgling kingdom was now responsible for its own defense and livelihood. *Graduria* sees the island as a valuable stepping stone to the Kardune peninsula and has attempted to occupy the island on more than one occasion. Ironically, many citizens of Mara Deesh have been pushing to seek the protection of Barsara, even to the point of submitting to that nation's rule again.

MARKOVIA [C7-15-B07]

This once prosperous kingdom has been driven into obscurity due to events beyond its control. Once the nexus for trade between the Eder Soult and the Ginge (and the Waylands beyond) the island nation fell into decline as the *Ginge Pirate States* came into being and cut off the easterly trade routes. The once thriving port city of Haven referred to as the "Star of the East" by the poetic writer Jasturdian is now but a stopping off point for pirates, rogue-traders and the foolhardy. The island is famous for its herds of wild horses, a temple dedicated to the gawd Markovia (located in the Haven's harbor) and its scrimshaw artisans. In 69 TR the *Kingdom of Krandaneer* briefly occupied the island as part of a larger campaign to eradicate the Ginge Pirate States. After losing the naval battle of "Burning Timbers" in 72 TR the Krandaneerian fleet withdrew from the area and Markovia regained its independence.

MARROW, THE [D6-08-H01]

This area of high mountains and rocky hinterlands is ruled by the ancient Swack Iron Dragon Rot Gut. Only a few human and demi-human settlements can be found in this desolate area — the great dragon seems to tolerate such intrusions to a point. Where the line lies doesn't seem to be clearly defined, however. In recent history, generations of men have passed without so much as a sighting of the dragon leading some to believe the dragon is dead or perhaps that he has moved on to the Western Realms. As a result sev-

eral new settlements have risen up on the fringes of the Marrow in the last thirty years.

NADRA'GAR [D6-03-F10]

The grassy plains of Nadra'Gar are home to the Syntaurians. These corrupted distant cousins of Centaurs were originally engineered by Raagean battle mages for use as auxiliaries in the empire's expeditionary legions. The plan was abandoned, however, when it was learned the Syntaurs were impossible to control. Orders were given to destroy the creatures but many escaped into the *Krellyar Forest*. There they crossbred with true Centaurs. As their numbers grew, they were eventually expelled from the realms of *Daurkhaud*. They wandered for centuries splintering into several groups which in turn scattered to various part of the Eder Soult, where they can be found to this day. The main body, however, eventually settled on the steppes of Nadra'Gar where they easily drove out the barbarian tribes living there. Modern day Syntaurians are formidable warriors and experts at adapting weapons, armor and tactics to their unique style of warfare.

There are few armies willing to face them on the open battlefield. The Syntaurians have formed military alliances with various human tribes living within their borders, namely the Nardaachi and the Arapaari. The Syntaurians themselves are nomadic and organized into tribes that split when the population exceeds 500. Tribes travel with grazing herds of goats, sheep and cattle upon which they depend for food. Winters on the Nadra'Gar are bitterly cold, so protecting its herds can spell the difference between life and death for a tribe.

As a group, most Syntaurians now stay within the confines of their realm. In the past rogue tribes of Syntaurs have taken to raiding neighboring settlements. But this is certainly not the norm.

NAZGRA [F7-01-C09]

This small jungle island remains largely untamed and unconquered despite numerous attempts at colonizing it. Not even the Sea Orcs have managed to establish a foothold here. This isn't surprising considering Nazgra's dark, steaming jungles are home to countless horrors, including Carnivorous Apes, Troglodytes, great reptilian monsters, giants and worse. The island's only settlement is the freetrader town of Baraz along the southern shore, perched atop high defendable rocky cliffs which provide a natural barrier from the islands interior. Baraz is a source of prized black pearls, hides from exotic animals and *mandrus* — a rare spice that fetches its weight in gold in northern ports. The town is ruled by the black hearted half-ogre Sartrabee who has managed to keep the Gradurians off his back through a balancing act of bribes, ale keg diplomacy and a refusal to be dragged into a toe-to-toe fight.

