



Cities of the Sun

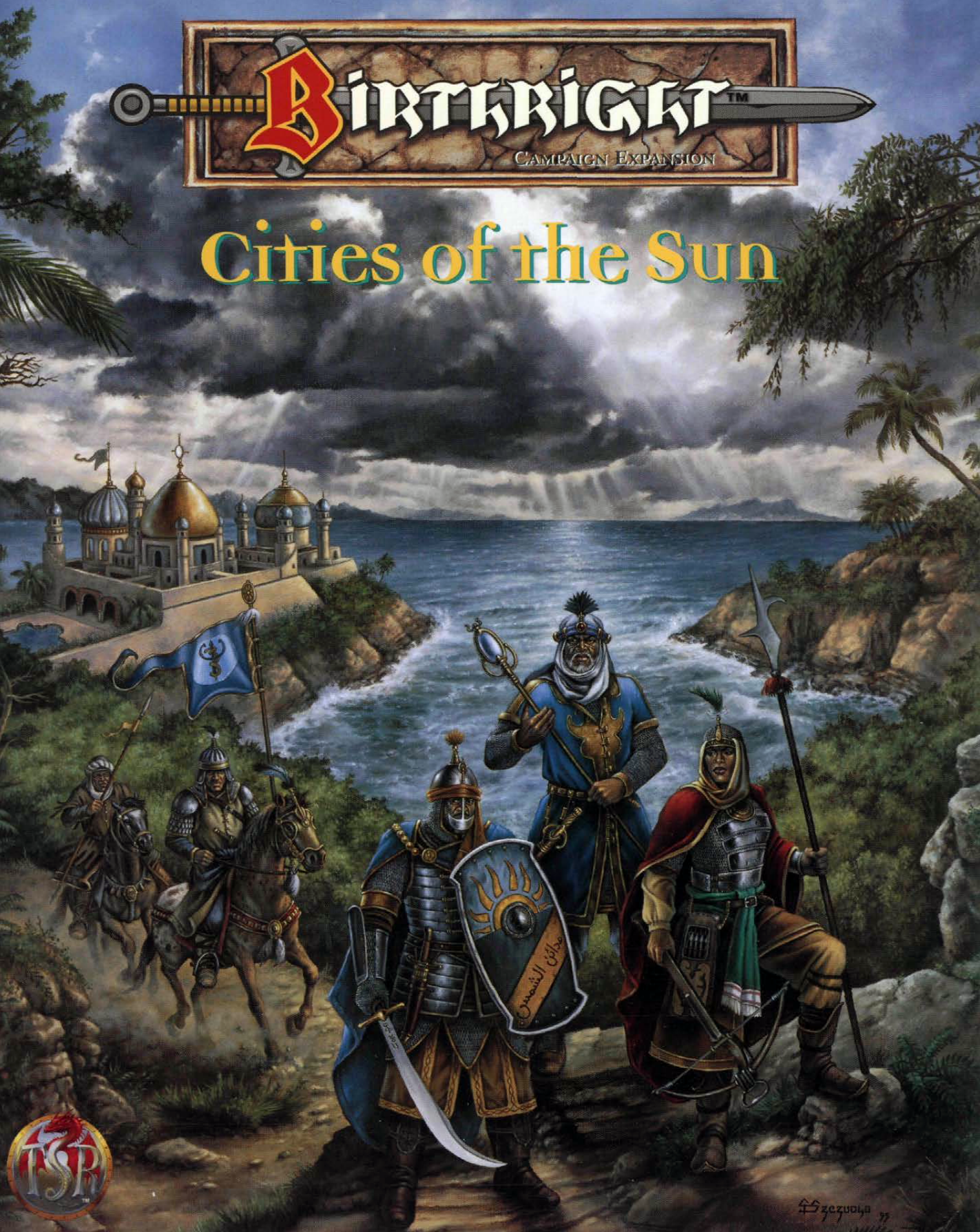


Advanced
Dungeons & Dragons®

BIRTHRIGHT™

CAMPAIGN EXPANSION

Cities of the Sun



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cities of the sun

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"For two days the clashing fleets had littered the sea with the burning hulks of wrecked ships. As the second day of battle drew to a close, rising smoke muted the brilliance of golden sun. At sunset, the Anuirean line of battle broke: In his magnificent flagship, the Sehare el-Resheir, el-Arrasi led his fleet to grapple with Admiral Caercuillen's vanguard.

"As far as one could see, ships closed menacingly, and warriors swarmed across enemy decks. Smoke tinted red by the dying sun shrouded the misty sea. The attacking seamen raised an unholy clamor, and the stench of flaming pitch stung the eye.

"Through it all, el-Arrasi stood proudly at the helm. When the Sehare el-Resheir drew alongside Caercuillen's vessel, he was first to leap to the enemy decks, sword drawn. In the fight that followed, none could stand against his relentless onslaught. And as the sun slipped beneath the waves, el-Arrasi placed his scimitar at the admiral's throat and forced his yield. El-Arrasi had at last defeated the Anuirean Empire's great armada, breaking the Iron Throne's power over the Basarji people."

—Boran el-Dussein, in *Victories of el-Arrasi*

A proud, honor-bound race of seafarers and magicians inhabits the broad Cerilian lands east of the Chimaera's mountains and south of the ancient forest called the Coulladaraight. *Cities of the Sun*, an expansion to the BIRTHRIGHT™ campaign setting for the ADVANCED DUNGEONS & DRAGONS® game, explores the lands of these people, the Khinasi. From the Sea of the Golden Sun to the wild frontiers of Vosgaard, all the way to the Sea of Dragons, the Khinasi city-states struggle by sword, spell, and trade for supremacy and the right to rule.

how to use this book

Like *Ruins of Empire* in the BIRTHRIGHT campaign setting, *Cities of the Sun* outlines states for player characters to govern, explore, and conquer. The adventure *Coils of the Serpent* in this book sets the stage for campaigning in Khinasi. The color poster in this box contains a map of Khinasi on one side and a naval battle mat for war at sea on the other.

Also included are 107 new War Cards reflecting the unique armies and navies of Khinasi, new rules for navies and trade by sea routes, and an expansion to the War Card system to let PCs fight sea battles. Finally, the six loose card sheets offer details on Khinasi troops and armaments, the ships of Cerilia, Anuirean fleets, and helpful maps and rules summaries.

To use this campaign expansion, you, the DM, need the *DUNGEON MASTER® Guide* and *Player's Handbook*, the *MONSTROUS MANUAL™* accessory, and the BIRTHRIGHT boxed set. You might find the

introduction

Blood Enemies sourcebook helpful for more details on awnsheghlien and their domains.

In many ways, Khinasi is a land quite distinct from Anuire. For instance, while Anuireans call their domains *kingdoms*, Khinasi realms are more commonly known as *states*. Cities have increased importance in this land, and urbanites and provincials alike often refer to them as *city-states*. A city-state plus its surrounding provinces makes up a state. Don't be surprised if you read about a city-state and a domain having the same name; states often adopt the name of their most important city.

Before you read further, you may find it helpful to review the *Atlas of Cerilia* in the BIRTHRIGHT campaign setting for a refresher on general Khinasi background and the *Rulebook* for guidelines on domain statistics.

Note: If no game statistics appear for a figure mentioned in this book, consider that NPC a 0-level, unblooded character.

domain descriptions

Just like *Ruins of Empire*, *Cities of the Sun* presents detailed information on the realms of the Khinasi in a standard format by region. At the beginning of each chapter, a map of the region shows details on each state: its provinces, ratings, holdings, and terrain.

Following the map you'll find a description of each domain. Generally, realms have one-page sketches, but the most important states feature expanded two-page descriptions. Domains with these longer write-ups are recommended for player use (or belong to major NPCs) and include the following sections:

Alignment: What is the domain's general alignment? A lawful evil realm is an oppressive police state, while a chaotic good domain places the rights of its citizens first.

Status: Is the state *recommended* for player character regents or *not available* for PCs?

Domain Chart: Each state's chart lists its provinces along with their ratings and holdings.

Provinces/Holdings: Details regarding the state's provinces and their corresponding law, temple, guild, and source holdings are summarized in this section.

Regency Generated/Accumulated: How many Regency Points does this domain generate in a domain turn? What does the regent have available? (PC regents don't begin with any accumulated regency.) *Note:* Regents receive their Domain Power score or their bloodline score—whichever is lower—in RP each domain turn.

Treasury: As above, but referring to Gold Bars (GB), calculated by taxation and trade.

Army: What constitutes the regent's military (naval forces as well as land troops)?

Regent: Who rules the state? The regent's description includes a line of character statistics. For example, describing Gerad ibn Farid el-Arrasi, lord of the state of Ariya and of the Ariyan Temple of Avani, you'll find:

(MKb; P7; Ba, major, 36; LG)

The above tells us that the regent is a male, Khinasi, 7th-level paladin with a major bloodline of Basaia (which gives him 36 bloodline points). He is lawful good.

Abbreviations used in these statistics are:

Bloodline	Class	Race
An: Anduiras	B: Bard	A: Anuirean
Az: Azrai	F: Fighter	Aw: Awnshegh
Ba: Basaia	D: Druid	Br: Brecht
Br: Brenna	M: Magician	D: Dwarf
Ma: Masela	P: Paladin	E: Elf
Re: Reynir	Pr: Priest	½E: Half-elf
Vo: Vorynn	R: Ranger	G: Goblin
	T: Thief	Hlf: Halfling
	W: Wizard	Kh: Khinasi
Gender		M: Monster
F: Female		Rj: Rjurik
M: Male		V: Vos
? : Unknown		

◆ **Lieutenants:** Who are the ruler's trusted henchmen? These people likely can solve a state's problems for the ruler handily.

Important NPCs: Which locals are truly influential? This section describes notable residents of the domain.

Description: What does the landscape look like? Are the locals insular, or do they welcome strangers? What towns should visitors seek out?

◆ **Capital:** What's the name of the domain's capital? Is it fortified?

◆ **Trade goods:** What are the state's major imports, exports, and trade routes? (Establish your own sea trade routes for coastal states, according to the new naval rules in *Part VI: War and Trade by Sea*.)

Allies: With which neighboring states does the domain seek (or maintain) alliances, both formal and unofficial?

Enemies: Who wants to harm the state or its regent, and why?

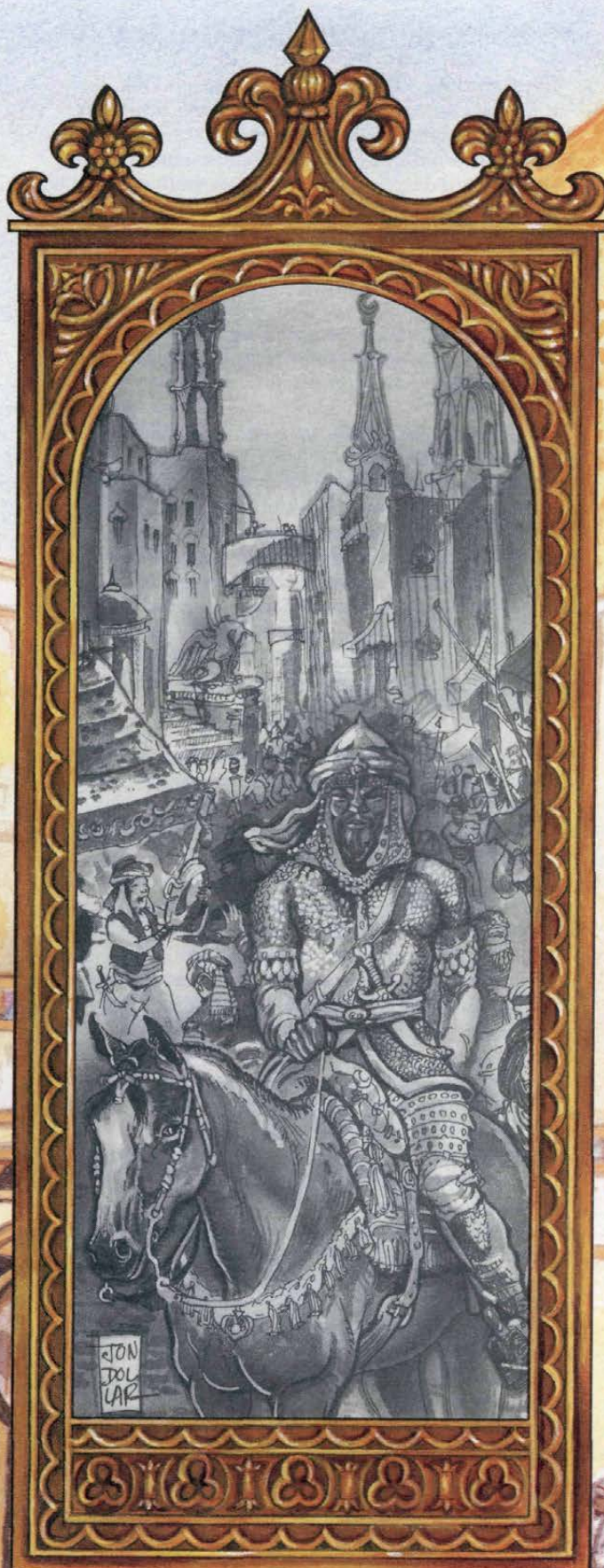
Of course, these descriptions cover only political domains: states one can find on a map. Networks of guilds, temples, and sources are often just as powerful as nations defined by borders and armies. The domains of priest, merchant, and wizard regents are addressed in the *Other Domains* section in each chapter.

the land

The lands of the Khinasi, which span nearly 1,000 miles east to west, range from sun-drenched coastal hills to foul swamp to deep forests undisturbed by the hand of man. Arid savannahs, broad river valleys, and sheer, jungled mountains all lie within the borders of the Khinasi people. The climate is generally warmer and drier than anywhere else in Cerilia.

Once this region was home to an ancient, mysterious people: the Masetians, a race of sailors and explorers who navigated the seas of the world of Aebrynis when other peoples were just learning to use iron. The Masetians, one of the Five Tribes, fled their home in Aduria when Azrai's influence grew too oppressive. (This event marks the year 0 Masetian Arrival on the calendar favored by the folk of this region.)

Their scant population was welcomed by scattered explorers and traders called the Basarji: seafaring, dark-skinned nomads from Djapar, east of the Sea of Dragons. (The Basarji would not begin colonizing southeastern Cerilia in earnest until just a few years



before the battle at Mount Deismaar.) These folk, forerunners of the modern Khinasi, did not seem surprised at the Masetians' arrival, as they'd encountered members of that tribe years before when the Masetians visited Djapar and other eastern islands. History shows that the battle at Deismaar in 515 MA decimated the Masetian population. (Page 48 contains more on this vanished race.) However, the cataclysm heralded the rise of the Basarji culture.

Anuireans might think the fall of their Empire extinguished the light of civilization in Cerilia forever; after all, five centuries of unrelenting warfare and strife have followed Michael Roele's death. But in the absence of Anuire's imperial ambitions, neighboring Brechtür, Rjurik, and Khinasi have flourished, now civilized powers themselves.

In the centuries following the War of Shadow, the term "Khinasi" still didn't exist, though. Cerilians knew the southeastern portion of their continent first as Masetia and later as Basarji, or by the Anuirean name—the *Saere Siendere*, or Sun Coast.

city-states

Hundreds of years ago, as the Basarji began to build cities, they chose sheltered harbors for their home ports and constructed defensible walls. The practice of concentrating effort on a single population center with little regard for the surrounding country remained evident as the settlers spread; even today, Khinasi realms have few concerns about the lands around their cities. The city of Ariya, for example, is the only settlement of any size in that entire state; hundreds of miles of sparsely-settled plains and savannahs surround the great port.

Since much land in Khinasi goes unsettled, rulers don't worry about maintaining exact borders. Who cares which realm claims a few miles of dry savannah? There's more than enough to go around. A traveler 20 miles outside a Khinasi city remains just as alone as if he were in the deepest Rjurik forest. However, this apathy doesn't carry over into Khinasi seapower and trade. Aware of the value of their sea routes, these folk tolerate no interference with their fleets and merchantmen.

the awnsheghlien

Another characteristic of Khinasi is its number of powerful *awnsheghlien*. While the works of creatures such as the Gorgon or the Chimaera remain only far-off tales to the typical Anuirean, not one Khinasi state lies outside the reach of an awnshegh. The Hydra, the Sphinx, the Magian, and the Serpent all prove aggressive and dangerous regents, while the Harpy, the Basilisk, and the Lamia seem more insular.

With the local awnsheghlien so well entrenched, the Khinasi use diplomacy, bribery, and subterfuge to deal with them, rather than military strength. Regents don't think too much about the unsavory nature of their neighbors but regard them as normal rulers—albeit powerful and unpredictable ones.

geographic divisions

Anuireans used to divide the Khinasi lands into two distinct subregions: the Saere Siendere and the Docandragh. The Saere Siendere included the areas under Anuirean control, and the Docandragh encompassed all the rest. But this artificial partition, applied and enforced by a foreign power, did not adequately reflect the land then—or as it stands today.

These days, the Khinasi themselves divide their land into four regions: the Plains States, the Zhaïnge Valley, the Docandragh, and the Island States. Climate, terrain, and culture all tend to break along these lines.

the plains states

Stretching from the fetid waters of the Harrowmarsh in the west to the mouth of the mighty Zhaïnge, the Plains contain the most arid part of Cerilia. The land feels open and often quite desolate; the Khinasi city-states in this area tend to hug the southern coast, with a few exceptions. Great tracts of dry steppe and savannah separate communities in the Plains, and in the center of the region lie the barren badlands known as the Tarvanian Hills.

The people of the Plains tend to feel suspicious of outsiders and have fervent religious beliefs. These people existed as a culture subjugated by Anuire longer than any other Khinasi. Today, Plainsfolk still feel the oppression of several powerful awnsheghlien surrounding their states.

Several strong cities dot this region, including Ber Dairas, Zikala, Aftane, and the ancient home of el-Arrasi: the city of Ariya.

the zhaïnge valley

The Zhaïnge River is one of Cerilia's greatest, flowing from the high peaks of the Silent Watch and the forests of High Vosgaard for hundreds of miles, through the broad gap between the mountains of Brechtür and those of Khinasi. Many ships venture along this road to Cerilia's interior, and verdant hills and forests line the river's banks.

Once, several strong states thrived in this area of central Khinasi. Lands now held by the Black Spear Tribes, the Vos of Kozlovnyy, and the raiders of the Tarvan Waste were once Khinasi realms. Now, the

only true Khinasi state surviving in the Zhaïnge Valley is the small state of Mesire. However, a fair number of Khinasi forts, homesteads, and trade settlements lie along the river's course.

Only the promise of great wealth motivates many Khinasi to take their chances in this area. The people here have a hard, mercenary edge to them—they respect money and power, and little else. Despite this fierce attitude, they're very insular and believe in sticking together; they've fought side by side for too long to lose their bond of comradeship forged in hard times.

the docandragh

The far southeastern portion of Cerilia is a wild, broken land of high mountains and dense forests. A broad band of ancient rain forest stretches from the old elven forest called the Rhuannadaraight all the way to the shores of the Sea of Dragons. These are untamed lands rich in timber, furs, and ore. The old cities of the Docandragh sparkle like white gems in a bed of verdant green forest.

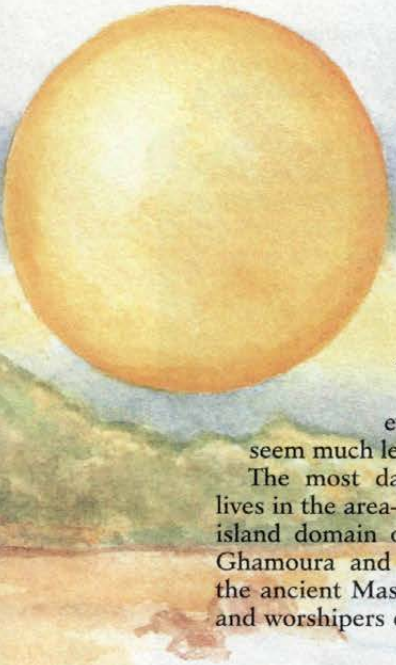
One finds only three Khinasi states in the Docandragh: Djafra, Khouane, and Min Dhousai. Like the other regions, the Docandragh is threatened by powerful awnsheghlien, including the Magian, the Lamia, and Maalvar the Minotaur. But the trackless wilderness of mountains and forests protects the Khinasi from their enemies. Extensive regions of the Docandragh remain completely unsettled and mostly unexplored.

The Khinasi of this area see magic around them every day. The Docandragh is a living, vital land; its waterfalls, pools, and hidden glens practically glow with ancient strength. While all Khinasi feel fascinated by magic, the people of the Docandragh have a near-druidic reverence for the land, its creatures, and its power.

the island states

The chains of mountains running through the Docandragh continue far out to sea in the waters south of Cerilia, creating a maze of rocky islets and serpentine island-nations. This area, called the Island States, includes Ghamoura, Mairada, Suiriene, and the Isle of the Serpent. The lonely northern peninsula of Merasaf is frequently included among these states, because its landward borders have been isolated by the fierce orogs of





the Iron Hand Tribes. Sheer mountains, plentiful rainfall, and a warm climate make the Island States a region of stunning natural beauty.

More than any other Khinasi, island folk rely on seapower for their security and livelihood.

Seafarers and voyagers from this region have ventured to mysterious lands far across the southern Baïr el-Mehare and the eastern Sea of Dragons. They are the most open and expressive of the Khinasi, with a song or a story for every occasion. In addition, Islanders seem much less formal than their continental kin.

The most dangerous awnshegh in all Khinasi lives in the area—the devious Serpent, who rules an island domain of his own between the realms of Ghamoura and Suiriene. Corrupted remnants of the ancient Masetian folk still linger here as slaves and worshipers of the Serpent.

the people



An honorable, generous race, the Khinasi cherish learning and knowledge above all. Unlike Anuireans, who value martial virtues as the best measure of one's worth, the Khinasi judge people by their graciousness, conduct, and wisdom. They consider wealth and power only tools one uses to display honor through hospitality, eloquence, and studiousness.

The study of magic in particular ranks among the noblest callings, and the Khinasi place great trust in the hands of their mages. Many Khinasi states are ruled by wizards or by nobles with magical training or advisers. While true mages remain uncommon, they're far more accepted here than in other parts of Cerilia. In fact, in some Khinasi city-states, the ability to cast a spell merits a minor noble title for the caster, and wielding true magic makes one a great lord of the realm.

Magic isn't the Khinasi's only love. The hearts of these seafarers soar at the sound of the surf and the touch of cool, salty ocean air. Sea merchant, explorer, fisherman—these are favored vocations among Sun Coast folk.

story of a race

In the aftermath of Mount Deismaar, the Basarji civilization was on the rise, taking the place of the devastated Masetian race. However, to the west lay Anuire, a growing Empire approaching the peak of its power. Under the Emperor, Roele, Anuirean armies traversed the Iron Peaks and sailed across the Gulf of Coerany to establish a strong imperial presence in the Saere Siendere. All the Basarji realms west of Ber Falaïa (in the state of Khourane) came under Anuirean rule—except the fortified port town of Ariya, too strong for Roele to take easily. Even distant Suiriene fell to the invaders.

The foreign rule was not overly oppressive, and, in fact, some city-states accepted their overlords with little resentment. But in 1277 MA the aggressive young Alándalae ascended to the Iron Throne. This new Emperor vowed to extend Anuire's borders to the shores of the Sea of Dragons and embarked on a campaign of expansion to bring the eastern states of Khourane and Mairada under his control.

The ruler of the state of Ariya at this time was Rashid doune Arrasi, a wizard and warrior later called simply el-Arrasi. Realizing that Alándalae's campaign would result in the subjugation of all the Basarji, he worked to unite the states against the Anuirean expansionism. It was a long and difficult task, since the cities already under Anuirean control did not want to anger their overlords, and those still independent didn't want to provoke Alándalae's anger.

After two years of diplomacy, dealing, and intimidation, el-Arrasi finally felt ready to move. His new Federation's series of lightning uprisings, naval actions, and land battles caught the Anuireans unawares, allowing him to quickly isolate their garrisons and armies. The Basarji Revolution would drag on for 20 years, as the rebels reduced the Anuirean strongholds one by one. All the while, the Federation's armies and navies held off the relief columns and fleets Alándalae had dispatched to regain control of the Sun Coast.

In 1299 MA, Alándalae mustered his final and greatest effort to destroy Ariya and break the back of the Basarji resistance. While the Emperor personally guided a mighty army overland, his nephew and heir Caercuillen commanded the Anuirean fleet and engaged el-Arrasi in the Baïr el-Mehare. After defeating and capturing Caercuillen in the Battle of Kfeira, el-Arrasi quickly landed and struck at the Anuirean army. In the end, he and his guard surrounded Alándalae's standard. The great mage-king personally slew the Emperor, closing the Battle of Kings.

El-Arrasi could have slain Caercuillen then and claimed the power of the Roele bloodline, but wisely he chose to stay his hand. He knew that Anuire,

a military giant, would win if the war with Basarji continued. So he offered peace to Caercuillen and let him go. The young noble was so impressed by el-Arrasi's courage and wisdom that he agreed to withdraw Anuire's troops from the Saere Siendere, keeping only Suiriene as a colony. The rulers remained friends for years, healing many of the wounds that had divided the two peoples.

El-Arrasi led the united Basarji for only 12 years before falling to an assassin of the Serpent. He left only weak heirs and, within a decade, the Basarji Federation had fallen to pieces again. But Caercuillen honored his agreement—he and his descendants troubled el-Arrasi's people no more.

In reverence for their fallen leader, the Basarji began calling their home *khir-aften el-Arrasi*, or "the lands under the protection of el-Arrasi." With time, the name became simply *Khinasi* and came to refer to the inhabitants as well as the land itself.

Anuirean influence in Khinasi ended in the year 1488 MA, when the Gorgon slew the last Roele, plunging the Empire into civil war. The Anuirean soldiers and viceroys still in Suiriene were called back to restore order at home.

today in khinasi

Almost 800 years after the Basarji Revolution ended, the Khinasi city-states stand as powerful centers of civilization, trade, and learning from Binsada in the west to far Merasaf and Suiriene. Only the largest cities in Anuire and Brechtür can rival these population centers for size, strength, skill, and craft. In fact, the Khinasi enjoy a higher level of sophistication and standard of living than their counterparts just about anywhere else in Cerilia.

The Khinasi, in their modern prosperity, have not completely forgotten their roots. Today, some guilds still voyage across the Sea of Dragons to Djapar, though the Basarji there have discouraged this contact ever since the aftermath of Deismaar. Djapar's religious leaders, not willing to entertain the notion of Basaia's death in the War of Shadow, took offense at the colonists' worship of Avani, Basaia's champion and successor. Now these wealthy traders want nothing to do with foreigners who don't venerate Basaia and who even dare to claim her divine bloodline!

And the Khinasi today face issues more pressing than a cold shoulder from their mother land. Deep, bitter rivalries divide the city-states, and wars arise frequently. The pursuit of money and power has corrupted many of the

noble Basarji values—now intrigue and double-dealing have become common political methods. Khinasi grace and skill mean little in the face of barbaric invaders like the ologs or the Vos, and several realms have been dragged down in fire and ruin within the last few generations. Today, several Khinasi states have virtually fallen under siege by marauding humanoids and powerful awnsheghlien.

The Sun Coast, as it exists today, faces three great threats. The first is the Serpent, whose patient scheming has brought many city-states to war against each other. His sinister priests spy and plot throughout Khinasi on their master's behalf. The second threat is the growing strength of local savages: raiders from the Tarvan Waste in central Khinasi, the gnolls of the Black Spear Tribes in the Zhainge Valley, and the ologs of the Iron Hand Tribes in the northwest. The last danger to the land is the Sphinx, whose depredations may close the overland trade routes that western Khinasi depends upon for survival.

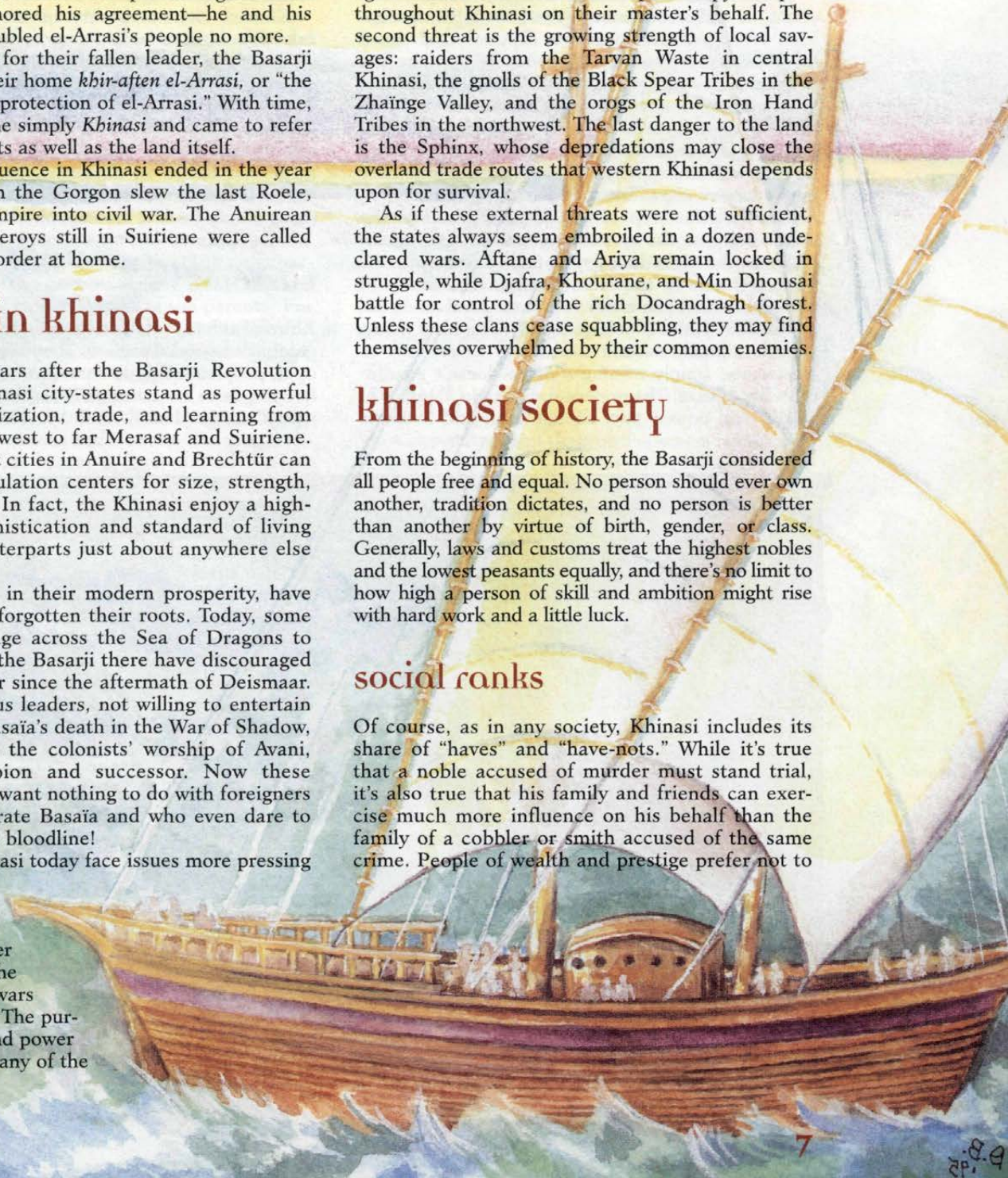
As if these external threats were not sufficient, the states always seem embroiled in a dozen undeclared wars. Aftane and Ariya remain locked in struggle, while Djafra, Khourane, and Min Dhousai battle for control of the rich Docandragh forest. Unless these clans cease squabbling, they may find themselves overwhelmed by their common enemies.

khinasi society

From the beginning of history, the Basarji considered all people free and equal. No person should ever own another, tradition dictates, and no person is better than another by virtue of birth, gender, or class. Generally, laws and customs treat the highest nobles and the lowest peasants equally, and there's no limit to how high a person of skill and ambition might rise with hard work and a little luck.

social ranks

Of course, as in any society, Khinasi includes its share of "haves" and "have-nots." While it's true that a noble accused of murder must stand trial, it's also true that his family and friends can exercise much more influence on his behalf than the family of a cobbler or smith accused of the same crime. People of wealth and prestige prefer not to



keep the company of beggars, so they insulate themselves from the commoners around them. Inhabitants of Khinasi city-states consider this stratification normal.

At the bottom of the social ladder are the commoners, ranging from peasants, fishermen, and laborers to soldiers, shopkeepers, and servants. One can make few distinctions among those of this level; some have more money than others and spend more to be gracious hosts, but they all fall in the same lower class.

A cut above the commoner is the artisan, merchant, or skilled craftsman. Weaponsmiths, navigators, artists, traders, and sea captains find social favor for their skills and wealth. Yet the dividing line between commoner and artisan remains vague; a particularly ill-mannered smith or captain may find himself treated as a lout by anyone he meets. Similarly, a humble shopkeep or farmer who carries himself well and stands as a man of the community might receive a great deal of deference and respect.

On the next step of the social ladder sits the minor nobility: the *ajazada*, or named families. In Khinasi, the right to carry a family name can be bestowed only by the ruler of a city. The family of one so honored can claim this name forever. About one in four Khinasi belong to this elite level. Most *ajazada* actually sustain themselves as artisans or merchants; simply owning a name doesn't guarantee a life of ease! The uppermost *ajazada*, families of wealth and power, own enough land and business

concerns to live as nobles. Many priests, bureaucrats, low courtiers, and military officers were born into these ranks. A few of the most honorable and powerful families possess minor bloodlines.

The highest level of Khinasi society is the high nobility, or *tamounzada*. These are families who share the ruling family's name. Though distant relatives, *tamounzada* still serve as governors, generals, admirals, high priests, and major courtiers. Often, *tamounzada* share a bloodline with the regent of the state, though these scions rule no domains of their own.

Khinasi city-states vary in their traditions of rulership, but it's fairly common for a single family to govern a state for centuries. Naturally, these regents possess ancient bloodlines infused with power from the events at Mount Deismaar. Rulers use many different titles, especially emir, satrap, sultan, and khan. The Khinasi fascination with magic has led to an unusually high occurrence of skilled true wizards among the *tamounzada*. In fact, many Khinasi rulers are capable mages.

customs

Khinasi of any station in life love art, beauty, grace, and good manners. They are a talkative and open people, and even common field laborers likely will pass a noon break from work with spontaneous song, dance, and storytelling. As most



Khinasi consider politeness and eloquence marks of high breeding and wisdom, their disputes and arguments are marvels of suggestion; their oblique remarks clarify points without giving offense or showing anger. In fact, the surest sign of an angry Khinasi is silence.

The religious inhabitants of the Sun Coast feel a deep connection to their deities. They sprinkle even their everyday speech with brief prayers for success in routine ventures, blessings on passing strangers, and invocations of divine favor for great enterprises. All Khinasi consider swearing in a deity's name to be a horribly crude and barbaric act.

Khinasi also have a strong sense of kinship and family, and one of their principal pastimes consists of tracing their lineages and relationships. They regard extended family members as siblings and even remotely-related people as dear, close cousins. The Basarji language features over 100 terms to describe various relationships.

City life reflects this strong sense of family; clans live together in bands called *geirhou*, numbering anywhere from a dozen to several hundred people. A large *geirhou* often takes over an entire neighborhood or district. The *geirhou* usually raises children to the same craft or occupation of the parents. For instance, in the city of Ariya all shipwrights live and work together in one great *geirhou*. Even nobles treat the *geizada*, or elder, with deference.

Dueling or open feuding between rival *geirhou* seems fairly common, but such battles usually are wars of words, gestures, and stances. The more serious the slight that begins a feud, the farther the offended party may go by way of retribution. If the son of one family dies at the hand of another, the victim's kin consider the matter redressed only when the killer is slain. Any crime less serious than murder or rape the Khinasi generally settle with an exchange of gifts or public apology.

The people of the Sun Coast consider polygamy a sign of wealth and standing. If a man can afford several wives, he will marry to the limit of his wealth. However, taking a second wife when one can not support the first in a suitable lifestyle is a great insult to the families of both women. Women may have more than one husband also.

sayim

The overall measure of a Khinasi's standing and wealth is *sayim*, loosely interpreted as "face." The term stands for hospitality, honor, wisdom, compassion, grace, and eloquence. All Khinasi strive to earn images as men or women of great *sayim*, even if born common. Acts such as breaking oaths, being a rude or stingy host, or showing anger or a curt tongue all injure a person's *sayim*. When one loses face, he must make it his responsibility to redress the issue; pointing out that someone has lost face is

extremely impolite. For instance, a visitor should never comment if his host has a quarrel with his wife in front of company, even though the host clearly committed a breach of *sayim*.

The hardest thing for a Khinasi to say is "*Sei bhada hejj-sayim*," or "I am without face." People reserve such a public admission of great guilt and shame for only the most unforgivable breaches of *sayim*. Once someone makes this confession, his fellows expect him to leave his home, taking none of his family, servants, or possessions, for a voluntary exile until an appropriate amount of time has passed. This penance period ranges from a few months for the aforementioned quarrel to many years to atone for being caught in an illicit romance.

Of course, attitude toward *sayim* varies from region to region. Residents of the Plains States interpret the code of *sayim* more as piety or devoutness instead of face or honor. On the other hand, Islanders tend to interpret *sayim* as merely a code for good living and casually dismiss even serious matters of face with a laugh.

money

Most city-states mint their own coinage, resulting in a muddle of exchange rates and denominations. Ariya, a strong old realm, uses a silver *shetel* more intrinsically valuable than the larger silver *bhar* of Mairada. But, the Mairadans value their *bhar* much more highly than the dubious *shetel* of Ariya, a distant city of uncertain strength. No merchant sets prices in stone, as bartering and bargaining complicate even the simplest deals.

To reflect this fact in game terms, prices listed in *Chapter 6: Money and Equipment* of the *Player's Handbook* routinely vary from 60% to 150% of normal. (Roll 1d10+5 and multiply the result by 10 percentage points.) If you wish, role-play bargaining and adjust the price based on the player characters' eloquence in presenting their cases. Of course, prices vary less when PCs use local currency; in such cases prices rarely fluctuate more than 10%.



equipment, arms, and armor

All the items in the equipment lists in Chapter 6 of the *Player's Handbook* are available in any Khinasi city, with the following exceptions: plate, chain, or brigandine barding; war canoes, chariots, cogs, curraghs, drakkars, dromonds, galleons, great galleys, knarrs, and longships; and camels, elephants, and heavy war horses. (For more specifics on arms and armor, see Table 7: Weapons Availability in the BIRTHRIGHT campaign setting's *Rulebook*.)

Wealthy or noble Khinasi usually attire themselves in improved mail or chain mail in times of war, with medium shields and open-faced helms. The scimitar or sabre is the weapon of choice, although most noble warriors can wield the lance and javelin with skill as well. In peacetime, Khinasi leaders rarely wear armor, although they always keep a scimitar or dagger within reach. A noble's guards and retinue wear mail at all times, as do soldiers.

Lower-class Khinasi usually go unarmored. Spears, daggers, clubs, and composite bows are the weapons of Khinasi militias, but outside of wartime or feuds, they seldom carry anything more than a dagger. Seafarers or herders who venture outside the protection of their native cities often arm themselves a bit more heavily; a leather jerkin, sling, and cutlass, short sword, or dagger is acceptable for these provincials.

dress

Khinasi of all stations enjoy dressing as well as they can afford; looking one's best at all times is a part of sayim. Men's national costume consists of thin, loose-fitting breeches of light-colored linen or silk, a broad sash of colorful fabric, and a tight-fitting high-collared shirt with half- or three-quarter-length sleeves. They often wear decorative, embroidered vests open over their shirts. Men working in the

heat discard their tops with no loss of face. The

lower class goes barefoot or wears sandals,

but wealthy men consider lavishly

decorated shoes a must.

Women dress much the

same, but cover their

legs to the ankle and

their arms to the

wrist for decency.

Instead of

shirts and vests, Khinasi women wear snug blouses of different cuts and shapes. The most daring of these expose the midriff and cover the arms with only sheer silk sleeves. A married woman usually wears a loose shawl or cape, too. Although their garb looks revealing, ladies seem prudish about actually removing clothes. Viewing an unmarried woman not decently dressed is an insult to her and her family.

Khinasi of both sexes always cover their heads with caps, scarves, or light veils. It's considered improper to appear in public without some kind of head covering.

modes of transport

The broad, open savannahs of western Khinasi prove ideal for raising horses, a common practice in the Plains States. However, in the east, horses are expensive enough that only the wealthiest families can afford to own them. In the cities, the privileged use carriages and buggies, while rickshaws or palanquins can be rented by anyone with a few silvers to spare.

At sea, the Khinasi favor lateen-rigged vessels (with triangular sails rigged fore-and-aft). The most common is the *dhoura*, a two-masted coastal merchantman with a raised quarterdeck. A *dhoura* can carry 100 to 200 tons of cargo and sails with between 30 and 80 crew. These vessels, frequently pressed into wartime service, may be overmanned by extra marines and archers at these times. *Dhouras* cost anywhere from 8,000 to 20,000 gold pieces (4 to 10 Gold Bars), depending on size.

Khinasi also build a similar, larger war vessel called a *zebec*. Zebecs often feature a small mizzenmast to carry more sail and can handle fighting crews of up to 250. Many of these warships have several small catapults and light artillery. A *zebec* costs between 35,000 to 50,000 gold pieces, or 17 to 25 GB. (Card 1: Ships of Cerilia has more ship descriptions.)

khinasi characters

Scions native to Khinasi almost always belong to the *ajazada* or *tamounzada* noble classes. Naturally, unblooded characters may come from any level of society. Folks of this land feel fairly open-minded toward nonhumans and foreigners, so halflings, dwarves, and humans from different lands all find tolerance here.

warriors

Warrior characters, though as common in Khinasi as elsewhere, seem less likely to rule domains here than in Anuire or other Cerilian lands. Rangers also prove extremely scarce among the Khinasi; one could consider range-riders of Binsada or hunters of Djafra rangers, but few other characters fall into this class.

wizards

Magicians are common among the Khinasi, since even unblooded characters study magic to enhance their standing. True mages are not as easy to find, but a few blooded tamounzada have some spellcasting skill. Residents of many cities consider true magic a highly respected calling—the greatest gift of the gods.

If a character demonstrates that he can wield true magic, the law requires him to journey to the Temple of Rilni in the Fingers of Ayan of southeastern Khinasi. There he must swear these *Five Oaths of Service*:

- ◆ To obey the commands of the lawful ruler of the state;
- ◆ To preserve and protect all knowledge;
- ◆ Never to raise a hand against another mage sworn to the Oaths, except as commanded by the liege in lawful war;
- ◆ Never to use magic to raise or communicate with the dead;
- ◆ To destroy any wielder of true magic who does not abide by these oaths.

The Masetians handed down the tradition of the Five Oaths to their Basarji students more than a dozen centuries ago. Unfortunately, many unscrupulous mages have exploited the loopholes in the oaths to do as they pleased, and a fair number of Khinasi true mages either hide their abilities or find other means to avoid the pilgrimage to the Temple of Rilni.

Those who arrive at the temple and refuse to take the oaths are put to death. No mage speaks of the mysterious power that binds wizards to their oaths; some think an artifact is involved, while others believe that Rilni, god of magic, appears to each wielder of true magic to bind the mage to his word with divine power. In any case, it's well known that *no Khinasi mage can violate his oaths*, even if he wants to.

priests

Temples are important in the Sun Coast, though their clerics often play a rather subtle role in society. All temples maintain houses of hospitality as refuges and shelters. As the Khinasi have a strong monastic tradition, many priests seclude themselves in study and silence. Some wander the land as healers.

rogues

As the Khinasi consider thievery a great affront to society, they persecute thieves' guilds relentlessly. Therefore, most criminals conceal their activities by acting as merchants and traders. In many cases, these ventures become more profitable than actual criminal activities!

A few rogues form secret societies that work for more than simple monetary reward. Some of these evil, anarchist elements are sinister cults, while others seek domination through poison, knife, and terror.

bards

In the Sun Coast, bards don't have the role of herald and lore-keeper Anuirean bards enjoy. In fact, they're generally much poorer, leading a wandering existence. Most Khinasi view bards as vagrants and thieves; a common proverb in the city-state of Aftane calls a thing of no value "as worthless as the word of a bard."





"Between the sea and the sky lies a land of great spirit and open vistas, a land that stills words and sets a man's mind to introspection. This is the Bair el-Tehara, the Sea of Grass, which the Anuireans called the Saere Siendere. They didn't journey into the empty steppes, so they didn't understand the land the way we do.

"A man can't be known by the face he shows the world; one must understand his soul in order to know him. So it is with the Bair el-Tehara. If you see only the face it shows the sea, you haven't seen the land."

—Kariya bint Beytu, scholar of Ariya

The great western steppes form the youngest region of Khinasi. For hundreds of miles through central Cerilia, rolling grass-covered plains stretch as far as the eye can see, broken only by a few lonely hills. Unlike the cleared and settled farmland of the Anuirean Heartlands, these plains exist just as they did in the early days of Cerilia. No one claimed this land; the Masetians, living along the southern coasts, had no interest in territory far from the sea. In fact, the

part I: the plains states

nonetheless has a climate marginal enough to force civilization to concentrate along the coasts. Inland settlements are a fairly recent development.

The great ports of this coast are ancient havens that predated general settlement in the area by many centuries. Masetians established Ariya, Zikala, and Turin long before Deismaar. (The Basarji explorers in the area before the Masetian Arrival lived a nomadic lifestyle and founded no permanent settlements.) In fact, Ariya is the

Bair el-Tehara wasn't settled until several centuries after the battle at Deismaar, when the Basarji states of the southeast began to grow prosperous.

Shielded from the cold waters of the Krakennauricht in the north by miles of forest and the Mountains of the Silent Watch, the Plains States see little rainfall. This driest part of Cerilia, nowhere near as arid as a true desert,

oldest continuously occupied human settlement in all Cerilia. The Masetians founded it as a trading post even before they and the other human tribes settled the continent.

Some ancient Masetian ruins still lie along the coastal hills, overlooking the sea. In addition, rumors speak of submerged cities just off the coast of Zikala, where strange fish-men sink passing ships and devour their hapless crews. These tales are unsubstantiated, of course, but locals have noted some unusual disappearances in the region lately.

the harrowmarsh

The Harrowmarsh, west of Binsada in the Asarwe River delta, seems more an unclaimed swamp than an actual realm. The Hydra inhabits this sodden forest with his beastly offspring and a smattering of fugitives with nowhere else to go but the tiny local villages. The wealth of native insect and marsh life makes this an unpleasant place for visitors, though traders do stop at Harrowmarsh ports to collect exotic birds and lizards as pets for wealthy Binsadans. Although the many-headed awnshegh does not often leave his home in Waterford Tower, his influence spreads into Binsada and Sendoure.

isle of the harpy

The Harpy inhabits a cluster of eight islands just south of Binsada. The plains, cliffs, and beaches of the three largest land masses serve as home to about 1,000 warbird and harpy servants of the awnshegh. However, these inhabitants rarely raid nearby Binsada and Zikala (though they more frequently attack certain passing ships).

On the contrary, this abomination seems interested in maintaining good relations with her neighbors. She allows a Binsadan trader to harvest a rare herb that grows in her realm, and Binsadan fishermen work the waters of the Bay of Aerocourt, giving the Harpy a portion of the take. From her home aerie in Windbutte atop the tallest peak on the main island, the Harpy surveys local sea traffic, sending her minions to inspect ships that pass within 30 miles of her islands. She trades the information they report back to her with the regents of Zikala and Binsada for news of the mainland.

rumbles from the sphinx

A great threat to the states of Binsada, Sendoure, and Zikala waits in the heart of the Baïr el-Tehara, where the Sphinx makes his lair in the ruins of a once-great city. The awnshegh's depredations have grown in savagery and frequency over the years, and many trade routes across the steppes have been abandoned—the creature's violent forays have made them untenable.

Rumors say the Sphinx is gathering an army of brigands and marauders for a dire purpose; some say the creature means to raze the Binsadan city of Ber Dairas, while others insist he will turn his armies on Zikala. Others report that the Sphinx has undertaken a massive excavation effort in the Tarvanian Hills—but no one knows why.

the red kings of aftane

About 10 years ago, the sultan of the state of Aftane was deposed by a circle of seven powerful lords, who seized the Lion Throne and today rule the land jointly. They are known as the Red Kings, for they wear crimson veils to hide their faces. These lords have fought bitterly for almost a decade to consolidate their control over Aftane and the other cities in the state, and they recently crushed the last elements of resistance. Now they are turning their attention to foreign affairs. Most Khinasi regents expect Aftane to launch an attack upon Ariya within the next year—yet another war between the two ancient rivals.

The identities of the Red Kings remain a closely held secret. Some say the lords hide their faces for fear of the deposed sultan's vengeance. Others whisper that the Red Kings lead a secret cult and wear the veils as their badge of office.



ariya

Alignment: Lawful good.
Status: Recommended.

Province	Law	Temples	Guilds	Sources
Ariya (7/0)	GFA (4)	ATA (5)* TAn (2)	GFA (1) GCC (3) BK (2)	Rah (0)
Assarif (1/4)	Red (1)	CK (1)	BK (1)	Rah (1)
Azédas (1/4)	Red (1)	TAn (1)	GCC (1)	Rah (1)
Djef el-Kadir (1/4)	Red (1)	—	BK (1)	Rah (4)
Kfeira (3/4)	GFA (2)*	ATA (2)	GCC (2)	Rah (4)
Kouzir (2/3)	GFA (1)*	ATA (1)*	GCC (1)	Rah (3)
Tegher (2/3)	GFA (1)	ATA (1)	BK (2)	Rah (3)

* Indicates a holding fortified by a castle.

Abbreviations: GFA=Gerad ibn Farid el-Arrasi (Ariya); Rah=Rahûl; TAn=Temple of the Ancients (Jasmina el-Mesir); GCC=Gold Coast Coster (Omadi the Quick); BK=Brotherhood of Khet (Turiye min Saida); Red=Red Kings (Aftane); CK=Chosen of Khirdai (Taril Herad); ATA=Ariyan Temple of Avani (Gerad ibn Farid el-Arrasi).

Provinces/Holdings: The ancient port of Ariya, a strong city-state on the Baïr el-Mehare, is ruled by Gerad el-Arrasi. This prince-paladin also leads the Ariyan Temple of Avani.

- ◆ **Law:** The prince has a firm hold on the city of Ariya and the provinces immediately surrounding it. He ignores the outlying provinces, which are plagued by lawlessness sponsored by Aftane.
- ◆ **Temples:** As Lord High Patriarch of the Ariyan Temple of Avani, the prince controls a major temple to the Lady of Reason in the province of Ariya. Other smaller shrines scattered throughout the realm include the Temple of the Ancients, a sect of Nasri based in Mesire to the east.
- ◆ **Guilds:** Several rival merchants compete for control of Ariya's markets. The leader is the Gold Coast Coster, governed by the good-hearted Omadi the Quick (*MKb; T6; An, minor, 8; NG*). However, a secret organization called the Brotherhood of Khet has grown in strength and influence of late.
 - ◆ **Sources:** The Court Mage of Ariya, Rahûl the Falcon (*MKb; W7; Ma, minor, 19; LG*), controls most of the sources within the state.

Regency Generated/Accumulated: 34/40 RP.

Treasury: The treasury holds 18 GB. On a typical turn, Ariya generates 27 GB.

Army: Ariya's military forces aren't numerous, but they're well-trained and sufficient to defend the city. The prince's army, the Swords of Avani, consists of:

- ◆ 4 units of Khinasi medium cavalry
- ◆ 2 units of Khinasi infantry

Navy: 6 zebecs, 8 dhouras, 4 dhowes

Regent: Gerad ibn Farid el-Arrasi (*MKb; P7; Ba, great, 36; LG*), Prince of Ariya, rules the city of the same name as well as the Ariyan Temple of Avani. Like all in his line, he claims descent from the Great King el-Arrasi. In the last 100 years, Ariya has seen its fortunes decline, as its towns in Djef el-Kadir and Tegher have been ravaged in war with Aftane. Many city folk pay little attention to affairs outside the walls, but el-Arrasi feels gravely concerned about the depopulation of the countryside. He may take steps to reverse this trend any time.

The prince, a dignified warrior in his early forties, has a sharp mind and can truly see into a person's heart. He believes Ariya should act as the political and moral leader of all Khinasi and insists on formality in all dealings.

- ◆ **Lieutenants:** The Prince of Ariya places the responsibility for diplomatic matters in the hands of Patriarch Jairo min Azédas (*MKb; Pr4, Avani; LG*), a portly priest with marvelous skills of persuasion. Gerad el-Arrasi personally commands Ariya's armies but relies on the ajazada Captain Hadan el-Djefer (*MKb; F5; NG*) to lead his fleet.

Important NPCs: Sari bint Bédize (*FKb; T7; NE*), the mistress of the *Black Arrow*, is one of the most notorious pirates of the Saere Siendere. She and her crew of cutthroats lair in secret harbors along the coast, including a hidden base in the province of Azédas. Sari's network of informants and thugs is growing, and she'll soon become a contender for guild control in Ariya's coastal provinces. Locals say that the regent of Zikala himself sponsors her activities.

Khalil el-Arrasi (*MKb, W12; Ba, tainted, 8; LE*) leads the powerful geirhou that holds the provinces of Kfeira and Tegher for the regent, his cousin. This ambitious scoundrel's clan has always feuded with the prince's family, dating back to when the Great King turned his greedy brother Eriat into a giant dragon turtle. Rumors claim Khalil el-Arrasi conducts secret negotiations with both Zikala and Aftane, looking for someone to support him in an overthrow of his cousin. (If he had an ounce of leadership skill, the powerful mage might not need foreign help.)

Description:

The beautiful city-state of Ariya boasts whitewashed walls and high, gleaming spires. Built over the ruins of Saria, the oldest Masetian city in Cerilia, Ariya maintains defenses and networks of streets that closely follow the design of the earlier settlement.

As the nomadic Basarji began settling down, they rebuilt the Masetian ruins into their own thriving community. During its Golden Age in the 13th century MA, everyone considered Ariya the center of the Basarji world—after all, it was the home of the great el-Arrasi and the most important member in the Federation that defeated the Anuireans. In the 700 years since the legendary el-Arrasi's death, Ariya has lost its dominant position, although it still retains its reputation as a highly influential city-state.

The devoutly religious people of Ariya tend to act somewhat formal. Holy days and hours of worship are strictly observed.

- ◆ **Capital:** The capital of Ariya is, of course, the city of Ariya itself. The prince rules from the Tower of Morning, a strong citadel guarding the harbor's entrance. The fortress bars any attack by sea, and Ariya's strong walls can withstand years of siege.

- ◆ **Trade goods:** Leather, beef, and dairy products are plentiful in Ariya's arid countryside, where free ranchers tend herds of cattle. The city itself imports raw materials such as ore, timber, and raw silk from many sources and supports a strong manufacturing industry. Ariya's craftsmen and skilled artisans are the finest in the western plains.

Allies: Ariya remains on good terms with Binsada, the result of a 200-year-old treaty forged when neighboring Zikala was militaristic and expansionist. Mesire to the east is wooing Ariya as an ally, since the emir there feels threatened by nearby Aftane.

Enemies: Ariya and Aftane have always been rivals. Five hundred years ago, Aftane inflicted a major defeat on Ariya and claimed its northern provinces and the city-state of Shoufal. Since then, the two states have fought a dozen major wars, and Ariya briefly regained its territory on several occasions. Recently, the rise of the aggressive Red Kings has signaled a new chapter in the conflict.



binsada

Alignment: Chaotic good.

Status: Recommended.

Province	Law	Temples	Guilds	Sources
Andujar (3/2)	BR (1)	ZTA (2)	ETT (2)	RW (2)
Ber Dairas (4/1)	BR (2)*	BTL (3)*	Hyd (1)	RW (1)
			SC (3)*	
Deishél (1/4)	—	BTL (1)	SC (1)	RW (2)
Ghouref (1/4)	—	BTL (1)	SC (1)	RW (2)
Harpy's Watch (1/4)	—	—	SC (1)	RW (4)
High Asarwe (3/2)	BR (1)	BTL (2)	Hyd (2)	—
Khesselim (1/4)	BTL (1)	BTL (1)	SC (1)	RW (4)
Low Asarwe (3/2)	BR (1)	BTL (2)	Hyd (3)	RW (1)
Mermoune (2/3)	BR (1)	BTL (1)	Hyd (1)	RW (3)
Moura (3/2)	BR (1)	ZTA (1)	ETT (2)	RW (2)
el-Tasri (2/3)	BR (1)	BTL (2)	SC (1)	RW (3)

* Indicates a holding fortified by a castle.

Abbreviations: BR=Banira el-Reshid (Binsada); ZTA=Zikalan Temple of Avani (Shandare); ETT=Extraordinary Traders of Turin (Yolanda Serif); RW=the Red Witch (Corazón bint Rilni); BTL=Binsadan Temple of Leira (Haswan Mandil); Hyd=the Hydra; SC=Saere Consortium (Delia of Coerany).

Provinces/Holdings: Binsada is the westernmost of the Khinasi realms, ruled by the popular queen Banira el-Reshid.

◆ **Law:** The queen controls only minimal law holdings, as Binsadans have no use for strong government and rely on clan elders to provide discipline and guidance.

◆ **Temples:** The reach of the High Priestess Shandare of Zikala extends into eastern Binsada, but the queen has declared the Temple of Leira the state religion. Leira's church is led by the fiery old priest Haswan Mandil (*MKb; Pr4, Leira; Vo, minor, 9; CG*).

◆ **Guilds:** Again, the powers of Zikala reach into Binsada: The Extraordinary Traders of Turin wields great influence in the eastern plains. The Hydra's agents control Binsada's western lowlands, while Delia of Coerany (*FA; F4/T4; An, minor, 12; CG*) opposes Zikala's interests with her Saere Consortium.

◆ **Sources:**

The powerful sorceress

Corazón bint

Rilni (*FKb;*

W9; Vo, major,

27; N), also

known as the Red

Witch, controls the

magic of the western

plains. Sometimes she lingers at the queen's

court, but mostly she wanders the land. She is

currently feuding with the agents of the Hydra.

Regency Generated/Accumulated: 22/55 RP.

Treasury: Banira el-Reshid's treasury contains only 11 GB. She raises 23 GB per domain turn.

Army: Binsada's army consists of six units of medium and six units of light cavalry. Another medium cavalry unit, the Lions of Dusk, serves as the queen's personal fighting force, and a unit of infantry garrisons the capital, Ber Dairas.

Regent: Binsada's regent, Banira bint Hamilah el-Reshid (*FKb; F4; Ba, major, 22; CG*), is the eighth Reshid queen to rule in succession. This tall, athletic woman in her early thirties has striking good looks. A vigorous, involved ruler, el-Reshid never rests until she's resolved a matter to her satisfaction. She can act short-tempered or mercurial, but her heart is in the right place, and her people love her greatly.

The queen doesn't spend much time in Ber Dairas, but moves her court frequently. Most Binsadans live in nomadic settlements, following their herds, and el-Reshid believes the queen should share her people's lifestyle.

◆ **Lieutenants:** The regent doesn't often rely on underlings to do her work for her, but she is learning that the most effective rulers delegate authority. She entrusts mercantile and diplomatic missions to her younger sister, the lady Medina el-Reshid (*FKb; T3; Ba, minor, 15; NG*). Medina loves her sister more than life itself; she'd never betray her.

Leading Binsada's army is an old Anuirean expatriate named Gaered Vorduine (*MA; F5; Re, tainted, 8; CN*), a fearsome mercenary captain of exceptional skill and intelligence. Vorduine, a stormbringer, has drifted from state to state leaving war in his wake. No one knows what hold the queen has on him, but he appears to serve her with no reservations.

Important NPCs: Many agents and brigands loyal to the Hydra have infiltrated the state's western provinces. Although most Binsadans want nothing to do with this awnshegh, a few western clans have fallen under the abomination's sway. The Hydra's

captain in western Binsada, an oily Brecht rogue named Kort Bregeden (*MBR*; T8; CE), has gained control of much of the trade on the Asarwe River and now directs his efforts on Ber Dairas.

Another major character is the prince Dauod ibn Mustaf el-Reshid (*MKB*; R6; Ba, minor, 19; CG), the queen's cousin. Due to his efforts guarding the eastern border against the Sphinx's minions, Binsada has had little trouble with this awnshegh in recent years. However, the opinionated Dauod el-Reshid vocally criticizes some of his cousin's rulings.

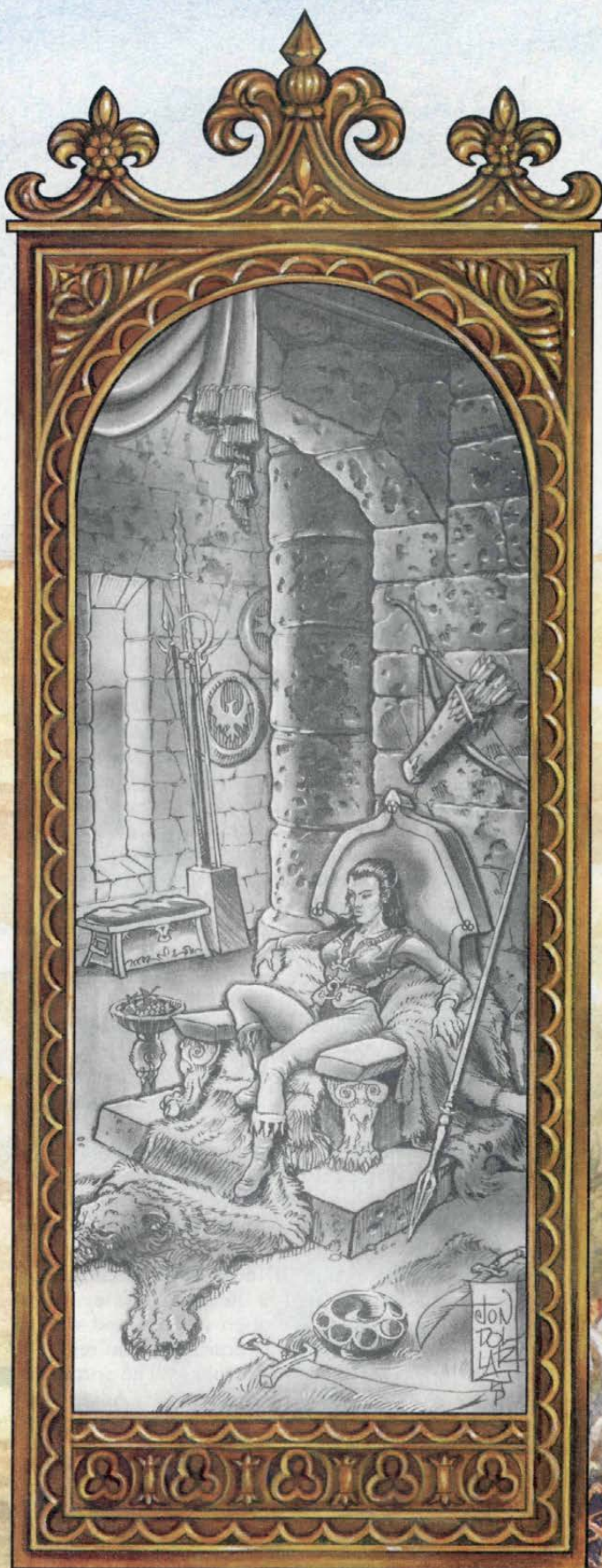
Description: Binsada has plains more fertile than the arid lands of Zikala and the Sphinx to the east. This land proves excellent for raising cattle and horses—in fact, the Binsadans are nomadic herders. Other Khinasi consider them rustic barbarians because they live in tents and camps instead of towns. Each clan's famed range riders scout ahead for fertile grazing areas for the herds. They also hunt and spy for their geirhou and prove formidable in a skirmish.

◆ **Capital:** The exception to this nomadic lifestyle is Ber Dairas, the Fortress of the East Wind. Early Binsadan rulers intended this mighty dwarf-built structure to house the citizens in times of great peril. Great courts within its walls stand empty, ready to shelter thousands of people and their herds.

◆ **Trade goods:** Binsada subsists on livestock of all kinds. Locals trade leather, meat, cheese, horn, and other such products as their principal source of income. Great cattle markets attract visitors to Ber Dairas, the small town of Andujar on the Moura River, and to locations all along the banks of the Asarwe. Binsada imports finished products, wood, textiles, and tools and weapons.

Allies: Sendoure has always been a staunch ally, and Binsada and Ariya remain on good terms as well. Surprisingly, the Harpy has been a decent neighbor for the Binsadans; this awnshegh resides on a chain of islands just to the south. Rumors tell of a secret pact between the awnshegh and the house of Reshid, but most Binsadans believe the Harpy has forged a treaty with Zikala instead.

Enemies: The Hydra and Sphinx have created trouble for Binsada in the past, and both have dire plans for the realm, should the queen ever weaken. Binsada also faces a growing rivalry with Zikala—the eastern state has raised the tolls on traffic along the Moura River.



the sphinx

Alignment: Chaotic evil.

Status: Not available for PCs.

Province	Law*	Temples	Guilds*	Sources
Agradil (2/3)	Sx (1)	—	Sx (1)	Sx (3)
Akhada (3/2)	—	—	—	—
Bair el-Tehara (1/4)	Sx (1)	—	—	Sx (4)
Birbeg (0/5)	—	—	—	Sx (5)
Facessin (0/5)	—	—	—	Sx (5)
Irbouda (2/3)	Sx (2)	—	Sx (1)	Sx (3)
Khousaba (2/3)	—	—	—	Sx (2)
Meid Ain (2/3)	Sx (1)	—	Sx (2)	Sx (1)
Meid Tarvai (1/4)	Sx (1)	—	Sx (1)	AR (4)
Meid Zhirgen (3/2)	—	—	Sx (1)	Sx (2)
Seif el-Avarra (2/3)	Sx (1)	—	—	Sx (2)
Sérifel (3/2)	Sx (1)	—	Gho (1)	Sx (1)

* The *khourseti alif*, or Hands of the Sphinx, control law and guild holdings in the awnshegh's name.

Abbreviations: Sx=the Sphinx; AR=Adara bint Reshoud; Gho=Ghoudaia Coster (Helmut Gruber).

Provinces/Holdings: The Sphinx, a powerful awnshegh, rules a desert realm. Most of his domain is empty steppe, but gnolls and bandits inhabit strongholds throughout the area.

◆ **Law:** In the Sphinx's lawless lands, the strong rule the weak. The awnshegh's authority extends as far as the reach of the Hands of the Sphinx: his human agents, the *khourseti alif*. The creature wants to build his realm of marauders into an organized state, but these unreliable humanoids and brigands are not the stuff from which one forges nations.

◆ **Temples:** The Sphinx suppresses organized worship, destroying any priests who try to gather congregations. Most people assume the creature perceives temples as a threat, but others see a more sinister purpose. Rumors claim some priests among the *khourseti alif* worship the Sphinx and the realm's resident felines!

◆ **Guilds:** The Hands of the Sphinx control most domain trade. Raids and the efforts of a local guild add to the realm's income.

◆ **Sources:** The Sphinx, a formidable sorcerer and warrior, has created a network of ley lines across the face of the open steppes and wields near-complete control of the region's magic. The sorceress

Adara bint Reshoud of

Shoufal has challenged his control of the borderlands; the Sphinx hasn't responded to this situation yet.

Regency Generated/Accumulated: 47/100 RP.

Treasury: About 25 GB. Many believe the Sphinx has a hoard of treasure hidden in his ruined palace in Irbouda. Rather than taxing his subjects, the awnshegh demands tribute, which earns him 12 GB per domain turn.

Army: The Sphinx's followers are cutthroats and outlaws. Any militia the beast raises should be treated as irregulars instead of a levy. Gnolls, goblins, and human brigands make up the creature's military units. (Four to 10 units remain active at any given time.)

The Sphinx also keeps a standing bodyguard of elite infantry at Irbouda.

Regent: The Sphinx (MAw; W12; Az, great, 47; NE) has ruled this region for hundreds of years. Early on, it lived as a marauding beast, preying on local villagers and passing caravans. Over the last century or so, the Sphinx has chosen to expand its domain and become a true regent.

Few outsiders meet the creature face to face; it prefers to deal through its lieutenants. Although the Khinasi consider the Sphinx quite intelligent and articulate, they all know of its murderous, bestial rages.

◆ **Lieutenants:** Great cats of all kinds serve as minions of the Sphinx; the awnshegh's nature links it to these mighty predators, from savannah cats to lions, and no feline can resist the monster's command. Association with the Sphinx has raised a few very rare savannah cats to a semisentient state. They have become the awnshegh's eyes, ears, and assassins throughout its domain.

Human or humanoid servants of the Sphinx don't live to serve him long; sooner or later they displease their master, with fatal results. One exception is the leader of the *khourseti alif*: the mad priestess Tuara min Mesire (FKb; Pr9, Sphinx; CE), who often acts as the Sphinx's official spokeswoman. Most of her Hands are warriors or thieves; a few are priests. The Sphinx's subjects live in fear of these agents, never knowing which neighbor might turn out to belong to that mysterious group. However, the *khourseti alif* remains only a rumor outside this realm.

Important NPCs: The strongest of the tribes that follow the Sphinx is the Yezdaga gnolls, a brutal band that raids nearby lands from a stronghold in the Meid Tarvai. They follow a powerful witch-chief-tain called the Yezd (MM; F6; CE). This brilliant warlord conceals his dreams of displacing the Sphinx.



A Vos warrior-druid named Iuri Ilyich (MV; F7/D8; N) wanders the northern reaches of the Sphinx's realm, using spells to contest the monster's control over the great cats. His solitary guerilla war has wreaked such havoc with the Sphinx's northern lands, the awnshegh has placed a 5,000 gp bounty on Iuri's head.

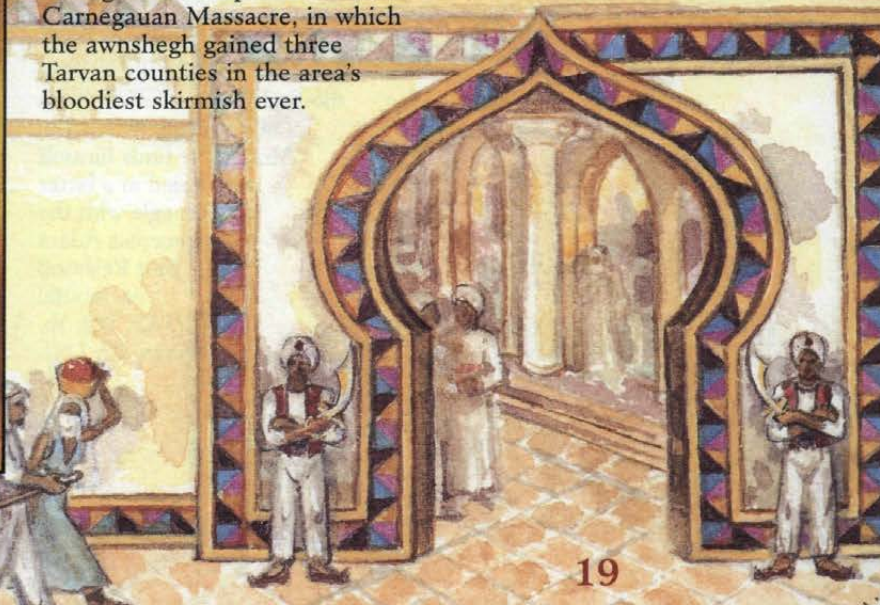
Description: Only patches of arid badlands break the monotony of the Sphinx's dry, dusty domain. It's the most inhospitable part of the Baïr el-Tehara. Once the Basarji domain of Irbouda stood here, but the Sphinx's depredations forced residents to abandon that city-state hundreds of years ago.

Only criminals and the like choose to live in the Sphinx's lands; the creature tolerates a few hill tribes and herdsman, but only felines and other true followers of the monster feel really at home here. In recent years, the Sphinx has greatly increased the strength of his armies by demanding fealty from hill folk and nomads; the awnshegh can muster thousands of desert warriors with just a word, although even he has trouble keeping peace among the rival tribes.

- ◆ **Capital:** As noted above, the Sphinx uses the ruined city of Irbouda as the seat of his power. According to legend, he destroyed the city-state himself as long-planned revenge for a forgotten slight.
- ◆ **Trade goods:** The Sphinx's raiders produce little—many live well on booty from raids on neighboring provinces. The Ghoudaïa Coster, a local guild based in Sendoure to the northwest, has begun making inroads into the Sphinx's domain.

Allies: None.

Enemies: These days the Sphinx focuses his attention on expansion into eastern Binsada. He bides his time, though, until the Queen of Binsada reveals a vulnerability he can exploit. Certain tribes in the western Tarvan Waste have harbored great ill will against the Sphinx since the Carnegauan Massacre, in which the awnshegh gained three Tarvan counties in the area's bloodiest skirmish ever.



aftane

Alignment: Lawful evil.

Status: Not available for PCs.

Province	Law	Temples	Guilds	Sources
Adaba (4/1)	Red (2)* CK (2)	TAn (4)	ZMG (3)	Bed (1)
Aftane (6/0)	BK (3) Red (3)*	CK (5)	BK (3)* ZMG (2)	—
Barsérat (1/5)	Red (1)	CK (0)	BK (1)	Rh (5)
Ber Tarva (0/5)	—	—	—	Bed (4)
Busada (2/3)	CK (2)	CK (2)	—	Bed (2)
Dourat (0/5)	Red (0)	CK (0)	—	AR (3)
Fara Zhaïnge (2/3)	Red (1)	TAn (1)	ZMG (1)	Bed (3)
Jeifel (1/4)	Red (1)	CK (0)	—	AR (3)
Kafrín (1/4)	Red (1)	CK (1)	BK (1)	—
Oused (2/3)	Red (2)	CK (1)	—	Bed (2)
Seidre (1/4)	Red (1)	CK (1)	BK (1)	AR (2)
Shoufal (5/0)	Red (2)*	CK (3)	BK (4)	AR (0)

* Indicates a holding fortified by a castle.

Abbreviations: Red=Red Kings (Aftane); TAn=Temple of the Ancients (Jasmina el-Mesir); ZMG=Zhaïnge Merchant Guild (Aswan bin Serhouf); Bed=Bedoureg; CK=Chosen of Khirdai (Taril Herad); BK=Brotherhood of Khet (Turiye min Saida); Rh=Rahíl the Falcon; AR=Adara bint Reshoud.

Provinces/Holdings: Aftane is a union of three city-states under the control of a faceless group of lords known as the Red Kings.

- ◆ **Law:** In addition to the kings, the Chosen of Khirdai and Brotherhood of Khet are very influential; of course, Red Kings rule both temple and guild.
- ◆ **Temples:** The Temple of the Ancients finds favor in the coastal provinces. However, the Hierarch of the Chosen of Khirdai—a Red King named Taril Herad (*MKB; Pr3, Khirdai; Ba, minor, 18; NE*)—intends to control all Aftane's temple holdings very soon.
- ◆ **Guilds:** The Zhaïnge Merchant Guild, a strong group of river traders, holds power in the eastern provinces. The sinister Brotherhood of Khet predominates elsewhere.

- ◆ **Sources:** The wizard Bedoureg (*MKB; W9; Br, major, 29; LE*), also one of the Red Kings, controls most of the magic of eastern Aftane. He finds himself embroiled in a bitter struggle with the sorceress Adara bint Reshoud of Shoufal (*FKb; W8; Vo, major, 22; LN*).

Regent: No one knows the names of the seven Red Kings, but they share responsibility for governing Aftane. They may have been a band of powerful adventurers once, or perhaps a group of discontented ajazada.

Important NPCs: Turiye min Saida (*FKb; T12; Az, major, 23; NE*) is the secret leader of the Brotherhood of Khet and one of the faceless Red Kings. This beautiful woman shows her face only to her most trusted assistants; even the other kings don't know her identity. The brotherhood obeys her every whim—with a word, she can order the death of anyone from Zikala to Mesire. Saida plans to betray her co-rulers and seize power for herself, but first she wants an ally against her fellow monarchs.

A rising force in Aftane is the powerful Zhaïnge Merchant Guild of Mesire, led by Aswan bin Serhouf. The guild expanded his domain recently by gaining control of a corrupt old Aftanean guild. After reforming its business practices, he created trade routes up the Zhaïnge River from Mesire to Kozlovnyy. The oppression in Aftane has turned him into a rebel, sworn to use his guild's assets to bring about the end of the Red Kings' rule.

Description: With the exception of the cities Aftane, Adaba, and Shoufal, the state doesn't have much to offer. The arid savannah prevents profitable ranching west of the province Oused, and raiders from the Tarvan Waste make the countryside even more dangerous. The Red Kings, concentrating on controlling the cities, ignore most such provincial problems.

The fortress-city of Aftane is policed by the *khamrin moushal*: the Red Guards, who harass foreigners routinely. The city-state of Adaba remains important, for without its fortified harbor, the kings' fleet would find itself at the mercy of the Emir of Mesire, who could bar Aftane's passage into the Baïr el-Mehare.

Shoufal, an oasis city, sits on the caravan routes south of the Tarvanian Hills. The Red King who rules here has alienated the populace almost to the point of rebellion. The old geirhou of Shoufal, who trace their descent from the city's original Ariyan rulers, believe Shoufal would profit from Ariyan rule again. The wizardess Adara is an outspoken proponent of this idea.

Special: Aftane is composed of three warrior domains, each based around one city-state. The regents of these cities—along with the wizard Bedoureg, Turiye min Saida (of the Brotherhood of Khet), Hierarch Taril Herad (of the Chosen of Khirdai), and the Red Herald (the rulers' spokesman, Arlando el-Adaba [*MKB; B10; Re, minor, 15; NE*])—are the seven Red Kings. Only moderately strong individuals, the kings prove deadly as a group.

sendoure

Alignment: Neutral.

Status: Recommended.

Province	Law	Temples	Guilds	Sources
Baiyuda (1/4)	BFD (0)	SB (1)	Gho (1)	BFD (2)
Fédasa (2/3)	Gho (2)	BTL (1)	Gho (1)	BFD (1)
Ghoudaïa (5/0)	BFD (3)	BTL (2)	Gho (4)	BFD (0)
	Gho (2)			
Serir Rigal (2/5)	BFD (1)	BTL (1)	Gho (2)	BFD (3)
Shirshet (4/1)	BFD (2)	BTL (2)	Gho (2)	—
	Gho (2)			
Sulaïa (1/4)	Hyd (1)	BTL (1)	Hyd (1)	BFD (2)
Tinsouf (2/3)	Hyd (1)	UTK (2)	Hyd (2)	BFD (3)

Abbreviations: BFD=Beysim ibn Faroud el-Duatim (Sendoure); SB=Sera's Blessing (Everard von Schleiss); Gho=Ghoudaïa Coster (Helmut Gruber); BTL=Binsadan Temple of Leira (Haswan Mandil); Hyd=the Hydra; UTK=Unbrausen Temple of Kirche (Ilse Rheiter).

Provinces/Holdings: Trade with Anuirean and Brecht domains remains the lifeblood of this merchant realm in the northwestern corner of Khinasi. Nearly half the population is Brecht.

- ♦ **Law:** The emir, Beysim el-Duatim, struggles with the local guild and the Hydra's agents for control of the law.
- ♦ **Temples:** Most in Sendoure follow the Binsadan Temple of Leira. However, many in the northern provinces follow one of two small Brecht temples: Sera's Blessing, led by Everard von Schleiss (*MBR; Pr4, Sera; Br, tainted, 7; LN*), and the Unbrausen Temple of Kirche, governed by Ilse Rheiter (*FBR; Pr5, Kirche; Br, minor, 12; NG*).
- ♦ **Guilds:** The small but growing Ghoudaïa Coster remains dominant in the face of the Hydra's bandits gaining strength in the west.
- ♦ **Sources:** The emir, a skilled sorcerer, controls most of Sendoure's magic.

Regent: The emir Beysim ibn Faroud el-Duatim, Absolute Monarch of the Northern Marches, rules Sendoure. The emir (*MKB; W7; Br, minor, 19; NE*), while not a powerful ruler, shares his ancestors' inflated sense of self-importance; this arrogant regent insists that his subjects strictly observe his traditional titles and honorifics—all 70 of them!

The emir came to power four years ago, after his father and older brother died in a hunting trip. Though he was the heir apparent, several nobles refused to recognize his legitimacy. El-Duatim's allies in the Ghoudaïa Coster—an avaricious group of merchants bent on controlling the Asarwe River trade—silenced his most outspoken opponents, however. The suspicious and distrustful emir allows none of his subordinates freedom of action or initiative.

Important NPCs: The Ghoudaïa Coster is led by a Brecht crime lord named Helmut Gruber (*MBR; T10; Az, minor, 14; NE*), a double-dealing snake who routinely has his enemies kidnaped and killed. He maintains a thin veneer of legitimacy through the use of business fronts, but everyone knows the coster is involved with less than honorable pursuits. Gruber, one of the emir's principal backers, has embarked on a campaign of blackmail to show the regent just how much he depends on the thief lord.

Beysim el-Duatim considers himself secure in his rule; he doesn't know his brother had an illegitimate son, Youssef el-Duatim, who has returned to Sendoure to overthrow his uncle. Youssef (*MKB; F6; Br, minor, 15; LG*) is gathering support among the outlying ajazada before announcing his claim. Gruber's informants have notified him of the situation.

Description: In the years following el-Arrasi's victory over the Anuireans, the Khinasi pushed outward on every frontier. Binsadan and Irboudan traders moving north into the Coulladaraïght forest founded Sendoure. For centuries it has existed as a rough-and-tumble frontier realm of cutthroat traders and sturdy homesteaders.

Its position astride the only viable land route from Khinasi to Anuire makes Sendoure a small but prosperous merchant state. Traders making their way through the Chimaeron in Anuire or Rohrmarch in Brechtür all pass through Sendoure, whose residents gladly collect a small tariff. However, lean times lie ahead; the growth of the Sphinx's armies has routed trade traffic south, and the Hydra's agents have agitated the western provinces of Tinsouf and Sulaïa almost to the point of rebellion.

Almost all population centers in Sendoure lie along the Asarwe River, the lifeline that ties the land together. Many of these settlements are rough trading camps; even Ghoudaïa, the capital, still lacks walls and a decent government building. It seems clear who has profited from Sendoure's growth—powerful merchants boast palatial estates guarded by fortresslike walls and private armies of bodyguards.



the tarvan waste

Alignment: Chaotic evil.
Status: Not available for PCs.

Province	Law	Temples	Guilds	Sources
Aghedir (0/5)	—	—	—	—
Dirche (0/5)	—	—	—	—
el-Kesir (1/4)	RU (1)	RHA (1)	ZMG (1)	Bar (3)
Mesel (0/5)	—	—	—	—
Rafr (1/4)	RU (0)	RHA (1)	ZMG (1)	Bar (4)
Ras Bedra (0/7)	—	—	—	AR (7)
Ras Ghineb (1/6)	SA (1)	SA (1)	—	Bed (6)
el-Sefra (1/4)	RU (1)	RHA (1)	ZMG (1)	Bar (3)
The Stone Field (0/5)	SA (0)	SA (0)	—	Bar (2)
Tawir (0/5)	—	—	—	Bar (2)
Timbédrif (1/4)	RU (1)	RHA (1)	—	—
Ziguin (0/5)	—	—	—	—

Abbreviations: RU=Rashid min Uighera (eastern Tarvan Waste); RHA=Raging Heart of Avani (Teira min Uighera); ZMG=Zhaïnge Merchant Guild (Aswan bin Serhouf); Bar=Barouya; AR=Adara bint Reshoud; SA=Stone Axes (Ghuydaka); Bed=Bedoureg.

Provinces/Holdings: Rule of the Tarvan Waste remains contested among several chieftains and war leaders. Khinasi herdsmen and humanoid marauders live here.

- ♦ **Law:** A clan chief named Rashid min Uighera (*MKB*; R6; *Ba, tainted*, 11; *CG*), leader of the Uigher herdsmen, controls the eastern provinces of the Waste.
- ♦ **Temples:** The Uigher peoples follow the priestess Teira in worship of Avani.
- ♦ **Guilds:** The Zhaïnge Merchant Guild, based in Mesire, maintains some trading posts along the Zhaïnge River.

- ♦ **Sources:** Old Barouya controls much of the land's magic, but two Aftaneans hold sources in the Tarvanian Hills.

Regent: As noted above, the Uigher chieftain Rashid has some measure of control over

the river provinces, but most of the Tarvan Waste is held by whoever happens to have the most warriors there. For example, a powerful gnoll tribe called the Stone Axes controls a large part of the Tarvanian Hills. They follow a shaman called Ghuydaka (*FM*; Pr4, *gnoll pantheon*; *CE*) and claim Ras Ghineb and the Stone Field—plus parts of Rafr, where they raid back and forth with the Uighers. It's believed that Ghuydaka and his gnolls serve the Sphinx.

Several lesser herder clans and bandit groups contest the northern provinces. However, so few people live there that the area has never seen a battle larger than a skirmish. Once this region fell under the rule of the Kharneghui clan, a prosperous group of nomads from Seif el-Avarra in the old domain of Irbouda; however, the Sphinx subjugated the Kharneghuis many years ago.

Important NPCs: Teira min Uighera (*FKb*; Pr7, *Avani*; *Ba, tainted*, 9; *LE*) is Rashid's cousin and chief rival. This fiery priestess intends to lead the Uigher tribesmen into greatness. First, she will conquer the squabbling chieftains of Tawir, Mesel, and Dirche. Once she holds these lands, she plans to storm the Stone Axe strongholds and eradicate the gnoll tribe.

Many of the clan's younger warriors favor Teira's militant views, and Rashid often finds himself manipulated by the priestess. He doesn't realize the depth of her ambition—she intends to remove him by whatever means necessary if he hinders her plans.

Another important character is Barouya, the ancient wizard of the Uighers (*MKB*; W9; *Vo, tainted*, 7; *LG*). He avoids most of his tribal fellows, working to counter the influence of foreign wizards wanting to extend their domains into the Tarvan Waste. This quiet, mysterious figure comes and goes without a word.

Description: The Tarvan Waste contains some of Cerilia's least hospitable terrain. Its plains are a dry and lifeless wilderness of dust and stone, and water remains scarce everywhere, with the exception of provinces near the Zhaïnge. In the initial Basarji expansion, this region's obstacles pinned settlers to the coastal plains, allowing only the hardest to claim it.

Most Tarvan tribesmen spend at least part of their time raiding. Bandits range into Kozlovnyy and Aftane, as well as Brecht Rheulgard to the northwest. Needless to say, rival bands commonly feud with each other, also. The Tarvan Waste is a savage and unforgiving place in the best of times. In times of drought, it becomes a storm of raids and counter-raids.

Few bordering states have any imperial ambitions in the Tarvan Waste: The Red Kings and the Sphinx already govern enough empty steppe. The Vos of Kozlovnyy would like to expand across the Zhaïnge, but they know the Uighers will fight to stay independent.

zikala

Alignment: Lawful neutral.
Status: Recommended.

Province	Law	Temples	Guilds	Sources
Alhazir (2/3)	OTZ (1)	ZTA (1)	GCC (2)	OTZ (3)
Azáda (1/4)	OTZ (0)	ZTA (1)	GCC (1)	JZ (3)
				OTZ (0)
Deired (0/5)	—	—	—	JZ (1)
				OTZ (1)
el-Faríl (2/5)	ZTA (2)	ZTA (2)	ETT (2)	OTZ (3)
Ghada (1/4)	ZTA (1)	ZTA (1)	ETT (1)	OTZ (2)
Houran (0/5)	—	—	—	JZ (4)
Khoused (1/4)	OTZ (1)	ZTA (0)	ETT (1)	OTZ (3)
el-Tehara (2/3)	OTZ (2)	ZTA (2)	GCC (1)	JZ (2)
Tuared (0/5)	—	—	ETT (0)	JZ (2)
				OTZ (1)
Turin (5/0)	ZTA (3)*	ZTA (3)	ETT (2)*	—
Zikala (6/0)	OTZ (3)	TAn (2)	GCC (2)	OTZ (0)
	ZTA (2)			

* Indicates a holding fortified by a castle.

Abbreviations: OTZ=Omar ibn Tuarim el-Zisef (Zikala); ZTA=Zikalan Temple of Avani (Shandare); GCC=Gold Coast Coster (Omadi the Quick); JZ=Jayim el-Zisef; ETT=Extraordinary Traders of Turin (Yolanda Serif); TAn=Temple of the Ancients (Jasmina el-Mesir).

Provinces/Holdings: Zikala is traditionally ruled by mage-regents known as grand viziers.

- ◆ **Law:** The influential Zikalan Temple of Avani challenges the grand vizier's control.
- ◆ **Temples:** The only temple of note in the land is the Zikalan Temple of Avani.
- ◆ **Guilds:** The Gold Coast Coster is prevalent in eastern Zikala, but the west falls under the sway of the Extraordinary Traders of Turin, controlled by Yolanda Serif (*FKb; T2; Re, major, 20; N*).
- ◆ **Sources:** The grand vizier's nefarious uncle, Jayim el-Zisef, is a more powerful wizard than the ruler and holds many sources, too.

Regent: Today, Omar ibn Tuarim el-Zisef (*MKb; W4; An, major, 36; CG*) rules as Grand Vizier of Zikala. In the past, the realm's most powerful wizard always took the throne, but once the Zisef family rose to power, they never relinquished control. Omar, though a barely competent wizard, is an intelligent young man who often leaves affairs of state to lieutenants so he can pursue his study of true magic.

Some consider el-Zisef, so reliant on his advisers, a mere puppet for his court. Whatever the truth, it is widely known that the grand vizier relies mostly on the counsel of the Zikalan Temple of Avani.

In addition to the priest Nuri min Houran (*MKb; Pr3, Avani; LN*), representing the Exalted High Priestess Shandare of the Zikalan Temple, the regent also seeks advice from General Khasan el-Zisef. The two often give the grand vizier conflicting advice.

Important NPCs: The Exalted High Priestess Shandare (*FKb; Pr9, Avani; Ba, major, 39; LN*) wields great power throughout Zikala. In fact, she has a tighter grip on the city of Turin than the regent himself. Shandare, a stout matron of middle years, has a commanding manner and quick temper. This zealot has devoted herself to making Zikala a theocracy following Avani.

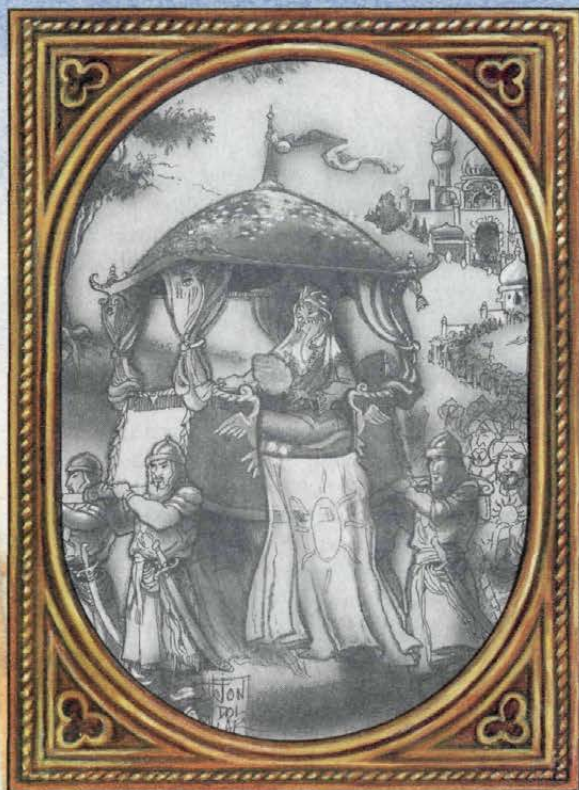
The dangerous, scheming Prince Jayim el-Zisef (*MKb; W11; Vo, major, 26; NE*) plans to depose the "weak" Omar to return the Zisef family to its former glory. (Truth to tell, Jayim might hold the regent's title today, if not for his shameful loss of sayim; popular rumor claims he hastened his father's death to get his inheritance early.) But General Khasan el-Zisef remains doggedly devoted to the current grand vizier, despite the fact that the prince is a better wizard and more charismatic leader. Jayim's latest plot would remove both the general and priestess from his path to power.

Description: Zikala and Turin were Masetian cities long ago, but few original structures remain—both were destroyed in ancient wars and later rebuilt. The cities look like typical Khinasi seaports, though it doesn't take a visitor long to realize who controls Turin: The priestess's soldiers templar are everywhere.

The northern steppes of Zikala seem desolate and generally uninhabited. Because the Sphinx's minions frequently hunt this area, most homesteading efforts have ended in disaster. General el-Zisef is building a system of watchtowers and fortified oases to base troops here permanently but has only just begun the project. It's said that the Sphinx feels very unhappy with the general's efforts.

The state remains on decent terms with both Ariya and Aftane, but sees trouble brewing with Binsada; the western state uses the Moura River to ship livestock downriver from its city of Andujar, but Turin taxes Binsadan vessels heavily to drive up prices. Some say Zikala maintains a treaty with the Harpy. The regent also is keeping his eye on the aggressive Shandare of the Zikalan Temple.





other domains

The states appearing on political maps aren't the only domains to reckon with in the Plains. This region is home to major religions, unions of merchants, and mages controlling the power of the land. This section describes the domains of one priest, thief, and wizard; use them as archetypes to help you detail the domains of similar NPCs mentioned here only briefly.

temples

The Zikalan Temple of Avani is the strongest church in the Plains States, though Nasri's worship through the Temple of the Ancients is farther reaching—for now.

the zikalan temple of avani

Alignment: Lawful neutral.

Status: Recommended.

Summary: This ancient temple, well established in Zikala, is expanding into neighboring realms under the rule of its ambitious high priestess.

Holding	Level	Province/Ratings	Domain/Ruler
Temple	2	Andujar (3/2)	Binsada/el-Reshid
Temple	1	Moura (3/2)	Binsada/el-Reshid
Temple	1	Alhazir (2/3)	Zikala/el-Zisef
Temple	1	Azáda (1/4)	Zikala/el-Zisef
Temple	2	el-Faril (2/5)	Zikala/el-Zisef
Law	2	el-Faril (2/5)	Zikala/el-Zisef
Temple	1	Ghada (1/4)	Zikala/el-Zisef
Law	1	Ghada (1/4)	Zikala/el-Zisef
Temple	2	el-Tehara (2/3)	Zikala/el-Zisef
Temple	3	Turin (5/0)	Zikala/el-Zisef
Law	3*	Turin (5/0)	Zikala/el-Zisef
Temple	4	Zikala (6/0)	Zikala/el-Zisef
Law	2	Zikala (6/0)	Zikala/el-Zisef

* Indicates a holding fortified by a castle.

Regency Generated/Accumulated: 21/44 RP.

Treasury: 12 GB. The temple normally collects about 13 GB per domain turn.

Regent: Exalted High Priestess Shandare (*FKb; Pr9, Avani; Ba, major, 39; LN*) heads the temple. This charismatic, middle-aged woman's matronly appearance belies her commanding manner. Her blooded tamounzada parents placed her highly in the temple at a young age.

Shandare wishes to see the worship of Avani under one unified temple—with herself at the head, of course. She harbors great resentment toward any other sect of Avani and will go to extreme lengths to accomplish her goals; these days she's plotting a secret alliance between Aftane and Zikala to crush Ariya between them.

Description: The temple has two centers of power: the Great Hall in the city-state of Zikala (the traditional capital of the faith) and the Sunrise Temple in Turin. The Sunrise Temple served as the center of Shandare's power before she rose to her current position, and she still maintains a palace and court there. The temple's formidable Legion of the Blessed Warriors of the Sun consists of:

- ◆ 4 units of Khinasi spearmen
- ◆ 2 units of Khinasi medium cavalry

Other temples in the Plains (including their total holdings in each domain):

◆ Ariyan Temple of Avani (Gerad ibn Farid el-Arrasi)	Ariya (9)
◆ Binsadan Temple of Leira (Haswan Mandil)	Binsada (13) Sendoure (7)
◆ Chosen of Khirdai (Talif Herad)	Aftane (13) Ariya (1)
◆ Raging Heart of Avani (Teira min Uighera)	Tarvan Waste (4)
◆ Sera's Blessing (Everard von Schleiss)	Sendoure (1)
◆ Stone Axes (Ghuydaka)	Tarvan Waste (1)
◆ Temple of the Ancients* (Jasmina el-Mesir)	Aftane (5) Ariya (3) Zikala (2)
◆ Unbrausen Temple of Kirche (Ilse Rheiter)	Sendoure (2)

* Also in the Zhaänge Valley.

guilds

The trade picture in the Plains States is not always a pretty one. Honorable guilds such as the Gold Coast Coster and Zhaïnge Merchant Guild often find their business contained by the underhanded Brotherhood of Khet and Ghoudaïa Coster.

the gold coast coster

Alignment: Neutral good.

Status: Recommended.

Summary: The Gold Coast Coster manages southern coast holdings from Ariya.

Holding	Level	Province/Ratings	Domain/Ruler
Guild	3	Ariya (7/0)	Ariya/el-Arrasi
Guild	1	Azédas (1/4)	Ariya/el-Arrasi
Guild	2	Kfeira (3/4)	Ariya/el-Arrasi
Guild	1	Kouzir (2/3)	Ariya/el-Arrasi
Guild	2	Alhazir (2/3)	Zikala/el-Zisef
Guild	1	Azáda (1/4)	Zikala/el-Zisef
Guild	1	el-Tehara (2/3)	Zikala/el-Zisef
Guild	2	Zikala (6/0)	Zikala/el-Zisef

Regency Generated/Accumulated: 8/10 RP.

Treasury: 8 GB. The Gold Coast Coster typically collects 9 GB per turn.

Regent: The coster is run by an Ariyan merchant named Omadi the Quick (*MKh; T6; An, minor, 8; NG*), a self-made man who grew up as a guttersnipe in the beggar's quarter. Having lived in great poverty, he does what he can to aid those in need.

Description: The Gold Coast Coster buys local valuables and livestock for sale to foreign merchants. Omadi doesn't own a single ship; his customers come to him, knowing he can save them the trouble of dealing with dozens of individuals.

Other guilds of the Plains States (including their total holdings in each domain):

◆ Brotherhood of Khet (Turiye min Saida)	Aftane (10)
◆ Extraordinary Traders of Turin (Yolanda Serif)	Ariya (6)
◆ Ghoudaïa Coster (Helmut Gruber)	Binsada (4)
◆ Regent of Ariya (Gerad ibn Farid el-Arrasi)	Zikala (6)
◆ Saere Consortium (Delia of Coerany)	Sendoure (10)
◆ The Sphinx (The khourseti alif)	The Sphinx (1)
◆ Zhaïnge Merchant Guild* (Aswan bin Serhouf)	Ariya (1)
	Binsada (8)
	The Sphinx (6)
	Aftane (6)
	Tarvan Waste (3)

* Also in the Zhaïnge Valley.

sources

The Plains States' nine active wizards create a diverse wealth of magical activity in this region of Khinasi.

adara bint reshoud

Alignment: Lawful neutral.

Status: Recommended.

Summary: Adara bint Reshoud (*FKb; W8; Vo, major, 22; LN*) is a powerful and subtle mage from the city-state of Shoufal in Aftane.

Holding	Level	Province/Ratings	Domain/Ruler
Source	3	Dourat (0/5)	Aftane/Red Kings
Source	3	Jeifel (1/4)	Aftane/Red Kings
Source	2	Seidre (1/5)	Aftane/Red Kings
Source	0	Shoufal (5/0)	Aftane/Red Kings
Source	4	Meid Tarvai (1/4)	The Sphinx/Sphinx
Source	7	Ras Bedra (0/7)	Tarvan Waste/Uighera

Regency Generated/Accumulated: 19/30 RP.

Treasury: 2 GB. Adara must use her personal wealth to fund many domain actions.

Regent: Born 50 years ago, Adara bint Reshoud grew up in a privileged ajazada family. This intelligent and persistent girl became fascinated by magic and eagerly learned all she could. She adventured throughout Cerilia before returning to Shoufal.

Description: Adara learned elven lore in Siellaghriod in Anuire. On returning to Shoufal, she used her knowledge of standing stones and the land's power to create a network of ley lines centered on her tower. Adapting the elven sorcery to the barren Tarvan Waste took years of effort, but she has discovered this arid terrain's unique power.

Other wizards of the Plains (including their total holdings in each domain):

◆ Barouya	Tarvan Waste (14)
◆ Bedoureg	Aftane (12)
	Tarvan Waste (6)
	Sendoure (11)
◆ Emir of Sendoure (Beysim ibn Faroud el-Duatim)	
◆ Jayim el-Zisef	Zikala (12)
◆ Grand Vizier of Zikala (Omar ibn Tuarim el-Zisef)	Zikala (13)
◆ Court Mage of Ariya (Rahil the Falcon)	Aftane (5)
◆ The Red Witch (Corazón bint Rilni)	Ariya (16)
◆ The Sphinx	Binsada (24)
	The Sphinx (28)

"Then, amid the white snows and barren peaks, I spied great gray ramparts and gleaming golden domes—the city of Medeci, fortress of Medec and guardian of the north. Her walls rose tall and strong, and her towers soared into the sky like white swans taking wing. At that moment I thought, 'Surely, this is the strongest and most beautiful city raised by man. It shall never fall.'

"How could I have known that one year later, when I stood in the same spot and gazed upon Medeci's walls again, the city would be nothing more than a smoking ruin? Yet it came to pass, and the uncouth Vos put all of Medeci's proud knights and beautiful ladies to the sword. I wept at the sight of her shattered walls."

—Shamal ibn Nari, in *Travels of a Pilgrim*

Between the western plains and the mountains and forests of the east lies the great valley of the Zhaïnge, the mightiest river of Khinasi. It descends from snowbound High Vosgaard, winding along the foothills of the Rhuannadaraight and Docandragh forests through a rich land of gentle hills and fair wooded glades. The cold, swift stream of the Zhaïnge serves as a road from the heart of Cerilia into the warm southern seas. Traders and travelers know it well.

Once these lands were densely populated, and many bright and strong realms lay along the valley. At the height of Khinasi power, about 600 years ago, the Zhaïnge was home to five powerful kingdoms: Aftane, Sefra, Mesire, Medec, and Djira. Of these, only Aftane and Mesire still stand.

Sefra was the first to fall. Torn apart by civil war, it proved easy prey for an army of Vos raiders, who took the city unawares after circling the elven wood called Innishiere. The Vos put thousands to the sword and took as many back to Vosgaard as slaves. Thus, the Sefrans vanished into history. Today, the nomads of the Tarvan Waste camp in the old city's ruins.

For a millennium, the great northern city of Medeci stood as a bulwark against the Vos, keeping the barbarians north of the Zhaïnge. The realm weathered invasion after invasion, but 330 years ago the savages slew the last sultan and took Medeci. The rest of the state of Medec fell quickly, and the conquering Vos occupied the land. The domain, now

called Kozlovnyy, takes as its capital the Vos city of Aziev, which stands on the ruins of bright Medeci.

Djira was conquered by a Djafran-Aftanean alliance more than a century ago. However, the allies fought over who would control the subjugated kingdom, provoking decades of bitter warfare and an eventual takeover by the fierce bands of gnolls of the Black Spear Tribes. The Basilisk, roaming parts of the war-torn state for some 200 years, had already reduced Djira to a mere shell of a realm.