NEVAR WASTES [D6-15-F04]

This desolate region is also known as "*The Furnace*", "*The Cauldron*", "*The Thumbprint of Death*" and countless other names that hint at its deathly reputation. The Wastes are an area of mountainous desert seemingly void of life on the surface. Rumor has it that the great Black Dragon Scar Gut and her four sisters (*The Black Hand*) rest here deep in the *Escatain Mountains* where they "sleep the sleep of a thousand years" after their defeat at the hands of an army of humans and allies. Despite its reputation, the area continues to attract foolhardy adventurers, lured by the legends of fabulous hidden treasures and ancient dungeons dating back to the dawn of civilization.

ORKRYN FAR'MOS (AKA "THE MOON BARKERS") [D7-09-I10]

When the *Dwarves of Praxter* launched a major offensive against the "Orkin menace" in 46 TR one of the results was that countless Orkin tribes simply fled over the *Frاندorian Mountains* and into the human realms of *Arnz*, *Fangaerie*, and the *Meletian Kingdom*. The human settlements were unprepared for this new threat and it took years for them to adequately respond. In a series of genocidal campaigns the humans took the war to the Orcs in the mountains and up the length of *Hell's Throat* (one of the few mountain passes leading through the area).

The Orkin menace was eventually contained, but small groups of Orcs retreated deep into the high mountains of Frاندoria where they still dwell to this day. Known as the Orkryn Far'Mos (orcish for "moon barkers") the Orcs continue to harass trade along Hell's Throat and the surrounding area.

RAAGEAN BROTHERHOOD, THE (AKA THE HUB OF MAN)

The "brotherhood" refers to the seven former provinces of the Raagean Empire. The brotherhood includes *Abgreer*, the *Fangaerian City States*, *Krandaneer*, *Ara'Kandeesh*, *Shadluria*, *Polst*, and *Barcenora*. Because these countries were under Raagean rule for

almost 500 years, they share a common history, language and to some extent even a common culture (much in the same way the ancient Greeks hellenized the Mediterranean world). They also represent man's foothold in the Eder Soult — a race surrounded on all sides by enemies who would like to drive them back into the sea.

Because they share common enemies and have mutual interests, the "brotherhood" tends to band together in times of trouble. There are exceptions, of course. Like any family, members of the brotherhood often work against one another. But when push comes to shove, history has shown that men band together to stand against a common foe.

ROGUE HAVEN (GROGORIA OR ROATHAVEN) [D6-04-J06]

Once an ancient land called *Grogoria*, this foggy realm now goes by the official moniker of *Roathaven*. Badlands of small rugged hills divided by rocky canyons and ravines comprise much of this wild area, making it difficult for man or beast to negotiate. The virtual labyrinth of hidden valleys and pocket canyons has made it a realm of refugees, outlaws and outcasts (hence the bastardized name). It is also a haven for monsters of all types, including Vampires and Lycanthropes. As the country sees little outside trade, many of its customs and inhabitants remain largely unknown.

SAREN' MANTZ [D7-16-B06]

This prosperous seafaring kingdom has close political ties with the *Raagean Empire* and by all accounts is considered a puppet kingdom. Renowned for its extraordinary black marble (mantz) and amber, Saren' Mantz enjoys a prosperous trade. Despite the fact its people live under the yoke of foreign control the kingdom has enjoyed years of relative peace. The port city of Mantz is one of the most beautiful cities of the known World and is considered one of its great wonders.

SARLANG [D6-15-B10]

Sarlang is home of the "dark hearts", the dreaded Grel. This race of nomadic elves are feared even by the Orkin armies of Ahk'Tang and are one of the few nations to stand up to Goremunya's attempts to expand into their territory and emerge victorious. The Sarlangans fiercely defend their borders and recently refused to join an alliance with the *Southern Orc League* against *Fangaerie* and her allies. Sarlangan raiding parties frequently move across the borders in all directions into the heartland of neighboring countries. Sarlangan mercenary scouts are highly sought after and well paid. Even Fangaerie's famous Fifth Varen Caras (Legion) is known to keep several "dark hearts" on the payroll.