Now, the Zhaïnge Valley is a region slipping back into anarchy. Each year, more fields go untended, and more homesteads lay abandoned. The wild lands have become unsafe for travelers. Aftane has turned its attention west, giving up the dream of restoring order, and Mesire has its hands full fighting off the

part II: the zhaïnge valley

gnolls of the Black Spear Tribes and the ambitious rulers of Djafra. In the north, the Vos of Kozlovnyy, strongly influenced by their contact with the Khinasi, are creating a strong and vital young state. Even though darkness has fallen over much of this region, hope remains for peace and prosperity.

innishiere

The strongest elven realm in Khinasi is the forest kingdom of Innishiere, along the Zhaïnge just north of the Tarvan Waste. Innishiere's elves have resisted all human encroachment fiercely since the days of the Masetians. In ancient times, they fought bitter wars against the human warriors of Sefra and Medeci. Now, for decades, none of the neighboring realms have had any contact with the elves. Some people say that a great evil has overtaken the forest, stilling the elven harps forever. Others say the elves remain, watching and waiting. Whatever the truth, it's well known that those who enter the forest never return. Traders avoid taking vessels down the Zhaïnge where it passes through Innishiere.

mesire, the direwood

Alignment: Neutral good.
Status: Recommended.

Province	Law	Temples	Guilds	Sources
Mesire (5/0)	YRM (3)* Red (1)	TAn (4) FDA (1)	ZMG (5)	YRM (0)
Namal (3/2)	YRM (2)	TAn (2)	—	YRM (2)

* Indicates a holding fortified by a castle.

Abbreviations: YRM=Yousef ibn Reghîl el-Mesir (Mesire); TAn=Temple of the Ancients (Jasmina el-Mesir); ZMG=Zhaïnge Merchant Guild (Aswan bin Serhouf); Red=Red Kings (Aftane); FDA=Fiery Dawn of Avani (Jihal el-Arrat).

Provinces/Holdings: The domain of Mesire includes only two provinces, one of which contains the city-state of Mesire. The emir, a skilled mage, controls sources in his own state and in the wild Direwood and Black Spear Tribe land to the north as well.

- ♦ **Law:** The emir maintains a strong hold on Mesire itself, but agents loyal to the Red King of Adaba in Aftane across the Zhaïnge always work to weaken his rule. The folk of Namal remain very loyal to their emir, since royal soldiers frequently defend them from humanoid raids.
- ♦ **Temples:** As home to the Great Citadel of the Temple of the Ancients, Mesire endorses the widespread worship of the sea goddess Nasri under the guidance of Matriarch Jasmina el-Mesir (*FKb; Pr7, Nasri; Br, minor, 17; NG*). The Fiery Dawn of Avani, popular in Djafra to the east, has a smaller following.
- ♦ **Guilds:** The powerful Zhaïnge Merchant Guild centers its operations in the city-state of Mesire. Under the leadership of Aswan bin Serhouf (*MKb; T5; Br, minor, 15; NG*) it completely dominates the area's trade.
- ♦ **Sources:** As noted above, the Emir of Mesire controls the state's magic.

Regency Generated/Accumulated: 26/40 RP.

Treasury: Mesire's treasury has been depleted to a mere 4 GB by the state's army. Typically, the realm generates 8 GB per domain turn.

Army: The emir frequently uses his sorcery or personal wealth to maintain the state's armed forces:

- ♦ 2 units of Khinasi archers
- ♦ 1 unit of Khinasi medium cavalry

Navy: 2 zebecs, 3 dhours

Regent: The wizard Yousef ibn Reghîl el-Mesir (*MKb; W8; Br, major, 26; CG*) rules Mesire, as his family has since the city-state's founding; the ancient prince Faroud el-Mesir was one of the heroes of Deismaar. The tall, thin regent has a hatchetlike face and a piercing gaze; the old man rarely smiles and has never been known to laugh. He lost his beloved wife Iselda to a cult's assassin nine years ago and has dedicated himself to a secret war against the Brotherhood of Khet ever since.

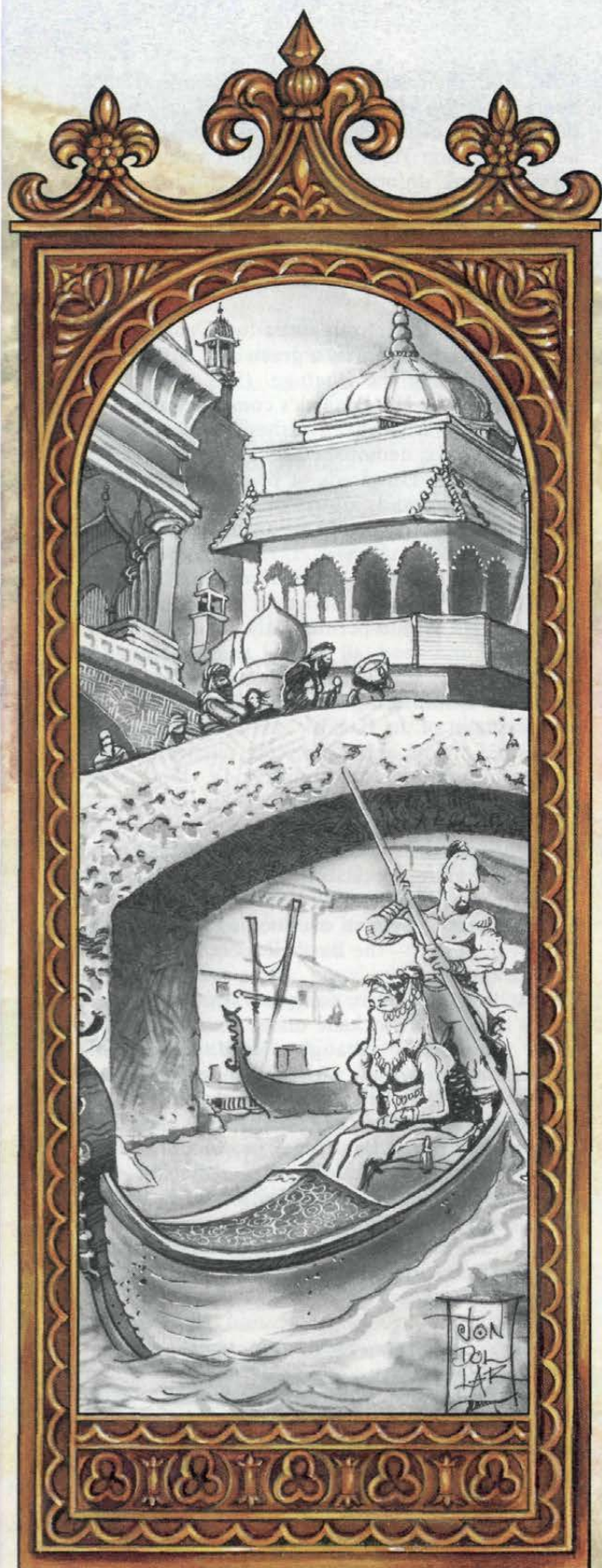
- ♦ **Lieutenants:** The emir leaves much routine government business to his secretary of police, Karida bint Deila (*FKb; T4; LN*). This young, attractive woman projects a brisk and efficient manner. El-Mesir originally appointed her as a political favor to her ajazada family, but her keen intelligence and ability have made her indispensable.

The emir also places a great deal of trust in his nephew, Adan el-Mesir (*MKb; F5; Br, tainted, 9; LG*), the high captain of Mesire's army. Adan spends a great deal of time in the field with his troops, defending Mesire's borders against the evil humanoids who threaten the city.

Important NPCs: Recently, a huge, blond free-booter named Olaf Sturviksson (*MRj; F7; Re, minor, 11; CN*) showed up in Mesire to find adventure. Trouble seems to follow the northman everywhere he goes: Since arriving, he's gotten himself involved in five brawls, two duels, a burglary, and a small riot. This simple fellow, in search of glory and fortune, doesn't know that the amulet he carries as his "lucky charm" is a magical item the Serpent has ordered his agents to recover at any cost.

Description: Mesire, a green and fair country, boasts plentiful rainfall in winter and spring and sunshine year-round. Locals plant the plains surrounding the city with cane, rice, and orchards. It's a sad comment on the state of affairs in Cerilia that these friendly and hospitable people are coming to value a sword more than a song, and the emir's troops vigorously patrol the countryside even in sight of Mesire's walls.

- ♦ **Capital:** Overlooking the mouth of the Zhaïnge, Mesire is a city of meandering canals and fragrant orchards. Its walls seem old and in need of repair. The strongest fortress in the land is the Azeda el-Bahire: the White Rock, which sits on an island in the Zhaïnge.



The Mesir family rules from the ancient Palace of Brilliant Stars in a canal-circled islet in the city's center. This opulent palace, considered one of the most beautiful buildings in Khinasi, attracts diplomats from all neighboring states to its shining halls.

♦ **Trade goods:** Like the other states of the southern Sun Coast, Mesire imports timber, ores, and other unfinished materials. In this center of Zhaïnge commerce, merchants along Mesire's docks trade northern timber and furs for silk, spice, and steel.

Allies: The Mesirs and the Arrasis of Ariya have been friends for centuries. Mesire tries to maintain a cool neutrality toward the Red Kings of Aftane, but the instability of that realm drives Mesire ever closer to the lord of Ariya.

Enemies: Mesire finds itself harassed constantly by Black Spear raiders. Hundreds of Mesirean soldiers die on the northern marches every year, and there's no sign of relief in sight. The ambitious ajazada of Djafra to the east constitute another threat—they wish to see their standard flying along the banks of the Zhaïnge.

the direwood

Northeast of Mesire lies the wild forest known as the Direwood, a place of lurking evil and quick death. The wood has had a bad name since the elves ruled Cerilia, but in the last century its reputation has grown much worse.

Some speculate that a wizard of fallen Djira summoned a fiend to fight off the Djafra armies invading his home some hundred years past, then lost control of the creature. After slaying its master, it stormed the wood and made its lair there, bending the trolls and fell woodland creatures to its will. In any case, today all know that some malign entity rules the Direwood.

the basilisk

Alignment: Neutral evil.

Status: Not available for PCs.

Province	Law	Temples	Guilds	Sources
el-Besr (1/0)	—	—	DB (1)	—
Broken Hills (1/0)	ZG (1)	—	ZG (1)	—
Brokendale (0/0)	—	—	—	—

Abbreviations: DB=the Darkblades (Kalilah Sun-Eyes); ZG=the Zhaïnge Giants (Chaugh).

Provinces/Holdings: Only the most desperate humanoids and outlaws inhabit the Basilisk's poisoned land. The awnshegh dwells in Brokendale but roams the other provinces, too.

- ◆ **Law:** Few regents could ever bring much order to this near lawless territory.
- ◆ **Temples:** None.
- ◆ **Guilds:** The outlaw band called the Darkblades and the giants of the Zhaïnge Valley protect their interests.
- ◆ **Sources:** The presence of the inherently noxious Basilisk has corrupted the natural flow of magic; this dead terrain can't power realm spells.

Regent: The bestial Basilisk (MAw; W16; Az, major, 48; NE) may not hold law in its blasted domain, but it remains the uncontested ruler through fear alone.

Cerilians know little of this abomination. Varied rumors attempt to explain its origin; most draw a connection between the creature and Malik el-Badr, the sorcerer who last ruled the area, when people still considered it part of Djira. Whether the Basilisk is his creation, a horror he called from the nether regions, or even the prince himself, no one can say.

Locals describe the Basilisk as a man-sized creature with rusty iron scales. One can detect its caustic reek miles away; its stench lingers for weeks. The creature can slay with a glance, and tales claim its venom destroys anything it touches. The Basilisk has no followers.

Important NPCs: A band of outlaws known as the Darkblades has established a lair in el-Besr. Unlike the other brigands and raiders scattered through the Basilisk's domain, the Darkblades are

exiles from their native Aftane. Their leader, Kalilah Sun-Eyes (FKh; M8; Br, minor, 15; CG), calls herself the daughter of the deposed sultan of Aftane and heir to the Lion Throne. This skilled magician possesses a hard, unforgiving manner and has guided her band well since they arrived in their new hide-out. So far, the Basilisk hasn't troubled them; many Darkblades wonder whether their leader's enchantments have charmed the monster.

Description: Once this area was part of the Khinasi domain of Djira, a green and fair range of hills overlooking the Zhaïnge. (See page 31 for more on Djira.) The Basilisk's coming changed the land forever. Whenthe awnshegh appeared four centuries ago, it demolished the towns and palaces of the Djirans. Hundreds of people died from its poisonous gaze and, after several failed attempts to kill the creature, nearly all residents abandoned the region.

Now the Basilisk's domain remains a scarred wasteland. The beast's innate toxicity has fouled great parcels of land permanently; the foliage looks blackened and dead, all normal animals have fled, and the springs flow with deadly poison. Visitors to the realm should bring food and water, as even the smallest taint of the Basilisk can kill in moments.

Ruined towns and crumbling castles lie scattered throughout the countryside, long abandoned. Brazen looters from surrounding states have picked many of these ruins clean, though many never made it out of the awnshegh's realm with their riches. Locals whisper of treasure vaults resting untouched beneath the ruins of the Golden Horn, a great fortress overlooking the Zhaïnge. However, beware—the Basilisk spends a great deal of time there.

The Broken Hills are home to a strong clan of hill giants living in a stockade under the leadership of their chieftain, Chaugh (MM; F2; CE). Occasionally they trade with adventurous river merchants who call on them, exchanging their livestock for various tools or trinkets. They've also been known to raid southern Kozlov provinces.

For years, the Basilisk has repeatedly stolen and devoured the giants' cattle and sheep, and several of the tribe's youths have died trying to slay the beast. Now, when they catch wind of the Basilisk, the giants simply drive their herds into the stockade and wait.

black spear tribes,

djira

Alignment: Chaotic evil.

Status: Not available for PCs.

Province	Law	Temples	Guilds	Sources
Alarin (2/3)	Sh (2)	—	Grd (0)	Sh (3)
Darkgate (2/7)	Sh (2)	—	Grd (1)	YRM (5)
Djira (2/5)	GZT (0)	—	—	YRM (5)
Homellin (1/4)	Sh (1)	—	—	—
Meid Assada (1/6)	GZT (0)	—	—	YRM (3)
el-Qadr (2/3)	GZT (1)	—	Grd (1)	Sh (2)
Ras Assad (0/7)	GZT (0)	—	—	YRM (5)
Ras Ghul (4/5)	Sh (4)*	—	Grd (2)	Sh (4)
Seiria (1/4)	Sh (1)	—	—	Sh (3)

* Indicates a holding fortified by a castle.

Abbreviations: Sh=el-Sheighül (Black Spear Tribes); Grd=Gradny Coster (Halimah el-Nasib); YRM=Yousef ibn Reghül el-Mesir (Mesire); GZT=Garak zul Turbun.

Provinces/Holdings: The Black Spear Tribes, a nation of gnolls, roam the ruins of Djira. They follow the warlord el-Sheighül, Lord of Ghouls.

- ◆ **Law:** From his dark citadel of Ras Ghul, el-Sheighül maintains an iron grip on the tribes near his center of power.
- ◆ **Temples:** The gnolls' worship of their pantheon remains too unorganized to support temple holdings.
- ◆ **Guilds:** The Gradny Coster of Kozlovnyy maintains covert contact with el-Sheighül, but no one else has had much mercantile success here.
- ◆ **Sources:** El-Sheighül, a powerful sorcerer, quickly corrupted the lands around his citadel, but Yousef el-Mesir of Mesire still controls sources of the southern hills.

Regent: El-Sheighül (*MKB*; *W19*; *unknown bloodline*; *LE*) is believed to be an evil human sorcerer of exceptional skill—at least, that's how most of his neighbors treat him.

Unfortunately, el-Sheighül poses far more of a threat than most Khinasi know. He is one of the Lost: ancient undead sorcerer lords of surpassing strength who stood by Azrai's side in the centuries before Deismaar. El-Sheighül conceals his true nature for now, while pursuing his secret designs.

Though el-Sheighül claims the entire Black Spear region as his domain (calling it *Khinad-ghül*, the land of the ghou), his bond with the Shadow World hinders him. He can appear only briefly on this side of the shadows, which limits his

powers and options as a ruler. (Typically, he can take only one action per domain turn.) He also finds his hands tied by his own agents—the savage, chaotic gnolls of the Black Spear. El-Sheighül has spent more time forcing the gnolls to get along with each other than he has in using them to launch any serious offensives.

Important NPCs: Garak zul Turbun (*MM*; *F9*; *Az, minor*; *12*; *CE*), Great Yhan and chieftain of the Black Spear Tribes, actually believes himself the ruler of these provinces. Of course, he's merely a puppet for el-Sheighül and always ends up doing as the sorcerer wishes. As a vassal of el-Sheighül, Turbun holds the southern provinces in the overlord's name and donates all his regency to the ghou lord.

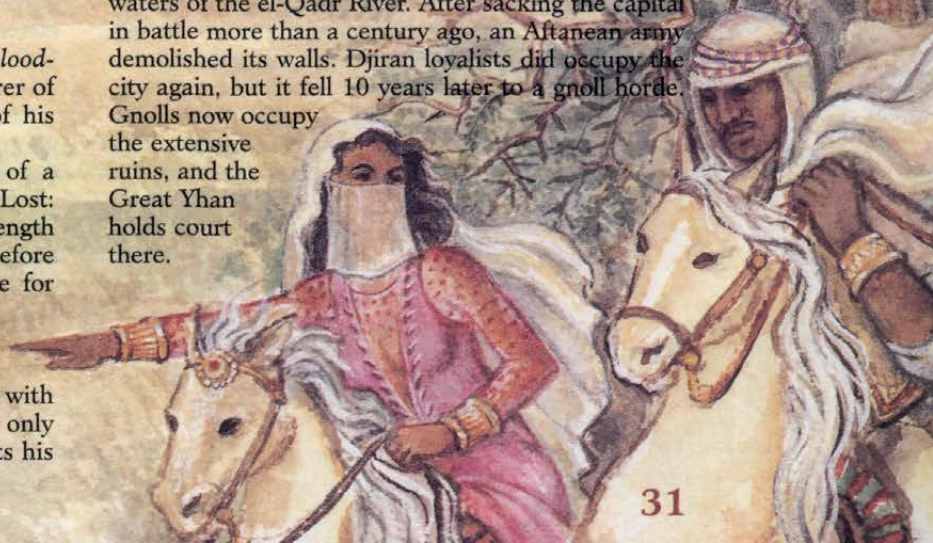
Description: The first of the Black Spear Tribes came to this area more than 100 years ago as marauders and scouts for the armies of Aftane. With fire and sword, they laid waste to what was left of the state of Djira after the Basilisk's rampages. Other gnoll bands followed the rumors of loot to join their kinsmen. During most of the last century, Djira has been occupied by bands of looters, garrisons of Aftanean and Djafran troops, and Djiran loyalists still hoping to free their land.

About 20 years ago, the gnolls organized and drove the garrisons out of "their" realm. In this effort, Khinasi saw the first influence of el-Sheighül, who used his sorcery to fuse the feuding bands into a single army. Under his direction, the gnolls also have attacked Mesire and Djafra. However, the mage's need to return to the Shadow World prevents him from exploiting these victories; the moment he leaves Cerilia, the gnolls renew their squabbles.

El-Sheighül took as his fortress the sinister castle Ras Ghul, built on a barren hilltop. Some orog warriors serve the wizard there, but never range far. As Ras Ghul's reputation as a place of evil grows, so does neighbors' fear of the ghou lord's power.

djira

The ruins of the great city of Djira lie near the headwaters of the el-Qadr River. After sacking the capital in battle more than a century ago, an Aftanean army demolished its walls. Djiran loyalists did occupy the city again, but it fell 10 years later to a gnoll horde. Gnolls now occupy the extensive ruins, and the Great Yhan holds court there.



innishiere

Alignment: Chaotic neutral.
Status: Recommended (elf domain).

Province	Law	Temples	Guilds	Sources
Adwyth Tallagh (5/4)	Rhy (3)*	—	Rhy (2)*	Nio(4)
Cwmb Daghra (1/6)	—	—	Rhy (0)	Nio(5)
Cwmb Mawr (2/5)	—	—	Rhy (1)	Nio(3)
			Ail (1)	
Darkhollow (0/7)	—	—	—	Nio(4)
				Fin (2)
Maghabhie (1/6)	—	—	Rhy (0)	Fin (4)
North Deeps (1/6)	—	—	—	Ail (3)
				Fin (2)
Slieve Siona (2/5)	—	—	Rhy (2)	Ail (4)
South Deeps (1/6)	—	—	Rhy (1)	Ail (4)
				Nio (2)

* Indicates a holding fortified by a castle.

Abbreviations: Rhy=Rhynnwyl (Innishiere); Nio=Niobhe; Ail=Ailein; Fin=Fin.

Provinces/Holdings: A strong nation of elves holds the forest of Innishiere on the Zhainge's west branch, defending their homeland by stealth and ambush. They suffer no intruders to live once they set foot in the shadow of the woods.

- ◆ **Law:** The ruler of Innishiere's elves is the faerie King Rhynnwyl (*rin*-NOOD). As elven nature does not embrace an apparatus of government, Rhynnwyl controls a law holding only in his court province. His people still follow his orders without hesitation.
- ◆ **Temples:** None.
- ◆ **Guilds:** Rhynnwyl's guild holdings represent contact with treants, rangers, and other woodland defenders. They provide him no income—these elves care little for business.
- ◆ **Sources:** Several elf mages loyal to Rhynnwyl share Innishiere's sources. The most powerful of these is the king's sister, Princess Niobhe.

Regent: The forest knight Rhynnwyl (*ME*; R13; *Re*, major, 29; *CN*) possesses a mercurial temperament. Though capable of great compassion and courtesy, he is also cursed with a warrior's temper—he grows enraged at even inadvertent remarks.

This tall, powerfully built elf has eyes that flash like fire when he's angry; he tends to behave much more physically and directly than many of his kind. Some of his subjects, whispering, call his behavior

"almost human"—a comment that would send Rhynnwyl into a towering rage.

This knight inherited rule from his father Rhuobhan, a Deismaar veteran who died 600 years ago defending the wood from the Vos.

Important NPCs: The princess Niobhe (*FE*; W11; *Re*, major, 21; *CG*) serves as the power behind Rhynnwyl's throne. She often intervenes to calm her brother when his temper gets the better of him, and she counsels him with patience and compassion. By Rhynnwyl's law, any human who sets foot in the forest must be slain, but Niobhe has persuaded him to bend that rule from time to time.

The princess wields respected powers of sorcery: Her spells often prove the elven realm's first line of defense against invasion. She has perfected a modified version of the *warding* realm spell, which confuses intruders by creating trackless paths in the forest's borders without affecting any of the native creatures, including elves. With the help of other elf mages, including Finn (*ME*; W4; *Vo*, minor, 12; *N*) and Ailein (*FE*; W5; *Br*, tainted, 5; *N*), she wards the entire domain this way.

Description: The forest of Innishiere may be the most breathtaking in all Cerilia. It is home to the great *tallaghbhan* (*tab*-LAY-van) trees, with silver birchlike trunks and leaves of green and gold. Little underbrush grows in the forest, so from a mile or two away, the wood becomes a white-pillared cathedral of warm, green light.

Elves have lived in this wood for many thousands of years—in fact, Innishiere numbers among the oldest domains in Cerilia. Deep in the green hills of the forest's heart hides a strong elven keep of gleaming stone and glass—one of the few remaining elven cities predating mankind's invasion of Cerilia. This is the city of Adwyth Tallagh (*a-dooth tab*-LAY), the capital of Innishiere. Three-quarters of the realm's inhabitants call this fortress home, although it's not unusual for about half of them to be wandering the forest at any given time.

King Rhynnwyl's court includes more than 100 elf knights, whose steeds have the enchanted power of flight. The king and his knights often patrol the forest's borders (and the skies above) in search of encroaching evil, although they never show themselves outside Innishiere. The king declared this restriction decades ago on the advice of his sister to avoid strife between elves and their human neighbors.

kozlovnyy

Alignment: Chaotic good.

Status: Recommended.

Province	Law	Temples	Guilds	Sources
Aziev (4/3)	VN (2)	TM (4)	NTG (3)*	Swa (2)
Dansk (1/6)	—	TM (1)	NTG (1)	Swa (2)
Dwarf's Deeping (1/5)	—	FDA (1)	Grd (1)	—
Dzernin (2/5)	VN (1)	FDA (1)	Grd (1)	—
Forestmarch (2/3)	VN (1)	TM (2)	Grd (2)	Swa (1)
Gradny (4/3)	VN (2)	TM (2)	Grd (3)*	—
Highvale (2/5)	VN (1)	FDA (2)	Grd (1)	—
Movorsk (0/7)	—	—	—	—
Novgorik (2/3)	VN (1)	FDA (2)	Grd (2)	—
Ras Medecin (1/6)	—	FDA (1)	NTG (1)	—
Sovradaloy (2/5)	VN (1)	TM (2)	NTG (2)	Swa (2)
The Swanwood (0/7)	—	—	—	Swa (7)
Tarvonny (1/4)	—	TM (1)	Grd (1)	Swa (1)
Tsongya Vale (3/2)	VN (1)	TM (3)	NTG (3)	Swa (1)

* Indicates a holding fortified by a castle.

Abbreviations: VN=Vladimir Nikailov (Kozlovnyy); TM=Temple of Might (Chernevik); NTG=Northern Traders Guild (Sacha Kaptrev); Swa=the Swan Mage (Marya Nivernny); FDA=Fiery Dawn of Avani (Jihel el-Arrat); Grd=Gradny Coster (Halimah el-Nasib).

Provinces/Holdings: Once the Khinasi state of Medec, this realm was overrun by Vos invaders more than three centuries ago. However, many Khinasi customs and laws survived the conquest and have influenced the Vos who now rule.

- ◆ **Law:** The baron rules with an easy hand, despite having only minimal law holdings; his boyars, or lesser nobles, administer their own lands. Vos society traditionally places great value on the individual's right to act if wronged, so feuds and duels remain common despite the baron's efforts to outlaw them.
- ◆ **Temples:** The bitter rivalry between the outlawed Temple of Might (the faithful of Belinik and Kriesha, traditional gods of the Vos) and the worship of Avani divides the Vos nobles and freesteaders from the Khinasi townsfolk in Kozlovnyy and could lead to bloodshed.
- ◆ **Guilds:** Nowhere in Kozlovnyy can one see the Khinasi influence better than in economic matters. The Northern Traders Guild and the Gradny Coster carefully maneuver to dominate the kingdom's abundant resources.
- ◆ **Sources:** The baron has forbidden the practice of wizardry, but the powerful Swan Mage (FV; W16; Vo, major, 27; LG) controls several sources surrounding the enchanted Swanwood.

Regent: The brash young baron, Vladimir Nikailov (MV; F3; An, major, 27; CG) leads Kozlovnyy with strong opinions and a blunt manner—a combination that often makes him act before thinking. Despite this fault, the ruler genuinely cares about his subjects and is quickly gaining their loyalty and love. (He has ruled only a few years.) A towering, thick-muscled giant, Nikailov enjoys the reputation of being the strongest man in all of Kozlovnyy.

The baron is the descendant of Igor Nikailov, the Vos warlord who led the final battle against Medeci 328 years ago. Igor Nikailov always resented the evil influence of the priests of Belinik and Kriesha among his warriors, so he outlawed the worship of the two evil gods in his new state. Continuing the tradition, Vladimir Nikailov worships Avani and maneuvers against the outlaw High Priest Chernevik.

Important NPCs: Halimah el-Nasib (FKb; T5; Vo, minor, 12; N), perhaps the single most influential merchant of the domain, runs the Gradny Coster. This handsome woman in her early sixties has a light step and boundless energy. Her family lost almost everything they owned in the initial Vos occupation of Medeci, but her grandfather and father gradually rebuilt their business interests. Now el-Nasib has brought the coster back to the level of her family's lost merchant domain. Her chief opponent is the Vos Sacha Kaptrev (MV; T3; Br, major, 25; CG) of the Northern Traders Guild.

The most dangerous man of Kozlovnyy, the High Priest Chernevik (MV; Pr11, Belinik; Az, major, 25; CE), leads the underground Temple of Might. The priest plots to one day make Kozlovnyy a "true" Vos kingdom.

Description: This young land on the western slopes of the Rhuannadaraight forest possesses a great potential for growth and expansion. Kozlovnyy represents a remarkable example of how contact with a more developed culture can enlighten and elevate a barbaric people without removing the values and vigor that define them.

Unfortunately, Kozlovnyy finds itself surrounded by enemies. Even the Vos of neighboring Molochev consider it a kingdom of weaklings; border skirmishes crop up often.

other domains

Unlike the more civilized areas of the Plains states or the Docandragh, the Zhaïnge Valley boasts only two human domains.

temples

The dearth of churches in the Zhaïnge Valley reflects the region's largely nonhuman population.

the temple of the ancients

Alignment: Neutral good.

Status: Recommended.

Summary: Dedicated to the worship of the sea goddess Nasri (Nesirie to the Anuireans), the Temple of the Ancients is a minor faith centered in Mesire.

Holding	Level	Province/Ratings	Domain/Ruler
Temple	4	Adaba (4/1)	Aftane/Red Kings
Temple	1	Fara Zhaïnge (2/3)	Aftane/Red Kings
Temple	2	Ariya (5/0)	Ariya/el-Arrasi
Temple	1	Azédas (1/4)	Ariya/el-Arrasi
Temple	4	Mesire (5/0)	Mesire/el-Mesir
Temple	2	Namal (3/2)	Mesire/el-Mesir
Temple	2	Zikala (6/0)	Zikala/el-Zisef

Regency Generated/Accumulated: 16/26 RP.

Treasury: 6 GB. The temple normally collects about 11 GB per domain turn.

Regent: Matriarch Jasmina el-Mesir (*FKh; Pr7, Nasri; Br, minor, 17; NG*), the Speaker of the Great Citadel, heads the temple. This cousin of Mesire's emir joined the temple 10 years ago to avoid an arranged marriage. The intelligent and reserved woman has flourished as a priestess of Nasri and came to lead the temple two years ago in the elections that followed the previous matriarch's passing. Most think Jasmina el-Mesir unusually young for the position.

Description: In addition to venerating Nasri, the Temple of the Ancients preserves the memory of the vanished Masetians, once also followers of the sea goddess. The priests keep Masetian alive as a spoken tongue and protect many Masetian artifacts (some powerful magical items) in temple vaults.

This faith proves very popular with seafarers and traders all along the coastline. The bulk of its holdings lie outside the Zhaïnge Valley, but Jasmina el-Mesir holds court in Mesire in the Great Citadel, the heart of the faith.

Other temples in the Zhaïnge Valley (including their total holdings in each domain):

◆ Fiery Dawn of Avani* (Jihal el-Arrat)	Kozlovnyy (7) Mesire (1)
◆ Temple of Might (Chernevik)	Kozlovnyy (15)

* Also in the Docandragh.

guilds

The guilds of the Zhaïnge Valley remain fairly insular. In fact, only the Gradny Coster and the Zhaïnge Merchant Guild operate outside their home states.

the zhaïnge merchant guild

Alignment: Neutral.

Status: Recommended.

Summary: Operating in Mesire, Aftane, and other settlements along the lower Zhaïnge, the Zhaïnge Merchant Guild is a union of merchants in the major cities.

Holding	Level	Province/Ratings	Domain/Ruler
Guild	3	Adaba (4/1)	Aftane/Red Kings
Guild	2	Aftane (6/3)	Aftane/Red Kings
Guild	1	Fara Zhaïnge (2/3)	Aftane/Red Kings
Guild	5	Mesire (5/0)	Mesire/el-Mesir
Guild	3	Namal (3/2)	Mesire/el-Mesir
Guild	1	el-Kesir (1/4)	Tarvan Waste/Uighera
Guild	1	Rafr (1/4)	Tarvan Waste/Uighera
Guild	1	el-Sefra (1/4)	Tarvan Waste/Uighera

Regency Generated/Accumulated: 15/20 RP.

Treasury: 12 GB. The guild normally collects about 12 more GB per domain turn.

Regent: For many years, a black-hearted racketeer called el-Zareda controlled the Zhaïnge Merchant Guild. However, el-Zareda was removed about a year ago and replaced by one of his lieutenants, Aswan bin Serhouf (*MKh; T5; Br, minor, 15; NG*). This canny fast-talker and former smuggler has dashing good looks and great personal charm. Although he calls self-interest his only motivation, this compassionate idealist actually possesses a heart of gold.

Recently, the Zhaïnge Guild's been drawn into a vicious trade war with the Brotherhood of Khet in Aftane. When Serhouf learned that the Red Kings supported the sinister organization, he began a revolutionary movement against them, using the forces at his command to end their corrupt rule.

Description: The Zhaïnge Guild was founded more than 100 years ago as an association of barge captains and boat operators. They muscled out the other cargo carriers on the river and monopolized all transport up and down the Zhaïnge. Eventually the guild expanded into buying and selling goods directly instead of dealing with middleman merchants in the cities.

Today, most merchants along the Zhaïnge belong to the guild, which requires them to set their prices and pay dues accordingly. Aswan bin Serhouf constantly tries to clean up the extremely corrupt leadership.

Other guilds in the Zhaïnge Valley (including their total holdings in each domain):

◆ The Darkblades (Kalilah Sun-Eyes)	The Basilisk (11)
◆ Gradny Coster* (Halimah el-Nasib)	Black Spear Tribes (4) Kozlovnyy (11)
◆ Northern Traders Guild (Sacha Kaptrev)	Kozlovnyy (10)
◆ King of Innishiere (Rhynnwyd)	Innishiere (6)
◆ The Zhaïnge Giants (Chaug)	The Basilisk (1)

* Also in the Docandrigh.

sources

The wizards of the Zhaïnge Valley seem even more bound to their home states than the area's guilds. Only the Emir of Mesire maintains holdings in more than one realm.

the swan mage

Alignment: Lawful good.

Status: Recommended.

Summary: Although the baron has outlawed true magic in Kozlovnyy, the powerful sorceress Marya Nivernny—the Swan Mage—controls much of this land's potent magic. Her domain centers around the Swanwood in north central Kozlovnyy.

Holding	Level	Province/Ratings	Domain/Ruler
Source	2	Aziev (4/3)	Kozlovnyy/Nikailov
Source	2	Dansk (1/6)	Kozlovnyy/Nikailov
Source	1	Forestmarch (2/3)	Kozlovnyy/Nikailov
Source	2	Sovradaloy (2/5)	Kozlovnyy/Nikailov
Source	7	The Swanwood (0/7)	Kozlovnyy/Nikailov
Source	1	Tarvonny (1/4)	Kozlovnyy/Nikailov
Source	1	Tsongva Vale (3/2)	Kozlovnyy/Nikailov

Regency Generated/Accumulated: 16/30 RP.

Treasury: 2 GB. Like many wizards, she earns no additional Gold Bars in a domain turn.

Regent: Marya Nivernny (FV; W16; Vo, major, 27; LG), the most powerful Vos mage, also numbers among the most skillful in all Cerilia. She learned her art from the Khinasi wizard el-Harif, once the court mage of the lost city-state of Medeci. Nivernny appears a slight girl of no more than 16, but she's actually more than 70 years of age.

Standing aloof from the affairs of Kozlovnyy, the Swan Mage works to protect the natural resources of her domain from the hand of man. Several years ago, she had to use powerful sorcery to defend the Swanwood from the baron's hunting party. One of the regent's friends died as a result, and Vladimir Nikailov has never forgiven her.

Other wizards of the Zhaïnge Valley (including their total holdings in each domain):

◆ Ailein	Innishiere (12)
◆ Emir of Mesire (Yousef ibn Reghl el-Mesir)	Black Spear Tribes (18) Mesire (2)
◆ Finn	Innishiere (8)
◆ Niobhe	Innishiere (18)
◆ Overlord of the Black Spear Tribes (el-Sheighül)	Black Spear Tribes (12)



"The elves named this land 'the Docandragh,' which in their tongue means 'heart's wonder.' I have walked this land for more than thirty years, from the banks of the Zhainge east to Merasaf's Yousera Peninsula, and from the Fingers of Ayan as far north as the elven woods of Cwmb Bheinn. And, even after all this time, my heart still catches in my throat when I look upon these green mountains and rushing torrents, these ancient forests and sacred valleys. For the Docandragh is a sacred place, a living cathedral, a place where men gain a glimpse of the minds of the gods. Beauty such as this must be the work of immortals."

—Alaric ibn Batoudha,
famed traveler of Khourane

Few places in all the world match the splendor and grandeur of the Docandragh, a majestic region of forested mountains and high, still lakes in the eastern half of Khinasi. Some travelers have compared it to the lush Erebannien or the sylvan Sielwode, but the Docandragh spans much more territory than either of these Anuirean forests.

part III: the docandragh

The Masetians settled the coastlines of this region more than 2,000 years ago, leaving the inland areas to the elven people. The Basarji inherited the Masetian domains after the destruction of that ancient people, but for hundreds of years the nomads expanded into the heart of the Docandragh very slowly. Even today, vast stretches of woodlands remain untouched by the hand of man.

The Khinasi realms of the Docandragh center around the powerful walled cities of the coast.

Settlement in the interior remains scarce, although logging and mining camps today push ever deeper into the wilderness. Bands of

elves still wander their ancestral lands, now part of Min Dhousai and Khourane. In fact, many

foresters and hunters disappear in the ocan-dragh every year, rumored elven victims.

The pristine character of the Docandragh ensures a powerful supply of magic to any wizard skilled enough to tap it, and most cities of this region are ruled by true mages. Regents here often resolve conflict between realms with enchantments instead of swords, as the rugged terrain makes it difficult for armies to reach their enemies.

kheleb-izhil

In the dawn of human history in Cerilia, the greatest dwarf realm of the continent was Kheleb-Izhil. Legend tells of deep dwarven halls hung with a thousand banners and roofed with beaten gold. However, around the year 890 MA, the dwarves sealed the doors of their city. Not a single resident of Kheleb-Izhil was ever seen again. With time, people forgot even the location of the city. No one knows what happened to the dwarves, but many believe the city used to lie in the mountains in eastern Rhuannach. Perhaps it still does.

the iron hand orogs

Two centuries ago, orogs stormed the western provinces of the state of Merasaf in an immense assault. Thousands of warrior beasts swarmed from concealed tunnels, capturing most of the domain in a matter of days. At the time, Merasaf numbered among the most powerful Khinasi realms, but today only the rocky Yousera Peninsula remains under the Merasaf Defender's control. The orogs have made several attempts to expand their conquests, but the Defender's fortifications continue to resist their attacks. Orog raids into Min Dhousai to the south and Yeninskiy to the north have met with only marginal success.

the dhoumaire

A mysterious people called the dhoumaire lives in hidden refuges in the Rain Serpent Mountains in the southwestern Docandragh. This race, said to be closely related to man, avoids contact with humans.

Locals say the dhoumaire are a tall, slender folk able to take other shapes and possessed of strange mind powers. Those who search them out often turn up after weeks of wandering unharmed but with no memory of an encounter with the dhoumaire. The people living near these mountains refer to the dhoumaire as "the ones who wait," though no one knows the origin of this curious epithet.

djafra

Alignment: Chaotic neutral.
Status: Recommended.

Province	Law	Temples	Guilds	Sources
Bagira (3/4)	SN (2)	NTS (2)	SOS (3)	BD (3)
Cape Hamah (1/8)	DML (1)	NTS (1)	DML (1)	BD (5)
el-Deyir (4/3)	DC (2)	FDA (3)	DC (4)	Cae (3)
	MD (2)*			
Djafra (7/0)	BD (3)*	FDA (4)	DML (5)	BD (0)
	DML (3)	NTS (3)	DC (1)	
			SOS (1)	
Djin Belim (1/8)	MD (1)	FDA (1)	DC (1)	Cae (7)
Fhirda (4/3)	SN (2)	NTS (4)	SOS (4)	Sir (3)
	SOS (2)			
Nurida (5/2)	SN (3)*	NTS (3)	SOS (4)	Sir (2)
	SOS (2)	FDA (2)	DML (1)	
Qadal (2/5)	MD (2)	FDA (2)	DC (2)	Sir (3)
Ras Dhoumaire (3/6)	DML (1)	FDA (2)	DML (3)	BD (3)
Sahaïad (2/5)	DML (2)	FDA (2)	DML (2)	BD (5)

* Indicates a holding fortified by a castle.

Abbreviations: SN=Shalilah min Nurida (Bey of Nurida); NTS=Nuridan Temple of Sarma (Rigel min Namal); SOS=Society of the Serpent (Darius Asparta); BD=Beshid el-Djafara (Sultan of Djafra); DML=Djafra Merchant League (Ouisira bint Fali); DC=Docandragh Coster (Omar el-Rehál); FDA=Fiery Dawn of Avani (Jihal el-Arrat); Cae=Caelcorwynn; MD=Malik el-Djafara (Prince of Djafra); Sir=el-Sirad.

Provinces/Holdings: The internal troubles of Djafra, potentially one of the strongest Khinasi states, have weakened it to the point of near collapse. The realm's three merchant guilds exploit its natural resources, and the current sultan sits his throne only through their good graces. While the sultan, Beshid el-Djafara, technically rules the entire state, two vassals bankrolled by guilds govern their own fiefs.

A regent wishing to restore order here doubtless will face several attempts on his life in the first week of his rule.

- ◆ **Law:** As Djafra's guilds control most of the law (either outright or through their puppet rulers), corruption is a way of life.
- ◆ **Temples:** The faithful divide their attention between two major temples: the Fiery Dawn of Avani, led by Jihal el-Arrat (*MKB; Pr2, Avani; Ba, minor, 19; CG*), and the Nuridan Temple of Sarma, governed by Rigel min Namal (*MKB; Pr5, Sarma; Az, major, 27; NE*).
- ◆ **Guilds:** The Society of the Serpent, based in Nurida, seems the strongest of the three local guilds. Though many citizens view it as a vile threat to Djafra's moral fiber, the guild easily manipulates the Bey of Nurida—Shalilah min Nurida (*FKb; F5; Az, minor, 15; NE*). The Djafra Merchant League controls the capital and the sultan as well. Finally, Khourane's Docandragh Coster holds the north through Prince Malik el-Djafara, the sultan's cousin.
- ◆ **Sources:** Beshid el-Djafara, a competent sorcerer, possesses magical influence that extends farther than his actual rule. The elf enchanter Caelcorwynn of Rhuannach controls northern sources, and el-Sirad—the Sorcerer of neighboring Mour el-Sirad—wields power in the south.

Regency Generated/Accumulated: 22/15 RP. (Malik el-Djafara owes the sultan 4 RP each domain turn, and Shalilah min Nurida offers 6.)

Treasury: The sultan has 10 GB in his coffers and normally gains about 8 GB per domain turn, depending on tithes from his vassals.

Army: The sultan maintains the following standing military force:

- ◆ 1 unit of Khinasi medium cavalry
- ◆ 2 units of Khinasi spearmen
- ◆ 2 units of Khinasi archers

Navy: 4 zebebs, 6 dhouras

The Bey of Nurida has one unit of cavalry, three units of spearmen, two zebebs, and five dhouras. Malik el-Djafara fields an army of one cavalry unit and four spearman units.

Regent: Grand Sultan Beshid el-Djafara (*MKB; W6; Ma, minor, 22; CG*), a flamboyant hedonist in his middle years, abandoned his study of magic as a young man and spent decades engaged in debauchery. He took the throne late, since his father clung to life until his ninetieth year. Some close to the court find it an interesting coincidence that, due to the senile old sultan's remarkable longevity and his son's lack of leadership, the Djafra Merchant League has held onto its power over the throne.

- ◆ **Lieutenants:** Anyone close to the sultan actually works for the Djafra Merchant League—or one of its rivals.

Important NPCs: Malik el-Djafara (*MKh; F7; Ma, minor, 12; NG*) remains one of the land's most powerful tamounzada. His family traditionally has held Djafra's northlands for the sultan. From this base of power, the prince works to end his cousin's corrupt rule and remove the mighty guilds from power. Of course, to finance his quiet rebellion, Malik el-Djafara has been forced to turn to yet another guild, the Docandragh Coster. The coster wants a chance to expand into the rest of Djafra, but Malik promises only fair and equal treatment before the crown.

As leader of the Djafran Merchant League, Lady Ouisira bint Falih (*FKh; T12; Br, minor, 19; CE*) wields the principal power behind the throne. Though she masquerades as an ajazada with widespread business interests, she's really little more than a wealthy thug whose dirty tactics keep her on top.

Falih's chief agent is the mysterious magician D  minef el-Jamal (*MKh; M13; NE*), the sultan's oily vizier. D  minef holds the regent under the sway of powerful *charms* and will-weakening poisons. The vizier makes sure his mistress controls the decision-making power in Djafra.

Description: This land of great natural beauty lies in a vast valley between two densely forested mountain ranges, the Rain Serpents and the Caeren Alwydd. Small cascades and streams run everywhere, and the people seem generally prosperous

and happy. However, the destructive greed of the guilds has led to over-hunting and -logging, which permanently spoils more of the land's beauty every day.

Make no mistake: The guildmasters are not kind rulers. They've spent the last 20 years wringing every last copper from the Djafrans. The public resentment shows, too: In most parts of the state, a merchant dares not go abroad without bodyguards to protect him from "accidents." However, the guilds retain the upper hand by employing great numbers of foreign mercenaries to watch over their interests and keep the Djafrans in line.

- ◆ **Capital:** Although Djafra is the sultan's seat of power, his vassals maintain their provincial capitals: Malik el-Djafara in el-Dey  r and Shalilah min Nurida in her home Nurida.

- ◆ **Trade goods:** Guilds take from area forests the furs and timber so in demand in the Plains. The realm also boasts profitable mines in the mountains as well as apple and pear orchards in the cooler highlands.

Allies: The state has no reliable allies now. However, in better days, the sultan was a fast friend of the regent of Ghamoura to the south.

Enemies: Once a great rival of Mesire and Khourane, Djafra clearly seems its own greatest enemy today.



Khourane, mour el-sirad

Alignment: Chaotic good.

Status: Recommended.

Khourane

Province	Law	Temples	Guilds	Sources
Adeid (2/3)	KFM (1)	NTS (2)	SOS (2)	Sir (2)
Ayandir (1/8)	KFM (1)	SOH (1)	—	GS (8)
Barein (2/5)	KFM (1)	SOH (2)	SOS (1)	KFM (4)
Ber Djin (0/9)	—	—	—	Sir (8)
Ber Falaia (6/1)	KFM (3)*	SOH (4)	DC (4)	KFM (1)
	SOS (1)	NTS (2)	SOS (2)	
Ras Mhin (0/9)	—	—	—	GS (3)
				KFM (3)
Sahadein (2/7)	—	SOH (2)	DC (1)	GS (7)
el-Sirte (1/8)	NTS (1)	NTS (1)	SOS (1)	Sir (5)
South Ibnoume (2/7)	KFM (1)	SOH (2)	DC (2)	KFM (6)
Tuarime (3/2)	KFM (2)	NTS (3)	DC (2)	KFM (2)
Zulaf (4/5)	KFM (2)	SOH (3)	DC (3)	KFM (3)

Mour el-Sirad

Province	Law	Temples	Guilds	Sources
Bicheda (2/5)	Sir (2)	SOH (1)	DML (1)	Sir (4)
Ghourin (2/5)	Sir (2)	SOH (2)	DML (1)	Sir (5)

* Indicates a holding fortified by a castle.

Abbreviations: KFM=Kalilah bint Farid el-Mashil (Khourane); NTS=Nuridan Temple of Sarma (Rigel min Namal); SOS=Society of the Serpent (Darius Asparta); Sir=el-Sirad (Mour el-Sirad); SOH=Shield of Halaia (Tihara min Buseri); GS=the Gray Shadow (Taeric Uluine); DC=Docandragh Coster (Omar el-Rehal); DML=Djafran Merchant League (Ouisira bint Falih).

Provinces/Holdings: On the edge of the Docandragh forest lies the vast frontier state of Khourane, a land of able folk who prefer to mind their own business.

- ◆ **Law:** The Emira of Khourane enjoys respect throughout the state, but the Khouranean character doesn't lend itself to extensive policing or bureaucracy. Therefore, the emira possesses only a handful of law holdings.
- ◆ **Temples:** The Nuridan Temple of Sarma enjoys popularity in cities and places of trade, while the local Shield of Halaia, led by Tihara min Buseri (FKb; F8; Ba, tainted, 9; LG), finds favor in the countryside and among warriors and nobles.

- ◆ **Guilds:** Though banned, the Society of the Serpent has infiltrated Khourane's cities, working to weaken the emira's rule. But Omar el-Rehal (MKb; T9; Ba, major, 28; NG) has the trade advantage with his Docandragh Coster, which he established to exploit the northern frontier.
- ◆ **Sources:** The Sorcerer, or el-Sirad, rules a domain called Mour el-Sirad (two provinces usurped from Khourane) just southwest of the emira's realm and commands much magical power throughout the Docandragh. However, the emira and the Gray Shadow—a wandering Anuirean wizard named Taeric Uluine—are potent mages, too.

Regency Generated/Accumulated: 39/50 RP.

Treasury: Khourane's treasury holds 25 GB. She collects about 20 GB each domain turn.

Army: Khourane maintains no units of cavalry, which wouldn't prove very useful in the rugged landscape. The emira's fleet anchors in Ber Falaia. Her forces consist of:

- ◆ 5 units of Khinasi spearmen
- ◆ 5 units of Khinasi archers
- ◆ 2 units of scouts

Navy: 4 zebecs, 9 dhours, 2 dhows

Regent: The emira Kalilah bint Farid el-Mashil (FKb; W10; An, major, 39; CG) rules Khourane. This tall, gaunt woman in her early fifties possesses a fierce cast to her face and sharp, clipped speech. Though often short-tempered and sarcastic, el-Mashil is extremely intelligent, capable, and misses nothing around her. To defend Khourane, she would give her life without a second thought.

The only child of the emir Farid el-Mashil, the emira has never married or borne children. Although still in excellent health, her courtiers have begun to maneuver for her favor in hopes of being designated heir to the realm.

- ◆ **Lieutenants:** The emira's most valuable lieutenant is a quiet bureaucrat named Beshir min Barein, who possesses an uncanny skill for guiding the day-to-day administration of her government. By handling routine tasks, Beshir frees Kalilah to attend to more important matters, such as dealing with el-Sirad or the Minotaur, the awnshegh dwelling in the Maze of Maalvar just to the east.

Important

NPCs: The wizard el-Sirad (MKb; W?;

unknown bloodline;

LE) rules the little realm called Mour el-Sirad, or the Sorcerer's Domain, just southwest of

Khourane. Its provinces, Bicheda and Ghourín, traditionally belonged to Khourane, but 10 years ago the Sorcerer claimed them by casting an impenetrable warding that isolated them for years. Despite the efforts of the emira's magic and troops, el-Sirad could not be dislodged. By the time he released his warding and opened the lands, he had forged Bicheda and Ghourín into his own domain.

Generally, the people of Mour el-Sirad seem content; their mysterious overlord asks little of them and allows the various village and town councils to administer the realm. Magical constructs called *meharmaine*, or Golden Ones, enforce the Sorcerer's few edicts and bring the people's taxes to his tower in the capital, Ghourín. Folks have long since learned that interfering with the Golden Ones brings swift and agonizing death and so have accepted their status as the Sorcerer's subjects.

No one knows much of el-Sirad himself. He keeps his goals shrouded in mystery, although he hasn't treated his people poorly or sent them to war. Many of Khourane's counselors have advised a full-scale invasion of el-Sirad's domain, but the emira prefers to wait and negotiate rather than place her people at the mercy of a powerful wizard of questionable motivations and stability.

Description: Like its neighbor Djafra, Khourane possesses great natural beauty, with towering peaks, trackless forests, and swift-running rivers. The people feel a deep reverence for the land and husband its resources carefully.

- ◆ **Capital:** Ber Falaña, the City of Gardens and capital of Khourane, features walls terraced with green hanging gardens and streets lined with groves of oak and cedar. The emira's palace sits on a low, wooded hill near the city's northern gate.
- ◆ **Trade goods:** The state, though fairly self-sufficient, does maintain a minor trade of lumber and pelts.

Allies: Taeric Uluine has not made public his motives for helping the emira. However, the Gray Shadow (MA; W11; Vo, *minor*, 19; LG) has loaned Khourane his spellpower more than once to oppose el-Sirad.