SKARISH [F7-02-B05]

A tropical island covered with dense jungles and rugged terrain, Skarish is loosely under the control of the primitive Ska'heed (Ape Shaman Warriors). The ruins of a great temple to the Ape Gawd stands in the ape town of Zimbus — a holy shrine greatly revered by all Ska'heed. Unfortunately the Ska'heed don't get along with one another and have been embroiled in in-fighting for countless generations. Three factions exist — each centered around its own community (Naarkum, Zimbus and Kurzark). Although the reasons behind the hostility are complex and run deep, it basically boils down to each group wanting to dominate the others and gain control of the sacred temple.

TULMAR [E7-14-B10]

This small island nation has a long and bloodied history. Ruled by the Gnarl-rons (see *Hacklopedia Volume III*), Tulmar has managed to maintain its independence despite the years of civil war and internal feuding among the several hundred Gnarl-ron and Gnoll tribes living on the island. The island suffers from overpopulation, deforestation and a rapidly depleting supply of game food. This dire situation has forced Tulmar's leader, (the Elder Gnarl-ron Kaarmung) to turn to piracy of nearby sea lanes and raiding the coastal settlements of nearby neighbors. Tulmar maintains a surprisingly large and well-trained army — a necessity for Kaarmung to maintain his grasp on leadership and to keep peace among the tribes. Tulmar also has a mercenary navy made up largely of *Gradurian Sea Orcs* and slaves captured during raids. Gnarl-rons make poor sailors, but Gnarl-ron marines are greatly respected and feared for their martial prowess. Gnarl-ron boarding parties are particularly ruthless and are not known for taking prisoners.

In 76 TR, *Zumbra* destroyed the Gnarl-ron navy after luring it into an ambush near the *Rad Anyar Islands* (E7-11-J10). It took years for Kaarmung to rebuild his navy, but Gnarl-ron raids along the *Arangesh* and *Barsara* coastline have grown in frequency in recent months.

WAYLANDS, THE [C8-01-E08]

The Waylands are a group of island nations far to the northwest of Eder Soult. This area has been reserved for members of the HackMaster GameMaster's Association (HMGMA) to develop and won't be discussed here or in upcoming Garweeze World supplements. For more information on this area you should refer to **HackJournal**. Those GMs looking for an area to drop their own campaign notes/setting into Garweeze World may want to look to this area.



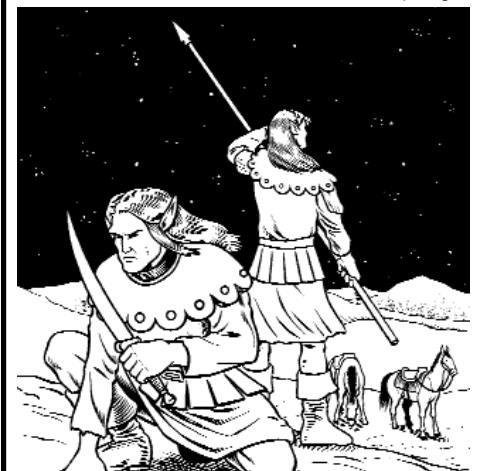
Battle standard of the Orkryn Far'Moss

PLACE NAME INDEX

NAME	COORDINATES	TYPE	NAME	COORDINATES	TYPE	NAME	COORDINATES	TYPE
Aan	D7-13-J03	Village	Buran	E7-07-E04	Village	Fawlur	E7-01-J09	City, Port
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Aardat	D6-12-D02	Town, Seasonal	Caarz	D7-15-D04	Town	Fern Grove	D7-08-I07	Village
Aarmice	C7-15-F01	Town	Cabrub	D7-01-D03	Town	Fernwickle Isle	E7-11-G05	Island(s)
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Akbis	F7-01-B06	Village		E8-10-E05	Fortification	Fra'Neer	D8-08-D03	City, Capital
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Alderonus	D7-10-G03	Town	Crijarri	E7-11-C04	City, Capital	Frاندor's Keep	D7-10-I01	Military Outpos
Aludian Ocean	E8-09-E05	Water Feature	Da' Neer	E7-09-B05	Country	Froben	E6-12-C01	Village
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Arkurdian Islands	E7-03-H10	Island(s)	Deek	D7-01-H06	Village, Seasonal	Gindra	E7-03-A08	Town
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Barcen	D6-11-B10	Town	Dynar	E7-13-H07	Town	Graud	E7-05-J04	Town
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Braedon	D6-07-C10	Town	Far Cry	E7-06-H07	Town	Grubal	D7-09-D04	Town
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Brayton	E7-05-J01	Town	Farwain	D6-04-F10	Village	Gulf of Saratar	D7-08-E04	Water Feature
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Buckhollow	D7-04-I05	Town	Farzy (Farzey)	D7-10-I02	Town	Gurgus	D7-09-H10	Town

NAME	COORDINATES	TYPE	NAME	COORDINATES	TYPE	NAME	COORDINATES	TYPE
Gurn	E6-08-F09	Town	Kakreed	E7-09-J07	Region	Lycura	E7-14-E06	Town
Gursha	E7-14-I02	Town	Kakri	E7-13-A06	Village	Lyiese	D7-08-B03	Town
Gurzaay	D6-03-I03	Village	Kal Dez	E7-03-J01	Country	Lymare	D6-08-B06	Town
Haarg	C6-15-G10	Town	Kal Dez Amarnca	E7-07-C05	City, Capital	Maldoayn City States	D7-16-G06	Country
Haarm	D7-08-F06	City, Port	Kalchurian Bay	D7-12-F05	Water Feature	Maldun	D7-09-H02	Town
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Hamai	E7-07-I05	Town	Karak	D8-05-F03	City, Port	Marfang	D6-16-I04	Town
Hangnail	D7-05-I08	Town	Karbel	D6-16-H09	Town	Mari' Deesh	E7-13-C07	Town
Harfree	C7-15-I02	Town	Kardlan Bay	E7-03-B06	Water Feature	Maringhi	E7-11-J01	City, Port
Harkish	D8-08-C04	Town	Karldan	D7-15-J06	City, Port	Markovia	C7-15-B07	Region
Harkur	D6-04-A10	Town	Karteesh	E7-07-I03	City, Port	Markvar	E7-10-H08	Town
Haruy'n 'Dae	E7-14-A01	City, Capital	Karteuff	D7-02-H02	Town	Marlstar	E7-07-D06	Town