Enemies: The powerful state is surrounded by enemies and uncertain allies. Due south, Mairada dances to the Serpent's tune, changing alliances to please its island neighbor; the realms of awnsheghlien—the Minotaur and the Magian—lie close at hand; and the chaos in Djafra occasionally spills over into western Khourane. The emira spends all her time dealing with foreign affairs and scarcely has a minute even to think about internal matters.



iron hand tribes

Alignment: Chaotic evil.

Status: Not available for PCs.

Province	Law	Temples	Guilds	Sources
Bauth Ravad (5/3)	Bur (4)*	TT (3)	—	—
Blackmarch (2/5)	Bur (1)	TT (2)	—	—
The Bloodpeaks (1/6)	Bur (0)	TT (0)	—	—
Hellforge (4/1)	Bur (2)	TT (2)	—	—
Ironguard (3/4)	Bur (2)	TT (2)	—	—
Rivenrock (2/5)	Bur (0)	TT (1)	—	—
Saurmath (2/5)	Bur (1)*	TT (1)*	—	—
Stormwatch (1/6)	Bur (1)	TT (0)	—	—

* Indicates holdings fortified by a castle.

Abbreviations: Bur=Burzuk the Great (Iron Hand Tribes); TT=Temple of Torazan (Dzintar).

Provinces/Holdings: The ruling orogs of the Iron Hand call their state *Duzhumazabik* in their own tongue. Since the tribes took these western provinces of Merasaf in a sudden assault 182 years ago, they've never faced a serious threat to their continued rule. Orog villages, forges, and armories riddle the rocky hills of the lands between Cwmb Bheinn and Min Dhousai.

- ◆ **Law:** Many rivals and rebellious subordinates seek the Iron Hand chieftain's position, so he can't uphold law equally across the domain.
- ◆ **Temples:** Orog battle priests remain the true power brokers of the race, carefully manipulating their fellows into alliances as they see fit. In fact, these priests themselves placed the current chieftain on the throne, because they knew they could control him.
- ◆ **Guilds:** The Iron Hands are warriors, not merchants or thieves. From time to time, they trade with the Vos of Yeninskiy, but no guilds operate regularly here.
- ◆ **Sources:** Incapable of harnessing the power of the land, the orogs have despoiled most of Duzhumazabik with reckless mining and industry.

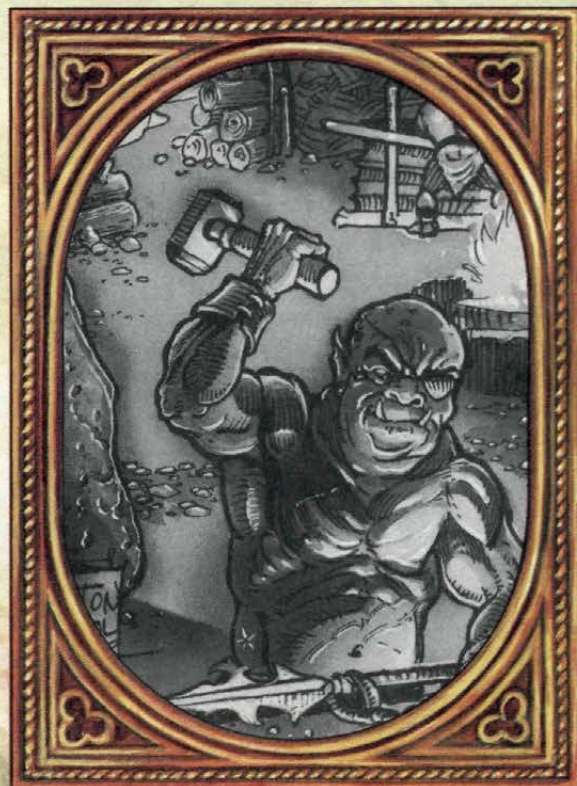
Regent: Burzuk the Great (MM; F8; Az, *major*, 22; NE) is the titled Chieftain of the Iron Hands and a competent military leader with a reputation for great strength and courage (as well as a

short temper). However, the subtleties of tribal politics are lost on him. Thus, the battle priests (his principal supporters) and clan leaders actually rule the tribes, using Burzuk as a figurehead.

Important NPCs: The tribes' head battle priest, a scarred old warrior named Dzintar (MM; Pr8, *Torazan*; Az, 28, *major*; NE), has held his position for many years, even in the face of constant challenges from underlings.

Description: Perhaps 50 to 80 thousand Iron Hands inhabit Duzhumazabik, divided among several rival tribes (each of which contains a dozen or so different clans). As these groups constantly engage in savage raids and blood feuds against each other, even Burzuk can rarely convince more than two tribes or a half-dozen clans to cooperate in an attack on a neighboring human realm. If the orogs could set aside their squabbling, they could sweep away Yeninskiy, Khourane, Merasaf, or Min Dhousai in a matter of weeks.

Duzhumazabik has few settlements above ground; nearly all orogs dwell in subterranean halls delved under the rocky hills. The area's rich iron ore and other mineral deposits feed the orogs' forges, always busy readying the tribes for war. Only the most foolhardy humans venture into the lands of the Iron Hands, for the orogs delight in taking captives and putting them to death in new and interesting ways.



the lamia

Alignment: Chaotic evil.
Status: Not available for PCs.

Province	Law	Temples	Guilds	Sources
Binessin (3/4)	La (3)	Med (2)	Bes (3)	Das (4)
Coromandel (1/6)	La (1)	Med (1)	Bes (1)	Das (6)
Cravengate (3/4)	La (3)*	—	Grd (3)	Das (3)
Kaniera (1/6)	La (1)	Med (1)	Bes (1)	Das (3)
Motere (2/5)	La (2)*	Med (2)	Bes (2)	—
North Marten (2/5)	La (2)	Med (1)	Grd (2)	Das (4)
South Marten (2/5)	La (2)*	Med (2)	Grd (2)	—

* Indicates a holding fortified by a castle.

Abbreviations: La=the Lamia (the Lamia); Med=Medecian Way of Avani (Iocas Narvadae); Bes=Besaïam Guild (the Lamia); Das=Dashid the Astronomer; Grd=Gradny Coster (Halimah el-Nasib).

Provinces/Holdings: Once called Besaïam, the central Rhuannadaraight domain of the Lamia is a land of brooding forests and rugged mountains east of Kozlovnyy. Settled almost 600 years ago by Khinasi pioneers from the city-state of Medeci, Besaïam had the misfortune to fall under the control of a powerful awnshegh. For some five centuries now, the Lamia has held the land through vicious warfare and vile deception—an awnshegh blood ability gives her a *charm* aura.

- ◆ **Law:** The Lamia's *charmed* guards and soldiers control the constabulary and bureaucracy of the land. In fact, about a quarter of all the realm's men have fallen to the awnshegh's inherent *charm* power at one point or another, and they serve her unswervingly. However, the Lamia's cruel vanity has bred a resentful populace.
- ◆ **Temples:** The Medecian Way of Avani still survives here, but the Lamia's power to *charm* important churchmen has altered the temple's structure drastically in recent centuries. Powerful women—such as High Priestess Iocas Narvadae (*FA*; *Pr6*, *Avani*; *An*, *major*, 30; *CG*)—have replaced men in the ranks, blending the worship of Avani with the aim of destroying the abomination.
- ◆ **Guilds:** The Gradny Coster of Kozlovnyy maintains contacts within the Lamia's realm. However, the most important merchants in the domain, caught by her *charm*, serve the awnshegh through the Besaïam Guild.
- ◆ **Sources:** The Lamia has *charmed* a powerful true wizard named Dashid the Astronomer, who controls sources here and in Rhuannach.

Regent: Keta Pechaya, now the awnshegh known as the Lamia (*FAw*; *F9*; *Az*, *major*, 38; *CE*), came to Besaïam soon after her transformation and quickly brought the entire state under her dominion. At first ruling from behind the scenes, she eventually discarded her charade and proclaimed herself queen. While she enjoys luring traveling males to her realm, she seems uninterested in acquiring territory.

Important NPCs: The Lamia surrounds herself with hundreds of fanatic warriors who willingly serve her to their deaths—such is the strength of her enchantment ability. The most valuable include her Vos captain of the guard, Pyotr Borochevsky (*MV*; *F9*; *CE*); her palace's major domo, wizened old Jamal el-Numir, in charge of daily governmental affairs; and the wizard Dashid (*MKh*; *W11*; *Vo*, *minor*, 16; *N*), who uses his potent arsenal of spells as she commands.

In addition to these characters, hundreds of town leaders and merchants also serve their vain regent. The Lamia brings these civic leaders before her and *charms* them before returning them to their affairs. The only limitation to this power is her inability to charm women; in fact, the Lamia can't abide the sight of another woman and views any pretty girl in her domain as a potential rival.

Description: Although the Lamia's domain seems a realm of modest prosperity, life isn't always pleasant here. The awnshegh's slaves resort to extortion and terrorism if they encounter even the slightest resistance to her irrational edicts. The Lamia concerns herself more with wealth and power than with her subjects and often demands crushing taxes to fund personal vanities such as monuments to herself or expensive trappings for her court.

The common people generally feel resigned to their lot. They know the Lamia only by rumors and second-hand stories, and all their ajazada and civic leaders insist nothing is wrong. As the Lamia herself doesn't kill locals often or cause ruin in the domain, commoners seem somewhat willing to live under her rule.

The lords of the long-gone city-state of Medeci raised the great castle Cravengate to watch the pass of the same name that led through the high vale of Dwarf's Deeping in Kozlovnyy to the immediate west. The kings of Besaïam claimed this stronghold when they settled the land, and the Lamia has lived here as long as she has reigned.



min dhousai

Alignment: Lawful neutral.
Status: Recommended.

Province	Law	Temples	Guilds	Sources
Adara (4/3)	KRD (4)	WSK (3)	DrC (2)	RM (3)
Almein (2/7)	KRD (2)	FDA (1)	DC (2)	RM (5)
Cedeina (3/4)	KRD (3)	WSK (2)	—	RM (4)
Debissín (3/5)	KRD (3)	SOH (1)*	DrC (1)*	RM (4)
Djakhande (2/5)	KRD (2)	SOH (2)	—	RM (4)
Gheirut (3/4)	KRD (3)	WSK (2)	—	RM (4)
Iron Gap (0/9)	KRD (0)*	—	—	RM (7)
Ras Dheiredín (1/8)	KRD (1)	FDA (1)	—	RM (6)
Ras Gherdín (1/8)	KRD (1)	SOH (0)	DC (1)	RM (7)
Toure el-Fasil (5/4)	KRD (5)*	WSK (2)	DC (3)	RM (4)
		FDA (2)	DrC (2)	
West Ibnoume (1/8)	KRD (1)	FDA (1)	DC (1)	RM (6)

* Indicates a holding fortified by a castle.

Abbreviations: KRD=Kassim ibn Rami el-Dhousai (Min Dhousai); WSK=White Sword of Khirdai (Faroud min Gheirut); DrC=Dragonsea Coster (Huseti Trosane); RM=Royal Mages of Min Dhousai; FDA=Fiery Dawn of Avani (Jihal el-Arrat); DC=Docandragh Coster (Omar el-Rehál); SOH=Shield of Halaia (Tihara min Buseri).

Provinces/Holdings: Min Dhousai is a kingdom under siege. Threatened by the Magian to the east and the orogs of the Iron Hand Tribes to the north, the realm has survived only through the use of the most draconian measures.

◆ **Law:** The army of Kassim, king of Min Dhousai, functions as the state's police force and controls all available law holdings. Their law seems especially harsh—just speaking out against the king is a capital crime. Most Dhousaites accept this hardship as a necessary condition for their survival.

◆ **Temples:** The Shield of Halaia and the Fiery Dawn of Avani both enjoy popularity in Min Dhousai, but the king and his court favor the White Sword of Khirdai, based here and led by the High Bladelord Faroud min Gheirut (*MKb; Pr6, Khirdai; An, minor, 19; CG*).

◆ **Guilds:** In this tightly regulated domain, the king smashes guilds that grow too powerful. Yet Huseti Trosane (*MKb; T5; Br, tainted*,

10; NE), a Suirienean, makes Min Dhousai the home of his Dragonsea Coster. This guild, as well as the Docandragh Coster, maintains a scattering of holdings in the realm.

◆ **Sources:** The king relies on a coalition of his five potent royal mages to wield his realm's magic as he directs. These mages each control the sources of a province or two, coordinating their realm magic to defend their land and king.

Regent: Kassim ibn Rami el-Dhousai (*MKb; F8; Ba, major, 38; LN*) is king and absolute ruler of Min Dhousai. This powerfully built man of middle years, scarred by countless battles, has proven himself a brilliant general. Throughout his reign, he has decisively and repeatedly routed the orogs of his northern frontier, while keeping the Magian's forces bottled up.

Although as a warrior the king possesses unparalleled skill and cunning, he has less talent as a statesman. His repressive policies and strong-arm tactics have worn thin, and agents of his enemies work to turn the people against him. El-Dhousai likely will react to these assaults with sweeping decrees and harsh crackdowns—a bloodbath in the making.

King Kassim relies on three high captains, the most senior military officers of the realm. Of these, the Captain of the North, Dounato el-Jairar (*MKb; F5; An, minor, 12; LG*), enjoys Kassim's full confidence. Dounato's strategies and leadership have kept the orogs at bay for 20 years. When problems arise in Min Dhousai, the king usually hands them to el-Jairar.

Important NPCs: Unknown to the king, one of the five royal mages—Salim Teraziz (*MKb; W7; Vo, tainted, 9; LE*)—is a dangerous traitor. The Royal Mages have always been bound to obey the king, but Teraziz managed to elude taking the oath and volunteered to serve King Kassim on the orders of his true master: the Magian, awnshegh regent of the domain directly to the east. Teraziz now awaits the right moment to destroy his four fellow mages and place the king under his magical control.

Description: Min Dhousai's great natural beauty matches that of nearby Khourane and Djafra, but its citizens don't share their neighbors' frontier character. For centuries they've waged war after war merely to survive, and the state feels more like an armed camp than a domain of free citizens. Fortifications and walled estates are common along the borders, and every farmhouse has strong shutters, barred doors, and a bow or spear by the hearth.

The young men of Min Dhousai must serve at least three years in the king's army, then drill regularly with a militia company for 10 years after leaving service. These very well-trained militiamen, when levied, fight as units of Khinasi spearmen.

rhuannach

Alignment: Chaotic good.

Status: Recommended (elf domain).

Province	Law	Temples	Guilds	Sources
Allaigh (1/8)	—	DTL (0)	FG (0)	Cae (7)
Fhiellewyn (3/6)	—	—	FG (2)	Das (4)
Garradh (2/6)	—	—	FG (1)	Cae (0)
				Das (3)
				Cae (2)
Glyncaerwyn (3/7)	FG (3)	DTL (2)	FG (3)	Cae (6)
Morwyth (2/7)	FG (2)	DTL (1)	FG (1)	Cae (5)

Abbreviations: DTL=Djiran Temple of Leira (Madina el-Wasir); FG=Fiona bragh Garradhgynn (Rhuannach); Cae=Caelcorwynn; Das=Dashid the Astronomer.

Provinces/Holdings: The elves of Rhuannach once enjoyed the friendship of nearby Khinasi states. But with the conquest of western Merasaf by the Iron Hand orogs and the fall of Djira, enemies have nearly surrounded the elves. Now they're hard-pressed to defend their beloved forests from the advance of the Black Spear raiders and the forces of the Lamia, whose domain lies just to the north.

Rhuannach has become home to the survivors of old Djira; about 20% of the High Lady's subjects are humans. These Djirans have come to understand elven ways and gladly acknowledge the High Lady's power. In return for the right to live in the forest, they act as the first line of defense against the encroachment of the Black Spear Tribes.

- ◆ **Law:** The High Lady of Rhuannach has lost control of her northern borders due to humanoid raids but retains the loyalty of the human-held provinces of the south. She concentrates her rule in the central portions of her forest.
- ◆ **Temples:** Madina el-Wasir (*FKb; Pr7, Leira; Ba, tainted, 6; LG*) maintains the last holdings of the Djiran Temple of Leira, in southern Rhuannach. No elves belong to the temple, of course, but Djiran refugees do.
- ◆ **Guilds:** As elves care little for material trade, no true guild holdings exist in Rhuannach. Instead, these holdings represent forest creatures and allies of the elves, who will spy for the High Lady or aid her in times of trouble. The Djirans occasionally trade with the Kozlovs but refuse to deal with Djifrans.
- ◆ **Sources:** The Court Wizard of Rhuannach, Caelcorwynn (*ME; W13; An, major, 22; CG*), is a mage of the highest caliber. However, the Lamia's wizard has seized some sources on Rhuannach's border and now challenges him for control of the elven state.

Regent: High Lady Fiona bragh Garradhgynn (*FE; W13; Ma, major, 28; CG*) has ruled Rhuannach since her husband, High Lord Daegendal, fell in battle against the Black Spear Tribes 30 years ago. Sometimes called the Sad Queen, she mourns her lost husband still. Those who meet her remember her beauty—and silent tears—the rest of their days.

The lady's compassion and courage have made a great impression on all who dwell in her domain, and the elves of Rhuannach possess mercy and kindness not often found in their race. At the same time, they will fight fiercely to defend their lands against the creatures of darkness that threaten the forests.

Important NPCs: While the elves of Rhuannach have a much greater tolerance for humans than elves elsewhere, they still like to keep their distance. Meetings between elf and human remain brief and polite, and most elves choose to avoid Rhuannach's western and southern regions. Acting as a bridge between elf and human is a half-elf ranger named Cidre bint Corina (*F½E; R6; Ba, tainted, 9; CG*), the daughter of a Djiran ajazada and an elf lord. Cidre finds herself welcome in the lady's court and enjoys helping her understand humans.

Description: Every bit as beautiful as the elf realm Innishiere, Rhuannach was never closed to humans. In centuries past, its rulers permitted a single road through their portion of the Rhuannadaraight to link Merasaf and Djira. Of late, it's become disused and overgrown.

The capital lies in the province of Glyncaerwyn, on the southern shores of the lake called the Garradhalach. The Sad Queen's court is nothing more than an open glade beneath the stars, surrounded by stands of magnificent trees of all kinds. Elf artisans, songmakers, and warriors gather each night to pursue their various trades—they conceal their homes and workshops in dense groves or in lantern-lit halls beneath the hills.

other domains

The three great trading blocs of the Docandragh are the most active of this region's nonpolitical domains, but the area also seems remarkable for its large number of blooded wizards.

temples

Four major faiths—the Fiery Dawn of Avani, the Shield of Halaia, the Nuridan Temple of Sarma, and the White Sword of Khirdai—quietly compete for supremacy in the Docandragh.

nuridan temple of sarma

Alignment: Neutral evil.

Status: Recommended.

Summary: Based in Djafrā's ancient port of Nurida, the Temple of Sarma (Sarimie in Anuire) encourages commerce throughout the southern Docandragh for its own profit. PC regents choosing this domain can make it more benevolent by having the regent oppose the Serpent's insidious influence.

Holding	Level	Province/Ratings	Domain/Ruler
Temple	2	Bagira (3/4)	Djafrā/el-Djafara
Temple	1	Cape Hamah (1/8)	Djafrā/el-Djafara
Temple	3	Djafrā (7/0)	Djafrā/el-Djafara
Temple	4	Fhirda (4/3)	Djafrā/el-Djafara
Temple	3	Nurida (5/2)	Djafrā/el-Djafara
Temple	2	Adeid (2/3)	Khourane/el-Mashil
Temple	2	Ber Falaia (6/1)	Khourane/el-Mashil
Temple	1	el-Sirte (1/8)	Khourane/el-Mashil
Law	1	el-Sirte (1/8)	Khourane/el-Mashil
Temple	3	Tuarime (3/2)	Khourane/el-Mashil

Regency Generated/Accumulated: 22/35 RP.

Treasury: 10 GB. The temple normally collects about 16 GB per domain turn.

Regent: The Lord Priest Rigel min Namal (*MKb; Pr5, Sarma; Az, major, 27; NE*) claimed the temple leadership two years ago, after the mysterious death of his predecessor. Some say the agents of the Serpent arranged Namal's rise to power in return for

his allegiance. Of course, as the temple officially opposes the Society of the Serpent, no one who stands near the lord priest dares repeat such a rumor.

Rigel min Namal is a short, wiry man of middle years with a shaven pate and an abrupt—sometimes rude—manner. In every conversation and situation, he remains on the lookout for information he can turn into personal gain—like a starving rat looking for food, a number of critics have remarked.

Description: The Nuridan Temple of Sarma was founded more than 600 years ago, when Nurida was a powerful and independent city-state. At the time, Nuridans enjoyed a reputation as the wealthiest and canniest traders in all Basarji, so the founding of a temple devoted to the lady of luck and commerce surprised no one.

Nurida's fortunes have fallen in recent decades, but the temple has grown into a major power along Khinasi's southern coast. Anyone seeking Sarma's favor for a mercantile venture or transaction makes a small offering at one of her shrines. The priests teach crafts and skills at many temples to increase the commerce and fortune of the community.

Under Namal's leadership, the temple has sought active control of its worshipers' enterprises, seizing wealth wherever it can. Many Khouranean and Djafran commoners now view high-ranking priests of the temple with scorn and resentment.

Other temples of the Docandragh (including their total holdings in each domain):

◆ Djiran Temple of Leira (Madina el-Wasir)	Rhuannach (3)
◆ Fiery Dawn of Avani* (Jihal el-Arrat)	Djafrā (16)
◆ Medecian Way of Avani (Iocas Narvadae)	Min Dhousai (5)
◆ Shield of Halaia† (Tihara min Buseri)	The Lamia (9)
	Khourane (14)
	Min Dhousai (3)
	Mour el-Sirad (3)
◆ Temple of Torazan (Dzintar)	Iron Hand Tribes (11)
◆ White Sword of Khirdai† (Faroud min Gheirut)	Min Dhousai (9)

* Also in the Zhainge Valley.

† Also in the Island States.

guilds

A handful of small guilds try to compete with the Docandragh Coster, the Djafran League, and the Society of the Serpent. However, the smaller operations usually get wrapped up in their attempts to foil each other, leaving the three giants free to rule the region.

the docandragh coster

Alignment: Neutral.

Status: Recommended.

Summary: Representing a union of hundreds of loggers, miners, and farriers, the Docandragh Coster seeks to control the rich trade of forest products in Djafra, Khourane, and Min Dhousai. The leaders of the coster wisely control the exploitation of natural resources to prevent the destruction of their greatest source of income.

Holding	Level	Province/Ratings	Domain/Ruler
Guild	4	el-Deyir (4/3)	Djafra/el-Djafara
Law	4	el-Deyir (4/3)	Djafra/el-Djafara
Guild	1	Djafra (7/0)	Djafra/el-Djafara
Guild	1	Djin Belim (1/8)	Djafra/el-Djafara
Guild	2	Qadal (2/5)	Djafra/el-Djafara
Guild	4	Ber Falaia (6/1)	Khourane/el-Mashil
Guild	3	Maura (4/5)	Khourane/el-Mashil
Guild	1	Sahadein (2/7)	Khourane/el-Mashil
Guild	2	South Ibnoume (2/7)	Khourane/el-Mashil
Guild	2	Tuarime (3/2)	Khourane/el-Mashil
Guild	2	Almein (2/7)	Min Dhousai/el-Dhousai
Guild	1	Ras Dheiredin (1/8)	Min Dhousai/el-Dhousai
Guild	3	Toure el-Fasil (5/4)	Min Dhousai/el-Dhousai
Guild	1	West Ibnoume (1/8)	Min Dhousai/el-Dhousai

Regency Generated/Accumulated: 28/30 RP.

Treasury: 16 GB. The coster normally collects about 21 GB per domain turn.

Regent: Omar el-Rehal (*MKb*; *T9*; *Ba*, major, 28; *NG*) leads the Docandragh Coster. This wealthy merchant prince from a fine Khouranean family took his inherited properties and investments and turned them into a sweeping mercantile empire covering three realms. This gentleman in his late sixties possesses a great sense of humor and impeccable manners and taste. He also enjoys newly gained political power in Djafra.

Other guilds of the Docandragh (including their total holdings in each domain):

◆ Besaïam Guild (the Lamia)	The Lamia (7)
◆ Djafra Merchant League (Ouisira bint Falih)	Djafra (12)
◆ Dragonsea Coster† (Huseti Trosane)	Mour el-Sirad (2)
◆ Gradny Coster* (Halimah el-Nasib)	Min Dhousai (5)
◆ High Lady of Rhuannach (Fiona bragh Garradhyynn)	The Lamia (7)
◆ Society of the Serpent† (Darius Asparta)	Rhuannach (7)
	Djafra (12)
	Khourane (6)

* Also in the Zhaïnge Valley.

† Also in the Island States.

sources

More than 10 mage regents control sources in the Docandragh, a statistic hard to match anywhere else in Cerilia.

the gray shadow

Alignment: Lawful good.

Status: Recommended.

Summary: The mountains of the Docandragh possess some of the purest and most powerful magical potential in the entire continent. When Taeric Uluine, the Gray Shadow, came here from Anuire to meditate on the nature of magic, he became the guardian of a small domain.

Holding	Level	Province/Ratings	Domain/Ruler
Source	8	Ayandir (1/8)	Khourane/el-Mashil
Source	3	Ras Mhin (0/9)	Khourane/el-Mashil
Source	7	Sahadein (2/7)	Khourane/el-Mashil

Regency Generated/Accumulated: 18/35 RP.

Treasury: 4 GB. Uluine has no income, but his ally, the Emira of Khourane, provides for him.

Regent: Uluine (*MAN*; *W11*; *Vo*, minor, 19; *LG*) settled in this region 20 years ago. This kind-hearted but solitary wanderer of about age 60 keeps to himself and avoids contact with most people.

Other wizards of the Docandragh (including their total holdings in each domain):

◆ Court Wizard of Rhuannach (Caelcorwynn)	Djafra (10)
◆ Dashed the Astronomer	Rhuannach (20)
	The Lamia (20)
	Rhuannach (7)
	Khourane (19)
◆ Emira of Khourane (Kalilah bint Farida el-Mashil)	
◆ Grand Sultan of Djafra (Beshid el-Djafara)	Djafra (16)
◆ Royal Mages of Min Dhousai	Min Dhousai (54)
◆ The Sorcerer of Mour el-Sirad (el-Sirad)	Djafra (8)
	Khourane (15)
	Mour el-Sirad (9)



"Six days after the capture of the Stormrunner, the Serpent's priests dragged us out of our cell in chains. They led us through a maze of noxious vaults, until finally we emerged in a great dark chamber with strange carvings and ornately tiled walls. There the Serpent awaited us.

"Its coils seemed without end, looped and draped upon each other, shifting with a soft slithering. Glancing over my shoulder, I realized with horror that we'd walked beneath

the creature's length to the spot in which we stood. "Down on your knees!" hissed one of the priests.

Something struck me across the backs of my calves, and I collapsed. When I lifted my head again, I found myself staring into a regal reptilian face. The tongue lightly flicked, and the Serpent seemed to smile. 'Sssso . . . you piratessss would sssteal my treasure . . .' it said, its voice dry and hard to understand. I squared my shoulders and looked the monster in the eye—and was lost, as the Serpent's stare transfixed my very soul. . . ."

—from the journal of Abbadein el-Meture

part IV: the island states

Unlike the Plains, Zhaïnge Valley, or Docandrigh, the Island States have no unifying geographical feature and few shared cultural traits. Ghamoura, Suiriene, the Isle of the Serpent, and the far-flung Sahirde el-Mehare and Dragon Isles are all true island kingdoms, but this region also includes the realms of the Minotaur, the Magian, and the peninsular Merasaf and Mairada.

The heart of this region, the great Ajari Deeps in the far southeast, consists of great islands and thousands of islets and rocky shoals extending more than 400 miles from Ghamoura to the farthest peninsula of Suiriene. The warm climate and frequent rainfall create near-tropical forests blanketing these peaks.

A few landbound realms are considered Island States because they prove more accessible by sea than land. Only a few tortuous trails wind through the knifelike Fingers of Ayan range from Khourane to the Mairadan peninsula—the mountains there are all but impassable, as are

those surrounding the Minotaur and Magian. And, of course, the Iron Hand Tribes cut off all land routes to Merasaf.

the masetians

Long ago, the Island States area made up the heart of the Masetian Empire. Now only ruins remain. Like the good-aligned Vos, the Masetian race all but died at Deismaar. Following this cataclysm, survivors—mostly the aged, infirm, or very young—found themselves forced to leave their mainland cities in the face of looters and invaders. The scattered people regrouped on the islands of the Ajari Deeps; after several centuries had passed, they seemed on the verge of saving their civilization.

Their foothold in the islands did not suit the Serpent, who coveted all the region's sources. About 500 years after Deismaar, the awnshegh bestowed a curse on every remaining Masetian sorcerer, corrupting their potent magical skills to create rifts to the Shadow World. Unspeakable horrors entered Cerilia through these rifts and devastated the Masetians. Some believe that these horrors—which the Basarji called the *basir irkouzi*, or "bringers of death"—still linger near island ruins. The only Masetians the Serpent saved were those living on his island, who now serve him as slaves.

other islands

Six days' sail south of Suiriene lies the Sahirde el-Mehare: the Golden Archipelago. A shorter voyage west brings one to the Dragon Isles, or Western Archipelago. These volcanic islands range in size from one land mass larger than even Suiriene—Besarif in Sahirde el-Mehare—to countless tiny islets and reefs.

The Masetians visited both island chains for a thousand years and even settled them for brief periods. However, when Basarji seafarers came upon the islands more than 1,500 years ago, they set up colonies there. Today, each archipelago houses a handful of small city-states centered on the larger islands.

These island chains thrived on Basarji trade for centuries, but when Djapar closed its ports, trade withered. Today, they supplement their sugar cane trade with piracy along the Cerilian coast as far west as the Isle of the Harpy.

the island states

MEÏRE
EL-MERASAF

SEA
OF
DRAGONS



isle of the serpent

Alignment: Lawful evil.

Status: Not available for PCs.

Isle of the Serpent

Province	Law	Temples	Guilds	Sources
Calliana (1/8)	Son (1)	Son (1)	SOS (1)	Ser (8)
Masetium (6/3)	Son (6)*	Son (6)	SOS (6)	Ser (3)

Abbreviations: Son=Sons of the Serpent (Lakial); SOS=Society of the Serpent (Darius Asparta); Ser=the Serpent.

Society of the Serpent

Holding	Level	Province/Ratings	Domain/Ruler
Guild	1	Calliana (1/8)	Isle of the Serpent
Guild	6	Masetium (6/3)	Isle of the Serpent
Guild	2	el-Assire (3/4)	Suiriene/Buired
Law	0	Baered (3/2)	Suiriene/Buired
Guild	2	Green Mountains (3/4)	Suiriene/Buired
Law	2	Masetiele (5/0)	Suiriene/Buired
Guild	3	Bagira (3/4)	Djafra/el-Djafara
Guild	1	Djafra (7/0)	Djafra/el-Djafara
Guild	4	Fhirda (4/3)	Djafra/el-Djafara
Law	2	Fhirda (4/3)	Djafra/el-Djafara
Guild	4	Nurida (5/2)	Djafra/el-Djafara
Law	2	Nurida (5/2)	Djafra/el-Djafara
Guild	2	Adeid (2/3)	Khourane/el-Mashil
Guild	1	Barein (2/5)	Khourane/el-Mashil
Guild	2	Ber Falaia (6/1)	Khourane/el-Mashil
Law	1	Ber Falaia (6/1)	Khourane/el-Mashil
Guild	1	el-Sirte (1/8)	Khourane/el-Mashil
Law	3	Cecidein (3/6)	Mairada/Rilni
Guild	3	Mairada (6/3)	Mairada/Rilni
Law	3	Mairada (6/3)	Mairada/Rilni

Sons of the Serpent

Holding	Level	Province/Ratings	Domain/Ruler
Temple	1	Calliana (1/8)	Isle of the Serpent
Law	1	Calliana (1/8)	Isle of the Serpent
Temple	6	Masetium (6/3)	Isle of the Serpent
Law	6*	Masetium (6/3)	Isle of the Serpent

* Indicates a holding fortified by a castle.

Provinces/Holdings: The last remnant of Masetian civilization clings to life on the Isle of the Serpent. The Serpent, a first-generation awnshegh of great power and intelligence, has declared himself a deity and demands the utter devotion, obedience, and worship of his subjects. Skilled in sorcery, intrigue, and diplomacy, the Serpent hatches far-reaching plots too numerous to count.

- ♦ **Law:** The omnipresent Sons of the Serpent police the island and maintain the awnshegh's hold on the law. Priest Lord Lakial (*MKB; Pr7, Serpent; Vo, tainted, 10; NE*) donates most of his regency to his master.
- ♦ **Temples:** The Sons require all citizens to attend their rituals. As these priests can cast up to 5th-level spells, perhaps there's something to the Serpent's claim of divinity.
- ♦ **Guilds:** The Sons' twin organization, the Society of the Serpent, is a brotherhood of thieves, spies, and corrupt merchants. Working through seduction, intimidation, and the poisoned knife in the dark, agents of the society operate secretly in neighboring lands but openly in their home domain.

The awnshegh collects regency for this network of assassins and criminals through a vassal named Darius Asparta, also known as the Serpent's Hand.

- ♦ **Sources:** By the Serpent's order, the northern province of his island goes unsettled, so he can use the land's power for his sorcery.

Regency Generated/Accumulated: 73/100 RP. (This total includes the 25 GP the Society of the Serpent owes the awnshegh each domain turn, as well as the 30 RP the Sons and various vassals give their master.)

Treasury: The Serpent's vaults hold 35 GB. He normally collects about 10 GB per domain turn, but his vassals donate an additional 15 GB.

Army: The awnshegh's armed forces comprise:

- ♦ 3 units of elite Serpent Guards
- ♦ 6 units of infantry
- ♦ 1 unit of artilleryists

Navy: 8 Serpent galleys, 5 dhouras, 4 dhows

Regent: The Serpent (*MAw; F18/W12; Az, true, 77; LE*) remains one of the oldest and most powerful of all the awnsheghlien. At Deismaar he served as one of Azrai's great captains in the naval battles along the Adurian coastline. After the cataclysm, he returned to his homeland of Masetia and claimed his native realm as his own domain.

Reliable reports state the Serpent no longer even resembles a human. His transformation has been complete for centuries now. Unlike the Magian, who makes brief appearances to speak to his subjects, the Serpent governs his domain through a small cadre of elite lieutenants. No one has seen him outside his palace in hundreds of years.

The Serpent rules with ruthless efficiency, inhuman patience, and brutal cunning. He amuses himself by creating plots within plots among his lieutenants, who struggle to keep their positions and oppose each other for the awnshegh's favor. The Serpent rarely resorts to violence to resolve issues; he prefers to operate through suggestion and insinuation, duping his victims into destroying themselves.

◆ **Lieutenants:** Recently, the Serpent raised a young woman, Ekila (*FKb; Pr2, Serpent; N*), to a position he calls his Voice. As the Serpent's Voice, Ekila speaks for him on any matter and has run the domain, for all intents and purposes, for some six months. The awnshegh's other lieutenants felt mystified when their regent elevated this nameless waif to such a high position, but none of them dare harm her. Ekila has worked to ease some of the awnshegh's harsher policies, and so far her master has not countered her.

Important NPCs: The Society of the Serpent is one of the strongest organizations of guilds and assassins in all Khinasi. An ambitious killer, Darius Asparta (*MKb; T13; Br, major, 23; NE*), won the leadership of the group by arranging his predecessor's death. The Serpent allows the society a great deal of liberty in its actions but demands most of its regency as his price.

Asparta's fine features reflect his mixed Khinasi and Masetian heritage. The tall man wears a goatee and dresses in light leather armor. This master of poison always carries several envenomed weapons. Secretly, he plots to assassinate the Serpent and take the awnshegh's place. But he suspects his master knows his plan and awaits the inevitable attack.

The Sons of the Serpent, sometimes called the Serpent Priests, represent the domain's only organized religion. Although they wield much less influence in other lands than the Society of the Serpent, the awnshegh values their loyalty and service highly. The High Son of the faith, a wizened old man named Thatio (*MKb; Pr6, Serpent; Vo, divested, 0; LE*), has been granted the supreme privilege of attending the Serpent—at a price. The High Son was forced to divest his regency of the Sons to his chief lieutenant, Lakial, a canny survivor and manipulator.

Description: Like the other isles of the Ajari Deep, this island enjoys a warm, rainy climate. Its mountainous terrain boasts both dense forest and impassable gorges. The island is littered with ruins of the Masetians who lived here 20 centuries ago, but the Serpent has ordered that no one tamper with them.

The awnshegh's subjects remain the last living Masetians, although their blood has mixed with that of the Basarji. Only about 5% of the island's inhabitants can consider themselves full-blooded Masetians; another 30% to 40% derives from mixed ancestry. Many features of Masetian culture—architecture, language, and institutions of justice—remain on the isle. Unfortunately, the awnshegh's pervasive influence has distorted this ancient culture to a mere mockery of the original.

Most of the island's people consider their regent a divinity and follow his dictates with zealous fervor. The priests' enforcement of the Serpent's laws can prove extreme at times.



◆ **Capital:** The isle's only sizable settlement is Masetium—the original seat of the Masetian Empire—which rambles for miles within its labyrinthine walls. The Serpent's palace occupies a low hill in the center of the city, guarded by hundreds of fanatical troops. Beneath it lies the awnshegh's lair, which stretches through miles of dark, dank tunnels and hidden vaults. Outsiders summoned to this lair never return.

◆ **Trade goods:** None

Allies: None.

Enemies: So far, the awnshegh has not subjugated another Khinasi state, but travelers whisper that the Serpent is building an armada to invade Mairada to the north.



the magian

Alignment: Lawful evil.

Status: Not available for PCs.

Province	Law	Temples	Guilds	Sources
Aktarsk (3/3)	Mg (3)*	Bnk (3)	DrC (3)	Mg (3)
Boloshoy Kavkaz (2/5)	Mg (1)	EtS (1)	MCS (1)	Mg (4)
Donskoy (3/6)	Mg (3)	Bnk (3)	DrC (2)	Mg (4)
Kiyegov (3/5)	Mg (3)	Bnk (2)	—	Mg (5)
Melekes (2/6)	Mg (2)	EtS (1)	MCS (1)	Mg (5)
Pipryet (2/3)	Mg (2)*	Bnk (2)	DrC (2)	Mg (3)
Ry'Peski (2/7)	Mg (2)	EtS (2)	MCS (1)	Mg (6)

* Indicates a holding fortified by a castle.

Abbreviations: Mg=the Magian; Bnk=Almighty Temple of Belinik (Gabrend Sontrene); DrC=Dragonsea Coster (Huseti Trosane); EtS=Church of the Eternal Seas (Cedriane Alghasne); MCS=Merchant Consortium of Suiriene (Sarand Fasir).

Provinces/Holdings: Once called Famenna, the Khinasi domain on the Essenshaal Peninsula fell to a powerful Vos army that fought its way through the highlands of Min Dhousai more than 200 years ago. The realm stood as the crude Vos robber barony Pipryet until an awnshegh called the Magian landed with his forces on its eastern shores six years ago. After quickly killing most local nobles, the Magian conquered the domain entirely within a few months of his arrival.

Now everyone just calls the area the Magian's. It's a war-torn realm whose people found themselves given the option of absolute obedience to the powerful awnshegh wizard or death at the hands of his fanatical troops. These inhabitants seem quite an explosive mix of Khinasi, Vos, and foreigners from the Magian's homeland across the Sea of Dragons.

- ◆ **Law:** The Magian's military forces double as a ruthless police brigade. They tolerate no crime and immediately suppress any activity or group that might threaten the Magian's rule. The awnshegh has the full support and loyalty of his populace at the moment, although his critics (quietly) observe that it's out of fear, not respect.

- ◆ **Temples:** Surprisingly, the Magian chooses not to interfere with the operation of the temples of the state. The Vos populace reveres Belinik, the realm's most widespread faith. A small temple devoted to Nasri, the Church of the Eternal Seas out of Suiriene, controls a few small temples along the coast.

- ◆ **Guilds:** The Dragonsea Coster and the Merchant Consortium of Suiriene both have small concessions in some cities, but the Magian's troops watch them very carefully. Several times in the last few years, the Magian has enacted new laws of the land, enabling him to pillage the emporiums.

- ◆ **Sources:** The Magian wrested control of the land's sources away from the sorcerers who had served Pipryet's baron. However, the five Royal Mages of Min Dhousai have blocked his attempts to expand farther.

Regency Generated/Accumulated: 44/25 RP.

Treasury: The Magian has 10 GB at the moment but earns 30 GB each domain turn.

Army: The awnshegh has a construction brigade of five units of light infantry. His battle division includes:

- ◆ 2 units of Khinasi medium cavalry
- ◆ 1 unit of Vos archers
- ◆ 3 units of Vos infantry
- ◆ 1 unit of scouts

Regent: The awnshegh known as the Magian (MAw; W20; Az, major, 44; LE) holds this land in an iron grip. The reclusive creature prefers to rule through his minions and rarely shows himself in public—rumors label him a lich of extraordinary power. When he does appear to his subjects, he cloaks himself in impenetrable *illusions* to appear as a tall, shadowy figure with no discernible features. Often, a lesser awnshegh minion named Ahazarus (MAw; W10; Az, minor, 13; LE) appears in his guise.

The Khinasi know little of the wizard's goals or capabilities. He frequently demonstrates a fearsome command of sorcery—the wise assume that no spell or enchantment lies beyond his power. He recruits often for his battle division, as well as for a new training program for magicians. Clearly, he intends to expand his domain by force of arms and magic—the only questions are when and where.

- ◆ **Lieutenants:** Twelve powerful warriors and sorcerers known as the Riders serve the Magian, captaining his armies and executing his most secret missions. Folks think them undead lords, called back to life by the awnshegh's foul sorcery. Nothing that occurs in this domain escapes the notice of the Riders, and few who rouse their wrath are ever seen or heard from again.



Important NPCs: The Great Battle Priest Gabrend Sontrene (*MV; Pr5, Belinik; Az, minor, 15; CE*) leads the Almighty Temple of Belinik. Many Vos temples scorn the central organization structure of the faiths of other peoples; the priests of the Almighty Temple spend their time among the clans and warriors of the state instead of gathered together in one main temple. After Pipryet's defeat, the Magian quietly installed Sontrene as the new head of Belinik's worshipers. So far, he has done exactly as the wizard wishes. The priests of the Almighty Temple are firm loyalists as well.

Description: The Magian has transformed Pipryet from an unsophisticated backwater to a strong and efficient war machine. Traveling in the area proves dangerous, as the Magian's soldiers police virtually the entire state and maintain frequent watchtowers and checkpoints. Even natives of Pipryet must apply for permits to travel from town to town.

Most locals have embraced the Magian's call to arms. The Vos warriors who used to control this state make up the bulk of the battle division now. (The creature rallied them with promises of loot and conquest.) The Khinasi of this land, all second-class citizens under Vos rule, now receive equal treatment and can bear arms. Naturally, they view the Magian not as a tyrant, but as their liberator and defender.

- ◆ **Capital:** The Magian holds court in the old palace of the Baron of Pipryet, in the city of the same name. However, he spends quite a bit of time secluded in a fortified tower in the province Aktarsk. He receives few visitors there—his Riders govern ably in his absence.
- ◆ **Trade goods:** The Magian trades local fish and seafood harvests for ore to forge weapons to better equip the army.

Allies: The Magian has forged alliances with Yeninskiy and Rhuannach. Currently he courts the Defender of Merasaf as a new ally, seeking to turn him against Min Dhousai.

Enemies: All the awnshegh's neighbors view his growing strength with great alarm. Public opinion makes the states of Khourane and Min Dhousai the Magian's first targets in his inevitable bid for expansion.



suiriene

Alignment: Chaotic good.
Status: Recommended.

Province	Law	Temples	Guilds	Sources
el-Assire (3/4)	MBu (2)	DTH (3)	SOS (2)	WM (3)
Baered (3/2)	MBu (2)	GTA (2)	MCS (2)	WM (2)
	SOS (0)			
Cape Arvuold (2/7)	MBu (1)	EtS (2)	MCS (2)	WM (4)
Green Mountains (3/4)	MBu (2)	WSK (3)	SOS (2)	WM (3)
Masetiele (5/0)	MBu (3)*	GTA (3)	MCS (3)	WM (0)
	SOS (2)	DTH (2)	DrC (2)	
			MBu (0)	
Northcape (1/8)	MBu (1)	GTA (1)	MCS (1)	WM (7)
Taeg Plain (0/5)	—	—	—	WM (2)

* Indicates a holding fortified by a castle.

Abbreviations: MBu=Mieles Buired (Suiriene); DTH=Dragonsea Temple of Haelyn (Anea Kafalie); SOS=Society of the Serpent (Darius Asparta); WM=the Wind Mage (Nashal ibn Remil); GTA=Great Temple of Avani (Dizel Lafirz); MCS=Merchant Consortium of Suiriene (Sarand Fasir); EtS=Church of Eternal Seas (Cedriane Alghasne); WSK=White Sword of Khirdai (Faroud min Gheirut); DrC=Dragonsea Coster (Huseti Trosane).

Provinces/Holdings: A former colony, Suiriene has enjoyed independence for more than four centuries but still retains many Anuirean laws and customs. Descendants of both Basarji and Anuireans live here, relying on the sea for trade and communication.

- ◆ **Law:** The lord governor's police have a firm grasp on the law holdings of Suiriene. However, agents of the Society of the Serpent have infiltrated several provinces, especially the poorer neighborhoods of the city of Masetiele.
- ◆ **Temples:** The people of Suiriene have always called on whichever god they thought would hear them, so the island houses a variety of temples. Both the Dragonsea Temple of Haelyn, led by Anea Kafalie (FA; Pr1, Haelyn; An, major, 29; LG), and the Church of the Eternal Seas, governed by Cedriane Alghasne (FKh; Pr4, Nasri; Ma, minor, 15; N) make their headquarters here.

- ◆ **Guilds:** The Merchant Consortium of Suiriene, under Sarand Fasir (MKb; T5; Br, minor, 20; N), dominates trade in this area of the Islands, but Min Dhousai's Dragonsea Coster wants to expand its foothold. Agents of the Society of the Serpent also work toward gaining control of Suiriene's trade.
- ◆ **Sources:** Following the Anuirean custom, the lord governor received no schooling in magic. Instead, he relies on his court wizard to watch over magical events in and around Suiriene. The loyal Wind Mage does his job well and spends quite a bit of time at court.

Regency Generated/Accumulated: 27/40 RP.

Treasury: Suiriene's treasury holds 8 GB. Typically, the lord governor's tax collectors bring in about 12 GB per domain turn. Royal sea trade routes from Masetiele to Adara in Min Dhousai and to Ber Falaia in Khourane generate an additional 11 GB per turn. (For more on sea trade routes, see *Part VI: War and Trade by Sea*.)

Army: Suiriene's navy is its military strength:

- ◆ 4 units of Khinasi spearmen
 - ◆ 2 units of Khinasi light cavalry
- Navy: 12 dhouras, 7 zebecs, 3 dhows

Regent: Mieles Buired (MAAn; F2; Br, major, 27; LN) rules Suiriene as lord governor; nobles here still use the old Anuirean titles. This cold, calculating man of about 30 stands a little over 5 feet in height and seems to have little or no sense of humor.

The current regent inherited lordship of the isle about six years ago, when his father was murdered by agents of the Serpent. The previous governor's extreme popularity appears to be more than Buired can match—the people feel dissatisfied with his rule, despite his reputation for competence and fairness.

- ◆ **Lieutenants:** Buired's chief lieutenant and most valuable adviser is the Wind Mage. Nashal ibn Remil (MKb; W9; Vo, minor, 19; LG) is a skilled wizard who served his father for many years. The Wind Mage is the principal weapon in the lord governor's campaign against the Serpent's influence.

Important NPCs: A fierce Vos pirate named Ilya Dzerinnik (FV; F7; An, tainted, 8; CE) wants to muster a new crew by recruiting in the lowly neighborhoods of Masetiele. She lost her ship two months ago to a Mairadan coaster and drifted with the wreckage until she washed up on Suiriene's shore. Her ongoing campaign of robbery and murder has partially restored her finances but also has brought her to the attention of the Society of the Serpent. This sinister group has offered to bankroll her return to the high seas—with a few conditions.

Ilya gladly accepted and hopes to steal a warship from the Suirienean navy within weeks.

In the tangled forests of Northcape province, a powerful druid called el-Badein ("the Nameless One") keeps a shrine dedicated to the god Aeris. While the Khinasi do not generally venerate the forest lord by any name, the Anuireans brought his worship to Suiriene hundreds of years ago. El-Badein (*MKh*; *Pr9*, *Aeric*; *Re*, *tainted*, 5; *NG*) now seeks acolytes to carry his god's message to the shores of the Docandragh and halt the logging of that mighty forest. The lone druid's influence has not yet proven strong enough for even a holding (0).

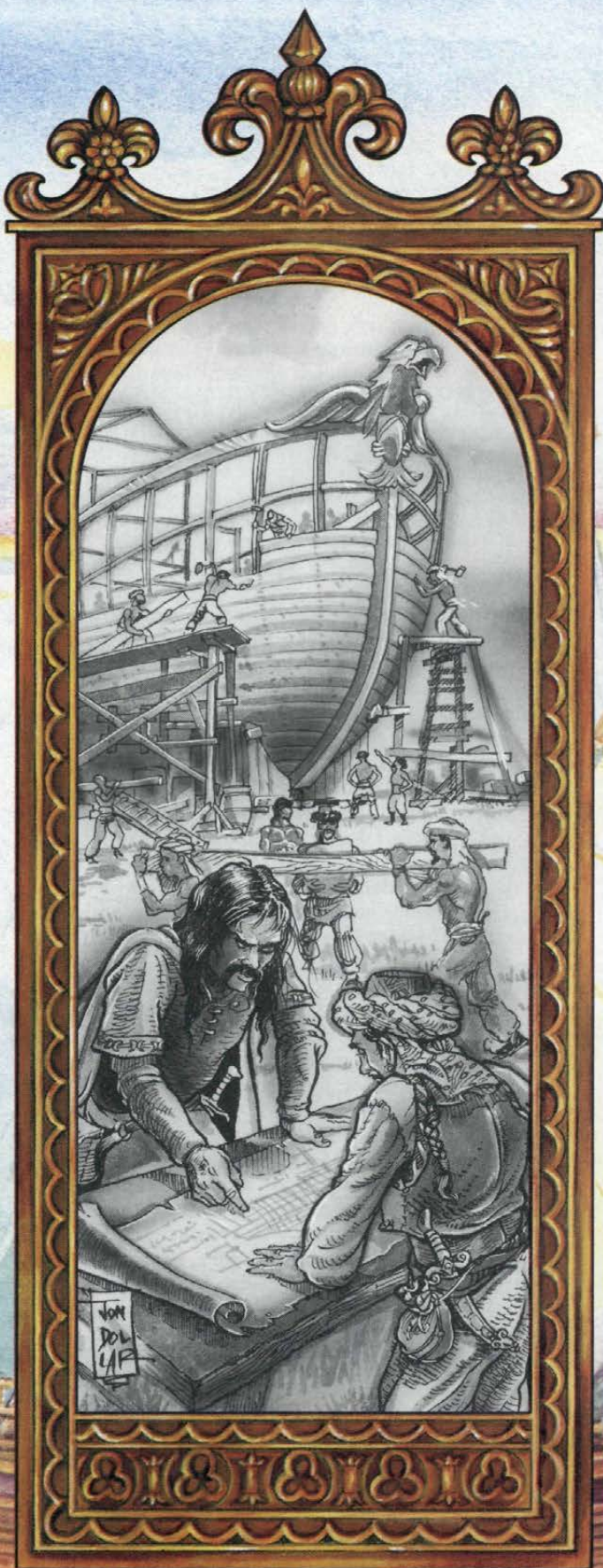
Description: Like the other realms in the Ajari Deep, Suiriene remains first and foremost a sea power. In fact, more than half of all Suirieneans make their livings from the sea, either as sailors, merchants, or fishermen. Locals number among the most advanced seafarers in all Cerilia, and their ship designs include the best features of both Khinasi and Anuirean vessels. Shipbuilding has become the most highly regarded craft of the island.

Suiriene seems a stable realm, but the people have a strong streak of independence, and they don't always agree with the lord governor's edicts. Worse yet, the awnshegh pours resources into infiltrating and corrupting the realm.

- ◆ **Capital:** Strong towers and a powerful navy guard Suiriene's greatest port and capital: the city-state of Masetiele. The lord governor's palace, a small walled compound, overlooks the sea from a cliff-top. Masetiele has no landward defenses, but regents have always protected it heavily with fortifications and various war machines.
- ◆ **Trade goods:** The local shipyards—the finest in Khinasi—take orders from all over Cerilia. Much of Suiriene has been deforested by the shipwrights' demand for timber, and only the lord governor's personal protection has kept Northcape from the same fate.

Allies: Though officially neutral, Suiriene has always remained on particularly good terms with Mairada, Khourane, and Merasaf.

Enemies: The priest lords of Ghamoura harbor an intense dislike of Suiriene's open attitudes toward religion. Relations between the two Island States currently are very cool.



ghamoura

Alignment: Lawful neutral.

Status: Recommended.

Province	Law	Temples	Guilds	Sources
Alcamar (5/1)	HTN (5)	HTN (4)	LPM (3) MCS (2)	—
Cape Alceis (3/6)	HTN (3)	HTN (2)	LPM (2)	—
el-Denebi (3/2)	HTN (3)	HTN (2)	MCS (2) LPM (0)	—
el-Feyín (1/8)	HTN (1)	HTN (1)	LPM (0)	—
Izédas (1/8)	HTN (1)	HTN (1)	LPM (1)	—
Ras Beiber (2/7)	HTN (2)	HTN (2)	LPM (2)	—
Tomad (2/7)	HTN (2)	HTN (2)	LPM (1)	—

Abbreviations: HTN=Holy Temple of Nasri (Markhab el-Aldezar); LPM=League of Pious Merchants (Talín bin Shantil); MCS=Merchant Consortium of Suiriene (Sarand Fasir).

Provinces/Holdings: The island state of Ghamoura falls under the rule of the Holy Temple of Nasri. It controls every aspect of the realm, enforcing lives of piety and morality on the Ghamourans.

- ◆ **Law:** The priests control every available law holding, and the temple's bureaucracy and inquisitors serve as the island's government and constabulary.
- ◆ **Temples:** The ruling Holy Temple of Nasri, sometimes called the Ghamouran Temple, permits only Nasri's faith on the island. The inquisitors consider all other priests heretics—and worship of other deities is punishable by death. Ghamourans acknowledge that gods and goddesses besides Nasri do exist, but they don't tolerate people who worship them.
- ◆ **Guilds:** Ghamourans tolerate thieves about as much as heretics; the punishment for even petty theft is quite severe. However, inquisitors do allow legitimate merchants to operate, as long as they tithe 10% of their income to the temple. The Merchant Consortium of Suiriene maintains a presence here, but the temple endorses the League of Pious Merchants and its regent, Talín bin Shantil (*MKh; T2; Br, tainted, 6; LG*).
- ◆ **Sources:** This state differs from most others in the Sun Coast in that the locals consider sorcery of all kinds a vile crime against nature. No wizards may practice their arts on the island, and even a brief visit can prove very dangerous for a practitioner of

the magical arts. Thus, the island's sources remain untapped—a fact which has greatly hampered the Serpent's efforts to insinuate his agents into Ghamouran society.

Regent: The temple and the state follow the High Priest Markhab el-Aldezar (*MKh; Pr7, Nasri; Ba, great, 37; LE*), the sixth high priest of his geirhou. In Ghamoura, noble titles and properties lost their significance many years ago, so the ajazada families began to place their children in important temple positions rather than the sultan's court. Although the priests of Nasri's temple don't marry, most families are large enough that a nephew or cousin can take up the priesthood of a relative who passes away.

Markhab el-Aldezar stands a towering 6 feet, 8 inches in height, with a bony but athletic build. The priest, in his late thirties, shaves his head in keeping with the custom of all Ghamouran Temple priests. This ambitious but patient man slowly gathered support during his 20 years of temple service before forcing the previous high priest into early retirement. He dreams of extending the true faith of Nasri to the "hedonists and degenerates" of neighboring lands—with the edge of a sword, if need be.

Important NPCs: Muerrezín Laila bint Cidro el-Shaula (*FKh; Pr12, Nasri; An, minor, 13; LN*) leads the temple's inquisitors. This priestess has raised the practice of witch hunting to an art; her hand-picked guards of temple soldiers and priests roam the island in search of magicians and wizards.

The idealistic young muerredal (paladin) Ketifa min Tomad (*FKh; P8, Nasri; LG*) has begun a crusade to end corruption within the temple. She has sworn secretly to expose the high prefect's underhanded dealings and to install a true priest on the throne.

Description: Like the other islands of the Ajari Deeps, Ghamoura boasts mountainous terrain with dense forests and a warm, rainy climate. Its people seem quiet and orderly, carefully avoiding actions that might call the attention of the temple's inquisitors. Although some may resent the temple's control over their lives, most people enjoy the security and order Nasri's church provides for them.

Ghamoura trades timber, fruit, iron, and copper to the mainland, especially the arid Plains States. But just because such realms trade with this domain

doesn't mean they approve of Ghamoura's policies. In fact, the high priest's tyranny has alienated many of the state's old allies, like Djafra and Suiriene.

mairada

Alignment: Neutral.

Status: Recommended.

Province	Law	Temples	Guilds	Sources
Cecidein (3/6)	AM (1)	GTA (2)	SOS (3)	TR (6)
Dalceir (2/7)	SOS (2)	GTA (1)	MTC (2)	TR (7)
Mairada (6/3)	AM (3)	GTA (2)	MTC (4)	TR (3)
	SOS (3)	TR (2)	SOS (2)	
		WSK (2)		

Abbreviations: AM=Alassín el-Maïr (Mairada); GTA=Great Temple of Avani (Dizel Lafirz); SOS=Society of the Serpent (Darius Asparta); TR=Temple of Rilni (Jabil min Rilni); MTC=Mairadan Trade Company (Alassín el-Maïr); WSK=White Sword of Khirdai (Faroud min Gheirut).

Provinces/Holdings: Mairada, a tiny state of three provinces, clings to the southernmost tip of Cerilia. Isolated from its landward neighbors by the impassable Fingers of Ayan, Mairada has turned its attention to the sea while maintaining a reputation for political neutrality.

- ♦ **Law:** The Sultana of Mairada enjoys respect throughout the state, but she rarely tries to force her will on the people. In fact, she maintains only minimal law holdings—the Society of the Serpent controls the rest.
- ♦ **Temples:** The most popular church in Mairada is the Great Temple of Avani, led by Dizel Lafirz (MKh; Pr3, Avani; Ba, great, 31; LG). Still, a fair number of people follow the teachings of the mysterious Temple of Rilni. Mages and others from all over Khinasi come to the temple in Mairada province to swear loyalty to the god of magic.
- ♦ **Guilds:** As locals value trade, their Mairadan Trade Company dominates the local guilds. However, the Society of the Serpent's influence increases daily.
- ♦ **Sources:** The mage-priests of the Temple of Rilni protect the countryside's magical potential. The realm is home to mages of varying degrees of skill, several of whom may access the temple's sources.

Regent: Sultana Alassín el-Maïr (FKh; T6/W3; Ba, minor, 16; N), a handsome lady of about 50, has a taste for the trappings of wealth. In her palace, luxurious revelries and galas are the rule, not the exception. El-Maïr believes in letting her subjects govern themselves, and the people reciprocate by demanding little of her time or attention.

The sultana's position among the Maïr clan—the oldest and wealthiest in all Mairada—allows her to control the geirhou's considerable merchant enterprises and properties, including the Mairadan Trade Company. As a young woman, Alassín el-Maïr learned the merchant arts well. But, when she

ascended to the throne, she took up the part-time study of magic for entertainment.

Important NPCs: The elder priest Jabil min Rilni (MKh; Pr13, Rilni; Vo, minor, 19; NG) leads the Temple of Rilni, making him possibly the most influential person in the sultanate. Since the sultana frequently ignores matters of state, the priest often makes decisions for the entire realm, not just his temple. Many officials and courtiers have learned to ask his opinion before obeying the sultana's orders.

The short, bandy-legged man descends from the common herders and nomads of the Plains States. He came to the Temple of Rilni as a lad of 12 summers to learn magic; he never left.

Description: Protected by impassable mountains on one side and the sparkling waters of the Ajari Deep on the other, Mairada is a kingdom of breathtaking sea cliffs and sun-drenched fishing villages clinging to sheer mountainsides. Although the poor soil makes farming difficult, the sea provides all the bounty Mairadans need to fill their tables.

Because of its location and reputation for neutrality, Mairada often functions as a meeting ground for neighboring regents. Of course, its indifference to the affairs of the lands around it have made this state a center for diplomacy, intrigue, and double-dealing. Mairada also enjoys renown as a place where one can buy or sell *anything*; its markets welcome ships of all origins. Even the green-sailed Serpent galleys call here, exchanging gems and tropical hardwoods for more mundane supplies.

Nearly half the population lives in the capital, Mairada, on the west coast of the mainland. The rest of the inhabitants are scattered in villages along the shores of the mainland and the islands of Dalceir and Cecidein. One can easily make out the Isle of the Serpent due south from the heights of these islands.

maze of maalvar

Alignment: Chaotic neutral.
Status: Not available for PCs.

Province	Law	Temples	Guilds	Sources
Cape Aswir (0/4)	—	—	—	Maa (4)
Beid (1/5)	Maa (1)	Ve (1)	—	Maa (5)
Itave (1/2)	Maa (1)	Ve (1)	—	Maa (2)
Ras Nabíl (0/3)	—	—	—	Maa (3)
el-Saroume (1/3)	—	Ve (1)	—	Maa (3)

Abbreviations: Maa=Maalvar the Minotaur; Ve=Vede.

Provinces/Holdings: Between the highlands of Khourene and the Sea of Dragons lies the Maze of Maalvar, a lonely land of sheer peaks, unexplored forests, and gorges carved by wild streams. This is the domain of the Minotaur, a cryptic awnshegh who retreated here in the centuries following Deismaar to hide his curse from his fellow men.

Maalvar does not live alone in this land. When he came to the Maze, he found a few Khourenean settlers (whom he quickly routed) and aboriginal clans of halflings living in the realm's secluded valleys. These people, the Itave, have dwelled here quietly as long as anyone can remember—when Basarji explorers first roamed the Maze, they assumed these halflings were native Cerilians. (No one knows why they chose to leave their idyllic Shadow World—apparently for good—so long before the rest of their kind.) Now the rest of the continent has all but forgotten them. Curiously, Maalvar acts as their guardian, preventing outsiders from interfering with their way of life.

◆ **Law:** No more than a few hundred people live in any of the Minotaur's provinces, so law holdings prove largely unnecessary.

◆ **Temples:** The Itave follow a local druid, worshipping spirits of earth, air, and water with simple ceremonies performed under the sky.

◆ **Guilds:** Again, the Itave have settled this realm so sparsely as to make organized trade (or crime, for that matter) impossible. Merchants of neighboring realms have tried to make contact with the Itave or log the outlying woods of

the Maze, but Maalvar reacts violently to such incursions.

◆ **Sources:** A warrior early in his life, Maalvar began studying magic to find a cure for the manifestations of cursed Azrai's blood. Although he has long since abandoned hope of reversing his condition, the awnshegh remains a competent sorcerer.

Regent: In the distant past, Maalvar (MAw; F18; Az, major, 36; CN) earned a reputation as a noted hero who battled evil across Cerilia for years. However, he didn't realize he carried a dark taint—the blood of Azrai's line ran in his veins. As he grew more powerful and famous, he found himself struggling to resist the impulses to violence and cruelty that tormented him. Eventually, he lost the fight, and his body twisted into a horrid hybrid of man and bull. (A Khinasi tale claims his transformation occurred after he killed the Sandpiper, an awnshegh who used to inhabit the Tarvan Waste.) Maalvar fled to the remote mountains and forests of the Maze, and there he still hides.

The awnshegh does not rule the Itave; in fact, he tries to avoid contact with them, fearing he might do them harm. Unfortunately, from time to time he seems unable to control the bestial rage that seethes in his heart, and he rampages through the labyrinthine gorges and woods, destroying everything in his path. Itave elders recognize his inherent honor, but their wisdom holds no cure for the Minotaur's curse.

Description: Some of the Maze feels desolate, with only a few scattered Itave camps, while other provinces have significant forest.

The heart of the Maze, Beid, lies near the center of the domain. In a hidden gorge stands the Labyrinth of Maalvar, a cyclopean construction of featureless stone walls more than a mile across. No one knows who built the Labyrinth or why, but it predates the arrival of humans in Cerilia and is clearly not of elven, dwarven, or goblin origin. The Minotaur makes his home in a small keep in the center of the Labyrinth.

For centuries now, the Minotaur has been building on to the Labyrinth, improving its original design to make the Maze next to insoluble. The structure serves two purposes: First, it prevents intruders from troubling him. Second, when the awnshegh flies into a rage, he loses the lucidity required to find his way out, which keeps him from hurting others.

The rest of the Maze houses some of Cerilia's more dangerous wildlife. Griffons, owlbears, stirges, and trolls among other creatures can be found throughout the realm, sometimes in great numbers. The Itave carefully avoid such dangerous creatures, and without their skill or guidance a traveler likely will run afoul of something deadly here.

merasaf

Alignment: Lawful good.

Status: Recommended.

Province	Law	Temples	Guilds	Sources
Ber Mera (5/4)	GZ (5)*	SOH (2)* WSK (2)*	DrC (4)	WS (4)
Cape Rahel (3/4)	GZ (3)	WSK (3)	DrC (2)	WS (4)
Deicera (3/6)	GZ (3)*	SOH (2)	DrC (1)	WS (6)
Marhab (3/4)	GZ (3)	WSK (2)	DrC (1)	WS (4)
Point Qasar (4/5)	GZ (4)	SOH (2) EtS (1)	DrC (3)	WS (5)
Ras Chedin (1/8)	GZ (1)	EtS (1)	—	WS (8)

* Indicates a holding fortified by a castle.

Abbreviations: GZ=Goulán el-Zesande (Merasaf); SOH=Shield of Halaia (Tihara min Buseri); DrC=Dragonsea Coster (Huseti Trosane); WS=the White Sorceress (Turanda el-Shaifal); WSK=White Sword of Khirdai (Faroud min Gheirut); EtS=Church of the Eternal Seas (Cedriane Alghasne).

Provinces/Holdings: Once a great power of eastern Khinasi, Merasaf suffered a dramatic reversal of fortune when the Iron Hand Tribes of orogs smashed its western provinces about two centuries ago. While the realm was still reeling, its northwestern Vos provinces broke away to form the domain of Yeninskiy. Today, the land is besieged, its populace trapped within the mighty ramparts guarding its borders. The people have no delusions about their ability to reason with the orogs—or the sea raiders from Yeninskiy, for that matter. They know that preserving what's left of their realm will remain a bitter struggle for years to come.

♦ **Law:** The domain's lord defender controls all available law holdings. His troops patrol every square inch of the state to watch for orog raiding parties—the beasts can reach even supposedly safe areas by tunneling.

♦ **Temples:** The people of Merasaf once devoted themselves to Avani, the patron of all Khinasi. But over the years of their isolation, they have come to favor more warlike gods. Khourane's Shield of Halaia and the White Sword of Khirdai (based in Min Dhousai) are the most powerful temples of the land, although Suiriene's Church of the Eternal Seas has a small presence in the east.

♦ **Guilds:** The Dragonsea Coster, headquartered in Min Dhousai, seems the only guild of substance in Merasaf. Like many in the realm, the coster lost a fortune in holdings and assets when western Merasaf was overrun. Several unorganized local guilds remain active in the peninsula as well.

♦ **Sources:** The greatest wizard in Merasaf, known throughout all Khinasi, is Turanda el-Shaifal—the White Sorceress. Her life and power seem inextricably linked with the rugged mountains and highlands of Merasaf. Her sorcery often has defeated the Vos of Yeninskiy and the orogs.

Regent: Lord Defender Goulán el-Zesande (*Mkb; F10; Ba, major, 27; LG*), the sixth of his line since the fall of western Merasaf, rules the realm. Before the orog assault, the state followed not the Zesande defenders, but the Fahaiaad kings. However, the entire royal line died in the sack of the old capital. Captain of the Guard Binara el-Zesande rallied the survivors to turn back the orogs' attack, which earned her the first title of defender.

Goulán el-Zesande shows a commitment to spartan discipline in his court and unceasing vigilance along the Wall his forebears constructed at the orog border. After seeing the flower of two generations decimated in war, he feels sick at heart with grief and foreboding. Still, he carries on, hoping that one day he'll break Merasaf's siege.

Important NPCs: Turanda el-Shaifal (*FKb; W17; Vo, major, 26; NG*), the defender's court mage, has stood by the side of four defenders now, using her powerful magic to help Merasaf turn back invasion after invasion. While el-Zesande has no time for frivolous occasions of state, the White Sorceress always finds a way to tend to the details of running a civilized court.

Adventurers causing trouble in and around Merasaf should hope they come to Turanda el-Shaifal's attention before they cross the defender. El-Zesande would imprison them for years as spies or saboteurs, but the old White Sorceress has a soft spot for heroes.

Description: In the days of old Merasaf, its stark mountains and barren highlands deterred all but a few shepherds and seafarers from living in the Yousera Peninsula. But after the western provinces fell, thousands of refugees found new homes here. Now, fishing villages dot the coast, and the high glens pasture sheep and goats.

The capital, Ber Mera, is a great fortress city guarded by several castles. On the western borders of Ber Mera province stands the Wall, a system of ramparts blocking the passes into the lands held by the Iron Hand Tribes.



other domains

The Island States are unusual in that awnsheghlien directly or indirectly control nearly a third of the region's nonpolitical domains.

temples

The geographical isolation of the Island States has led to a great diversity of faiths. No less than 10 separate faiths operate temples here.

the white sword of khirdai

Alignment: Chaotic neutral.

Status: Recommended.

Summary: The strife of the last century has brought the warrior to the center of eastern Khinasi culture. Naturally, the temple devoted to Khirdai, the god of war, has flourished. Although based in the Docandrigh (Min Dhousai), the White Sword of Khirdai's holdings scattered across the Islands make it one of this area's more important religions.

Holding	Level	Province/Ratings	Domain/Ruler
Temple	2	Mairada (6/3)	Mairada/el-Mair
Temple	2	Ber Mera (5/4)	Merasaf/el-Zesande
Temple	3	Cape Rahel (3/4)	Merasaf/el-Zesande
Temple	2	Marhab (3/4)	Merasaf/el-Zesande
Temple	2	Adara (4/3)	Min Dhousai/el-Dhousai
Temple	2	Cedeina (3/4)	Min Dhousai/el-Dhousai
Temple	2	Gheirut (3/4)	Min Dhousai/el-Dhousai
Temple	2	Toure el-Fasil (5/4)	Min Dhousai/el-Dhousai
Temple	3	Green Mountains (3/4)	Suiriene/Buired

Regency Generated/Accumulated: 19/25 RP.

Treasury: 8 GB. The temple normally collects about 9 GB per domain turn.

Regent: The High Bladelord Faroud min Gheirut (*MKh; Pr6, Khirdai; An, minor, 19; CG*) bears the White Sword and leads the temple. This hale warrior in his middle forties has a balding pate and a hard, unforgiving cast to his face. He tries to ensure that his followers battle monsters, not each other.

Other temples in the Island States (including their total holdings in each domain):

♦ Almighty Temple of Belinik (Gabrend Sontrene)	The Magian (10)
♦ Church of the Eternal Seas (Cedriane Alghasne)	The Magian (4) Merasaf (2) Suiriene (2) Suiriene (5)
♦ Dragonsea Temple of Haelyn (Anea Kafalie)	Mairada (5) Suiriene (6) Ghamoura (14)
♦ Great Temple of Avani (Dizel Lafirz)	Mairada (5) Suiriene (6) Ghamoura (14)
♦ Holy Temple of Nasri (Markhab el-Aldezar)	Merasaf (6)
♦ Shield of Halaia* (Tihara min Buseri)	Isle of the Serpent (7)
♦ Sons of the Serpent (Lakial)	Mairada (2)
♦ Temple of Rilni (Jabil min Rilni)	Maze of Maalvar (3)
♦ Unnamed local nature faith (Vede)	

* Also in the Docandrigh.

guilds

Even more than in other regions of Khinasi, the organized guilds of the Island States specialize in sea trade.

the merchant consortium of suiriene

Alignment: Neutral.

Status: Recommended.

Summary: Founded more than 130 years ago by a union of Anuirean and Khinasi traders, the Merchant Consortium quickly became the foremost guild of the region by acquiring as many merchant vessels as possible and controlling the sea routes around Suiriene and Khinasi's eastern coast.

Holding	Level	Province/Ratings	Domain/Ruler
Guild	2	Alcamar (5/1)	Ghamoura/el-Aldezar
Guild	2	el-Denebi (3/2)	Ghamoura/el-Aldezar
Guild	1	Boloshoy Kavkaz (2/5)	the Magian/Magian
Guild	1	Melekes (2/6)	the Magian/Magian
Guild	1	Ry/Peski (2/7)	the Magian/Magian
Guild	2	Baered (3/2)	Suiriene/Buired
Guild	2	Cape Arvuold (2/7)	Suiriene/Buired
Guild	3	Masetiele (5/0)	Suiriene/Buired
Guild	1	Northcape (1/8)	Suiriene/Buired

Regency Generated/Accumulated: 18/25 RP.

Treasury: The Merchant Consortium's treasury now holds 12 GB. Typically, it collects about 15 GB per domain turn. This Suirienean guild maintains a sea trade route (3) from Masetiele to Izedas in Ghamoura and a route (4) from Cape Arvuold to Alcamar in Ghamoura. (See *Part VI: War and Trade by Sea* for more on sea trade routes.)

Army/Navy: This guild has a fleet of four dhours and one zebec, plus it maintains two units of Khinasi marines anchored in Masetiele.

Regent: The leader of the Merchant Consortium, an Anuirean noblewoman named Sarand Fasir (*FA; T2; Br, minor, 18; N*), is a graceful lady of about 50. Her family invested in the Merchant Consortium in its formative period and eventually bought out the other investors. Fasir, the fourth of her family to lead the consortium, seems a sharp businesswoman. However, she enjoys a life of ease and socializing, occasionally letting guild matters slide during "the season." As Fasir remains the wealthiest of Suiriene's citizens, the lord governor thinks twice before tangling with her.

Description: The consortium's chief interests lie in small, high-value cargoes such as silks and spices, although its ships also carry timber and grain from time to time. Fasir prefers to run a legitimate business, unlike her chief rival, the Dragonsea Coster. The two often clash on the high seas, where there's no one around to protect the consortium's ships from attacks by "pirates."

Other guilds in the Island States (including their total holdings in each domain):

◆ Dragonsea Coster* (Huseti Trosane)	The Magian (7) Merasaf (11) Suiriene (2) Ghamoura (9)
◆ League of Pious Merchants (Tal'n bin Shantil)	
◆ Lord Governor of Suiriene (Mieles Buired)	Suiriene (0)
◆ Maraidan Trade Company (Alassin el-Ma'ir)	Mairada (6)
◆ Society of the Serpent* (Darius Asparta)	Isle of the Serpent (31) Mairada (5) Suiriene (4)

* Also in the Docandragh.

sources

In addition to the three human wizards of the Island States, three of the region's practitioners of magic are awnsheghlien.

the wind mage

Alignment: Lawful good.

Status: Recommended.

Summary: For centuries, the premier wizards of

Suiriene have managed to harness the power of island trade winds. Nashal, the latest in a long line of skilled sorcerers to hold this position, inherited his domain from his mentor; the previous Wind Mage died only two years ago.

Holding	Level	Province/Ratings	Domain/Ruler
Source	3	el-Assire (3/4)	Suiriene/Buired
Source	2	Baered (3/2)	Suiriene/Buired
Source	4	Cape Arvuold (2/7)	Suiriene/Buired
Source	3	Green Mountains (3/4)	Suiriene/Buired
Source	0	Masetiele (5/0)	Suiriene/Buired
Source	7	Northcape (1/8)	Suiriene/Buired
Source	2	Taeg Plain (0/5)	Suiriene/Buired

Regency Generated/Accumulated: 21/38 RP.

Treasury: Although Nashal has a personal fortune worth 3 GB, he generally depends on the lord governor, Mieles Buired, for financial support.

Regent: Nashal ibn Remil (*MKb; W9; Vo, minor, 19; LG*), the most famous wizard of Suiriene, remains one of the chief guardians of the isle's wild places. At 30, the wizard seems young considering his skill and subtlety, but he's gifted with unusual wisdom and patience. He stands over 6 feet tall and has laughing eyes and a quick smile for anyone he meets.

Description: Nashal believes it the task of the Wind Mage to protect the islanders from harm and ensure that Suiriene grows under his care. He works to control logging and the clearing of the island, but he does point out suitable areas open for human expansion. Since coming into power as the Wind Mage, Nashal has involved himself in the lord governor's court and has found himself gradually drawn into a fierce but silent war against the agents of the Serpent.

Other wizards in the Island States (including their total holdings in each domain):

◆ Maalvar the Minotaur	Maze of Maalvar (17)
◆ The Magian	The Magian (30)
◆ The Serpent	Isle of the Serpent (11)
◆ Temple of Rilni (Jamil min Rilni)	Mairada (16)
◆ The White Sorceress (Turanda el-Shaifal)	Merasaf (31)

The Khinasi are a race of scholars and traders, soldiers and statesmen, wizards and artisans. This chapter introduces some of the more important and unusual characters of various walks of life, presenting them with full game statistics for use in your campaign.

These characters hold positions that should bring them into contact with adventurers fairly frequently. Feel free to adjust their experience levels, magical items, or other details as you see fit. You can also use these nonplayer character descriptions as templates for additional Khinasi NPCs. Each description includes only the equipment the character usually carries. If the character is a regent of any type of domain, assume he can access the temple's (guild's, etc.) treasury for other items.

rahíl the falcon

Court Mage of Ariya, a 7th-level Khinasi wizard

S: 14
D: 13
C: 11
I: 17
W: 15
Ch: 13
AL: LG
AC: 3
hp: 21
MV: 12
THACO: 18
#AT: 1
Dmg: 1d6+2



Bloodline: Masela, minor, 19.

Blood abilities: Blood history, detect illusion.

Equipment: Cloak of protection +3, staff of thunder and lightning, ring of mind shielding, potion of healing, fine robes, pouch with components and reagents.

Spells memorized: Armor and stoneskin spells in effect; 1st—charm person, color spray, protection from evil, sleep; 2nd—alter self, levitate, mirror image; 3rd—fly, suggestion; 4th—solid fog.

Description/History: Rahíl is the court mage of Ariya, a loyal ally and adviser to the prince of the state. This tall, athletic man in his middle forties has a stern face, long black hair streaked with white, and a proud bearing. The Falcon dresses in a fine, high-collared tunic of deep blue with silvered embroidery and wears a gold amulet around his neck. His staff never leaves his hand; it is carved from mahogany and inlaid with gold wire.

part v: personalities

Rahíl grew up in the countryside of Djafra, the son of a minor lord. Like many ajazada, he was introduced to the study of magic as a teenager. However, magic quickly became a driving passion that absorbed all his time and attention. Rahíl's skill soon surpassed that of his tutors, so he left to study magic with mentors across Khinasi, including Turanda el-Shaifal, White Sorceress of Merasaf.

After years of adventure and study, Rahíl found himself in Ariya. The prince's court mage had just passed away, and that wizard's apprentices were a pair of scheming wretches trying to use their spellpower to take control of the court. When Rahíl upset their plans and revealed them for the scoundrels they were, the prince, Gerad ibn Farid el-Arrasi, offered him the post of court mage. Rahíl accepted and soon claimed the previous wizard's sources and ley lines.

People call Rahíl the Falcon because his tunic's design usually features a silver raptor. Some think the symbol a family crest, which he wears out of honor. Others say his keen insight and regal bearing remind one of a bird of prey.

Rahíl's Domain: Although Rahíl holds his own domain of magical sources, he sees himself as a servant of Ariya, not as a regent in his own right. Rahíl's domain consists of eight sources, totalling 24 RP, including a source (5) in Barsérat in Aftane. His three ley lines permit him to cast realm spells in any Ariyan province.

arlando el-adaba

*The Red Herald, a
10th-level Khinasi bard*

S: 13
D: 16
C: 9
I: 14
W: 11
Ch: 17
AL: NE
AC: -1
hp: 36
MV: 12
THAC0: 16 (14 with
scimitar)
#AT: 3/2 and 1
Dmg: 1d8+2 and
1d4+1



Bloodline: Reynir, minor, 15.

Blood abilities: Alertness, poison sense.

Equipment: Chain mail shirt +2, cloak of the bat, scimitar of speed +2, dagger, noble garb with arms of Aftane.

Spells memorized: 1st—change self, charm person, hypnotism; 2nd—blur, ESP, invisibility; 3rd—clairaudience, wraithform; 4th—fear.

Thief abilities: CW 90%, DN 50%, PP 70%, RL 25%.

Description/History: The Red Herald, spokesman for the Red Kings of Aftane, seems the only one of them to engage in normal diplomacy and negotiations with other regents. El-Adaba won his position when he aided the other Red Kings in overthrowing the Sultan of Aftane. Now he visits the courts of nearby states frequently and busies himself with maintaining the balance of power among the Red Kings. As his peers don't trust each other (or him), el-Adaba's deft manipulations are often all that stand between Aftane and fierce civil war.

This short, wiry man possesses the easy grace of a cat and an endless supply of good humor and lively wit. Beneath his fool's facade lie ambitions that run deep. The Herald is one of those rare people who, though rotten to the core, was gifted with a genuinely likable personality. Count on him for entertaining and intelligent conversation with well-thought out arguments and humorous examples to highlight his points. In short, el-Adaba is a master diplomat.

The Herald remains the only Red King who allows citizens to know his identity. Most believe the other monarchs of Aftane are merely a band of adventurers who supported el-Adaba in his takeover bid. The Herald actually is a nephew of the former satrap of Adaba; when the Red Kings struck, he murdered his uncle personally.

The Red Herald's domain: Arlando el-Adaba does not actually rule any of Aftane's provinces himself, but he does control portions of the kings' law holdings in the city-states of Aftane and Adaba. He receives most of his power from vassalage agreements with the other six Red Kings, each of whom give him 2 RP per domain turn. Since the Red Herald practices his diplomacy in their collective interests (usually), the kings support him.

adan el-mesir

*High Captain of Mesire, a
5th-level Khinasi fighter*

S: 17
D: 10
C: 15
I: 13
W: 13
C: 14
AL: LG
AC: 2
hp: 33
#AT: 3/2 or 1
THAC0: 16 (13 with sabre
and Strength)
Dmg: 1d6+5 (sabre)
or by weapon +1



Bloodline: Anduiras, tainted, 11.

Blood ability: Battlewise.

Equipment: Improved mail +1, shield, sabre +1 (specialized), medium lance, medium war horse, dagger, composite short bow (customized for Strength) with 12 arrows, light cotton tunic, breeches, and cape.

Description/History: This intelligent and sober young man, the nephew of the Emir of Mesire, is also the heir apparent, since the emir has no children of his own. As the highest-ranking tamounzada, Adan el-Mesir enjoys the title of High Captain of Mesire. Unlike many of his predecessors, this high captain personally shoulders the responsibilities of leading Mesire's armies. For three years now he has led his realm's skirmishes



with the Black Spear Tribes.

El-Mesir stands at about 6 feet, with a muscular build and clean-shaven, honest features. Though soft-spoken, he has won the loyalty of Mesire's soldiers—they follow his orders unquestioningly. This gifted strategist and tactician has greatly improved Mesire's military position through his personal attention. Adan el-Mesir has the Strategy proficiency, as well as the battlewise blood ability; his leadership is superb.

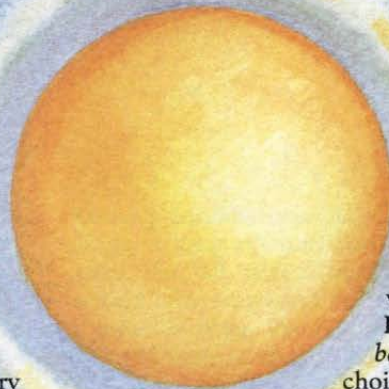
The high captain spends most days moving from camp to camp along Mesire's northern border; he stays in the court only about one week each month. Since he often represents the crown in Mesire's hinterlands, he frequently makes decisions without consulting his uncle. The emir trusts his nephew's judgment and rarely counts his commands.

Over the last year, Adan el-Mesir has come to the attention of el-Sheighül, warlord of the Black Spear Tribes. Time and time again, he has smashed the ghoulish raiding parties; el-Sheighül has begun plotting the captain's assassination or death in battle.

chernevik

*High Priest of the Temple of Might,
an 11th-level Vos priest of
Belinik*

S: 18
D: 8
C: 16
I: 13
W: 17
Ch: 11
AL: CE
AC: 3
hp: 67
THAC0: 14 (10 with
axe, as
weapon of
choice, and
Strength)
#AT: 1 (3/2 with axe)
Dmg: 1d8+4 (axe)
or by weapon +2



Bloodline: Azrai,
major, 25.

Blood abilities: Iron
will, resistance (major).

Equipment: Plate mail,
battle axe +2 (weapon of
choice), varsk, heavy lance,
three javelins, dagger, boots of the

north, potion of vitality.

Spells available: 1st—cure light wounds (×3), command (×3), curse, cause fear, protection from good; 2nd—charm person or mammal, hold person (×2), chant, spiritual hammer, resist fire; 3rd—hold animal, prayer, glyph of warding, dispel magic, remove paralysis; 4th—animal summoning I, cloak of bravery, spell immunity; 5th—animal summoning II, flame strike; 6th—wall of thorns.

Special: Chernevik's granted powers as a priest of Belinik are explained in Part III: The BIRTHRIGHT Campaign in the *Rulebook*.

Description/History: The leader of the persecuted priests of Belinik in Kozlovnyy is a towering man of brutish appearance and surprisingly cunning mind. Battle-scarred Chernevik, a warrior of about 40, has arms like young oaks and hair tied in a long braid down his back. Despite the danger involved, he proudly wears the brand of Belinik on his chest. Short-tempered Chernevik seeks out confrontations—he has emerged victorious from a hundred duels, brawls, and battles.

The high priest claimed his position five years ago by defeating the Temple of Might's former leader in personal combat. He spends his time working to counter the insidious softening of the Vos warrior's outlook, which he sees transpiring among the Kozlovs. Recently, he has fanned the fires of racial pride among the younger Vos by creating secret warrior societies and indoctrinating youths in the traditional values and rites of Vosgaard.

Chernevik hopes to use his young warriors to bring down the "corrupt" regime of the baron, Vladimir Nikailov, but the day for the great uprising hasn't come yet. The priest seems intensely interested in the doings of adventurers in Kozlovnyy; ideally, he hopes to blame the baron's murder on traveling heroes.

Chernevik gained his bloodline by defeating the Temple of Might's former high priest and probably will lose it to whoever defeats him.

Chernevik's domain: The underground worship of Belinik remains widespread in northern Kozlovnyy, and Chernevik controls seven temple holdings totaling 15 RP. The Vos god's worship demands services and sacrifices in the wilderness, so few true Vos "temples" exist. The Hall of Might in Aziev is the notable exception; Chernevik's domain centers around this secret shrine.

cidre bint corina

A 6th-level half-elf ranger

S: 16
D: 17
C: 15
I: 10
W: 14
Ch: 16
AL: CG
AC: 2
hp: 33
THAC0: 15 (14 with sabre or magical arrows)
#AT: 1 and 1
Dmg: 1d6+3 (sabre) and 1d6+2 (short sword)



Bloodline: Basaia, minor, 9.

Blood ability: Alertness.

Equipment: Studded leather armor +1, sabre +1, shield, short sword of quality, long bow, 12 arrows, 8 arrows +1, woolen cloak, boots, archer's gauntlets, potion of healing.

Ranger abilities: HS 37%, MS 47%.

Description/History: Beautiful and trained in the arts of wilderness warfare, the half-elf Cidre bint Corina serves elven High Lady Fiona of Rhuannach. Her mother was one of the Djiran expatriates sheltering in Rhuannach's borderlands and the last surviving member of an honorable ajazada house; Corina's father is an elven lord of the lady's court. The ranger finds herself welcome in both human and elven communities, and she fights for both against the gnolls that threaten the woods.

Corina stands almost 6 feet in height, with a slim but athletic build. Her complexion is a soft, dusky mix of elven-fair and Khinasi-coffee hue, and her hair hangs black and straight. This warm and well-spoken woman seems at ease among any kind of people and has many human and elven friends. The half-elf's best friend, her mighty wolfhound Bawnwaghl (*bon-WALL*), follows her everywhere.

Thanks to Corina's alertness blood ability, people find it virtually impossible to surprise her, especially in the wilderness. As a lieutenant of the elf regent, she often carries out missions of great import. She keeps an eye on the outskirts of the forest and reports any strange occurrences or trouble to the High Lady Fiona. When she can, she takes steps to deal with small problems herself—while they're still small.

ketifah min tomad

Muerredal of the Holy Temple of Nasri, a 7th-level Khinasi paladin

S: 18/15
D: 10
C: 13
I: 14
W: 16
Ch: 17
AL: LG
AC: 1
hp: 41
THAC0: 14 (12 with trident and Strength)
#AT: 3/2
Dmg: 1d6+5 (trident)



Equipment: Improved mail +2, shield, trident +1, light cotton surcoat with Holy Temple arms, boots, dagger.

Special: Tomad can use water breathing or water walking as well as solid fog once per day.

Description/History: Ketifah was born on the island of Tomad—a province of the island of Ghamoura—to common boatwright parents. At an early age, her uncanny wisdom and personality marked her for service in the Holy Temple of Nasri. After two years as a novice priest, she decided to enter training as a *muerredal*, or paladin, devoted to Nasri's service and the defense of the temple.

Tomad stands about 5 and a half feet tall, with a stocky and athletic build. Honing her muscles through years of combat training has made her surprisingly strong for her height.

She understands that many of Ghamoura's great priests use their elevated status to amass personal power and vast fortunes; the paladin has made it her mission to purge the temple of those who serve only themselves and not Nasri. Naturally, hers is a dangerous and unpopular view in the theocracy of Ghamoura.

Now, Ketifah min Tomad seeks allies to help her expose the secret crimes of the high priest. She knows she's a word away from being declared a heretic, which would result in her arrest and execution.

No Khinasi campaign would seem quite complete without naval details to give adventures a true maritime flavor. As the Sun Coast depends on the sea for communication, trade, and warfare, a regent who rules a coastal domain will find the quality of his fleet far more important than that of his armies.

part VI: war and trade by sea

This chapter expands the BIRTHRIGHT domain rules for a Khinasi campaign, including information on movement on the water, ship descriptions, sea trade routes, and naval battles. (You can adapt these rules for your Anuirean campaign, using the list on Card 6 that notes the fleets and sea trade routes available to Anuirean kingdoms. Other cards provide additional details on these naval rules.)

naval movement

In terms of game play, moving on the water does not differ much from moving on land. Instead of crossing a number of provinces each War Move (or action round), a PC's forces move a number of *maritime areas*.

the maps

Cards 5 and 6 partition the waters of Cerilia into maritime areas. A ship can move one to four areas per day, depending on its speed and the weather. There are four types of maritime areas: coastal waters, rivers and lakes, sea areas, and ocean areas.

coastal waters

Ships must enter *coastal waters* in order to dock. Every coastal province of Cerilia includes coastal waters along its shoreline. Ships can move directly from one coastal waters area to another by sliding along the shoreline, or they can leave the province's coastline and head out into an adjacent sea area.

rivers and lakes

Ships moving along major *rivers* or *lakes* travel from one province directly to an adjacent province on the same river. The mouth of a river is considered coastal waters as well as river waters, so a ship sailing down a river and out to the coastal waters has to count the last province of the river only once.

sea areas

All coastal waters lie adjacent to one or more *sea areas*: stretches of open water. Ships at sea can move to adjacent sea areas, landward to coastal waters, or farther out into ocean areas.

ocean areas

Ocean areas, bordered by sea areas and other ocean areas, can take a week or so to cross. Unlike coastal waters or sea areas, which count as one space each for purposes of movement, ocean areas can be three to five spaces—or more.

Ships in an ocean area check their progress each day to see how much of the area they crossed. For example, say a ship attempts to cross an ocean area five spaces wide. Assuming that the ship averages two spaces a day with favorable winds, it remains in the ocean area for two days and exits on the third.

weather

The winds are a sailor's greatest friend *and* most dangerous enemy. Sailing directly into a strong wind proves a difficult task, requiring endless cycles of tacking. Even when the wind blows from a favorable quarter, it may be too weak or too strong. After all, a racing vessel's sleek hull and sails mean nothing to a becalmed ship or one caught in a raging storm.

Wind has two components: strength and direction. You, the DM, determine both randomly at the beginning of a voyage using the tables in this chapter. The wind retains its direction for 1d4 days at a time before a new check, but the strength varies from day to day.

wind strength

On the first day of the voyage, roll 2d6 and refer to **Table 1: Wind Strength**. This assigns you a strength category, such as *moderate*, *strong*, and so on. After this first day's 2d6 check, refer to the "Next Day" column in Table 1 to see what die roll you should make for subsequent wind strength checks. For example, an initial 2d6 roll of 8 indicates moderate winds. According to the table, the next day's check calls for a 3d4 roll instead of a 2d6

roll. This adjustment makes it more likely that the wind will continue to be moderate the following day.

Table 1: Wind Strength

2d6	Wind Strength	Next Day
2	Calm	1d4+1
3	Calm	1d6+1
4	Light	2d4
5	Light	2d4
6	Light	2d6
7	Moderate	2d6
8	Moderate	3d4
9	Strong	3d4
10	Strong	1d6+6
11	Gale	1d6+6
12	Storm	2d6*

* Do not check the wind strength the next day in the case of storms but after the storm blows itself out (in 1d4 days).

Calms reduce a ship's movement to 1d2-1 areas, regardless of its normal speed. Oared vessels (longships, knarrs, drakkars, and galleys) can ignore calms and move at their rowing rate (on each ship's naval War Card) instead. There's a 50% chance that fog accompanies a calm, which can make a ship run aground. (See page 69.)

Gales are treated the same as strong winds, except that they also alter a ship's intended course by moving a vessel 1d3 areas in the direction the wind is blowing, or 1d3-1 areas if the player of the ship's captain succeeds in a Seamanship proficiency check. However, carry out the gale movement *after* the ship has conducted its normal movement—a ship in a gale almost never ends up where it wanted! Gales may cause shipwrecks.

Storms resemble gales—but worse. A ship can not maneuver; it's simply blown 2d4 areas per day in the direction the wind blows. Storms blow out after 1d4 days and may cause shipwrecks.

wind direction

In Cerilian waters, the wind generally blows out of the west in spring and summer and from the north in fall and winter. This is a fairly crude approximation; actually, different parts of the continent experience varied wind patterns.

For convenience, assume the wind always blows from one of the four cardinal points of the compass. The wind maintains its direction for 1d4 days before you check it again, using Table 2.

Table 2: Wind Direction

2d6	Spring/Summer	Fall/Winter
2	East	South
3	East	South
4	South	East
5	South	East
6	South	North
7	West	North
8	West	North
9	West	West
10	North	West
11	North	West
12	East	South

The wind direction is always *the direction the wind is blowing from*. So, a westerly wind comes from the west and blows east. (This is a convention of nautical and meteorological use.)

movement allowance

The movement of a sailing vessel depends on its Maneuverability Class and the wind's speed and direction. Once you've found the ship's Maneuverability Class (MC) on the vessel's War Card, refer to the table below. Using the row appropriate for wind strength and whether the ship is sailing into, with, or across the wind, find the number of areas the ship can move on its first turn.

Table 3: Ship Movement Allowance

Winds	Ship Maneuverability Class (MC)			
	A	B	C	D
Light				
Into	1	1	1	0
With	2	1	1	1
Across	3	2	1	1
Moderate				
Into	1	1	0	0
With	3	2	2	1
Across	4	3	2	1
Strong				
Into	1	0	0	0
With	4	3	2	2
Across	5	4	3	2

Example: A strong wind is blowing from the north. A galleon (MC B) is sailing east, or across the wind. It can move four areas in one day of sailing. If the ship turns into the wind, it can't make any headway at all.



If a ship's course carries it northeast, southwest, or in any other noncardinal direction, for simplicity's sake, "round off" its heading to a clean north, south, east, or west—whichever is closest to correct.

navigation and seamanship

Successful proficiency checks can increase a ship's speed. If the pilot or navigator succeeds in a Navigation check, and the captain or deck chief succeeds in a Seamanship check, the ship gains a +1 bonus to its day's movement allowance. A player can attempt both checks if his PC serves as both captain and navigator.

first move, it's going across the wind and gains the proper movement allowance.

A ship can't gain extra movement if it takes a more advantageous course after its initial move of the day. However, it can change course as often as desired and in any direction, as long as it moves only up to the movement allowance it received on its first move this turn.

There is one exception to this rule: Ships that turn into the wind after a downwind (with the wind) or crosswind course end their moves after one area of sailing into the wind, no matter how much of their movement allowances they may have left.

rivers

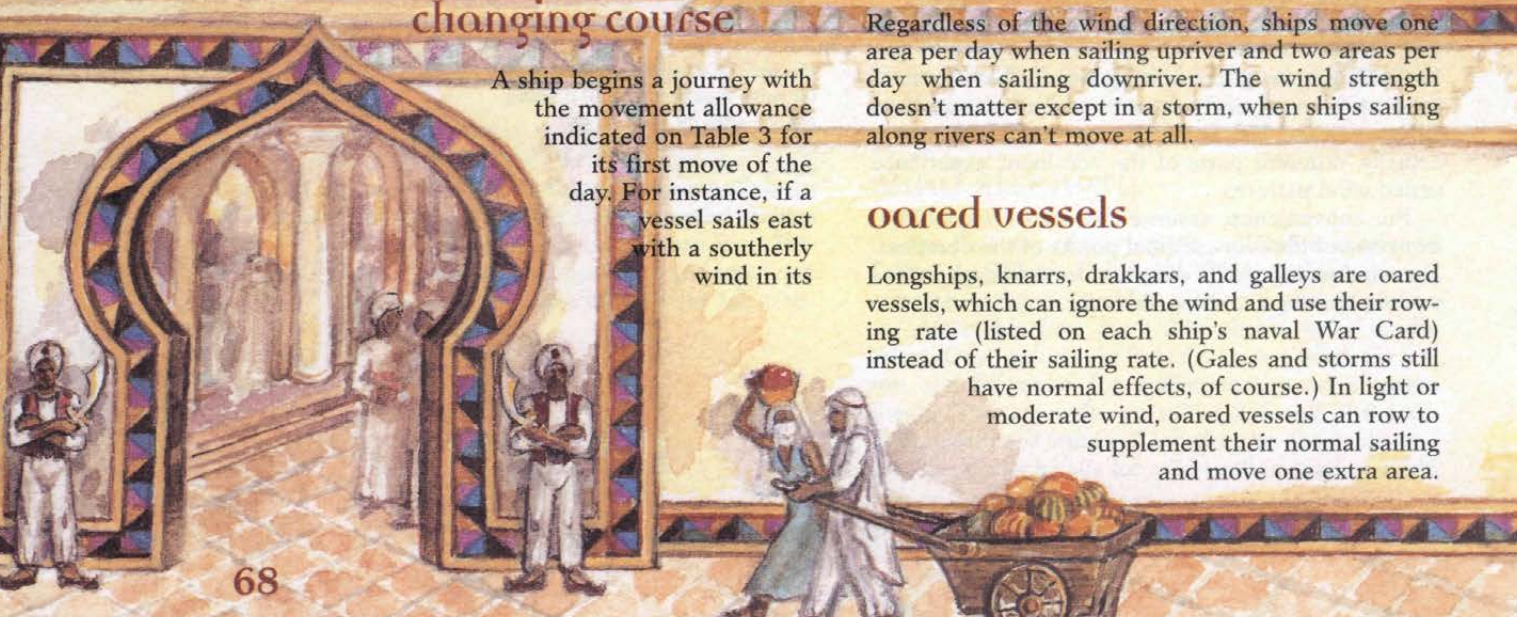
Regardless of the wind direction, ships move one area per day when sailing upriver and two areas per day when sailing downriver. The wind strength doesn't matter except in a storm, when ships sailing along rivers can't move at all.

changing course

A ship begins a journey with the movement allowance indicated on Table 3 for its first move of the day. For instance, if a vessel sails east with a southerly wind in its

oared vessels

Longships, knarrs, drakkars, and galleys are oared vessels, which can ignore the wind and use their rowing rate (listed on each ship's naval War Card) instead of their sailing rate. (Gales and storms still have normal effects, of course.) In light or moderate wind, oared vessels can row to supplement their normal sailing and move one extra area.



shipwrecks

Bad weather at sea can prove dangerous: Light craft, especially, can founder or run aground. Foundering happens due to rough seas in gales or storms—a ship takes on too much water and goes under. Grounding occurs when a ship hits a rock, shoal, or coastline and breaks apart.

seaworthiness checks

To prevent either type of shipwreck, a player must make a successful seaworthiness check. All ships have a seaworthiness rating ranging from 1 to 20—the higher the rating, the better. (You can find a ship's rating on the back of Card 1.) To make a seaworthiness check, roll 1d20 and compare the result to the ship's rating or the captain's Seamanship proficiency score, whichever is higher. Rolls less than or equal to the ship's seaworthiness rating (or the captain's Seamanship score) succeed.

However, the seaworthiness check receives a one-point penalty for every area the ship was driven by the winds in a gale or storm. So, a ship blown three areas suffers a -3 penalty to its seaworthiness rating (or the captain's proficiency score) for the check.

Note: You can also use a seaworthiness check to reflect a ship's ability to withstand unusual stresses or attacks at sea, such as a whale ramming the vessel.

foundering

Any vessel at sea in a gale or storm risks foundering. After a ship moves in these wind conditions, make a seaworthiness check. Ships that fail will sink after 1d10 hours of battling the elements. If the vessel has smaller craft aboard, the crew can abandon ship and take their chances in the boats. PCs should have an opportunity to save themselves, but if they're 800 miles out with no boats, they're in trouble.

grounding

Grounding may occur when a ship enters coastal waters in fog, a gale, or a storm. A check for grounding succeeds if a player rolls a d20 result lower than the ship's seaworthiness rating or the pilot's Navigation proficiency score—whichever is lower. If the ship fails, it runs aground. Should it ground on a marshy coast or sandy shoals, the crew can refloat it after 1d6 days of work. Otherwise, the ship will never sail again. If the ship grounds on a rocky coastline, the collision smashes it to splinters, and it sinks immediately. Again, give PCs every chance to save themselves.

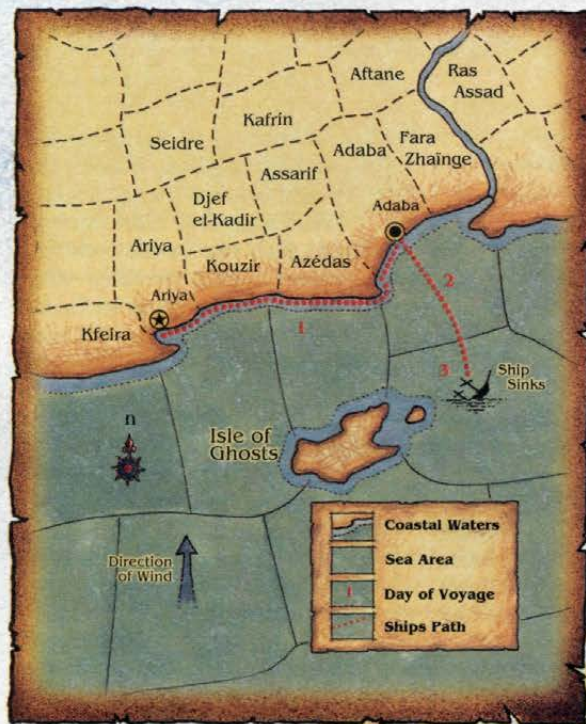


Diagram 1: Movement at sea.