Hasbar	D7-16-A02	Town	Karuk	E7-01-G01	City, Port	Marlstar Bay	E7-07-D05	Water Feature
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Haz'Dur	C7-13-H-01	Village	Katarz	E7-10-E08	City, Port	Marrow, The	D6-08-H01	Region
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Hazaar, Kingdom of	E7-02-C05	Country	Kazar	C7-13-A07	Town	Maur	E7-10-C02	Town
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Helmsbream	F6-04-I04	Village	Keedra	E7-02-H01	Town	Maurhaud'Feem	D7-10-H04	Country
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Hesur	D7-10-B07	Town	Kidji	E7-14-A01	Town	Meletian Kingdom	D7-10-J07	Country
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Hilou	D7-04-F02	Town	Kitri	E6-04-C05	Village	Mordgwor	D7-09-H07	City
Hitaria	C7-14-D07	Town	Kon'tey	C7-13-H03	Village	Morg	E7-02-H04	Town
Holdfast	C7-13-D09	Town	Kor'ball	D6-04-C05	Village	Morgem	E7-13-H10	Village
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Horial	D7-02-H04	Town	Kraad	E7-02-H07	Region	Mount Silest	D7-14-H06	Point of Interest
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Horst	E7-05-A01	Town	Kraidus	E6-08-I01	Town	Murnoon	D7-05-A07	Village, Seasonal
Hourn	E7-05-F08	Town	Krandaneer	D7-02-H08	City, Capital	Musgrun	D7-05-A04	Village, Seasonal
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Hurpaya	E7-14-C10	Town	Kroal	D6-08-H01	Village	Nazgra	F7-01-C09	Region
Huvashi	E7-09-H07	City, Port	Kruntur	D7-03-D05	Town	Nazrum Bay	F7-01-C05	Water Feature
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Ilgars	D7-02-D07	Town	Krusmel	F7-01-E03	Region	Neglagin	D6-16-E06	City, Port
Imur	C7-13-J04	Town	Krynton	D6-03-H02	Town	Nether Keep	D6-12-H07	City
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Jonid	D6-12-I05	Village	Laynai	E7-07-B01	Village	Odarz	D6-03-G01	Village
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Jubikaar Bay	E6-16-J06	Water Feature	Lorop	D6-16-A06	City, Capital	Orgrun	D7-05-J01	Town, Seasonal
Jyndle	D8-05-E02	Village	Lorum	E7-01-F07	Town	Orkrin	D7-01-J07	Town, Seasonal
Kaab	F7-01-C01	Village	Lorze	E7-02-F02	City, Port	Orkryn Far'Mos	D7-09-I10	Country
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Kaharyd	E6-11-C01	Town	Luran'Kas Bay	E6-11-B07	Water Feature	Orn	D6-12-D04	Town, Seasonal
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Kakarz	E7-03-I04	Town	Lurz	E6-16-J10	Town	Ostumar	E7-11-D05	Village
						Paar'Grun	D7-01-I08	Town, Seasonal