A dhouira (MC B) sets sail from Ariya with a south wind of moderate strength. It slides along the coastal waters of Kouzir and Azédas to Adaba in its first day. The next day, the wind falls to light strength. The dhouira turns south (now against the wind) and sails to the area adjacent to Adaba. On the third day, the wind dies, but the player rolls a 2 for his calm modifier (1d2-1). So, the dhouira can move one area south, off the Isle of Ghosts—where it's attacked by pirates and sinks. End of voyage.

ships and the domain turn

Including ships like merchantmen or caravels in a regent's total assets naturally adds a whole new dimension to the domain turn. Regents can now build trade routes by sea, move armies by sea, lease their vessels to other characters, or engage in naval warfare.





ship maintenance

Each domain turn, characters must pay a maintenance cost for their vessels, just like maintenance for holdings, armies, or provinces. Count each ship by the number of military units it can carry—ships' troop capacities are listed on Card 1. Refer to the chart below to find the maintenance cost based on troop capacity.

Table 4: Ship Maintenance

Troop Capacity	Cost
0–3 units	1 GB
4–6 units	2 GB
7–9 units	3 GB
10–12 units	4 GB

If necessary, convert Gold Bars to gold pieces by multiplying the GB figures above by 2,000. If a character fails to maintain a ship in a particular domain turn, it can't move, fight, or perform any other tasks that turn, and its seaworthiness rating drops 1 point permanently. (DMs may allow PCs to refit their ships by paying all their missed maintenance fees to restore the vessels' original seaworthiness rating.) If the vessel's seaworthiness score reaches 0 through continued neglect, the hopeless hulk will never sail again.

disbanding ships

Just like disbanding troops or holdings in times of financial hardship, characters can sell their ships, too. A regent's vessel can command 30% to 80% (1d6+2 × 10 percentage points) of its normal purchase price, listed on the back of Card 1. This raises money quickly, but it's a poor return on the regent's investment.

naval actions

The new domain, realm, and free actions that follow supplement the actions in the *Part II: Domains* in the *Rulebook* and help regents put the maritime rules presented in this chapter to good use in play.

Move Ships

Type: Free

Success: Automatic

Base Cost: None

A regent can order his ship to sail anywhere he wants. Since a vessel's maintenance cost includes provisions, ordering it to move costs a character nothing. Ships can move to support trade by sea, ferry troops, take characters on adventures, or perform other missions.

Note: Once a regent has committed ships to normal movement, they become ineligible for use during War Moves that follow that action round. However, if someone else uses the declare war action to attack the regent's ships or provinces, he may choose to return a ship to the position it held at the beginning of the action round by paying a 1 GB penalty. The ship cancels its intended move and becomes available for fighting in the war that follows the normal action round sequence.

Move Troops by Sea

Type: Free

Success: Automatic

Base Cost: 1 GB

A regent who wants to move his troops via ship doesn't have to risk a success roll for ship availability and the other factors mentioned for the move troops action in the *Rulebook*. He can use his ships to transport companies of troops automatically, up to the ship's normal capacity for troops and movement. (Mounted forces such as knights or cavalry count as two units each.) The troops must embark at a port, paying 1 GB per five units; the cost doesn't depend on how far the ships move, since the regent already owns them. (A ship can carry its maximum troop and cargo capacity at once.)

Once the troops are aboard, the regent uses a move ships action (above). The troops can disembark at any coastal province. However, landing troops in enemy-held provinces requires a declare war action and the execution of four War Moves, just like a normal land invasion would. Each full week at sea prevents the troops in question from participating in one land-based War Move that action round.

Ships that move troops by sea face the same limitations imposed by the move ships action; carrying troops during an action round makes a ship ineligible for movement during any War Moves later that round.

Rivers: Regents can move troops along rivers, as long as one bank is friendly or they have permission from the ruler of one bank.

Sea Trade Route

Type: Domain, Realm

Success: 10+

Base Cost: 1 RP, 1 GB

The *Rulebook* uses a simple abstraction to represent sea routes: any coastal province (4) or higher can have a trade route to the nearest sea lane worth half the province's rating or to another province worth the average of the two ratings. The following material expands the create trade route action.

Ports: Any coastal or river province (4) or higher counts as a port and can constitute one end of a

sea trade route. The other end of the route must be a coastal province within one month's sail of the port and must:

- ◆ Have a different terrain type; or
- ◆ Be occupied by people of a different culture (for example, Anuire vs. Khinasi).

For purposes of this action, assume a ship can travel 30 maritime areas in one month of sailing.

A port can support as many sea trade routes as land trade routes; so, a coastal province (7) can support three land and three sea trade routes. The regent of a port with a designated sea trade route can bar the trade route with a decree action at any time. And, remember, a sea trade route can never start from any coastal province rated (3) or lower.

Value: A sea trade route is worth the average of the two provinces involved, rounded up. For instance, a sea trade route linking a province (4) and a province (6) earns the owner 5 GB per domain turn. And, as the *Rulebook* says, a trade route to a sea lane ("parts unknown") is worth half the port province's rating.

Ships: Naturally, sea trade requires ships capable of carrying cargo. Every ship has a cargo capacity, described in terms of GB. (See Card 1.) To collect all the money a sea trade route creates, the route's owner must have ships able to carry enough cargo. Additional Gold Bars' worth of cargo, in excess of the ships' cargo capacity, are lost until the regent gets more or bigger ships. (A ship can carry its maximum number of troops and cargo at the same time, if necessary.)

Example: A guilder regent in Ariya, a province (7), creates a sea trade route to Alcamar, a province (5). This route generates 6 GB per domain turn. However, the regent supports the route with only two *dhouras*, each with a cargo capacity of 2 GB. These ships allow the guilder to collect only 4 GB per domain turn from the sea trade route.

Availability: A regent should allocate ships to sea trade routes during the "taxation and collection" step of the domain turn. These vessels are considered occupied with move ships actions each action round to carry out the turn's trade. If a ship leaves its trade route for another purpose, the regent must repay the money he collected this domain turn from cargo his ships never actually carried to port.

war at sea

Any ship may move nearly anywhere on the map of Cerilia without a declaration of war. This freedom of navigation has only one restriction: moving up or down rivers. To travel along a river, a ship must have permission from at

least one of the regents holding the banks. This process doesn't require a diplomacy action; the ship can ask permission as it enters the provinces in question.

However, a regent must make a declare war action for his ship to attack another ship, enter enemy coastal waters, or land troops in another regent's province. Once a war at sea is declared, ships of both sides may freely attack each other until the war ends through one side's destruction, surrender or diplomacy.

war moves at sea

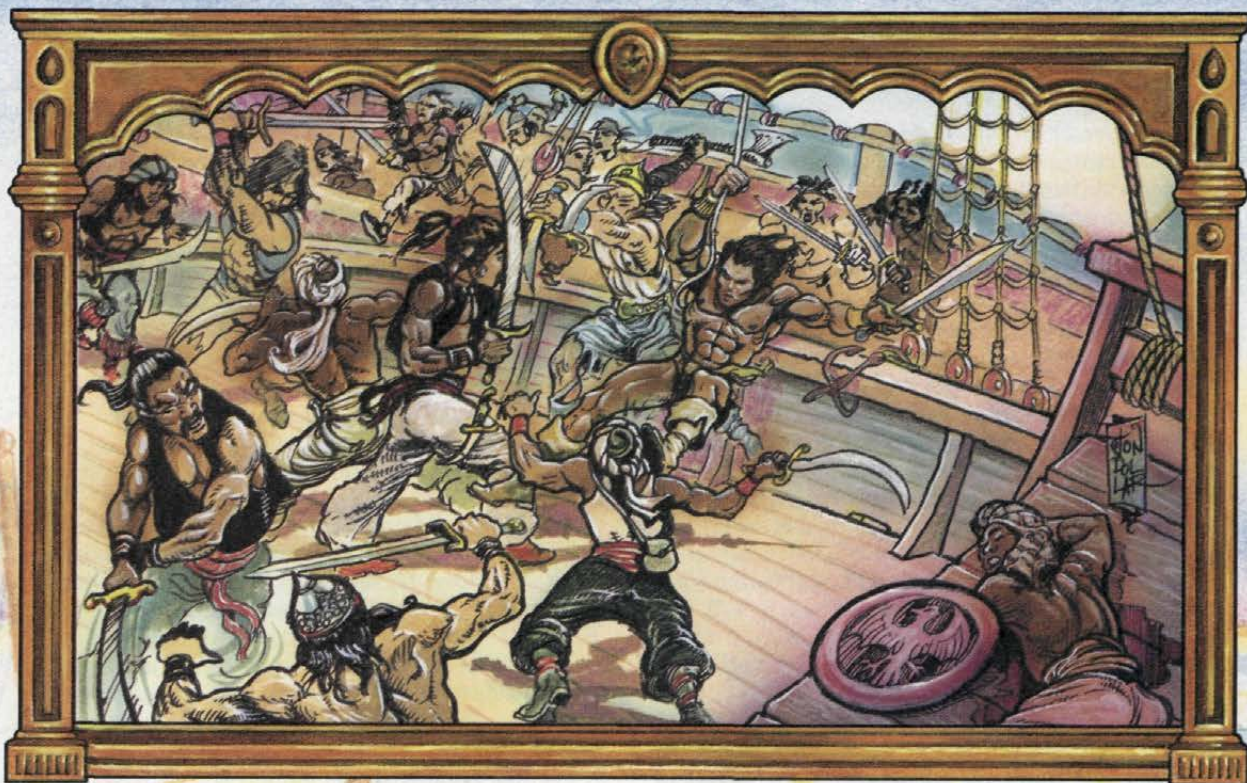
Any ship that did not move or have a task to perform already in the current action round can move during each War Move. (A regent uses War Moves when he takes a declare war action or is the target of one. See *Part II: Domains* in the *BIRTHRIGHT Rulebook* for a review.) Normal rules of movement and retreat apply; whoever used the declare war action moves his ships first, then the defender chooses to either stand his ground or retreat one maritime area. Ships retreating from coastal waters are driven to the waters of an adjacent province or into a port or river, if the province has these features.

Remember this one important difference between sea War Moves and land War Moves: You resolve the movement of attacking and defending naval forces *one day at a time* (using normal sailing movement rules), not a week at a time, as in land battles. It takes seven naval War Moves to equal one week of game time (one land War Move).

The chart below shows a combined land/sea War Move sequence, which allows you, the DM, to integrate sea battles into a war.

Table 5: One Land/Sea War Move

Land War Move	Sea War Move
A. Aggressor's troops move	A. Aggressor's ships move
1. Defender's troops may retreat	1. Defender's ships may retreat
B. Defender's troops move	B. Defender's ships move (only those that did not retreat in Step A1)
1. Attacker's troops may retreat	1. Attacker's ships may retreat (only ships that did not move in Step A)
(Together, steps A and B comprise a week of movement.)	(Repeat A and B seven times—once each day for a week of moves.)



landing forces and marines

Troops that land on hostile shores may not move again during the War Move in which they debark—they have to stay in the province where they landed. However, they can occupy, pillage, or set a siege in that province during that week (in other words, the same War Move). Treat debarked troops as normal land units in subsequent War Moves.

Roundships, galleons, and zebecs are so large, they all carry small contingents of marines as part of their crews. These marines can function as one unit of irregulars if landed on enemy shores, making them handy for quick raids or other such missions. The marines must remain in the same province as their ship, unless either is destroyed. If the marines die, the ship's boarding value falls to 0 (see *Naval Battles*) until the regent replaces them by spending 1 GB and mustering troops in any of his ports during the domain turn.

naval battles

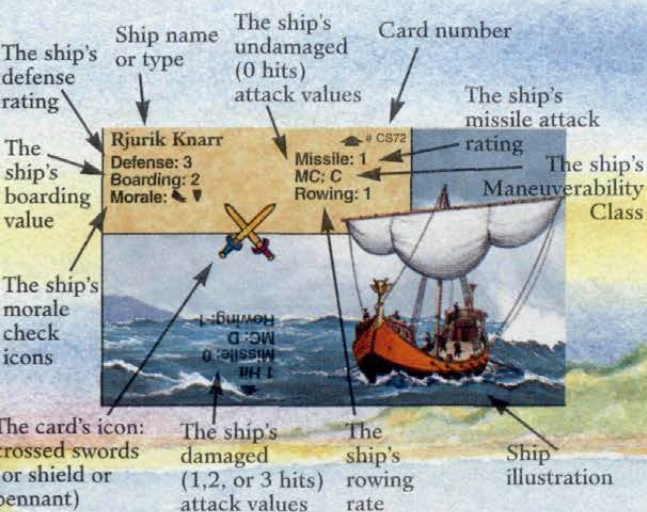
During a sequence of War Moves, a battle results when opposing ships or fleets end up in the same river or lake, coastal waters, or sea area. Enemy fleets can't battle in ocean areas—the open ocean is so vast, the vessels can't find each other! Gales and storms also prevent battles, even between enemy fleets in the same area.

Regents fight sea battles using naval War Cards, much like standard cards from the BIRTHRIGHT boxed set, except they have blue backs and describe ships, wind conditions, and naval magic. Review regular War Card battles (in the *Rulebook, Part II: Domains*) before reading these new rules.

Most ships described on Card 1 have their own naval War Cards, offering an illustration as well as the ship's defense and morale ratings, Maneuverability Class, missile rating, rowing rate (if applicable) and boarding value. When a naval battle begins, give each player the naval War Cards and regular War Cards that represent their fleets and on-board troops.



Diagram 2: A naval War Card



Rivers: Normally, rivers are bounded on two opposite sides by the banks. In addition, rivers can make a field of battle narrower than normal, with only three or four areas from bank to bank instead of the initial five.

weather and wind

The most crucial factor of a sea battle is the wind; the admiral with more favorable winds can decide where and when to attack and enjoys the tactical advantage. The result of that day's wind strength and direction checks (see page 67) applies to the battle at hand. You, the DM, can dictate the attacker's and defender's positions on the map, if it seems obvious who goes where. Or, you can randomly determine the wind and position of the two fleets.

Time effectively stops during a naval War Card battle. Assume that all rounds of battle are concluded in one day, so you don't need a new wind strength or direction check.

Wind cards: Four of your naval War Cards are *wind cards*. One simply indicates the wind's direction; place it on the naval battle mat to show which way the wind blows. The other three indicate how many battle areas a ship can move in a naval War Card battle under light, moderate, and strong winds. Draw the card appropriate for the current wind and set it beside the direction card for reference.

the field of battle

Unlike land battles, fights at sea can migrate miles across the water, as ships drift downwind and with the current. Thus, the "battlefield" in naval war begins as a stretch of water five battle areas wide and five across. *Battle areas are not maritime areas*; the battle areas for both sides all lie within one maritime area. The back of the poster in this box—your naval battle mat—shows each side's starting battle areas.

As the fight rages, ships can expand the hostile area by leaving the original field of play. There's no reserve or an out-of-bounds—a ship can sail as far as desired in any direction.

set-up

The defender sets his ships on the mat first, in any or all of the five battle areas on his side of the field. (If a ship has troops on board, place the appropriate troop cards under their corresponding vessel.) The attacker follows by setting up on the row of areas opposite the defender's lines. Nearly any number of ships can occupy a single battle area; each area is a stretch of water hundreds of yards across.

Finally, give each ship a numbered blue counter to describe its last movement allowance and one red counter for each point of its boarding value. (Embarked troops add to boarding value—see page 75.)

Coastal waters: If the battle takes place in the coastal waters of a province, one to three sides of the field may be bounded by shoals or land, at your discretion. Ships that exit the field into shoal or coastline run aground and may not move again in this battle.

sequence of play

A naval War Card battle's sequence of play resembles the standard sequence, with a few modifications. Below is one round of battle.

Table 6: Naval War Card Sequence of Play

- A. Movement phase
 1. Attacker moves and grapples.
 2. Defender moves and grapples.
- B. Attack phase
 1. Resolve magical attacks.
 2. Resolve boarding actions.
 3. Resolve missile attacks.
- C. Morale phase
 1. Ships strike colors or flee.
 2. Routed ships attempt morale checks.
 3. Surrender or withdrawal.
- D. Repeat each round.

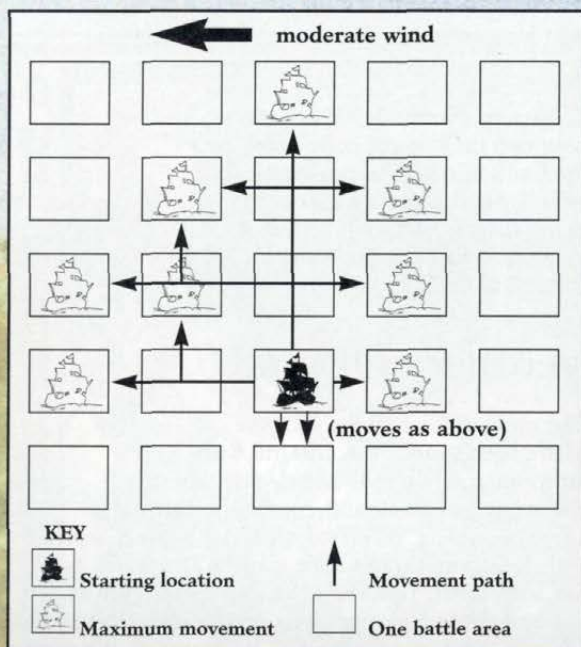


Diagram 3: Tactical movement.

This diagram shows allowable moves for a ship of Maneuverability Class B in moderate winds. Note that the ship can mirror these maneuvers by sailing in the opposite direction. Ships may also stop moving in any area the arrow passes through or may sail in the other direction.

movement phase

In tactical movement at sea ships move battle areas, not maritime areas. A commander can move any or all his ungrappled ships each round. Ships can sail through friendly or enemy-occupied battle areas; they don't engage unless they grapple. As in normal sea movement, tactical moves depend on the wind direction and strength plus a ship's Maneuverability Class. (Refer to the wind direction and strength cards on the mat during play.) Make sure to update each ship's blue movement allowance counter as necessary after each move.

Oared vessels: Longships, knarrs, drakkars, and galleys can choose to ignore the wind strength card and simply move a number of areas equal to their rowing rate (listed on each ship's naval War Card) or raise sail and move as normal sailing vessels.

tactical course changes

On its first battle move, a ship declares its direction, which determines its movement allowance. (See the wind strength card.) If a ship starts its tactical move by sailing one battle area downwind, it can't turn

across the wind to gain extra movement allowance. However, the ship can change course as often as it wants and in any direction, as long as it keeps to the movement allowance of its first move this round.

As in normal naval movement, the only exception to this rule is that ships turning into the wind after a downwind or crosswind course always end their move after sailing *only one battle area* into the wind.

grappling

Any time two opposing vessels occupy the same battle area, they can engage each other by grappling. When two ships grapple, they stop moving and come side-to-side for a boarding action. If both commanders want to grapple, the ships do so automatically. If neither wants to grapple, nothing happens, and if only one party tries to grapple, the player makes a grappling check.

Resolve a grappling check like a standard War Card attack, using the number on the ships' blue counters (their movement allowances) as attack and defense ratings. For example, say a galleon with a counter (movement allowance) of 3 this turn tries to grapple a caravel with a counter of 2. The galleon's commander draws a battle card and makes an attack on the +1 column; if H, D, or R comes up, the caravel is grappled.

Ships may ungrapple if both commanders agree, or when one of the ships has been captured through a boarding action. Note that additional ships can automatically join a grapple if they desire. (See *Boardings*.)

attack phase

As in normal War Card battles, magical attacks come first; a wizard can cast offensive spells at any ungrappled enemy ship in his battle area or one area away. He can cast defensive spells on any friendly unit in his battle area. Adjust the realm spells in the BIRTHRIGHT boxed set for naval use. New spells with significant effects on a naval battle are summed up on spell cards in this box. (Use these naval spell cards instead of the land-based ones in the boxed set.)

Boarding actions and missile attacks (below), in that order, follow magical attacks. Only oared vessels can ram, as regular sailing vessels have too little maneuverability to prevent the target from dragging them down.

Resolve all types of attacks normally using the battle cards provided.

boardings

When two ships grapple, a boarding action ensues. Boardings are fierce, chaotic skirmishes fought across the decks of the grappled ships. Resolve boarding like a normal attack, except the attacker compares his boarding value (current total of red counters) to the defender's boarding value. If the attacker draws an H

result, the defender's boarding value drops by 1 point. A D result on the battle card clears the decks of all enemies, allowing the attacker to capture the vessel.

The defending vessel then gets a chance to counterattack the same way. The action repeats each round until one ship's boarding value falls to 0 (no more red counters), which signals its capture.

Embarked troops: Troops add to a ship's boarding value. Each unit of infantry, pikemen, spearmen, archers, or knights adds three counters to the ship's boarding value. Irregulars, levies, scouts, cavalry, and artillery add two counters per unit.

Falling back: An attacking ship that draws an F result in a boarding finds its troops thrown back to its own decks. The grappled defending vessel may break the grapple automatically or remain grappled and continue the fight. (Drawing an F battle card during missile attacks has no result.)

Extra ships: Additional ships in a grapple can add some of their boarding counters to the first ship of their side that got involved in the fight.

Captured vessels: Ships captured through boarding suffer one hit of damage from miscellaneous destruction and lose all their red counters—their boarding values are reduced to zero. To crew a captured vessel, the prize-taker must send some of its own boarding counters over to the prize to make it navigable. The captured vessel can now fight for the victor.

Boarding counters: Each hit to a ship removes one of its red boarding counters. Remember to have players update their ships' red counters to reflect damage from boarding actions or other attacks. Also adjust them if a victor, extra ships, or embarked troops lend boarding value.

missile attacks

Missiles represent a ship's ability to damage another vessel using archery, catapult shot, and other ranged weapons. Ships that did not move in the current round of battle can attack one enemy vessel in the same area or one area away. Resolve a missile attack by comparing the attacker's missile rating to the other vessel's defense rating and drawing a battle card.

If an enemy ship scores a hit, rotate the ship card and its attached troop cards to the "1 Hit" position, to reflect the missile damage. Some ships, like an Anuirean galleon, can withstand four missile hits before sinking, but each hit reduces its movement and attack capabilities, and the ship loses one boarding counter. Each missile hit a vessel suffers also delivers one hit to a unit of embarked troops, possibly damaging or destroying them. Of course, embarked troops are lost if a vessel sinks.

morale phase

Any ship that suffers an R battle card result is routed: It sustains a hit and must make a morale check in the morale phase of the battle round,

just like landbound armies in similar situations.

In boardings, an R is the opposite of an F result—it sweeps the decks of remaining defenders. If it fails its morale check, the routed ship strikes its colors and surrenders. A vessel that fails its morale check after suffering a rout from missile fire must flee to the nearest open battle area in the following movement phase, avoiding enemy grapples if possible. If the routed ship, while fleeing, passes through a battle area occupied by an enemy vessel, it must make another morale check to see if it stops and surrenders.

Each routed vessel can try to rally itself in the next morale phase by attempting a new morale check. If it succeeds, the player may move it normally in the following movement phase. Otherwise, the ship continues its flight.

ending the battle

A naval battle ends when all ships of one side flee the scene, strike their colors, or sink. A commander also can surrender his entire fleet at the end of a round by striking his flagship's colors and ordering his captains to do so, too.

Ships that leave a battle finish their day's move by sailing to an adjacent maritime area.

flight and pursuit

Any ship can flee the fight any time by sailing farther in one direction than any enemy vessel and remaining at least two battle areas away from the nearest enemy. If, for example, a ship is the westernmost vessel on the map, with no enemies closer than two battle areas away, it has fled the fight. However, ships can't flee in directions blocked by coastlines or shoals.

If a fleeing vessel has no option but to sail into enemy coastal waters or an area containing hostile fleets, the ship must surrender. Victors may pursue a fleeing vessel using normal movement rules.

captured ships

A victorious commander can impress a captured vessel into his navy by giving it enough of his ships' red counters to total half the prize's normal boarding value. Or, he can tow it to a friendly port and pay 1 GB to crew it. Until the vessel is remanned, it can't attack, although it might perform other missions.

Optionally, a commander can ransom captured ships back to the navy that lost them. The parties probably will have to resolve terms for their return through a diplomacy action.





Now that you're familiar with the culture and characters of the Sun Coast, you can kick off your Khinasi-based campaign with this short adventure. The scenario works best with at least one PC regent, but other scions—or commoners close to the throne—work, too.

Any Khinasi domain, with the possible exceptions of Binsada or Sendoure, can serve as a jumping-off point for *Coils of the Serpent*. It's designed for four to eight characters of 3rd- to 5th-level; assume regent PCs have guards and retainers, too.

adventure format

As with any BIRTHRIGHT adventure, read *Coils of the Serpent* with these points in mind:

- ◆ Read the entire adventure before running it.
- ◆ Always read *italicized text* aloud to players.
- ◆ BIRTHRIGHT adventures must be flexible enough for you to set in nearly any domain. Therefore, you might have to change some references to places and people to make them apply to whatever domain you choose as a setting.

For more general tips on running BIRTHRIGHT scenarios, see the box set (Part III: The BIRTHRIGHT Campaign in the *Rulebook* and the adventure introduction in *Ruins of Empire*).

the setting

It's most convenient to set the adventure in the city-state of Ariya, as this scenario assumes a PC serves as regent of that domain. (It's best to say that Ariya's NPC court mage, Rahil the Falcon, is on a mission and can't be reached during this adventure.) If no one wants to play the regent of Ariya, you can aim the adventure at the PC ruler of almost any other Khinasi state instead, although you'll have to change some of the character and place names.

The principal villain is Khalil el-Arrasi, the cousin of Ariya's ruler. (See pages 14 and 15.)

This scenario presents him as a scion wizard of some skill; if you must relocate the adventure, find a distant cousin or a vassal ruler beneath the

coils of the serpent

PC regent to fill Khalil's place. It's

not unreasonable to make a minor noble within the PC regent's domain a sorcerer of Khalil's considerable skill—as long as you don't drop this kind of surprise on the player character regent with every adventure he undertakes.

If no player character rules a political state, focus the adventure around any PC regent with an enemy or ambitious subordinate who asks the Serpent to help get rid of him; play Khalil as an agent of the awnshegh.

Finally, if the group includes no regents, assume that Khalil seeks to garner influence by controlling the wealth and land of the most noble or important PC. In this case, discount the *Regent Actions* part of each action round.

background

The Serpent wields great power throughout Khinasi through the Society of the Serpent and the Sons of the Serpent: vile brotherhoods that strike in the night with poison and blade. Like other major awnsheghlien, the Serpent wants to gain power by acquiring the strength of other bloodlines. In this adventure, the monster's attention falls on one of the player characters.

Since the Serpent has relatively little influence in the PC's state, he's allied with an important local tamounzada wizard—Khalil el-Arrasi, the distant cousin of the regent and an ambitious contender for the throne. In exchange for helping Khalil gain the throne, the Serpent wants the PC regent's bloodline. The evil mage gains the power and wealth he craves, while the awnshegh gets a puppet ruler and the quiet bloodtheft of the player character's ancient line.

Khalil must deliver the regent to the awnshegh, using the muscle of the Society and Sons of the Serpent. Plus, the creature gave the wizard scrolls to create a *simulacrum* of the PC regent. Once Khalil has prepared this duplicate, he'll lure the regent into a trap and govern the state himself, using his magical creation.

the domain turn

Each action round of this adventure lasts no longer than a month as written, including travel time. However, you're free to decide the pacing of the scenario: Run it as a single action round (assuming the regent decides to adventure as a character action) or spread the action over several domain turns.

The items in each *Regent Actions* section provide a bigger picture of events within the domain turn as they unfold.

first action round

In this action round:

- ◆ Khalil sends assassins of the Society of the Serpent to the PC regent, seeking the last ingredient for his simulacrum: a piece of the regent's flesh. He masks the attack with the theft of the Ariyan Scepter of Office.
- ◆ When the PCs investigate the attack, they discover the scepter is actually the long-lost key to a sealed island temple, a place rumored to hold great magical treasure and, better yet, information about the Masetian kings who predated the Ariyan royal line.

regent actions

The beginning of the domain turn finds Ariya prosperous and loyalty high. Of course, the wizard Khalil recently left court under a cloud—he always seems to have a new quarrel with his cousin. Now back in his Kfeira tower, he's usurped the regent's authority once more: Scouts report he's hosting Mairadan diplomats.

The regent receives more unusual news, too: Some fishermen spotted a couple Serpent galleys near the Isle of Ghosts. However, the Serpent wields little power in this area.

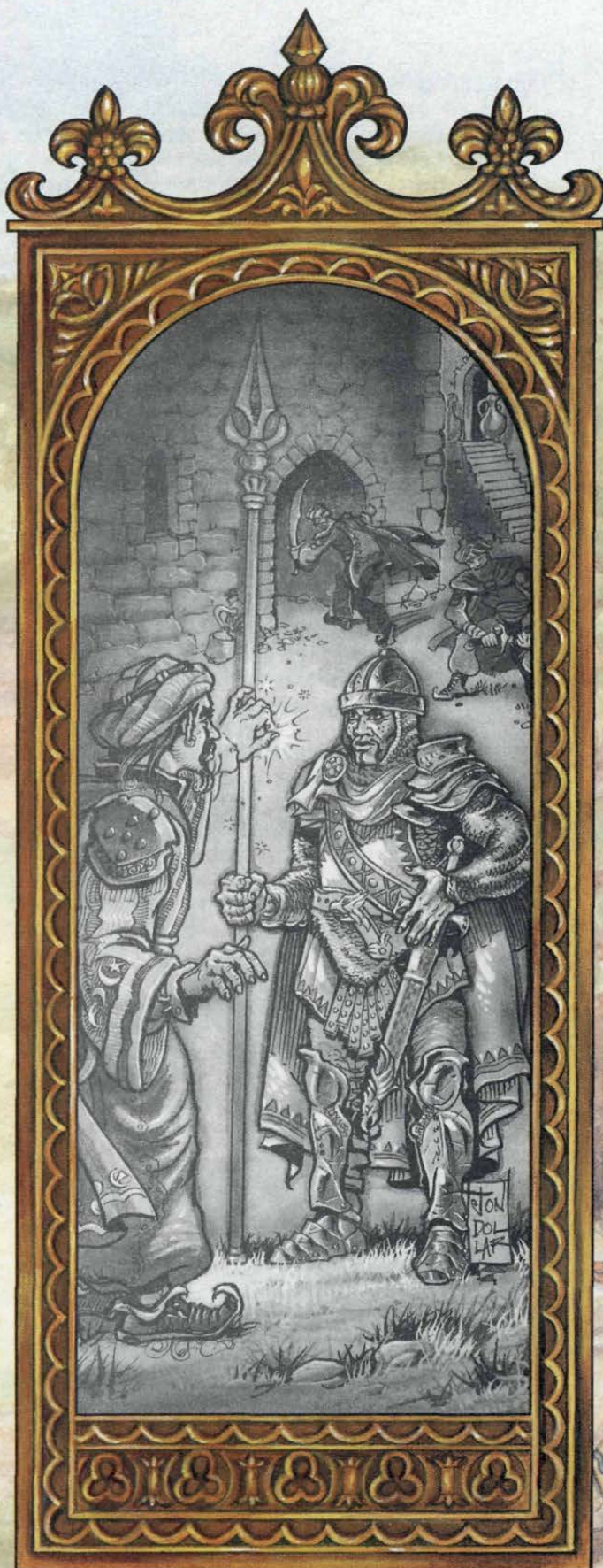
Equally strange are reports that gnoll tribes from the Tarvanian Hills (specifically Meid Tarvai in the Sphinx's domain) have ranged farther afield than normal. Such raiders have rarely troubled Ariya in the past.

These events might require regent actions in the first action round. The adventure portion of this action round, *Knives in the Dark*, could call for espionage and research actions.

part one: knives in the dark

The adventure opens with an attack on the PC regent's palace by members of the Society of the Serpent, covertly aided by Khalil. The awnshegh's assassins were instructed to follow the wizard's orders: to wound the regent with special barbed knives he gave them and steal the Ariyan Scepter of Office. The assassins believe the potent poison on the knives will slay the regent in short task and that Khalil will arrange their escape from the palace.

The wizard has deceived them, of course—his plan is more complicated than anyone knows. As soon as he has the flesh off the barb of one knife, Khalil intends to warn the palace guards of the



attack, ensuring the assassins' capture. If he merely wanted to replace the regent with his simulacrum, he could have the Serpent's agents spirit the wounded prince away to the awnshegh while he finished his construct and placed him on the throne. However, Khalil is not just power-hungry: He's greedy for wealth, too.

In his magical research, Khalil stumbled upon a reference to an ancient temple on an island south-east of Ariya that contained the burial riches of generations of Masetian kings. After months of planning, the wizard has concocted a scheme that not only wins him the throne and fulfills his bargain with the Serpent, but also gains him all the wealth of this temple. The one problem is, he has to trick the regent into opening the sealed temple for him—only the PC has the divine bloodline for the job.

the attack

The plan takes action as Khalil guides the two assassins into the palace, using various *charm*, *invisibility*, and *forget* spells so they can reach the PC's bed chamber undetected. (Khalil has sufficient skill to overcome almost any defenses with the right spell. If all else fails, a *passwall* spell should get the assassins into the regent's room.) The wizard then withdraws to a secure location to monitor the attack by means of a *clairvoyance* spell, awaiting the right moment to remove the barbed knives with *Drawmij's instant summons*. Once he has his bit of royal flesh, he'll alert the guards and flee the palace.

Begin the encounter by reading the text below aloud to the PC regent and the others:

After a long day of hearings and discussions on various affairs of state, you retire to your chambers. It's after midnight, but your sleep feels restless and troubled. Sometime in the small hours, the sound of footfalls in your bed chamber wakes you. Opening your eyes, you find two black-clad forms approaching your bed with the glint of steel in their hands!

Have the player character make a surprise check.

If he's surprised, the attack counts as a backstab, with an additional +4 bonus to hit.

It's difficult to avoid an attack while lying in bed, tangled in sheets, so the assassins strike with the +4 bonus for a prone target, and no Dexterity modifiers to AC apply.

Assassin, Khinasi, T4 (2): AC 6 (leather armor, Dexterity bonus); MV 12; HD 4d6; hp 18, 16; THAC0 19; #AT 1; Dmg 1d3 (knife), 1d6 (short sword); SA poison; SD thief abilities; SZ M; ML fearless (19); Int average (9); AL CE; XP 650.

Note: The Type O poison coating the knives paralyzes victims for 2d6 hours, onset time 2 to 24 minutes.

Thief abilities: PP 45%, OL 37%, F/RT 35%, MS 33%, HS 40%, DN 15%, CW 88%, RL 5%.

Khalil told the assassins to throw their poisoned knives aside once they'd wounded their victim. Wounding the PC is very important to the adventure's plot; if the regent could probably overpower the assassins, boost their statistics or have them strike while he's asleep (if they succeed in Move Silently skill checks).

After the attack, read the text below:

Despite your attempt to dodge the dagger thrusts, one blade strikes you. With an agonizing twist, the assassin wrenches the knife out of the wound and hurls it away. "That's it!" he mutters to his companion. "The poison will finish him!" With evil grins, both assassins back away and flee through the chamber door into your receiving room.

The dagger on the floor glimmers oddly for a moment, then disappears in a wisp of smoke. The knife cut stings; the weapon's abrupt removal tore away a divot of flesh. A strange numbness spreads from the injury through your body, making you dizzy and nauseated.

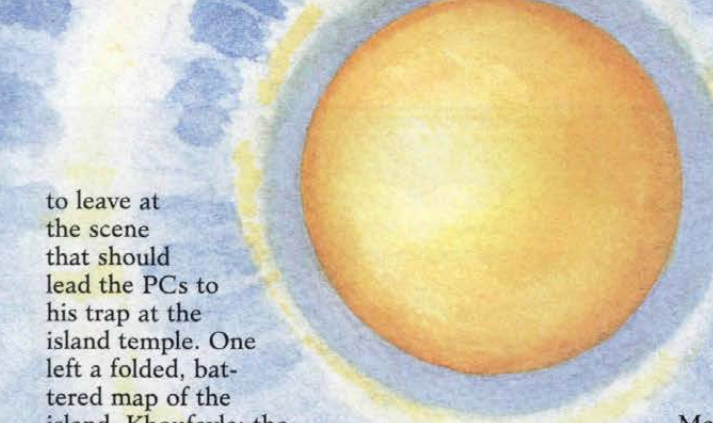
After injuring the regent, the assassins plant a few items in the receiving room: a map, a slip of paper, and two empty vials. Then they scoop up the Ariyan Scepter of Office, which the regent keeps in a satin-lined oak box beside an ornate chair. They withdraw and make their way from the regent's suite to a pre-arranged meeting point—where they soon see that Khalil has left them stranded in the palace.

If possible, allow other PCs to participate in the palace's defense by helping track down and confront the assassins, especially if these characters work as retainers or guards. The commotion of the confrontation between the royal guards and assassins should bring other characters running. If no PCs actually participate in the battle, assume that the guards capture the assassins easily.

after the attack

The PC regent probably believes he narrowly survived a theft and attack on his life; he should have no idea the poison was designed only to knock him out, not kill him.

Khalil provided the assassins with several items



to leave at the scene that should lead the PCs to his trap at the island temple. One left a folded, battered map of the island, Khoufayla; the other dropped a slip of paper with the words "Midnight's Shadow" written on it. Both men left vials with stamps identifying the apothecary that sold the poison.

The regent's next actions depend on the circumstances after the assault:

If the assassins are killed or captured. Should the assassins die before they can leave their "clues" in the receiving room, the PCs still find the items on their bodies. In case they're captured—the likeliest outcome—Khalil will *teleport* to the palace as soon as possible and kill the assassins to protect himself. However, he will not jeopardize his own life or reveal his involvement unless absolutely necessary. He'd rather accept the assassins' blame than risk capture himself at this point.

If the assassins escape the PCs. Should the assassins fight their way free of the heroes, the royal guards capture them and recover the scepter and evidence.

If the assassins fail. Khalil would like to have finished his simulacrum before luring the regent into his trap but, if necessary, he will proceed without the duplicate. He knows he can get his bit of flesh once he's lured the regent to the island of Khoufayla. Despite the unsuccessful assault, the assassins should have left enough "evidence" along their path to point the PCs in the right direction for their meeting with Khalil.

the investigation

Presumably, the PCs begin looking into the attackers' identities and motives. They may follow several avenues, including questioning the captured assassins, tracking the clues they left behind, or using an espionage network.

Questioning live captives. Assassins belonging to the Society of the Serpent would rather die than talk when captured. So, the regent can learn nothing through questioning about their employer, the "clues" they left, or why they sought his Scepter of Office.

Although surviving assassins resist physical duress, *charm person*, *ESP*, or similar spells reveal what they understand of their mission: To kill the regent for Khalil and leave clues that should throw investigators off the track. They know nothing of the wizard's scheme to lure the character to Khoufayla. As these agents come from Mairada, they have no information about the local chapter of the Society of the Serpent.

Questioning dead captives. The PCs can use a *speak with dead* spell only if one of the group is a priest of sufficient level to cast it. If they do question the departed spirits, they learn as much as if they had *charmed* a living assassin. However, roleplay the questioning carefully under the limits of the *speak with dead* spell. And remember, Khinasi wizards can not violate their oaths to use most forms of necromancy.

Following the leads. "Midnight's Shadow" refers to a tavern of that name in the city's worst district: a low-grade establishment catering to carters and laborers. Khalil rented a room there for the assassins' use, disguising it as a merchant's. (See *The Assassins' Den*, below.)

The map of Khoufayla fortuitously notes the island's name. No one knows much about the isle, a land mass so small it doesn't appear on most maps. It requires a fair bit of research to determine its location and significance. (See *The Legend of Khoufayla* on page 81.)

Player characters can trace the vials to a small apothecary near the Midnight's Shadow. The characters don't recognize the name of the person who ordered the poison, according to the shopkeeper's records. (Khalil placed the order under an assumed name.) However, they learn the shopkeeper was to send word to the tavern when the order was ready, which should direct the investigators to the assassins' den.





Espionage. A regent who successfully uses an espionage action learns that Khalil orchestrated the attack and discovers the assassin's den through his spies. If the PCs decide to confront Khalil immediately, they learn that the wizard sailed from Ariya the day after the attack. To bring him to justice, they'll have to follow him.

the assassin's den

When the PCs investigate Midnight's Shadow, read the text below. Insert encounters with thugs to trouble the heroes, should they be traveling incognito and in small numbers.

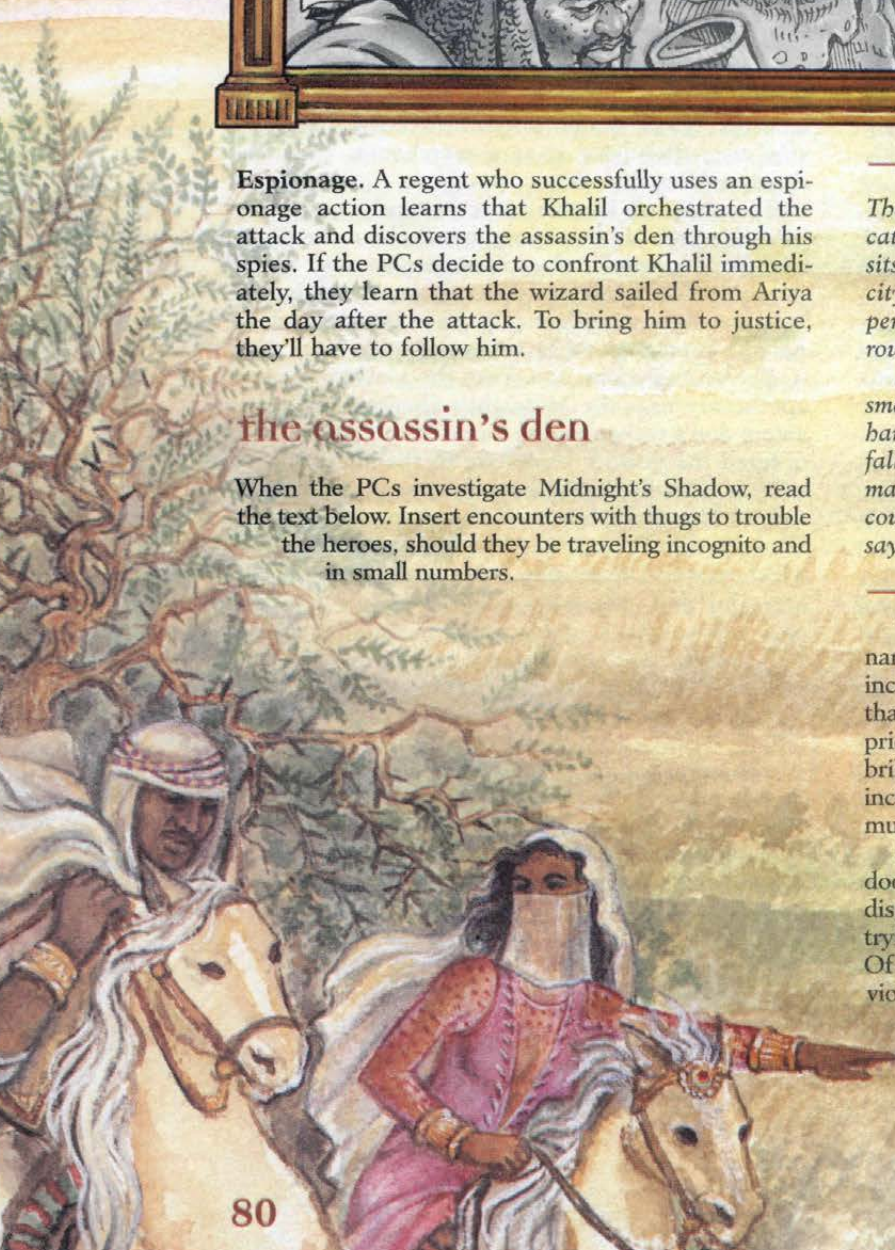
The Midnight's Shadow is a disreputable establishment catering to foreigners and questionable characters. It sits in the dark recesses of a dismal alleyway in the city's worst quarter. The regent's poorest and most desperate subjects occupy the overcrowded buildings surrounding the tavern.

Stepping through the low doorway, you find a stale-smelling wine shop with shoddy furnishings and a handful of sullen, filthy patrons. They eye you warily, falling silent as you enter. The proprietor, an enormous man, has a sallow, pocked face. Avarice twists his countenance into a fawning smirk, and with a bow he says, "A jug of my finest, lord?"

The tavern keeper is a fence and part-time crook named Rami the Fat (MKh; T3; NE). If the PCs are incognito, he treats them with contempt, demanding that they purchase his miserable wine at outrageous prices. Winning his cooperation requires a substantial bribe—or immediate threats to his life. Rami's cronies include six 0-level thugs. The innkeeper may try to mug the PCs, if their group is small.

Should the regent himself show up on Rami's doorstep with his retinue in tow, the innkeeper acts disgustingly obsequious, bowing and scraping while trying to sell his wine at even more outrageous prices. Of course, Rami doesn't even think about offering violence to his suzerain, but he won't seem especially cooperative until he sees either gold or steel.

When given the assassins' descriptions, Rami confirms that they rented a suite of rooms. He calls their leader—a man fitting Khalil's description—"a cold-blooded outlander



with dark, dead eyes." The leader came and went with his fellows several times over the last week or so but vanished a few days back—with money still owed on the rooms, Rami adds.

If the PCs offer to clear the tab (it amounts to 70 gp), Rami shows them the rooms. (Depending on the role-playing, he might escort the regent to the rooms at no cost.)

This suite looks like the chambers of a traveling band of minor merchants, with several scattered packs, trunks, and crates of fine pottery, wines, silks, and other small but valuable goods. A quick search reveals a handful of manifests and ledgers, as well as a heavy book wrapped in oiled cloth and hidden at the bottom of one trunk.

The goods are worth 155 gp to anyone in the party who claims them. The ledgers appear normal for a traveling merchant. However, closer inspection shows that all the entries were made in the same hand, using the same ink. No time at all seems to have elapsed between the first dated record and the most recent.

Tucked under one cloth flap of the book in the trunk is an unsigned note. The heroes can't guess that the assassins never saw it—Khalil planted both it and the book. The note reads:

As you can see, the scepter serves as the key to the temple's doors. You may have it if you succeed in the task you were hired to perform for me. Meet me by the palace's east gate one hour after midnight. I will see that you receive all you need to attend to your business.

The book with this note is titled *An Account of the Voyages of Sidar el-Bandiya*. Characters with the Local History proficiency might have heard of Sidar; those who make successful proficiency checks recall him as a magician and explorer who lived about 100 years ago.

A bookmark indicates an underlined passage in the text.

"Having been advised of our location, I urged the captain to make a landing on Khoufayla, a deserted island 300 miles southeast of Ariya. While the captain sent out watering parties, I explored the small isle. I'd thought Khoufayla was never settled—imagine my surprise when I crested a ridge and found a great ruined temple before me!

"The temple looked obviously Masetian in design. I approached, thinking to scout the ruins and learn more, but the temple's doors were locked by a magical seal I could not pass. This sigil struck me as familiar, and after a moment I placed it in my memory—the seal of Ariya! The seal had a piece missing—the key, I presumed. I made a cast of the seal, hoping to fashion a substitute, but when I returned, my duplicate proved ineffective.

"Below is a sketch of the missing piece's outline in its actual size. The piece might now take almost any form: an item of jewelry, an amulet, a headpiece to a short staff. 'I have never heard of any Ariyan interest in Khoufayla and can only speculate about the tantalizing temple's contents and history.'

A margin note beside the passage states simply: "Scepter of Office?" Sidar's sketch of the missing piece clearly matches the headpiece to the regent's scepter.

the legend of khoufayla

After discovering Sidar's book in the assassin's den and recalling the attempted theft of the scepter, the PCs should decide to investigate Khoufayla and its mysterious temple. This requires a week of dedicated research or one regent's use of the research character action.

Anyone looking into the matter finds that the Ariyan Scepter of Office actually dates back to the Masetian rulers of this area. The current Ariyan dynasty has passed it down for centuries. The scepter has a faint alteration enchantment on it, if someone thinks to check it with a *detect magic* spell.

Researching the island of Khoufayla initially reveals little; the island is well charted, if somewhat out of the way. From time to time, sailors land on its shores to replenish water and food stores. A few documents refer to "haunted ruins," but it takes a great deal of effort to bring the temple's story to light.

The temple was built by the mainland Masetian dynasty of Saria to honor the goddess Masela and serve as a mausoleum for their kings. Over the years, such a tomb would become a storehouse for kings' burial treasure, so a great deal of wealth and magic may now reside in the temple on Khoufayla.

Khalil discovered this legend in his research. However, when he visited the island with the scepter (the regent never knew it had been taken, as Khalil left a magically created

replica in its place), the sealed doors would not open for him. Surmising that only the true ruler of Ariya could break the magical seal, he knew he had to lure his enemy there before he could own its riches—and before he handed the regent over to the Serpent.

second action round

In the second action round:

- ◆ The PCs travel to the island and explore the lost temple. However, Khalil and the Serpent's forces await them as they exit.
- ◆ The wizard and his simulacrum go back to Ariya to rule in the regent's place.
- ◆ The PCs are taken prisoner and loaded aboard a Serpent galley for an appointment with the awnshegh.

regent actions

Before the regent leaves for the island, he learns that the raiders from the Sphinx's domain have sacked a couple border towns. He might choose to dispatch troops north. An espionage action gives him only sketchy details on Khalil's recent Mairadan guests—actually emissaries of the Serpent, finalizing their plans.

part two: the serpent strikes

Presumably, the clues Khalil left behind encourage the heroes to mount an expedition to Khoufayla—especially the information on the mysterious line of Masetian kings that once ruled what is now Ariya. Since the wizard has completed his simulacrum and departed with it for the isle to await the regent, the PCs can do little more with the adventure but follow him.

the voyage

To get to Khoufayla, the party will need a ship. If the regent has no navy, the group can hire a dhow for

1,000 gp or a dhow for 4,000 gp. (See ship descriptions on Card 1.) Ideally, the regent should be accompanied by the other PCs, his bodyguards, and the ship's crew and captain. At most, he might want to bring along one company (200 soldiers) in case of a fight.

The regent should think twice before stripping his state utterly of its defenses for a personal mission, however. Before letting the player embark his entire army, remind him of enemies surrounding his character's domain. If the player insists on bringing all his military forces, step up the raids in the north.

Finding Khoufayla proves no problem, as long as the weather's good. (DM hint: Bad weather can scatter large fleets, if you need to thin out the regent's followers without killing them.) To make the voyage more exciting, you can add an encounter or two, like meeting a pirate vessel, sahuagin, or a sea monster.

the island

When the regent's ship reaches Khoufayla, read the text below:

The island comes into view the morning of the third day of your hot voyage. Dense tropical forest covers Khoufayla, and several sizable hills slope steeply up to a great central massif. The captain mentions that Khoufayla measures about 10 miles across as he orders the crew to make for a sandy bay on the eastern coast.

A couple hours later, the ship drops anchor in a small horseshoe-shaped bay surrounded by high green hills. A dense palm grove lies at the head of the bay, and the wind carries the calls of great numbers of birds and animals. With a splash, the sailors lower the ship's boat into the water and wrestle several empty casks on board. "We might as well top off the water while we're here," the captain says. "Do you wish to go ashore, Your Highness?"

Few dangerous creatures inhabit Khoufayla. At your discretion, the group might meet great cats, crocodiles, or giant snakes, bats, or insects, but most local wildlife avoids humans.

Khalil's men—more Serpent agents—wait near the temple and at sea aboard two Serpent galleys anchored on the other side of the small island. The wizard plans to ambush the regent's party after the Ariyan ruler unseals the temple (and, Khalil hopes, disables its traps and collects its treasure for him). Meanwhile, the galleys will capture the regent's vessel—should the PCs defeat Khalil's land troops, the wizard's naval forces will take them all the same.

The heat feels stifling under the thick green canopy of the island's forest, which borders on jungle in many places. A few game trails cross the forest floor, and you find a rocky stream bed that leads inland. Lots of birds, monkeys, and insects live here, but there is no sign of man.

After marching about an hour and a half, you near the top of the ridge Sidar mentioned in his journal. Breaking through the foliage, you find yourselves gazing on a wide, bowl-shaped valley of chest-high grass in the middle of the forested hills. In the center of the valley, about a quarter-mile away, an ancient temple of crumbling black stone stands amid the ruins of a small town. An icy chill passes through you as you look upon the temple.

Khalil carefully keeps his men out of sight, using a *massmorph* spell to disguise them as an acacia grove on one side of the temple courtyard. If the PCs use any unusual scouting methods, they might find Khalil's camp, but no one is there. (See *Khalil's Ambush*, page 88.)

the temple

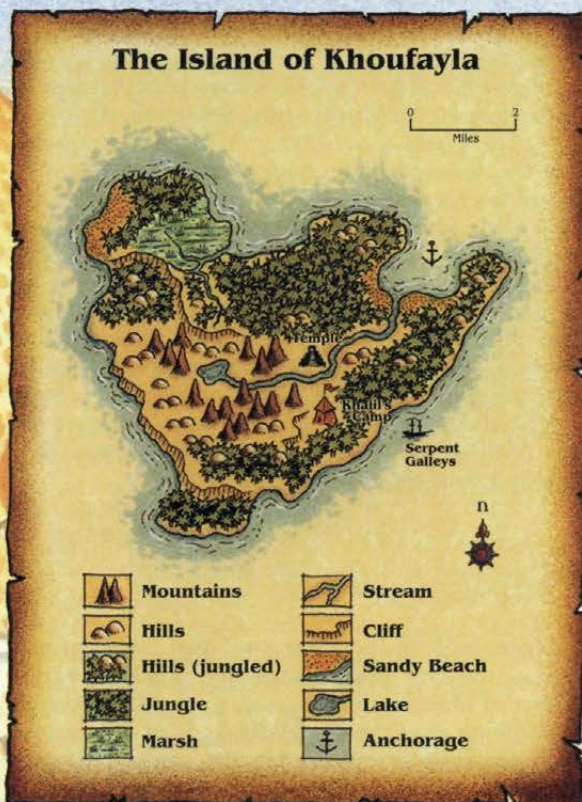
Forgotten since before Deismaar, the edifice now in ruins before the group was built to honor Masela, patroness of the Masetians, and as the final resting place of the kings of the mainland (now Ariya). However, as the Masetian rulers became embroiled in domestic problems, the temple fell into the hands of a cult dedicated to the sinister power Kalisius. Ariya's last Masetian rulers defeated the evil priests just before Deismaar and sealed the temple to prevent the cult from again dishonoring their ancestors.

When the PCs approach the temple, continue with the text below:

As you stand on the stone-flagged court before the temple proper, the massive structure of dull black stone looms before you, its impressive workmanship evident even after long neglect. None of the peripheral buildings seem worth investigating—the centuries have reduced them to piles of rubble. However, the great central building seems to have weathered the years much better. In fact, at this range most of the damage looks only superficial. Your scouts report that the building has no visible entrances besides the main doorway before you.

The temple's cast bronze doors look easily 20 feet high and 10 feet wide. These portals bear a complicated engraved design quite similar to the Seal of Ariya. You can tell the seal is incomplete—an empty socket marks the place for the last component of the design.

Naturally, the great doors are barred and locked. It would take a battering ram to break them down by force, and knock spells seem too weak



to overcome the doors' mass. Walls 10 feet thick make breaking into another point of the temple quite difficult, although a skillful climber could slip into one of the upper floor windows. However, these hold traps—*glyphs of warding* to prevent that very mode of entry. A character who tries to climb in a window suffers 18 points of electrical damage (save vs. spell for half damage) and must make a second saving throw immediately to see if he falls from his perch and sustains 3d6 more points of damage. Depending on which window the climber tries to enter, he may have fallen into Area 1, 4, or 5. (See temple map key, next page.)

The easiest way to enter the temple involves placing the scepter's headpiece in the socket. The seal's enchantment allows only Ariya's true ruler to make the fit—a flash of light and force repels others who touch the scepter to the door.



When you touch the scepter's headpiece to the door, it instantly bonds to the seal and completes the design. A flash of blue light dances along the symbols and lines, then the doors begin to groan open. Clouds of dust sting your eyes as the temple exhales a stale gust of dry air with the parting of the doors. The scepter falls back into your grasp.

Inside waits a dim chamber of some size, lit by slanting beams of light from the upper windows. Great stone pillars support a barrel-vaulted ceiling 30 feet overhead. The walls, covered in stone bas-relief, show ancient heroes battling horrible monsters. At the chamber's far end, a large altar of black stone sits before the grim idol of an armored warrior with clawed feet, taloned hands, and a fierce countenance.

temple map key

1. Great hall. In the Masetians' day, the great hall housed the last observances for mainland kings. Priests of Masela would pray, fast, and stand watch for a month over the preserved body of a deceased ruler before interring him in the vaults below. A thick layer of dust covers the smooth, black marble altar and floor.

Of course, most recently the temple's priests served not Masela, but a false god. After a successful Ancient History or Religion proficiency check,

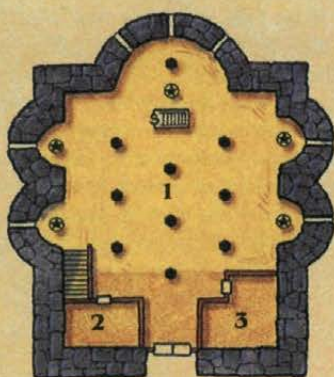
heroes can identify the hideous idol behind the altar as Kalisius. Inspection reveals scrape marks on the floor before the idol, suggesting that something else once stood here.

The altar itself, at the great hall's north end, radiates a feeling of menace; appropriate spells detect a weak aura of evil. A character who searches this area discovers parallel tracks on the floor beside the altar—it was designed to slide to one side. Moving the altar requires an Open Doors check with a -4 penalty, since the slab weighs more than 1,000 lbs. Each additional character's aid reduces the penalty by one, and five people together can move the slab automatically. The altar covers a staircase that leads down to the undercrypt (Area 6).

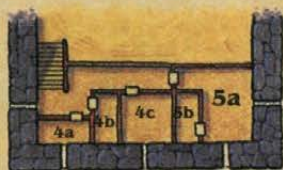
Two small alcoves on either side of the great hall's main chamber now contain minor idols to dark spirits who served Kalisius: a fiend with wicked claws, a serpent-man, a withered crone, and a slim girl pierced through with swords. The mainland troops who sealed the temple have knocked these lesser idols off their stands and broken them to pieces.

The glyphs of warding and sealed doors have kept animal intruders out, so the great hall and alcoves appear in surprisingly good shape. Some debris lies scattered around, including the remnants of tapestries and corroded braziers and sconces along the walls. Five skeletons lie moldering before the altar—the remains of some who once served here,

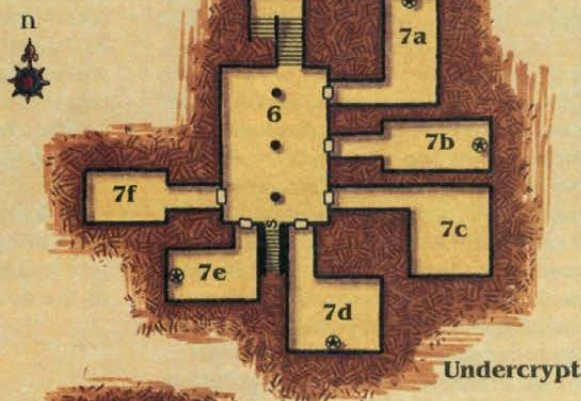
The Temple of Khoufayla



Ground Floor



Second Floor



Undercrypt

Vault

	Door		Secret Door
	Double Door		Stairs
	Pillar		Stone Railing
	Statue		10 Feet

killed by the Masetian troops. The spirits of these priests now guard this place. Any living person setting foot in the hall without the Ariyan Scepter of Office risks their wrath.

Spectre (5): AC 2; MV 15, FI 30 (B); HD 7+3; hp 40, 37, 36, 33, 30; THAC0 13; #AT 1; Dmg 1d8; SA drain two levels with each hit; SD hit only by +1 or better weapons, undead immunities; SZ M (6 feet tall); ML champion (15); Int high (14); AL LE; XP 3,000.

If a character bearing the scepter enters the hall, the spectres keep out of sight—in effect, the royal talisman turns them automatically. Otherwise, they attack with hideous shrieks and wails, rising from the bones of their former bodies. Priests suffer –2 penalties on attempts to turn undead while inside this evil temple.

2. Sacristy. The door to the temple's southwestern chamber once formed part of the mural on all the walls of the room. It depicted Masetian rulers fighting monsters in a landscape Ariyan PCs might even recognize as home. The mural had concealed the door from plain sight. However, the door was battered down long ago and now lies in several moldy pieces on the floor. The sacristy used to store ceremonial accouterments such as fonts, knives, wine flasks, and other religious artifacts. Most were carried off by the troops who sealed the temple, leaving only broken chests and smashed cabinets. A thorough search reveals a small gold ewer worth 125 gp under a cabinet.

3. Vestment chamber. Like the entrance to the sacristy (Area 2), the door to the vestment chamber was part of a tiled mural but broke open when Masetian troops swept the temple. Priests of Kalisius used to store ceremonial robes, chasubles, and headpieces here. The room includes a small font for ritual purification before ceremonies. Nothing remains except overturned armoires and the tattered remnants of priestly robes. A skeleton lies buried under debris in one corner, with a jeweled ring worth 250 gp still on one bony finger.

4a to 4c. Priests' quarters. The upper floor forms a mezzanine above the temple's south end, overlooking the great hall. Stairs leading up to this area now stand choked with fallen banners and ruined furniture. Areas 4a, 4b, and 4c served as the lesser priests' quarters—fairly austere even before the mainland soldiers defeated the clerics here. The first two chambers each contain a pallet, a tall cabinet, a chest, and a writing desk: all ruined. Area 4c down the hall housed four acolytes and still holds a wrecked pallet and chest for each of them. Although the acolytes and priests all died on the ground floor

(in Areas 1 and 3), their restless spirits often linger in these rooms.

While the Masetian troops did search the priests' quarters, they missed a hidden space in the rear wall of Area 4b. Inside is a small locked strongbox with a poisoned needle in the lock. Fortunately, the poison has long since lost its potency. The strongbox contains five diamonds worth 100 gp each, three tourmalines worth 25 gp each, a small pouch of 30 pp, and a *necklace of adaptation*.

5a and 5b. High priest's chambers. The leader of Kalisius's cult was the High Priest Iagostes, a powerful and charismatic servant of evil who wreaked great havoc in the city that predated Ariya; not only did he want its warriors in his cult, he tried to take the city by force.

These rooms felt quite luxurious in Iagostes's day, with rich carpets, well-made furniture, and gold hanging lamps. Of course, the soldiers who destroyed Iagostes's cult thoroughly pillaged his quarters. The PCs walk into the high priest's former living area (5a). To the far right, a door leads to Area 5b, a dressing room.

The Masetian soldiers cornered the high priest in Area 5b and slew him, after he'd already taken magical steps to conceal the existence of the temple's undercrypt. His mortal remains—a few blackened pieces of bone—are burned into the center of a charred circle on the west wall. Iagostes's ghost appears in this room (or the undercrypt, if the PCs find it first).

Iagostes (ghost): AC 0 or 8; MV 9; HD 10; hp 54; THAC0 11; #AT 1; Dmg age 1d4 × 10 years; SA fear, age 10 years by sight, *magic jar*; SD hit only by silver or +2 or better weapons, nonmaterial form, undead immunities; SW AC 8 to ethereal attacks; SZ M (6 feet tall); ML fanatic (18); Int high (14); AL LE; XP 7,000.

Iagostes appears 1d3 rounds after a living character enters Area 5b (or the undercrypt). His mere appearance forces all viewing him to save vs. spell or age 10 years and flee in panic—including the regent's guards and retainers! However, the character holding the scepter remains immune to this effect.





You suddenly feel paralyzed by an uncontrollable chill, like an icy hand passing through your heart. A moment later, a dim apparition appears in the center of the room, gradually taking shape as a misty humanoid form with baleful red eyes. Terror radiating from the phantom crushes your heart in a cold grip. Around you, the retainers cry out in horror, then scatter at the sight of the ghost.

If the PCs don't carry the Ariyan Scepter of Office, Iagostes attacks without warning. However, if they do have it, the ghost of the high priest speaks to them instead:

The spirit drifts closer, sneering as it surveys you up and down. Its ceremonial robes suggest that this is the shade of a great priest. "Is this what the line of Maltos Saria has come to?" it demands, its voice a sibilant whisper. "What mockery is this? How came you to bear the Scepter of Maltos? You are no Masetian. Has Saria fallen to barbarians?"

In Iagostes's lifetime, the state of Ariya was a Masetian state known as Saria, ruled by the ancient line of Maltos Saria. After Deismaar, the line of Masetian rulers failed as their entire race disappeared; the Basarji built their city of Ariya on Saria's ruins. The PC regent springs from the blood of this newer, "barbarian" dynasty.

Depending on the regent's answers, Iagostes may attack, flee, or cooperate. Questions about the rumored treasure of the Masetian kings provoke him into attacking—he considers the hoard rightfully his and can't tolerate the idea of its removal. If the regent responds to the ghost's questions truthfully by telling of the end of the Masetians, Iagostes withdraws to the vault (Area 8) and attacks only if the group discovers the treasure there.

Should the regent slant the truth of his answers, trying to find an explanation to placate the ghost, Iagostes may allow the regent to depart the temple in peace, or he may attack, depending on the story's believability.

The ghost also might try to convince the regent to relinquish the scepter; placing it on the altar would release him from undeath, he says, offering to show him gold that is "rightfully yours" in exchange for leaving the badge of office. This is a ploy, however; Iagostes has no intention of honoring the agreement; he just wants the regent to put the scepter down so he can attack with his *magic jar* ability as soon as the talisman leaves his hand. He hopes to take control of the regent's mind, then return to Ariya and rule in the name of Kalisius, just as he desired so long ago.

Defeating Iagostes: The scepter's power prevents the ghost from directly attacking the regent, but he still can try using his *magic jar* ability on someone close to the regent, thereby striking through the PCs' friends and allies. The group can drive the ghost away with the merest touch of the scepter (a successful attack roll vs. AC 8) or can lay him to rest by removing his remains from the temple and having a priest bury them properly. If the party forces him to flee, he returns in 1d3 turns to attack again with indirect methods: using *magic jar* on the regent's allies or his innate fear ability to send them all shrieking out of the temple.

6. The undercrypt. This chamber is flagged and finished with smooth, polished black stone. Characters enter via the stairs hidden under the altar in the great hall.

A well-preserved frieze runs around the room at about chest height on the wall, chronicling the reigns of the Sarian kings. The bas-relief features each line of succession in the order of its rule—the first describes the reign of King Maltos and the four regents of his blood who followed him. The next details the start of a new dynasty, and so on. Five dynasties appear now, with preparations laid for a sixth.

Six tall, narrow doors of bronze plate spaced evenly along the east and south walls punctuate the bas-reliefs. Five of them feature a life-sized casting in relief of the founder of a dynasty. Despite the outstanding workmanship, flecks of green corrosion cover the doors due to their age. Five of the doors are locked, *wizard locked* at 12th level, and guarded by a *glyph of warding*. (The sixth is merely locked.) Each *glyph* inflicts 10 points of damage and blinds any character who doesn't speak a prayer to Kalisius before touching it. (A *save vs. spell* negates the blinding effect and reduces damage to 5 points. The blindness can be healed using a *cure blindness* spell.) The Masetian troops incinerated the keys to all the burial chambers behind these doors many centuries ago when they killed Iagostes.

Between two of the bronze doors, the undercrypt's south wall hides a secret door that leads to the temple's hidden vault. The exceptionally well-built door has no obvious trigger mechanism—the catch is on the room's southernmost pillar, near the floor.

If the characters did not encounter Iagostes in Area 5b, they'll find him here in the undercrypt instead. He knows how to bypass the *glyphs*, but he'd rather let the heroes set them off. In fact, he may tell them the kings' treasure lies in their burial chambers behind the bronze doors, knowing that searching there will set off the *glyphs* and may awaken monstrous guardians waiting in the chambers. Iagostes takes whatever steps possible to prevent anyone from discovering the secret door.

7a. First burial chamber. In the somber northernmost burial chamber, five great stone sarcophagi stand against the walls: the resting places of Maltos Saria and the kings of his line. Each sarcophagus has a lid carved with the likeness of the king within. The floor tile pattern forms the seal of ancient Saria. At the far end of the room, a statue of an ancient warrior sits watching over the room with eternal vigilance. Golden, highly polished lanterns enchanted with *continual light* spells provide soft illumination.

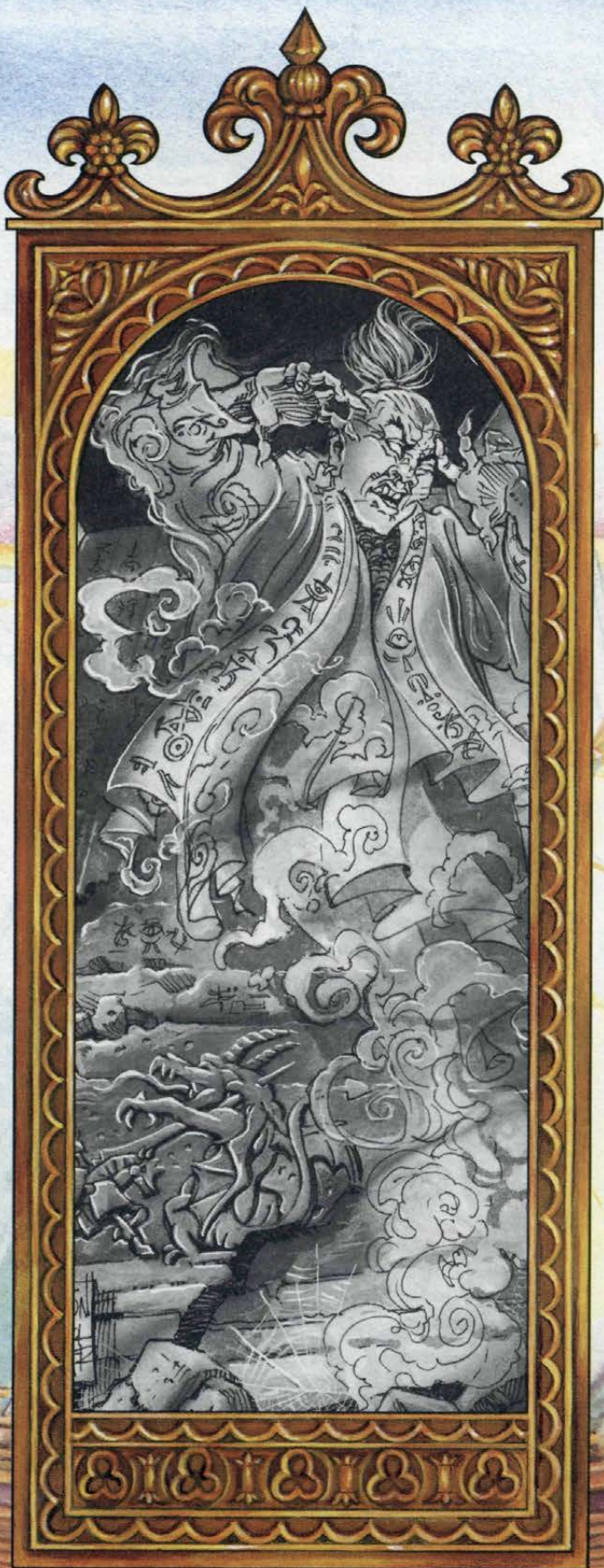
As long as no one disturbs the sarcophagi, nothing happens here. However, as soon as a character damages or opens one, the statue becomes animate and attacks—this stone golem has orders to prevent anyone from despoiling these tombs.

Stone golem: AC 5; MV 6; HD 14; hp 60; THAC0 7; #AT 1; Dmg 3d8; SA *slow* once per 10 rounds; SD hit only by +2 or better weapons, immune to most magic; SZ L (8 feet tall); ML fearless (20); Int non (0); AL N; XP 8,000.

The golem pursues intruders in this chamber only; it allows them to leave this room. It doesn't harm the holder of the scepter unless that character persists in violating the sepulchers or attacks on the golem itself.

If the characters defeat the golem and open the sarcophagi, they can retrieve a wealth of jewelry from the mummified bodies of the Masetian kings—each lord was buried with 1d4+3 pieces ranging in value from 500 gp to 3,000 gp (1d6 × 500). However, lawful or good PCs (and especially the regent!) may be stretching their alignments by pillaging these tombs. Feel free to visit dire curses and dooms upon any especially greedy characters—in particular the regent, who has a whole treasury back home and supposedly came to the temple to learn about his domain's Masetian history.

7b to 7e. Secondary burial chambers. The four burial chambers behind the other bronze doors look identical in most respects to the first. They contain three, six, four, and



four sarcophagi respectively. The golem in room 7c has been destroyed—stone chunks litter the floor. Iagostes and his followers broke open all six sepulchers and looted them. The high priest left the other tombs alone, as despoiling this one for its treasure cost the lives of five acolytes.

7f. Unused burial chamber. This room, though locked and prepared much like the others, lies empty. Its door bears no *glyph* or *wizard lock*.

8. The vault. The funereal riches of the Sarian kings were brought to this chamber one level down from the undercrypt by the priests of Masela—they considered it their sacred duty to hold the treasure for the deceased. When Kalisius's cult took over the temple, Iagostes discovered this hoard and used it to further the spread of his dark designs. Although he destroyed the chamber's original stone golem sentries, Iagostes replaced them with a sentry of his own—a lesser guardian yugoloth.

Passing through the secret door and descending into the dark stairway, you can see your light reflect off hundreds of shiny coins and gemstones at the bottom of the stairs. A great hoard lies spread out as far as the light reaches. Arms and armor, banners and tapestries, chests and coffers overflowing with gold—the room contains a fortune!

Suddenly, a scraping noise sounds from off to the right. A horrid shape moves out of the shadows and into the dim lantern light. It resembles a huge ape covered in long, matted mustard-colored fur, with a boar's tusks and red, piggish eyes. The creature grunts, gazes up at you on the stairs, then speaks:

"I am the appointed guardian of this chamber," it says, its voice clear and eloquent despite its brutish appearance. "Leave at once, or I shall destroy you to protect my charge."

The conditions of the monster's service leave it no room for compromise; it must defend the treasure to its death. However, the creature has heard no news in centuries, and it will gladly talk with the party as long as the PCs make no move to step into the room. But it will not hesitate a moment to attack if it suspects treachery or deceit. Note that

the creature has no reservations about the Ariyan Scepter of Office and can freely attack the character holding it.

Guardian yugoloth: AC 1; MV 9; HD 8; hp 53; THAC0 13; #AT 3; Dmg 1d6/1d12/1d12; SA breathe fire for 5d6 points damage; SD hit only by +2 or better weapons, immune to electrical attacks; SZ L (7 feet tall); ML fearless (19); Int very (12); AL NE; XP 4,000.

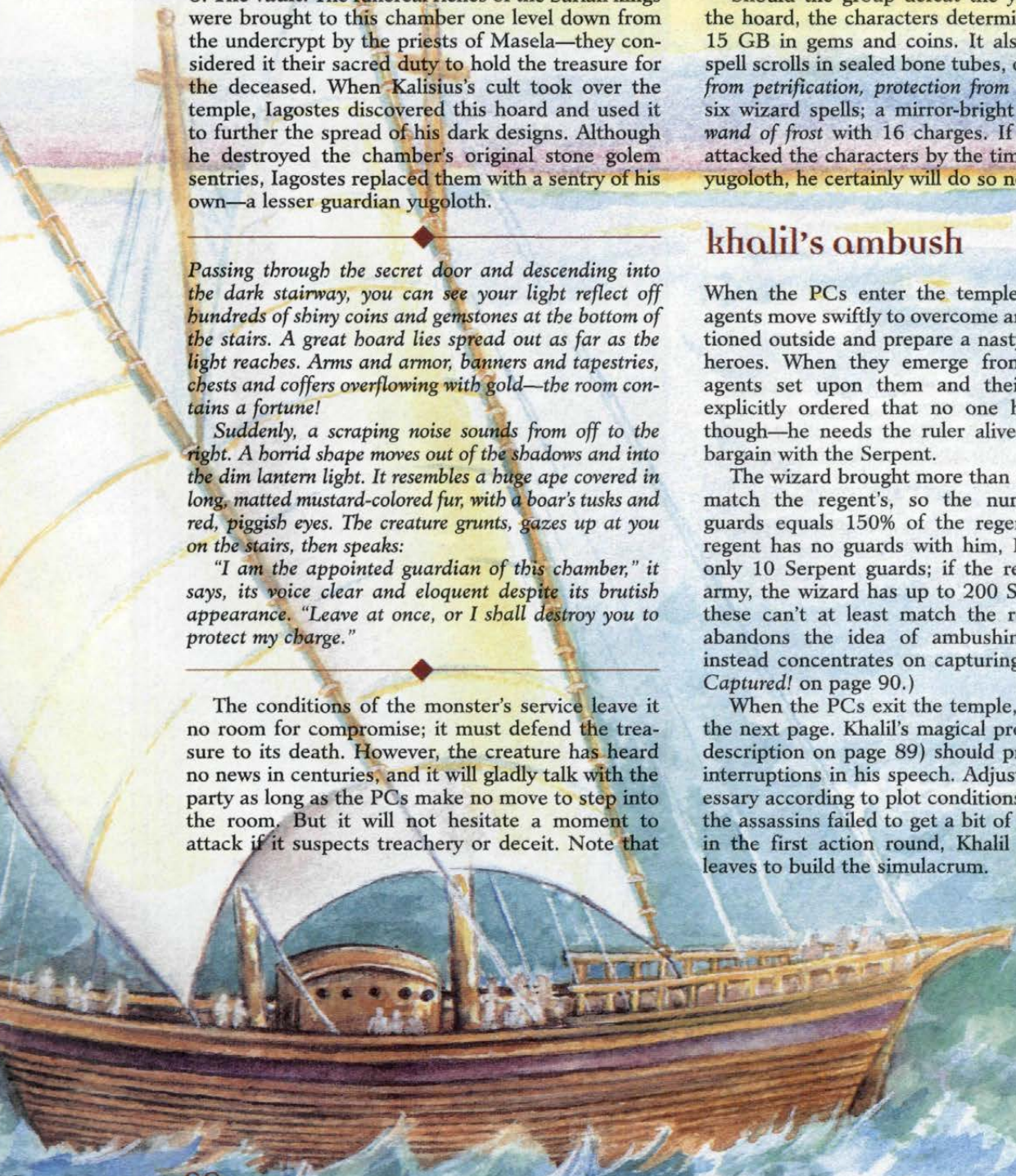
Should the group defeat the yugoloth and tally the hoard, the characters determine that it's worth 15 GB in gems and coins. It also includes: three spell scrolls in sealed bone tubes, offering *protection from petrification*, *protection from lycanthropes*, and six wizard spells; a mirror-bright *shield* +2; and a *wand of frost* with 16 charges. If Iagostes has not attacked the characters by the time they defeat the yugoloth, he certainly will do so now.

khalil's ambush

When the PCs enter the temple, Khalil's hidden agents move swiftly to overcome any guards left stationed outside and prepare a nasty surprise for the heroes. When they emerge from the ruins, the agents set upon them and their guards. Khalil explicitly ordered that no one harm the regent, though—he needs the ruler alive to complete his bargain with the Serpent.

The wizard brought more than enough guards to match the regent's, so the number of Serpent guards equals 150% of the regent's force. If the regent has no guards with him, Khalil commands only 10 Serpent guards; if the regent brought an army, the wizard has up to 200 Serpent guards. If these can't at least match the regent's force, he abandons the idea of ambushing the PCs and instead concentrates on capturing their ship. (See *Captured!* on page 90.)

When the PCs exit the temple, read the text on the next page. Khalil's magical protections (see his description on page 89) should prevent most rude interruptions in his speech. Adjust the text as necessary according to plot conditions. For instance, if the assassins failed to get a bit of the regent's flesh in the first action round, Khalil gets it now and leaves to build the simulacrum.



The sunlight seems extremely bright after the darkness of the temple. As your group steps off the stone portico before the building, a tall, bearded man in black robes appears seemingly out of nowhere: It's your cousin, Khalil.

"Good day, Your Highness," he says with a sardonic smile. "I see you've spared me the trouble of exploring the temple personally. How kind. Now, I am afraid you have a pressing engagement on the Isle of the Serpent, while I must return to Ariya to guide your successor in his rule. May I present the next prince?"

Turning with a flourish, the sorcerer steps aside to reveal an exact duplicate of you! In every detail, the double looks perfect. Its face is cold and expressionless, but a malign intelligence glitters in its eyes. Khalil gloats visibly, enjoying the spectacle. "Of course, some of your domestic policies are about to undergo a reverse," the wizard continues, "and I expect that shortly you will name me your grand vizier and heir. Regrettably, we can't have two of you running around, so my creation will sail for the capital in an hour, while you will be delivered to the Serpent to complete my little bargain with him.

"Please, don't resist—you're outnumbered, you know, and I'll have a hard time explaining the deaths of too many royal guards." As he speaks, Khalil raises his hand. All around you, acacia trees shimmer and dissipate, revealing warriors in green cloaks and scale mail!

Serpent guard (10 minimum): AC 5 (scale mail and shield); MV 12 (9 with armor); HD 2; hp 10; THAC0 19; #AT 1; Dmg 1d6 (javelin or short sword); SZ M (6 feet tall); ML fanatic (18); Int very (11–12); AL NE; XP 35.

Notes: Four guards are armed with throwing nets, to capture the PC regent. If a net scores a hit, the target becomes entangled and can't move. The victim can attempt a Strength check once per round to break free.

Khalil used his *massmorph* spell to disguise the guards as a stand of acacia trees scattered along one side of the courtyard. Although his soliloquy keeps them from achieving surprise, the party has already walked into his trap. The Serpent's agents move to apprehend the PCs.

Khalil, Khinasi male, W12: AC 2 (cloak of displacement, armor spell in effect, Dexterity); MV 12; hp 31; THAC0 17; #AT 1; Dmg 1d6+2 (staff of striking); SZ M (6 feet tall); ML steady (12); AL LE; XP 4,000.

Notes: *Stoneskin* and *armor* spells are in effect. Khalil has also prepared for battle by casting *protection from normal missiles* and *minor globe of invulnerability*.

S 9, D 16, C 12, I 17, W 14, Ch 13.

Bloodline: Basaia, tainted, 8.

Personality: Khalil is a man consumed by ambition and greed. He seems civil and urbane, but will stop at nothing to get what he wants. Though he hungers for power and wealth, he gains true satisfaction only after flaunting his triumph in the face of his enemies.

Special equipment: Cloak of displacement, staff of striking, potion of flying, potion of healing, brooch of shielding.

Spells memorized (4/4/4/4/1): 1st—charm person, color spray, magic missile, wall of fog; 2nd—hypnotic pattern, invisibility, mirror image, web; 3rd—dispel magic, fireball, protection from normal missiles, spectral force; 4th—charm monster, dimension door, *massmorph*, minor globe of invulnerability; 5th—chaos, cone of cold, teleport, wall of force; 6th—Bigby's forceful hand.

Note that the regent's simulacrum might become involved in the fight. (However, Khalil has directed it to avoid combat, and it stays behind him or flees if threatened.) This creature possesses one-half the PC's experience level (minimum 1st level) and nonunique weapons and nonmagical armor similar to the hero's. So, if the regent is a 6th-level fighter with *chain mail* +4, make the simulacrum a 3rd-level fighter in normal chain mail.

The wizard uses nonlethal spells to neutralize the regent and his immediate group, but he may apply harsher means to deal with the royal guards. If he captures or incapacitates the PCs, go to *The Black Galley* on page 91.

If Khalil's forces lose the fight or find themselves forced to flee, go to *Marooned*, page 94. In such a case, Khalil returns to a Serpent galley with his *teleport* spell. He settles for taking the heroes' ship and returning to Ariya with the simulacrum, leaving the true regent stranded on Khoufayla. The Serpent guards will remain and try to renew their attack.

the enemy camp

The sorcerer attempted to keep his soldiers' camp out of sight, about a mile farther inland than the temple. Naturally, the size of the camp depends on Khalil's number of guards—10 Serpent guards require a camp much

smaller than one for 100. This standard military encampment includes banked cookfires, canvas tents, bedrolls, firewood, stores of food and water, and anything else soldiers might need for several weeks of patrol duty. The Serpent guards leave only four warriors to watch the camp, plus a few slaves (anywhere from just a couple to 20, depending on the size of the camp). The slaves, though cowed by their harsh masters, will gladly run away if the heroes convince them no Serpent guards remain alive on the island.

One tent stands out from the rest; Khalil's small, colorful pavilion looks far more luxurious than the Serpent warriors' quarters. The wizard's loyal manservant, Qudra, watches over his pavilion and takes any steps necessary to defend his master's belongings.

Enemies the PCs capture in this camp can reveal that Khalil met the two Serpent galleys off the coast of Ariya and arrived on the island about four days ago.

Serpent guard (4): AC 5 (scale mail and shield); MV 12 (9 with armor); HD 2; hp 10; THAC0 19; #AT 1; Dmg 1d6 (javelin or short sword); SZ M (6 feet tall); ML fanatic (18); Int very (11-12); AL NE; XP 35.

Slave, Khinasi or Masetian (2-20): AC 10; MV 12; HD 1d6 hp; hp 3; THAC0 20; #AT 1; Dmg by weapon; SZ M (5-6 feet tall); ML unsteady (5); Int average (8-10); AL varies; XP 15.

Qudra, Khinasi male, F4: AC 5 (*studded leather* +1, buckler, Dexterity); MV 12; hp 29; THAC0 17 (14 with mace) #AT 1 (3/2 with mace); Dmg 1d6+6 (mace), 1d6+1 (crossbow); SZ M (6½ feet tall); ML champion (16); AL N; XP 650.

Note: Specialized with footman's mace.

S 18/55, D 15, C 12, I 9, W 12, Ch 9.

Personality: Quiet, unassuming Qudra measures himself by the quality of his service. He remains fiercely loyal to his master, even though he finds Khalil's schemes distasteful.

Khalil has furnished his tent comfortably with a folding bed, small writing desk, sturdy lantern, and large trunk. The desk contains pen, ink, and paper, along with a letter addressed to the wizard from someone who signed it with a Masetian rune.

The letter states:

We have placed our resources at your disposal at considerable expense. Remember the terms of our agreement—we can cast you down as quickly as we raised you up. Betray us, and you will wish you had never been born.



The trunk is locked (Khalil carries the key), and guarded by a fire trap that inflicts 1d4+12 points of damage on any character who opens the chest without first disarming the trap. The trunk contains several changes of clothing, a noble's traveling kit, and a silk purse containing 50 sp, 100 gp, and 50 pp. A hidden compartment in the bottom conceals one of Khalil's spellbooks (with 12 spells of the DM's choice) plus a *potion of extra healing*, an *elixir of health*, and *oil of etherealness*.

captured!

When the PCs' ship drops anchor, scouts from the two Serpent galleys on the other side of the island signal to their ships, which move to attack. It takes these ships about three hours to round the island and close with the anchored vessel. The galleys can approach to within a few hundred yards of their prey without being spotted, due to Khoufayla's rocky headlands. They swiftly come alongside the regent's ship and board it before its crew can even raise anchor. If any PCs remained aboard, read the text below to the players and conduct the following encounter. (Otherwise, assume the galleys succeed in capturing the regent's ship.)

The watering party has returned with casks full of fresh spring water, and the crew has settled in for routine maintenance—splicing lines, greasing chains, scrubbing the decks with holystones, and similar activities.

Suddenly, a cry of alarm goes up from the seaward side of the ship! Two sinister black galleys with green sails have appeared, now only a couple hundred yards away from your anchored vessel and closing. The shouts of panicked crew members convey their fear that the galleys will have positioned themselves to board before you can get underway!

It takes the galleys only three rounds to close. Each carries an elite company of Serpent guards as well as its normal crew. This force should prove more than sufficient to overpower the regent's crew and take prisoners. If the regent brought more than one ship, the galleys first sink the others with ramming attacks, taking an additional three rounds to close with the flagship. The galleys avoid an engagement with more than three ships at once—or more than two ships, if they do not have surprise.

The Serpent guards follow the Prefect Tisar, the priest commanding their forces in the Khoufayla expedition. Though ordered to cooperate with Khalil, Tisar finds the Ariyan rogue wizard a distasteful associate. Captain Madra serves as Tisar's second in command.

Serpent guard (50 per galley): AC 5 (scale mail and shield); MV 12 (9 with armor); HD 2; hp 10; THAC0 19; #AT 1; Dmg 1d6 (javelin or short sword); SZ M (6 feet tall); ML fanatic (18); Int very (11–12); AL NE; XP 35.

Slave, Khinasi or Masetian (70 per galley): AC 10; MV 12; HD 1d6 hp; hp 3; THAC0 20; #AT 1; Dmg by weapon; SZ M (5–6 feet tall); ML unsteady (5); Int average (8–10); AL varies; XP 15.

Note: The slaves, chained to their oars, can not move or attack unless released.

Tisar, Masetian male, Pr8 (Serpent): AC 2 (scale mail +2, cloak of protection +2); MV 12; hp 42; THAC0 16; #AT 1; Dmg 1d6+2 (mace +1); SZ M (5½ feet tall); ML champion (15); AL LE; XP 2,000.

S 12, D 10, C 15, I 14, W 17, Ch 14.

Personality: Prefect Tisar, a fanatical Son of the Serpent, seeks to advance through bold action in the service of the temple hierarchy. This ruthless, cruel priest seems suspicious of Khalil as an ally.

Special equipment: Scale mail +2, cloak of protection +2, two beads of force.

Spells available (6/6/4/2): 1st—*bless*, *cause fear*, *cause light wounds*, *command*, *sanctuary*; 2nd—*aid*, *charm person* or *mammal*, *hold person* (×2), *snake charm*; 3rd—*dispel magic*, *prayer*, *summon insects*, *water walk*; 4th—*giant insect*, *lower water*.

Madra, Masetian female, F5: AC 0 (scale mail +1, shield +1, Dexterity); MV 12; hp 36; THAC0 16 (14 with short sword); #AT 1 (3/2 with short sword); Dmg 1d6+3; SZ M (5½ feet tall); ML elite (14); AL LN; XP 1,000.

S 17, D 17, C 14, I 13, W 12, Ch 13.

Personality: A talented young captain of the Serpent's armies, Madra has demonstrated that she can always get the job done. This efficient, intelligent, and professional captain never lets herself be distracted from her mission.

Special equipment: Scale mail +1, shield +1.

Resolve this battle using the *Rulebook's* skirmish guidelines (Part III: The BIRTHRIGHT Campaign). Even *fireballs* or *lightning bolts* probably can't prevent the galleys' momentum from carrying them into a grapple with the regent's ship; it's very probable that a burning galley would set the royal vessel afire once it grapples. The forces available to the regent's crew vary, depending on how many soldiers embarked and how many went to the temple.

Ariyan sailor (30): AC 10; MV 12; HD 1d6 hp; hp 4; THAC0 20; #AT 1; Dmg by weapon; SZ M (5–6 feet tall); ML average (10); Int average (8–10); AL varies; XP 15.

If the regent's forces defeat the Serpent guards, the galleys break off and withdraw—but not before loosing a hail of flaming arrows at the royal ship to ensure that it won't escape, either. (Note, however, that the awnshegh's agents destroy the regent's ship only as a last resort.) Continue the adventure with *Marooned* on page 94. Should the villains capture the regent's ship, they wait for Khalil to return, then send it back to Ariya carrying the wizard and simulacrum; the PCs will find themselves captured and taken aboard *The Black Galley*.

the black galley

The Serpent guards haul the PCs aboard their flagship. To fulfill his bargain with the Serpent, Khalil allows the awnshegh's agents—under Prefect Tisar and Captain Madra—to set sail with them for the Isle of the Serpent.

Read the following text aloud to players, adjusting it as needed to suit the outcome of the events in *Captured!*

Khalil and his allies lead you back toward the cove where your ship lies at anchor. They have bound you securely, and two guards walk on either side of each member of your group, ready for trouble. As you approach the bay, you see that things are not as you left them. A pair of long-hulled black galleys with green sails have tied up to your ship. Warriors in scale mail man the decks of all three vessels.

"I see that my friends have captured your vessel, as they promised," Khalil says, gloating. "Never fear—I'll take good care of your ship."

A longboat waits on the beach to ferry you to the first galley. As soon as you arrive, guards on deck chain you to an oar bench among the wretched galley slaves. A few minutes later, Khalil leads the imposter over for one last jibe. "Your ship wasn't badly damaged in the fight," the wizard says. "We can leave immediately for Ariya. Regrettably, we part ways here—the Serpent awaits you, Your Highness!" With that, he reboards your ship and gives the order to cast off and raise sail.

A mailed warrior steps over to your bench and pushes a wicked cat-o'-nine-tails in your face. "You'll have to work for your passage, my lords," he sneers. "We'll be home in three days. And make all the trouble you like. The Great Lord said he wanted you alive, but he didn't say you had to have all your hide."

To avoid meeting the awnshegh—and near-certain death—the PCs must escape before the galley reaches the Isle of the Serpent. Make sure the players realize that once their characters reach the island, it's over. Initially, the guards act quite vigilant but, as the galley leaves Khoufayla behind, they begin relaxing and looking forward to going home.

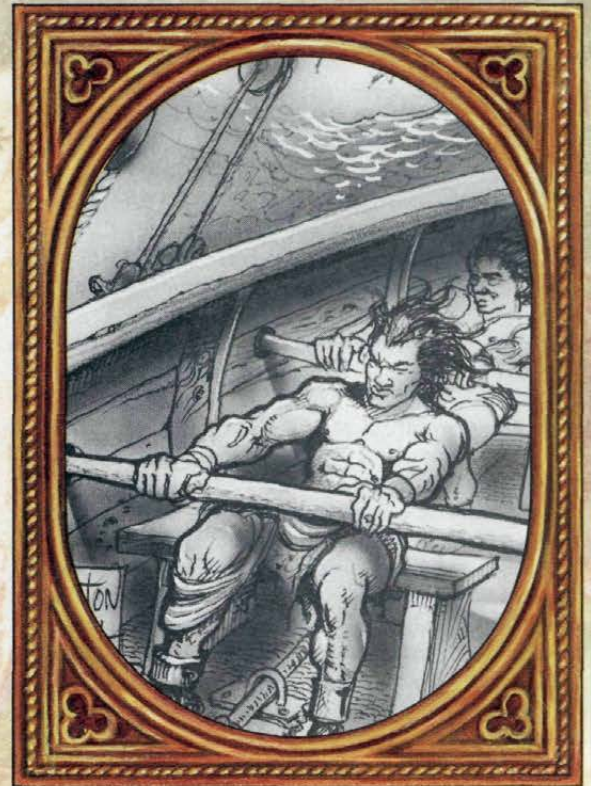
In addition to Prefect Tisar and Captain Madra, the ship carries 30 Serpent guards. (The normal contingent of 50 fell due to combat deaths or leaving warriors behind to establish a camp on Khoufayla.) The vessel—derived from Masetian design, like all Serpent galleys—is crewed by 70 slaves, 60 of whom remain chained to their oars. The slaves despise their masters, but they also fear them terribly and won't rise against them unless someone unchains them and gives them a very strong leader to follow.

The chains. The guards chain the characters to an oar bench by heavy ankle fetters, joined by a simple lock. All the chains, in turn, loop around an iron bar that runs the length of the oar pit. The overseers can release the iron bar, freeing all the slaves at once, or they can free one individual slave by undoing only his chains. Other ways to escape the chains include:

- ◆ Cut them with a tool like a bolt cutter, which the slave overseer carries.
- ◆ Break them by sheer strength (make a successful Bend Bars/Lift Gates roll).
- ◆ Escape by contortion (make a successful Dexterity check with a -10 penalty).

Once opened, the fetters can serve as bludgeons (1d4 points of damage) or as garrotes (1d3 points of damage, plus one cumulative point per round of strangling).

The heavy padlock securing the iron bar proves too large for breaking, but a successful Bend Bars roll lets a character bend it open. Captain Madra carries the key for the padlock.



The guards. Naturally, the guards won't allow their prisoners to just snap their chains and walk off. Two hours after setting sail, Captain Madra sets the night watch and allows the slaves to sleep by their oars. Ten guards remain on watch, scattered along the galley's length; two to four linger in the PCs' general vicinity at all times. Madra and the prefect retire to their cabins in the galley's stern deckhouse.

If the guards discover the heroes trying to free themselves, they leap into the oar pit and administer a savage beating that reduces the troublemaker to 50% of his remaining hit points and gives him a -2 penalty to attack rolls for the next 1d3 days. (A *cure light wounds* spell negates the attack penalty.)

Should a prisoner actually get free or kill a guard, the rest of the guards begin mustering. Two to five (1d4+1) reinforcements arrive each round until all the guards are accounted for; the prefect and the captain arrive in 1d4 rounds.

Serpent guard (30): AC 5 (scale mail and shield); MV 12 (9 with armor); HD 2; hp 10; THAC0 19; #AT 1; Dmg 1d6 (javelin or short sword); SZ M (6 feet tall); ML fanatic (18); Int very (11–12); AL NE; XP 35.

The slaves. If the PCs can convince the slaves they have a chance to defeat the guards, the slaves will help. Though fairly desperate, most consider dying in an uprising better than living on in chains. The slave nearest the PCs—a talkative old trader named Merkebir—quizzes them incessantly for news of Merasaf. He can explain how the chain and bar are secured and point out the location of the keys and opening device. He can even arrange a distraction to cover a PC escape by having several slaves start a brawl at the other end of the deck.

If they get free, the slaves overpower the guards after 1d4+1 rounds of bloody struggle.

Oar slave (70): AC 10; MV 12; HD 1d6 hp; hp 3; THAC0 20; #AT 1; Dmg by weapon; SZ M (5–6 feet tall); ML unsteady (5); Int average (8–10); AL varies; XP 15.

The victory. Once guards begin to fall, the PCs can equip themselves with their captors' javelins and short swords. Their own gear is in a pair of locked trunks in Madra's quarters.

If the heroes defeat the guards, they'll find Merkebir a skilled seaman and knowledgeable navigator—he can quickly organize the slaves into a crew and take the galley anywhere the PCs might like to go. If necessary, remind players that Khalil and his simulacrum have at least a day's head start on them—he'll get back to Ariya first and take the throne.

the isle of the serpent

If the group fails to escape, the galleys dock in Masetium, the capital of the Isle of the Serpent, after three days of sailing. Guards lead the heroes in chains to the Serpent's ancient, sprawling palace. If you feel generous, make the PCs the center of a power struggle between the High Son of the Serpent, the Voice of the Serpent, and the Sons' Priest Lord (see page 51). The mayhem ensuing when each contrives to use the PCs as pawns might let them escape.

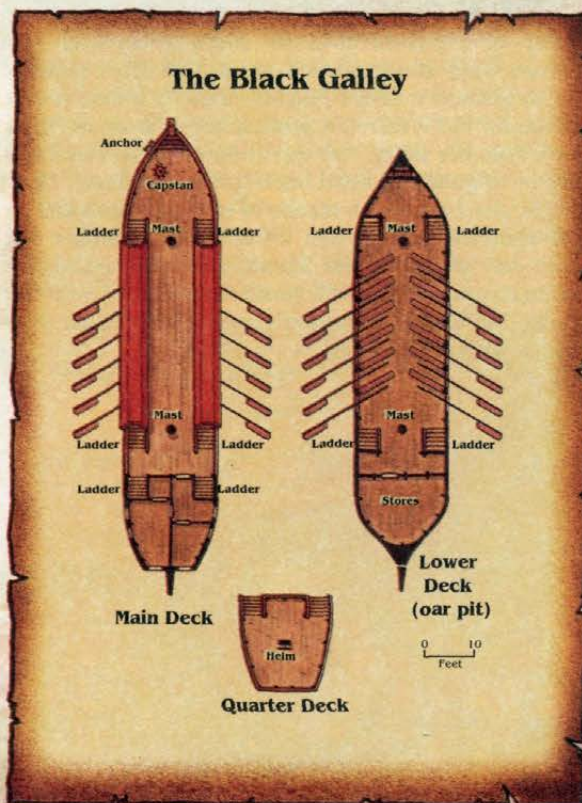
Otherwise, the group is met by Thatio, the High Son of the Serpent. He sends unblooded PCs under escort to the dungeons, where they stay a few months to earn the privilege of working as the Serpent's slaves. The scions, the priest delivers personally to his master.

You descend several levels into the depths of the Serpent's palace, to the awnshegh's lair: a veritable labyrinth of stone vaults. The High Son ushers you into a wide chamber of bare, cold stone lit by torches. Two rows of priests, Sons of the Serpent, form an aisle leading to a pit at the far end of the room. Your guards shove you along to face the beautiful young woman standing before the pit.

"I am the Voice of the Serpent," she says. "The Great Lord, in his bountiful generosity, offers you a choice: Surrender your bloodlines to him now in the ceremony of investiture, and he will allow you to live in his service. Refuse, and you will die, your bloodlines going to strengthen the future lord of all Cerilia." She pauses, gazing at you with a calm smile. "What do you choose?"

Should the party decide to participate in the ceremony of investiture, the Serpent appears before them, his giant constrictor form rising slowly from the pit to receive the infusion of new bloodlines. Immediately after the High Son performs the ritual, the PCs join their unblooded friends in the dungeons. They might find a chance to escape their slavery, given time.

However, if they resist the rite, the Serpent rises before them and changes to his humanoid form: a tall, burly man with a snake's head. Thatio hands him a great sword, and the awnshegh unceremoniously runs the scions through the heart—blood-theft!



marooned

If Khalil meets defeat or fails to capture the heroes, he may manage nonetheless to maroon them on Khoufayla. This outcome might spring from one of two basic scenarios: Either the PCs are on the run, trying to elude capture, or they fought off the attack and made the villains flee.

On the run. If Khalil can't capture the heroes, he settles for taking their ship and returning to Ariya with the simulacrum, leaving the Serpent guards to find the PCs and deliver them to the awnshegh. The Serpent galleys stay anchored in the bay while the warriors organize into parties and systematically search the island. A resourceful group of heroes might circle around the search and take one of the galleys while most of her warriors are ashore. Otherwise, the Serpent's men continue the search for weeks.

The villains leave. The Serpent galleys have an excellent chance of capturing the PCs' ship even if Khalil's other forces fail. If the heroes wipe out the awnshegh's land agents, Khalil departs aboard the regent's ship, while the Serpent galleys conclude their initial search, then set sail for home to bring reinforcements. They'll return in about a week with hundreds of soldiers plus priests, mages, and magical items useful for tracking and capturing fugitives.

Escaping the island. Fortunately, Khoufayla has plentiful food and water, so death from starvation, thirst, or exposure does not seem to threaten the heroes. They can use trees, vines, and other materials to fashion a crude boat in about a week, if any character has a relevant proficiency. If none of them have suitable skills, you can allow them to fashion a raft or dugout and head back to the mainland. They might also have some means of magical transport or the ability to call for aid. Of course, the longer the PCs stay stuck on the island, the more harm the simulacrum can do back home, and the greater the likelihood that the Serpent's agents will return with an overwhelming force.

third action round

In this action round:

- ◆ Returning to Ariya, the regent character must confront and destroy the simulacrum.
- ◆ The PC then has his hands full cleaning up the mess the duplicate made of his domain.

regent actions

When the player characters finally return to Ariya, they find that the wizard's simulacrum has been busy. Acting for the imposter, you decide the regent actions this action round. The scenario that follows requires that the simulacrum double taxes (perhaps with a decree action). In addition, the substitute ruler may have indulged in depleting the treasury, passing unpopular decrees, alienating the regent's followers, and other acts of mayhem. Remember that greedy Khalil stands behind each of the simulacrum's regent actions.