NAME	COORDINATES	TYPE	NAME	COORDINATES	TYPE	NAME	COORDINATES	TYPE
Paaveem	D7-14-E06	Town	Saren' Mantz	D7-16-B06	Country	Tulmar	E7-14-B10	Country
Pabar' Mar	E6-16-J05	Town	Saren Tet	D7-10-C05	City	Tumura	D7-01-C07	Village
Pac Stor	D7-12-H02	Town, Port	Sarka	E7-05-E05	Town	Twilore	D6-03-D02	Town
Pagarjii	E7-11-B01	City, Port	Sarkanus Bay	D7-12-G09	Water Feature	Twin Forks	D7-06-B01	Village
Pandal	E7-05-J06	Town	Sarlang	D6-15-B10	Country	Tyran	E7-05-C04	Town
Pangree	D6-12-G10	Town, Seasonal	Sarta Del	E7-09-A05	Town	Udi	E7-02-E09	City, Port
Pantory	F6-04-C08	Town, Port	Saru'Kerzod	E7-03-A04	Village	Ulfius	D6-16-H06	City
Par'Kuut	C6-15-C09	Village	Sarvan	D7-03-H04	Town	Umzaar	D6-15-B02	Village
Par'Runda	D7-12-E03	Village	Sarydiaan Islands	F6-03-G08	Island(s)	Uraz	F6-04-B05	Town, Port
Par'Sar Morie	D6-12-B02	Town, Seasonal	Saryn Ar' Keet	E7-06-J10	Country	Urd'Drak	D7-05-D03	City
Parikreesh	C6-01-C09	Village	Scavell	D7-10-F10	Town	Urf'klaus	D6-12-F07	Town, Seasonal
Pars Fell	D7-13-D02	City	Seldo	D7-15-B08	Village	Urkain	D6-04-I06	Village
Parsamar	D6-11-I09	Town	Seven Steps	D8-05-H04	Town	Urmish	D6-08-F05	Village, Seasonal
Parstanza	D7-05-J01	City, Port	Shadler	D7-03-A07	City, Capital	Ursvet	E6-11-C10	Town
Parzan Shoal	E7-09-B04	Water Feature	Shadlurian Kingdom	D7-03-J10	Country	Urs'Bry Bay	E6-11-C01	Water Feature
Parzey	E7-09-A02	Country/Region	Shard	D6-16-E09	Village	Usiam	E7-14-A09	City, Capital
Pawlid Berg	D7-01-E01	Village	Shegus	E7-06-J04	Town	Uthvaay	E6-07-J07	City, Port
Perd	E7-06-I10	Village	Shirl Tet	D7-08-H07	Town	Varasta	E7-02-H06	Village
Piker Fall	D7-03-J05	Town	Shur'tan	E7-01-I06	Village	Vardin	E6-08-C03	Town
Pithnair	E6-03-D02	Town	Sir-Yan Bay	D7-04-E-02	Water Feature	Varneer	E7-14-F04	City, Port
Piven	D7-03-B07	Town	Sirun	D7-08-G05	City, Port	Vartacia Bay	E6-07-G08	Water Feature
Pladus	D7-02-B02	Town	Skaar	E6-16-I03	Village	Varturus	D7-05-H05	City
Plebar	D7-09-B08	Town	Skaartozian Channel	F6-04-D06	Water Feature	Ventel	D7-03-J07	Town
Pleen	D7-08-B08	Town	Skar'Vartus Bay	E6-07-I01	Water Feature	Vinurry	E6-11-C05	Town
Plin	D7-13-F10	Village	Skarish	F7-02-B05	Region	Virkell	D6-04-I04	Village
Point Artal	D7-09-B07	City	Skintel	D7-04-J10	Village	Vorz	D7-10-F01	Town
Point Styner	D7-02-G09	Military Outpost	Slawd	E7-13-H02	City, Port	Vrang Islands	E6-15-J01	Island(s)
Polst	D7-15-E05	City, Capital	Sor'Kee	D6-12-B09	Town, Seasonal	Vurl	D7-01-I05	Village, Seasonal
Polst, Kingdom of	D7-15-I03	Country	Sorale	D7-10-G08	Town	Vurz'pa	C6-15-B02	Village
Porghsh,Ka	D7-05-G04	Village, Seasonal	Southern Orc League	D6-08-H07	Country	Wahadai	E7-06-A03	Town
Porja	E7-14-B07	City, Port	Splinter	D6-03-B09	Village	Wahz	D7-14-F05	Town
Pox Islands, The	C7-15-B07	Island(s)	Stalm Bay	D7-08-C06	Water Feature	Wardon's Hold	D6-16-J02	Town
Prados	E7-05-F10	Village	Stalm Tey	D7-08-A05	Town	Warstanza	D7-16-C01	Town
Pread	E7-14-A03	Town	Staydor	E6-04-I03	Village	Warton	D7-12-J05	Town, Port
Pree	D6-12-H04	Town	Stoley	D7-10-D04	Town	Waylands, The	C8-01-E08	Region
Pregal	F6-03-J08	Village	Stoudor Gint	E6-03-F05	Military Outpost	West Fork	D7-10-H06	Village
Pretfer	D7-09-J02	Town	Strangle Hold	D6-03-I09	Military Outpost	White Doom Mountain	D7-16-D05	Point of Interest
Pritkur	C6-15-I06	Town	Strugglehof	D7-13-C05	Town	Winford	D7-10-D04	Town
Purge	D7-10-J03	Town	Suder Lang	E6-11-D09	City, Port	Worum	E7-01-A02	Village
Ra'Syrne	D6-16-B03	Town	Surun'Te	C6-15-G04	Village	Wygen	D7-04-I04	Village
Raagean Empire	D8-05-H02	Country	Survan'Kaar	D7-01-A06	Village	Wynkar	E6-03-J08	City
Rada Anyar Islands	E7-11-J10	Island(s)	Suzu	E7-02-F01	Village	Wyton	D7-08-I01	Town
Raga	D7-12-J10	City, Capital	Swartey	E6-11-F02	Town	Ya'neer	D6-08-J02	Village, Seasonal
Rama' Ramere	E7-05-H07	Town	Sycura	F6-04-J09	Town, Port	Yain	F7-01-A02	Village
Ramar	D6-07-H09	Village	Sylvalli	D6-04-I02	Town	Yardaan	E6-04-I09	City
Ramfar	D7-07-G01	Town	Symbur	D7-01-D06	Village	Yarpor	E7-14-A08	Town
Rarkin Kaldish	E7-06-F06	Region	Symnoir	D7-15-G04	Town	Yimul	D8-08-C05	Town
Raus	E7-01-E01	Town	Taast	E6-08-B01	Town	Yinday	E6-07-B07	Town
Red Bear Coast, The	D7-04-D05	Water Feature	Tahara	D6-15-B07	Village	Zarec	E7-13-B10	Village
Relt	E7-09-I09	Town	Tajareem	E6-04-D10	Town	Zelkey	D7-07-C09	Village
Rikinar	E6-03-C09	Military Fortification	Takreeb	E7-01-G06	Town	Zenarb	C7-15-D01	Town
Rivaar	D6-16-F01	Town	Taleez	E7-03-C01	Town	Zimbus	F7-02-B04	Village
River's End	D6-03-B03	Village	Talert	D7-04-G01	Village	Zueb	E7-01-I10	Town
Riz	D7-09-J07	Village	Tamul	D6-04-B06	Village	Zule	E7-09-B02	Town
Roarg	D7-16-G08	City, Port	Tandur	E7-06-G09	Town	Zumbra	E7-06-F10	Country
Roark	D7-13-D05	Village	Tangar	E7-07-G07	Town	Zumbra	E7-07-G05	City, Capital
Rogue Haven	D6-04-J06	Region	Tarden' Bur	D6-12-G05	Town, Seasonal			
Ru'aar	D6-11-I02	Village	Tareez	E7-14-C07	Town			
Ruhrz	D7-10-C03	Town	Tarkreeb	E7-03-H01	Village			
Rungan's Keep	E7-03-C07	Fortification	Tarkus	C7-13-D05	Town			
Rurdur	D6-12-H10	Town	Tarokya	E6-12-G06	Village			
Rurendar	D7-09-J05	Town	Tarvena	C7-14-C07	Town			
Rydaar	E6-07-B03	Military Fortification	Tava	E7-10-C10	Town			
Rylandor	D8-08-B02	Town	Terada	D7-08-D03	Town			
Ryus	E7-01-C09	Village	Teron	D7-07-F06	Town			
Ryzaar	D6-08-F09	City, Capital	Ting	E7-13-I10	Village			
Saar'Luran	E6-07-F08	Military Fortification	Tingar	D7-03-D02	City			
Sabar	E7-14-G03	Town	Toben Bay	D7-03-C09	Water Feature			
Sagenthor Bay	C7-14-D09	Water Feature	Torchgal	D7-07-H06	Town			
Salmz	D7-12-G01	Town	Tra'Keesh	D6-08-I05	Village, Seasonal			
San' Far Bay	E7-03-B02	Water Feature	Traedun	E6-03-G01	Town			
Sar'Vess	D6-16-A01	City, Capital	Tractus	F7-01-I01	Village			
Saraka	D7-07-B04	City	Tre Castle	D7-14-G02	Fortification			
Saramor	D7-15-H08	City, Port	Treast	D7-02-F04	Town			
Sardesto	D6-07-B05	Village	Treaty	D8-13-B04	Town			
Sardish	E7-10-I08	Town	Trollcar	D7-01-C10	Village			



A pair of Grevan scouts on patrol