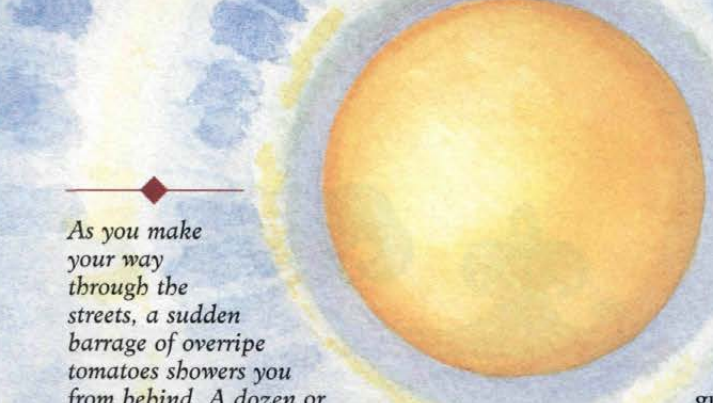
If the regent sent an army unit to the northern provinces to deal with the Sphinx's raiders, the brigands fled north. If not, the returning PC will have yet another problem.

part three: homecoming

When the heroes arrive home, they have little trouble moving around the capital or commanding royal troops—Khalil and his simulacrum have stayed in the palace most of their reign. Most people the heroes encounter have no reason to suspect there are *two* regents, so they follow the PC's orders as they normally would. However, they may seem confused by the regent's "strange" commands.

the angry crowd

If the player characters travel through the common sections of the city on their way to confront Khalil, they may be recognized.



As you make your way through the streets, a sudden barrage of overripe tomatoes showers you from behind. A dozen or so laborers and craftsmen have recognized you! "Double our taxes, you say?" one hag cackles. "Here's what I think of that!" Off to one side, a smith stands just outside his shop, holding a large hammer. "You've some nerve, walking abroad like this after what you've done to us, Your Highness," he growls. "Go on back to the palace!"

Commoner (12): AC 10; MV 12; HD 1d6 hp; hp 3; THAC0 20; #AT 1; Dmg by weapon; SZ M (5–6 feet tall); ML unsteady (5); Int average (8–10); AL varies; XP 15.

The PCs shouldn't fight with these folk—the encounter should merely make them wonder what Khalil has been up to in their absence. If they insist on attacking, the commoners scatter. The city-state will drop one loyalty grade once word of the incident gets out.



the palace guard

If the PCs approach the palace openly, read the text below. (If they slip in and avoid contact, go straight to *The Imposter*.)

Strangely, a full detachment of palace guards stands duty at the palace gate. Their faces look serious, and they've replaced their ceremonial arms with functional armor and long war spears. Your appearance seems to surprise them, and they spring to attention, glancing at each other nervously. The guard captain salutes with his sword and stammers, "My lord, forgive us! We didn't know you had left the palace, or you would have been suitably escorted. Shall I notify the major-domo or Lord Khalil of your return, my liege?"

Royal guard (20): AC 3 (improved mail and shield); MV 12 (9 with armor); HD 1; hp 6; THAC0 20; #AT 1; Dmg 1d6 (spear), 1d8 (scimitar); SZ M (5–6 feet tall); ML champion (15); Int average (8–10); AL N; XP 15.

If the group attacks these guards, all other royal guards in the palace will consider the PCs enemies. Should they explain the situation to the gate guards, the captain gladly offers to help them depose Khalil's puppet—they need little convincing, as all the guards have been astonished by the apparent change in the prince since his return from the voyage.

the imposter

When the PCs confront the simulacrum and Khalil, they find them in the regent's own throne room surrounded by a picked group of the wizard's thugs, as well as a number of loyal subjects receiving orders from the "regent."

The great doors to the ancient throne room of Ariya open with a resounding crash. The simulacrum sits upon the throne, attired in your finest robes of state, with Khalil standing beside him. A dozen or more disreputable mercenaries have replaced the royal guards as defenders of the prince's honor; they line the front of the room, watching a small crowd of courtiers and supplicants with bared blades.

Every face in the room turns toward you . . . then back to the throne . . . then to you again. Your double on the throne glances up to Khalil, who quickly recovers from his astonishment and whispers into the creation's ear. Rising in indignation, the simulacrum points at you and snarls, "This doppelganger seeks to imitate me? Seize him at once!"

Khalil nods, and the mercenaries begin shouldering their way through the crowd toward you. The wizard looks on smugly.



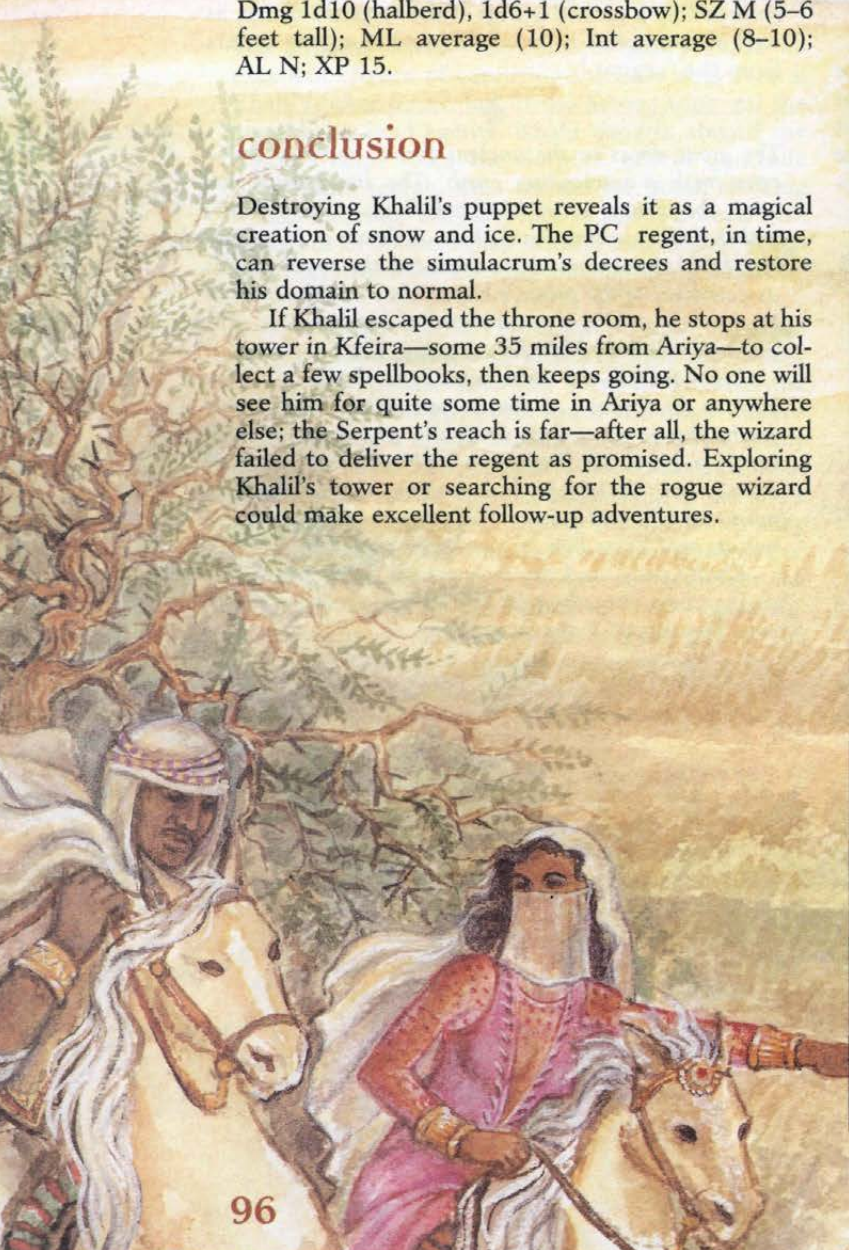
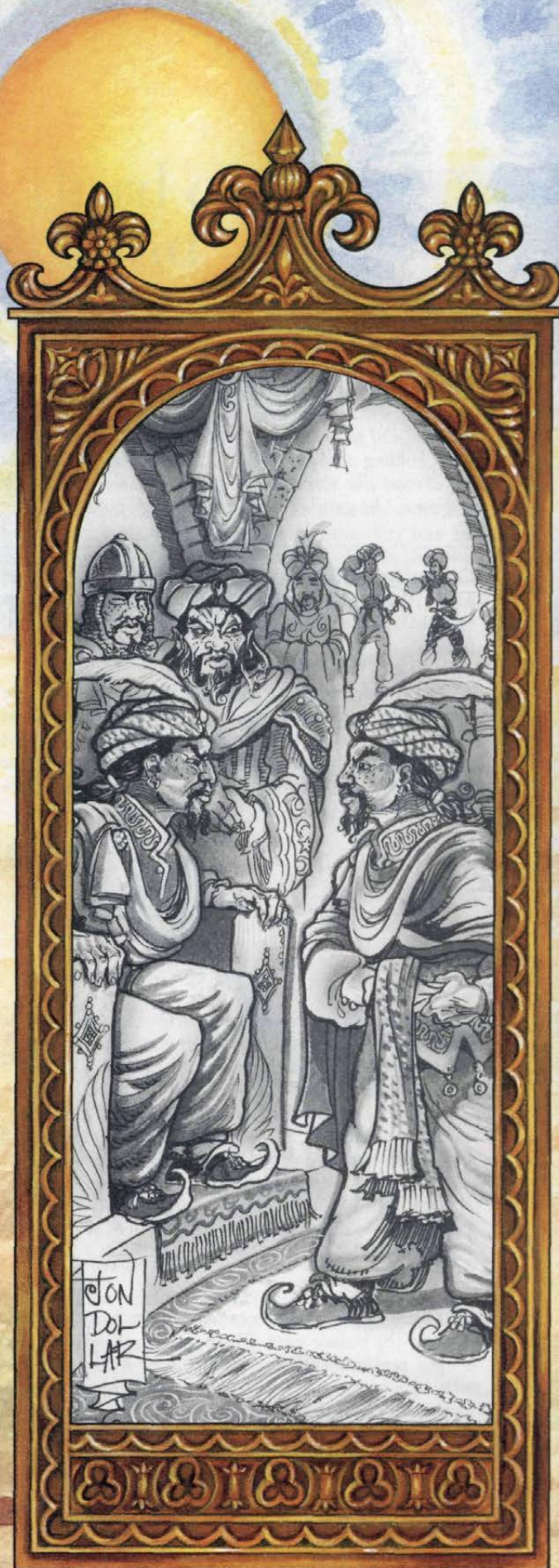
Recall that the simulacrum has the same statistics as the real regent, but at only half the PC's level. Khalil's manservant Qudra lurks behind the mercenaries, only a few paces away. The wizard hangs back, using his spells to kill or incapacitate the PC regent first, then as many royal guards as possible. Khalil thinks he can maintain the charade if the real regent dies quickly. Should he feel badly outnumbered (if the heroes bring 20 or more royal guards with them), Khalil uses his magic to flee the throne room swiftly, abandoning his simulacrum.

Mercenary (12): AC 4 (improved mail); MV 12 (9 with armor); HD 1; hp 5; THAC0 20; #AT 1; Dmg 1d10 (halberd), 1d6+1 (crossbow); SZ M (5–6 feet tall); ML average (10); Int average (8–10); AL N; XP 15.

conclusion

Destroying Khalil's puppet reveals it as a magical creation of snow and ice. The PC regent, in time, can reverse the simulacrum's decrees and restore his domain to normal.

If Khalil escaped the throne room, he stops at his tower in Kfeira—some 35 miles from Ariya—to collect a few spellbooks, then keeps going. No one will see him for quite some time in Ariya or anywhere else; the Serpent's reach is far—after all, the wizard failed to deliver the regent as promised. Exploring Khalil's tower or searching for the rogue wizard could make excellent follow-up adventures.



khinasi timeline

The Khinasi use a calendar that dates events relative to the Masetian Arrival (MA) in Cerilia. Astronomers and scholars across the continent favor Haelyn's Count (HC), the most widely used calendar, which uses the cataclysm at Mount Deismaar—and the ascension of Haelyn as a god—as Year 0. Anuireans and Rjuriks refer to events according to Michaeline Reckoning (MR), dating from the death of the last Anuirean Emperor, Michael Roele. This Khinasi timeline provides references to important Anuirean events, too, to place the history of the Sun Coast in clearer perspective.

Date	Event	Date	Event
<i>Before humans came to Cerilia</i>	Wars of dwarves, elves, orogs, and goblin-kind; Adurian human empires rise and fall	1426 MA (911 HC, -62 MR)	Death of Rhuobhan, King of Innishiere, and ascension of King Rhyennwyd
0 MA (-515 HC, -1488 MR)	Flight from Shadow, arrival of humans in Cerilia	1440 MA (925 HC, -48 MR)	Founding of the Nuridan Temple of Sarma
12 MA (-503 HC, -1476 MR)	Maltos Saria founds Masetian city of Saria	1441 MA (926 HC, -47 MR)	Founding of Sendoure
<i>c. -400 to -200 HC</i>	Human-elf wars lead to <i>gheallie Sidbe</i> ; Deretha (fifth tribe of Andu) battles Spiderlord	1470 MA (955 HC, -18 MR)	Founding of Besaïam
<i>c. -100 HC</i>	Azrai corrupts elves and Vos	1488 MA (973 HC, 0 MR)	Death of Michael Roele; end of Empire; Anuire abandons Suirienean colony
<i>c. -20 HC</i>	Basarji colonization begins in earnest	975 HC to 1100 HC	Civil wars rack Anuire; Brechtür regains independence; Anuireans retreat from Rjurik
513 MA (-2 HC, -975 MR)	Opening of the War of Shadow	1495 MA (980 HC, 7 MR)	Ascension of Fatima bint el-Arrasi to Ariyan throne; Ariya becomes a theocracy
515 MA (0 HC, -973 MR)	Battle of Mount Deismaar; Masetians are all but exterminated	1497 MA (982 HC, 9 MR)	Aftane seizes four northern provinces in Ariya
523 MA (8 HC, -965 MR)	Founding of Ariya	1526 MA (1011 HC, 38 MR)	Appearance of the Lamia in Besaïam
524 MA (9 HC, -964 MR)	Nurida el-Devir experiences a vision, begins preaching of Avani in Saria	1578 MA (1063 HC, 90 MR)	Avans and Boeruines conclude treaty, ending the worst of Anuire's civil wars
527 MA (12 HC, -961 MR)	Founding of Anuire	1590 MA (1075 HC, 102 MR)	Sefra pillaged and destroyed by Vos raiders
10 HC to 40 HC	Roele unifies Anuire, dominates Brechtür and Rjurik; priests of the old gods battle priests of the new; surviving Masetians flee to the Ajari Deepes	1633 MA (1118 HC, 145 MR)	Appearance of the Basilisk in Djira
544 MA (29 HC, -944 MR)	Faroud el-Mesir founds Mesire	1649 MA (1134 HC, 161 MR)	Appearance of the Sphinx in the Baïr el-Tehara; residents sack Irbouda and flee
555 MA (40 HC, -933 MR)	Djapar breaks off contact with the Basarji; Roele conquers the Saere Siendere	1711 MA (1198 HC, 223 MR)	Medeci stormed by Vos hordes; Medec falls
564 MA (49 HC, -924 MR)	Nurida el-Devir reaches the Docandragh	1740 MA (1225 HC, 252 MR)	Death of the Sandpiper
566 MA (51 HC, -922 MR)	Roele's campaign to conquer Vosgaard fails	1743 MA (1228 HC, 255 MR)	Appearance of the Minotaur in the Maze
575 MA (60 HC, -913 MR)	Death of Roele	1828 MA (1313 HC, 340 MR)	State of Famenna conquered by Pipryet Vos
596 MA (81 HC, -892 MR)	First mention of the Serpent in the Docandragh	1830 MA (1315 HC, 342 MR)	Facing Zikalan expansion, Ariya and Binsada ally
600 MA (85 HC, -888 MR)	Founding of Nurida and el-Devir	1842 MA (1327 HC, 354 MR)	Completion of Ber Dairas in Binsada
890 MA (375 HC, -598 MR)	Dwarf city of Kheleb-Izhil sealed	1857 MA (1342 HC, 369 MR)	Western Merasaf falls to Iron Hand orogs; northwest Vos provinces secede, form Yeninskiy
1065 MA (550 HC, -423 MR)	Serpent curses surviving Masetians	1860 MA (1345 HC, 372 MR)	First Reshid queen begins rule in Binsada
1249 MA (734 HC, -239 MR)	Birth of el-Arrasi	1911 MA (1396 HC, 423 MR)	Sultanate of Djira conquered by Aftane and Djafra; Black Spear Tribes add chaos
1270 MA (755 HC, -218 MR)	El-Arrasi feuds with his brother Eriat	1921 MA (1406 HC, 433 MR)	Birth of the Harpy; Djiran capital falls to gnolls
1271 MA (756 HC, -217 MR)	El-Arrasi ascends to the throne of Ariya	1935 MA (1420 HC, 447 MR)	Basilisk and Black Spear Tribes hold power in Djira
1277 MA (762 HC, -211 MR)	Emperor Alándalae takes Iron Throne, opens a new campaign against the Basarji	1965 MA (1450 HC, 477 MR)	Plague year in Ariya
700 to 800 HC	Height of the Anuirean Empire	2010 MA (1495 HC, 522 MR)	Death of High Lord Daegendal of Rhuannach
1279 MA (764 HC, -209 MR)	El-Arrasi organizes Basarji Federation; the Basarji Revolution begins	2019 MA (1504 HC, 531 MR)	Gnolls gain power in Djafra
1299 MA (784 HC, -189 MR)	Alándalae dies in the Battle of Kings; Caercuillen becomes Emperor and el-Arrasi's ally following Battle of Kfeira; Basarji Revolution ends with Anuire keeping only Suiriene	2020 MA (1505 HC, 532 MR)	The Sphinx begins attacking trade routes
784 to 885 HC	Golden Age of Ariya	2021 MA (1506 HC, 533 MR)	Appearance of el-Sheighül in Black Spear Tribes region
1311 MA (796 HC, -177 MR)	El-Arrasi assassinated by an agent of the Serpent	2028 MA (1513 HC, 540 MR)	Rise of the Red Kings of Aftane
1380 MA (865 HC, -189 MR)	First accounts of the Hydra in the Harrowmarsh	2029 MA (1514 HC, 541 MR)	El-Sirad forms Mour el-Sirad
885 to 985 HC	Height of Khinasi power	2033 MA (1518 HC, 545 MR)	The Magian conquers Pipryet
		2035 MA (1520 HC, 547 MR)	The Sphinx takes three provinces from the Tarvan Waste in the Carnegawan Massacre
		2039 MA (1524 HC, 551 MR)	Current date

khinasi nomenclature

As the Basarji gained a sense of identity from their tribe, the Khinasi feel the bond of their state. The chart below tells players and Dungeon Masters how to identify residents of each Khinasi domain, as well as its corresponding adjective. (Awnshegh domains within Khinasi are not included.)

Domain	Resident	Residents plural	Things of this origin
Aftane	Aftanean	Aftaneans	Aftanean
Ariya	Ariyan	Ariyans	Ariyan
Binsada	Binsadan	Binsadans	Binsadan
Djafra	Djafiran	Djafrans	Djafiran
Ghamoura	Ghamouran	Ghamourans	Ghamoura
Innishiere	elf of Innishiere	elves of Innishiere	of/from Innishiere
Khourane	Khouranean	Khouraneans	Khouranean
Kozlovnyy	Kozlov	Kozlovs	Kozlov
Mairada	Mairadan	Mairadans	Mairadan
Merasaf	Merasafan	Merasafans	Merasafan
Mesire	Mesirean	Mesireans	Mesirean
Min Dhousesai	Dhousesait	Dhousesaites	Dhousesait
Rhuannach	elf of Rhuannach	elves of Rhuannach	of/from Rhuannach
Sendoure	Sendourea	Sendoureaans	Sendourea
Suiriene	Suirienean	Suirieneans	Suirienean
Zikala	Zikalan	Zikalans	Zikalan



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ships of cerilia



Of the five human cultures of Cerilia, three maintain major seafaring interests, and a fourth—the Rjurik—has minor interests. Only the Vos are not considered a seapower, and even they build their own vessels and occasionally raid or trade across short stretches of water.



Ships of Cerilia

Ship	Availability	Cost	MC	Hull	Seaworthiness
Caravel	Anuirean	6 GB	B	2	16
Coaster	Anuirean, Brecht	2 GB	A	1	15
Cog	Rjurik, Brecht	5 GB	C	2	17
Dhoura	Khinasi	4 GB	B	2	16
Dhow	Khinasi	2 GB	A	1	14
Drakkar	Vos	8 GB	D (2)	2	13
Galleon	Anuirean	15 GB	B	4	15
Keelboat	All	1 GB	C (1)	1	10
Knarr	Rjurik	6 GB	C (1)	2	16
Longship	Vos, Rjurik	3 GB	C (2)	1	14
Roundship	Brecht	12 GB	B	3	18
Zebec	Khinasi	17 GB	A	3	15

Availability lists the races that commonly build this type of vessel. Exceptions may arise, of course.

Cost tells how many Gold Bars it takes to build the ship. (1 GB = 2,000 gp.)

MC means the ship's Maneuverability Class. Oared vessels sometimes use their rowing rates (in parentheses) instead of sailing normally.

Hull describes how many hits of hull damage the ship can withstand. This figure measures a ship's strength and size.

Seaworthiness indicates how well the vessel can avoid shipwrecks.



Caravel. The precursor of the galleon, the caravel is a two-masted, square-rigged vessel. However, the galleon has replaced it as the Anuirean warship of choice. It can carry 3 GB of cargo and/or one unit of soldiers.

Coaster. A variety of small fishing vessels and fast traders make up the category of vessel called coasters. These one- or two-masted vessels are rigged fore and aft—in other words, with triangular sails. Too small to act as warships or carry any significant amount of cargo (not more than two tons, or 1 GB), coasters can transport a small party or serve courier duty.

Cog: The two-masted, square-rigged cog resembles a caravel but has a broader beam. It tends to be slower and more seaworthy. Cogs are still popular with the Rjurik, but roundships are replacing them in Brecht waters. Cogs have a cargo capacity of 3 GB and can carry one unit of troops.

Dhoura: The standard Khinasi merchantman, a dhoura is a two- or three-masted vessel rigged fore and aft. Unlike Brecht or Anuirean shipwrights, the Khinasi don't incorporate forecastles or sterncastles in their designs, but a dhoura

may feature an after deckhouse. Dhours have a cargo capacity of 2 GB and can carry one unit of soldiers.

Dhow: The dhow—the common Khinasi fishing boat and light tradesman—fills the role of the Anuirean coaster. It resembles a dhoura with only one mast, but it's too small to carry significant cargo (only 1 GB) or troops.

Drakkar: The open drakkar remains the favored warship of the Vos and features oars and a single stepped mast. The drakkar has no rudder, but instead uses oversized steering oars at its stern. It can carry one unit of troops or 1 GB of cargo.

Galleon: The largest ships of Cerilia are the towering Anuirean galleons, great three-masted warships with forecastles and sterncastles three or four decks high. Despite their size, they are not as seaworthy as caravels or cogs, due to their high centers of gravity. Galleons can carry up to three units of soldiers and have a cargo capacity of 6 GB.

Keelboat: Cerilia's rivers serve as highways to its interior, and dozens of types of small riverboats carry cargo along these routes. Like coasters or dhows, keelboats are individually too small to carry significant cargo (only 1 GB), but they're good for transporting passengers along rivers.

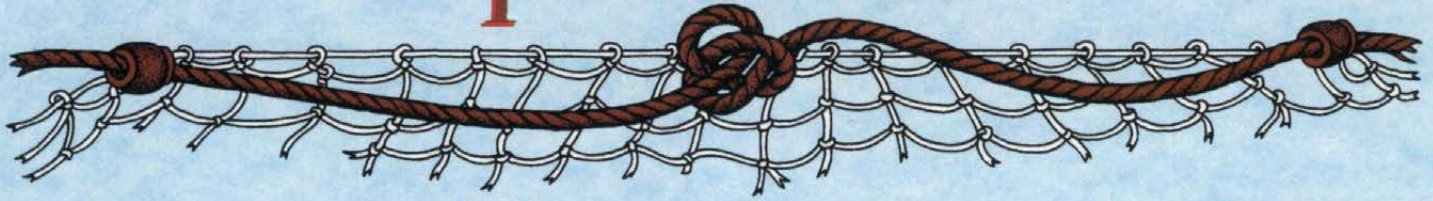
Knarr: The Rjurik developed the knarr from their longships (below). This clinker-built (overlapped wooden planks form the hull), open vessel has a single, permanent, mast and deck platforms fore and aft. Larger and sturdier than a longship, it can maneuver using oars; however, it sails much better than it rows. The knarr can carry one unit of troops and has a cargo capacity of 2 GB.

Longship: For more than a thousand years, longships have been the favored vessel of the Rjurik. These clinker-built open boats can be sailed or rowed. Seafaring Vos have adopted the longship as their design of choice and even build larger versions for warfare (drakkars.) This fairly small ship can hold 1 GB of cargo and carry one unit of soldiers.

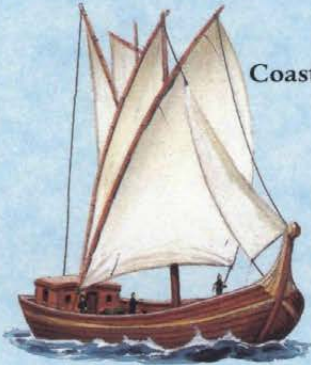
Roundship: The most seaworthy vessels in Cerilia are the Brecht roundships, broad-beamed cargo vessels with three masts and square rigging. They resemble cogs, but are larger, with several decks and small sterncastles. Suited to trade or war, roundships can carry two units of troops and 5 GB in cargo.

Zebec: The Khinasi warship, the zebec, looks like a dhoura, but tends to be longer and slimmer of hull, and therefore faster. Unlike the Anuireans or Brechts, who build warships to serve as merchantmen in peacetime, the Khinasi build zebecs for one purpose only—war. A zebec can carry two units of soldiers or 2 GB worth of cargo (on rare occasions).

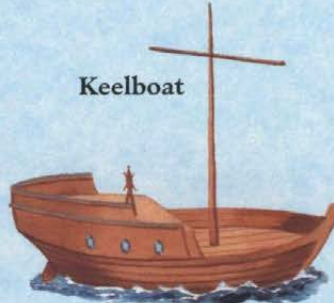
ships of cerilia



Dhow



Coaster



Keelboat



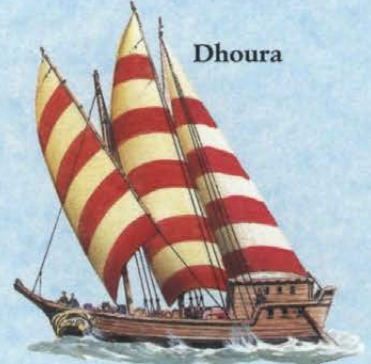
Zebec



Caravel



Galleon



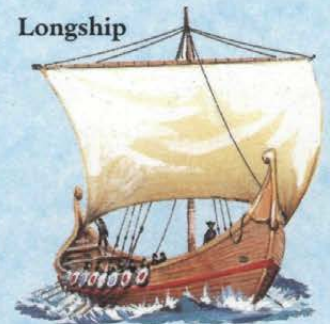
Dhoura



Knarr



Cog



Longship



Roundship



Drakkar

naval armament



Since Cerilians have not invented gunpowder-based missile weapons, the tactics of traditional naval battles involve closing with an enemy vessel and grappling. Boarding troops fight fierce skirmishes over the decks of the entangled vessels. The great Anuirean galleons are designed for this kind of battle; their high castles and large contingents of troops give them a significant advantage in boarding actions against smaller ships.

However, in the last century or so, naval tactics have undergone radical changes. More and more ships carry weapons designed to damage or sink an enemy vessel before it can ever close for boarding. Assume that a ship's missile weapons constitute part of its missile rating. (The missile rating on a naval War Card assumes the vessel is adequately armed.)

However, if you need to know the exact armament of a vessel, select weapons from the table below and use their hull damage ratings *instead* of the ship's missile rating. (Generally, use hull damage ratings for one-on-one ship confrontations only.)



Naval Armament

Weapon	Crew	THAC0	ROF	Range	Damage
Arbalest	3	—	1/3	10/20/40	3d3/2d4
Ballista (shot)	4	12	1/4	5/10/15	1d8/1d10
Catapult	6	16	1/6	—/20/50	2d6/2d8
Fire thrower	4	10	1/10	2/4/6	3d6
Mangonel	3	14	1/5	8/16/24	1d8+1/2d6

Crew: The number of crew members required to operate the weapon at its normal rate of fire. For every missing crewman, the ROF falls by one round. So, an arbalest with a missing crewman can fire only once every four rounds instead of once every three.

THAC0: Artillery weapons strike with a base THAC0; the character aiming the weapon does *not* use his own THAC0 for the attack. The target's Armor Class is 10, less its movement allowance in areas per turn. Therefore, consider a ship sailing at three areas per turn to have AC 7 for artillery fire. Arbalests fire as normal missile weapons.

ROF: The weapon's normal rate of fire.

Range: The weapon's short/medium/long range, in tens of yards. Medium-range shots receive an attack penalty of -2, and a -5 penalty applies to long-range shots.

Damage: The harm inflicted upon an individual standing near the point of impact. A successful saving throw vs. death lets a character dodge the impact altogether. Note that arbalests inflict normal damage, with no saving throw.



Arbalest: Though a true crossbow, an arbalest is larger and more powerful than even a heavy crossbow. Usually, a captain mounts an arbalest on a rail or gunwale and uses it to snipe at enemy sailors and officers. Ships can easily mount as many as four of them per hull point—for example, a roundship could carry 12. Anyone proficient in a heavy crossbow can fire an arbalest without penalty, and crew members need no special skill to load or winch the weapon. Arbalests cost 350 gp and inflict negligible damage to a ship's hull (0 hull points).

Ballista (shot): The shot ballista is nothing more than a huge crossbow that hurls a lead ball at the enemy vessel. The shot can smash through a light hull or damage a ship's upperworks, although it proves less effective against stoutly-built vessels.

A single hit from a shot ballista inflicts 0 or 1 hull point of damage. Roll 1d4 and compare the result to the ship's defense rating (on the vessel's War Card). If the ballista's damage roll beats the target's defense rating, the target suffers 1 hull point of damage. If the damage roll is less than or equal to the ship's defense rating, the effects of the shot are insignificant (0 hull points). A single warship can mount two shot ballistas per hull point; the weapons cost 800 gp each.

Each shot ballista hit has a 25% chance of endangering 1d3 random crew members, who must make saving throws vs. death or suffer the damage listed in the naval armament chart. To target a specific character, the weaponeer must make a successful attack roll with a -4 penalty.

Catapult: The naval catapult—a fairly small version—launches a 30-lb. stone that can hole even a large vessel. As this catapult is not a direct-fire weapon like the shot ballista, it's less accurate. It also requires a fair amount of open deck space, since a ship's own rigging can interfere with it. A ship with 2 hull points or more can mount one catapult; stronger vessels, like roundships, can mount two.

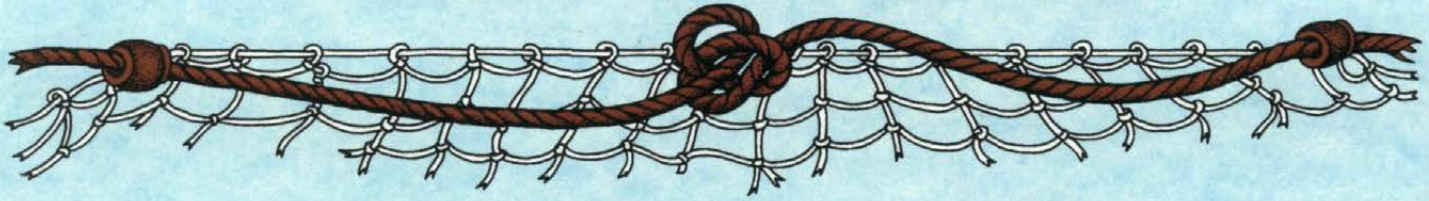
Like a shot ballista, a catapult also inflicts 0 or 1 hull point of damage. (Compare the result of a 1d8 roll to the target's defense rating to see whether the ship sustains 1 point of damage, as described under *Ballista*.) Catapult fire also may endanger 1d6 random crew members, just like ballista shot, but the weaponeer can't target a specific area successfully. The weapons cost 2,000 gp each.

Fire thrower: Also known as Greek fire, the fire thrower is a mechanical apparatus that throws a gout of napalmlike burning pitch. Commanders do not universally like the weapon, since a crew must use it *very* carefully. Also, a ship set afire may try to grapple with its enemy and spread the flame. Of course, burned ships can't be looted or taken as prizes.

Regardless of size, a ship can mount only one fire thrower. The weapon costs 4,000 gp and normally inflicts a straight 0 to 2 (1d3-1) hull points of damage. Like other artillery weapons, there is a 25% chance that 1d6 random crew members may sustain injury in a successful hit.

Mangonel: The mangonel, a smaller version of the catapult, throws a stone of about 10 lbs. A captain can mount one per hull point, at a cost of 1,000 gp each. The mangonel's shot inflicts 0 or 1 hull point of damage. (Compare the result of a 1d6 roll to the target's defense rating to see whether the ship sustains 1 point of damage, as described under *Ballista*.) The hit may injure 1d4 crew members near the impact site, but the weaponeer can not target individual crew members specifically.

naval armament



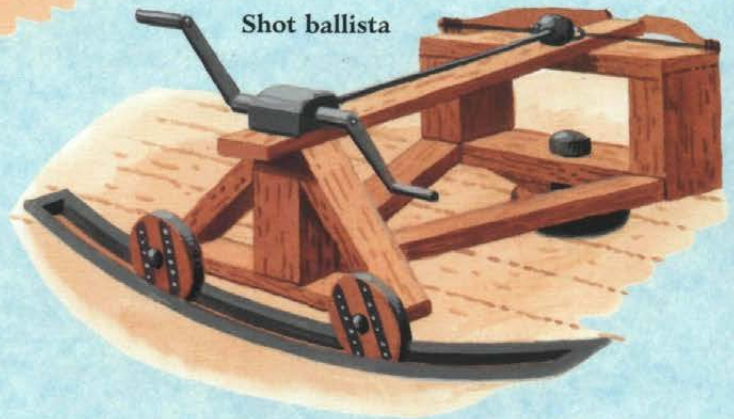
Arbalest



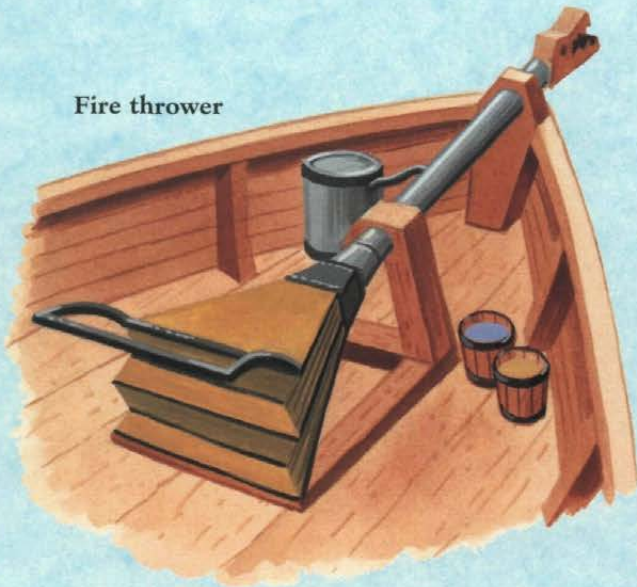
Catapult



Shot ballista



Fire thrower



Mangonel



khinasi troops



Distinct Khinasi military systems and tactics have evolved over many centuries of sea and steppe warfare. Unlike the Anuireans, who prefer stand-up fights of strength, Sun Coast commanders consider war an art of maneuver and skill. Their lighter, cunning forces naturally reflect these beliefs and preferences.

Khinasi Military Units

Unit Type	Move	Base Cost	Maintenance	To Muster
Archers	2	2	1	Level 3
Artillerists	1	6	2	Level 5
Infantry	1	3	1	Level 4
Levies	1	1	—	Level 4
Light cavalry	4	3	2	Level 3
Medium cavalry	3	4	2	Level 4
Skirmishers	3	2	1	Level 1
Spearman	2	2	1	Level 3

Archers: Khinasi archers typically go unarmored or wear only light cloth jerkins. They carry the formidable Khinasi composite long bows: laminated weapons of horn, wood, and sinew that can fire a light arrow as far as 400 yards or drive a war arrow through armor plate at close range. Most archers carry only a dagger or small cudgel for personal defense; they fall back from any attempt to engage them, unlike Anuirean archers.

Artillerists: Siegecraft is a highly developed art in Khinasi, just as in Anuire. The officers of artillerist units are skilled engineers, architects, and mathematicians. (The Khinasi prefer to custom-build siege equipment at the battle site, instead of transporting siege engines or baggage.) The soldiers in an artillerist unit—laborers, carpenters, and masons—put the officers' plans into action.

An artillerist, usually unarmored, carries only a dagger, short sword, or construction tool as a weapon.

Infantry: Khinasi infantry are fairly rare, since most commanders prefer tactical systems that rely on cavalry or light foot soldiers. However, regents do keep units of infantry in and around city-states for guard duty. A Khinasi infantryman wears chain or scale mail, with a medium-sized round shield, a partisan or halberd, and a scimitar. Khinasi generals find these heaviest of foot troops severely handicapped by their lack of mobility.

Levies: The culture of the Sun Coast does not embrace the citizen-soldier tradition of other human cultures. One rarely sees reserves, militia, or levies among Khinasi armies. To reflect this fact, a Khinasi levy initially costs 1 GB. In addition, apply a -3 modifier to a Khinasi province's rating for purposes of raising levies. All other rules pertaining to levies still apply.

Light cavalry: The swiftest human troops of Cerilia, Khinasi light cavalymen act much like skirmishers. They wear cloth, quilted, or leather armor and carry small, round shields—consider them AC 7. Light cavalymen rely on missile weapons such as javelins or short composite bows to harry their opponents, but can charge and conduct melee effectively with light lances when they must.

Medium cavalry: The heaviest cavalry in Khinasi are called “medium cavalry units,” to differentiate them from Anuirean knights or cavalry. A Khinasi medium cavalryman is often a noble or wealthy soldier equipped with fine chain mail, a small round shield, a medium lance, a composite short bow, and a scimitar or sabre for melee. They are more mobile than knights, but not as well protected or heavily armed. Still, they can defeat knights in open ground, where their superior maneuverability lets them pick the point of attack.

Skirmishers: Khinasi “irregulars” are actually highly-trained, professional soldiers, unlike the rabble that often serve in other armies. Skirmishers normally carry small, round shields but wear little armor—mobility is their greatest defense, and they decline close engagements with heavier troops.

Skirmishers typically wield slings, javelins, and short stabbing spears or daggers. They have the special power of being able to fall back (battle card result F) through friendly units with no penalty; their training lets them pass through their own ranks without losing their unit cohesiveness.

Spearman: Cohesive units of spearmen constitute the favored armies of many Khinasi states. A spearman wears quilted or cloth armor, but uses as his chief defense a great shield that can cover him nearly from ankle to neck. A disciplined unit of troops so protected can ignore all but the heaviest missile fire.

Khinasi spearmen fight best against lighter infantry or cavalry—heavy cavalry can break their well-ordered lines. A spearman normally carries a single long spear and reserves a tulwar (short sword), dagger, or club as a secondary weapon.

khinasi troops



Khinasi levy



Khinasi artilleryist



Khinasi archer



Khinasi spearman



Khinasi skirmisher



Khinasi medium cavalry



Khinasi infantry



Khinasi light cavalry

naval war rules



Before a captain can attack another ship, he must make a declare war action. Once War Moves begin, attacks cease only when the war ends through surrender, diplomacy, or the destruction of one side's ships.

Note: You can find more details on naval warfare in *War and Trade by Sea* (Part VI in the *Cities of the Sun* Sourcebook) and on the naval battle mat in this box.

naval war moves

Any ship that did not move during the domain turn's action round can move during each War Move, as long as its owner uses a declare war action or is the target of one.

Normal rules of movement and retreat apply; whoever used the declare war action moves his ships first, then the defender chooses to either stand his ground or retreat one maritime area. Ships that retreat from coastal waters are driven to the waters of an adjacent province, or into a port or river, if the province has these features.

Resolve the movement of attacking and defending forces one day at a time, using the normal sailing movement rules.

Table 5: One Land/Sea War Move

Land War Move	Sea War Move
A. Aggressor's troops move	A. Aggressor's ships move
1. Defender's troops may retreat	1. Defender's ships may retreat
B. Defender's troops move	B. Defender's ships move (only those that did not retreat in Step A1)
1. Attacker's troops may retreat	1. Attacker's ships may retreat (only those that did not move in Step A)
(Together, steps A and B comprise a week of movement)	(Repeat A and B seven times—one each day for a week of moves.)

landing forces and marines

Troops that land on hostile shores cannot move in the War Move in which they debark, but they can occupy, pillage, or besiege the province where they land on the same turn. Treat debarked troops as normal land units in subsequent War Moves.

Roundships, galleons, and zebecs all carry small contingents of marines who can function as one unit of irregulars if landed on enemy shores, which makes them handy for quick raids or other such missions. The marines must remain in the same province as their ship, unless either is destroyed. If the marines die, the ship's boarding value falls to 0 until the captain replaces them by spending 1 GB and mustering troops in any of his ports during the domain turn.

naval war cards

When opposing ships or fleets end up in the same river, coastal waters, or sea area, a battle results. *Note:* Gales and storms prevent battles, even if enemy fleets are in the same maritime area. Ships can't battle in ocean areas.

Check the naval War Card rules summaries, diagrams, and the sequence of play printed on the battle mat for additional quick reference during play.

the field of battle

The "battlefield" for naval War Card battles begins as a stretch of water five areas wide and five across, as represented on the naval battle mat. (These battle areas all lie within one maritime area.) As the fighting rages, ships can expand this area by leaving the original field of play. There is no reserve or an out-of-bounds; a ship can sail as far in any direction as the commander wishes.

set-up

The defender sets up all his ships first, in any or all of the five battle areas on his side of the field. (If a ship has troops on board, place the appropriate troop cards under their corresponding ship.) Place counters on each ship card to reflect the vessel's current boarding value and its last movement allowance. The attacker then sets up his ships on the row of areas opposite the defender's lines.

Coastal waters: If the battle takes place in the coastal waters of a province, one to three sides of the field may be bounded by shoals or land.

Rivers: Normally, rivers are bounded on two opposite sides by the banks. Also, rivers can make the field a couple battle areas narrower than normal.

weather and wind

The result of the day's wind strength and direction checks apply to the battle at hand. (Time effectively stops during a naval War Card battle, so it can take place in just one day.) The DM can dictate the position of attacker and defender on the map, if it's obvious who should be where, or he can randomly determine the wind and position of the two fleets.

Wind cards: Place the wind card with the wind direction arrow on the battle mat to show which way the wind is blowing. Then set the appropriate wind strength card (light, moderate, or strong wind) beside the direction card for reference during play.

leaving the field

Any ship can flee the fight simply by moving farther in one direction than any enemy vessel and remaining at least two areas away from the nearest enemy. If, for example, a ship is the westernmost vessel on the map with no enemies closer than two areas away, it has fled the fight. However, ships cannot flee in directions blocked by coastlines or shoals.

naval movement rules



This card is a reference for movement at sea. For more details, consult the rules on *War and Trade by Sea*, Part VI in the *Cities of the Sun* sourcebook.

Table 1: Wind Strength

2d6	Wind Strength	Next Day
2	Calm	1d4+1
3	Calm	1d6+1
4	Light	2d4
5	Light	2d4
6	Light	2d6
7	Moderate	2d6
8	Moderate	3d4
9	Strong	3d4
10	Strong	1d6+6
11	Gale	1d6+6
12	Storm	2d6*

* Do not check the wind strength again the next day in the case of a storm, but check it after it's blown itself out (in 1d4 days).

Calms reduce a ship's movement to 1d2–1 areas, regardless of its normal speed. Oared vessels can move at their rowing rate instead. There is a 50% chance that fog accompanies the calm. **Gales** are treated as strong winds but alter a ship's intended course by moving a vessel 1d3 maritime areas in the direction the wind is blowing, or 1d3–1 areas if the ship's captain succeeds in a Seamanship proficiency check. Carry out gale movement *after* the ship has conducted its normal day's movement. **Storms** prevent a ship from maneuvering at all; it's simply blown 2d4 areas per day in the direction the wind is blowing. Storms last 1d4 days before blowing out.

wind direction

In Cerilia's waters, the wind generally blows out of the west in spring and summer, and from the north in fall and winter. However, this statement only approximates weather patterns. *Note:* The wind direction is always *the direction the wind is blowing from!*

Table 2: Wind Direction

2d6	Spring/Summer	Fall/Winter
2	East	South
3	East	South
4	South	East
5	South	East
6	South	North
7	West	North
8	West	North
9	West	West
10	North	West
11	North	West
12	East	South

movement allowance

The movement of a sailing vessel depends on its Maneuverability Class and the speed and direction of the wind. Refer to Table 3, using the appropriate row for wind strength and whether the ship is sailing into, with, or across the wind.

Table 3: Ship Movement Allowance

Winds	Ship Maneuverability Class (MC)			
	A	B	C	D
Light				
Into	1	1	1	0
With	2	1	1	1
Across	3	2	1	1
Moderate				
Into	1	1	0	0
With	3	2	2	1
Across	4	3	2	1
Strong				
Into	1	0	0	0
With	4	3	2	2
Across	5	4	3	2

changing course

A ship begins with the movement allowance indicated by its first move of the day. It can change course as often as the captain wants and in any direction *up to the movement allowance of its first move this turn.*

There is one exception to this rule: Ships that turn into the wind after a downwind or crosswind course end their move after sailing into the wind only one maritime area.

shipwrecks

The two types of shipwrecks facing sailors are foundering and grounding. A ship at sea during a gale or storm founders if it fails a seaworthiness check (or the captain's Seamanship proficiency check), sinking after 1d10 hours of battling the elements. Grounding may occur when a ship enters coastal waters in fog, a gale, or a storm. To avoid running aground, make a successful check using either the ship's seaworthiness rating or the captain's Navigation proficiency score, whichever is *lower*.

ship maintenance

Just like holdings, armies, and provinces, ships require a character to pay a maintenance cost each domain turn. You can find individual ships' troop capacities on the back of Card 1.

Table 4: Ship Maintenance

Total Troop Capacity	Cost
1–3 units	1 GB
4–6 units	2 GB
7–9 units	3 GB
10–12 units . . .	4 GB . . .



ocean areas of
cerilia

THAELE

Thaelian Passage

The Krakenauricht

0 200
miles

Sea of Dragons

Dragon Isles

Sahirde el-Mehare

Great Sea of
the South

DIAPAR

CERILIA

Sea of
Storms

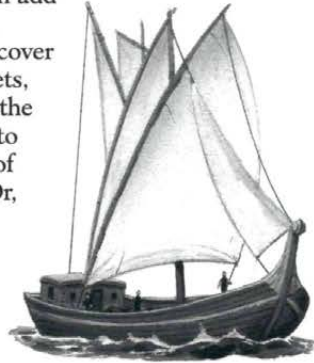
Legend box:

4	3
Sea areas/ coastal waters	Ocean area

anuirean navies



The following material can add a naval dimension to an Anuirean campaign. To cover the costs of maintaining their fleets, many regents offer protection to the merchant marine or loan vessels to local guilds in return for a share of the trade route's listed profits. (Or, the regent PC may use another source of income to support the navy, such as a tax increase or claim by law holding.) Landlocked realms have no navies or sea trade routes.

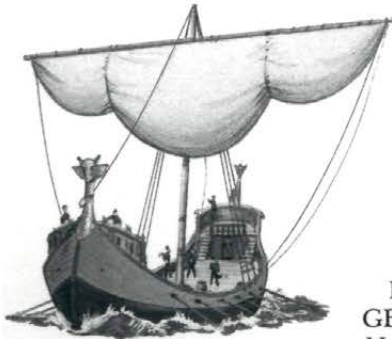


Aerenwe: A sea trade route from Calrie to Mermoune in Binsada generates 4 GB/domain turn to one guild.

Navy: 2 galleons, 6 caravels, 2 coasters. The fleet is based upriver at the port of Calrie itself, a day's sail from the Gulf of Coerany.

Avanil: Sea trade routes from Daulton to Ilien and from Anuire province to Seaward in Mieres generate 12 GB/domain turn for local guilds.

Navy: 7 galleons, 12 caravels, 4 coasters. The Prince of Avanil holds the old Imperial Yards of the City of Anuire and uses the city's harbor as his main naval base. The capital's fortifications protect the naval dockyards and slips.



Boeruine: Sea trade routes from both Seasedge and Tariene to Stormpoint in Taeghas and from Bacaeleto Blie in Diemed generate 13 GB/domain turn for local guilds.

Navy: 6 galleons, 11 caravels, 5 coasters. Most of Boeruine's fleet sails from the port of Tariene, which has a much better harbor than Seaharrow.

Brosengae: A sea trade route from Bindier to Crenier in Mieres generates 3 GB/domain turn for one guild.

Navy: 5 caravels. Brosengae's navy anchors in the bay of Bindier, although it often patrols the Arnienbae.

Coerany: No one has established a sea trade route.

Navy: 3 caravels. Rumors hint that Coerany is embarking on a building program to achieve parity with Osoerde's fleet.

Dhoesone: A sea trade route from Nolien to Riverford in Cariele generates 4 GB/domain turn for one guild.

Navy: 5 caravels, 4 knarrs, 2 coasters.

Diemed: A sea trade route from Ciliene to Seaward in Mieres generates 5 GB/domain turn for one guild.

Navy: 2 galleons, 7 caravels, and 3 coasters, split between Aerele and Ciliene. The Baron of Diemed hopes to see a new trade route forged from Aerele to one of the great Khinasi ports, probably Zikala or Turin.

Ilien: A sea trade route from Ilien to Ruorven in Coerany generates 6 GB/domain turn for one guild.

Navy: 2 galleons, 4 caravels, 2 coasters.

Medoere: No one has established a sea trade route.

Navy: 4 caravels. The fleet is based in Alamier.

Osoerde: A sea trade route from Gulfport to Zikala generates 5 GB/domain turn for one guild.

Navy: 3 galleons, 6 caravels, 2 coasters. Osoerde sails out of Gulfport and is thought to sponsor pirates and smugglers in the Sunken Lands.



Roesone: As Roesone is not a seapower, local guilds maintain no sea trade routes.

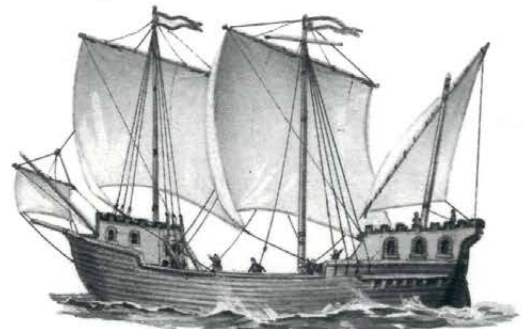
Navy: 2 caravels anchored in Abbatuor, 1 coaster in Proudglave, and 1 coaster in Abbadiel. (Note: These two coasters are mentioned in the *Player's Secrets of Roesone* domain sourcebook as the Registered Baron's Ships *Exploit* and *Adventure*.)

Taeghas: A sea trade route from Bhaine to Abbatuor in Roesone generates 5 GB/domain turn for one guild.

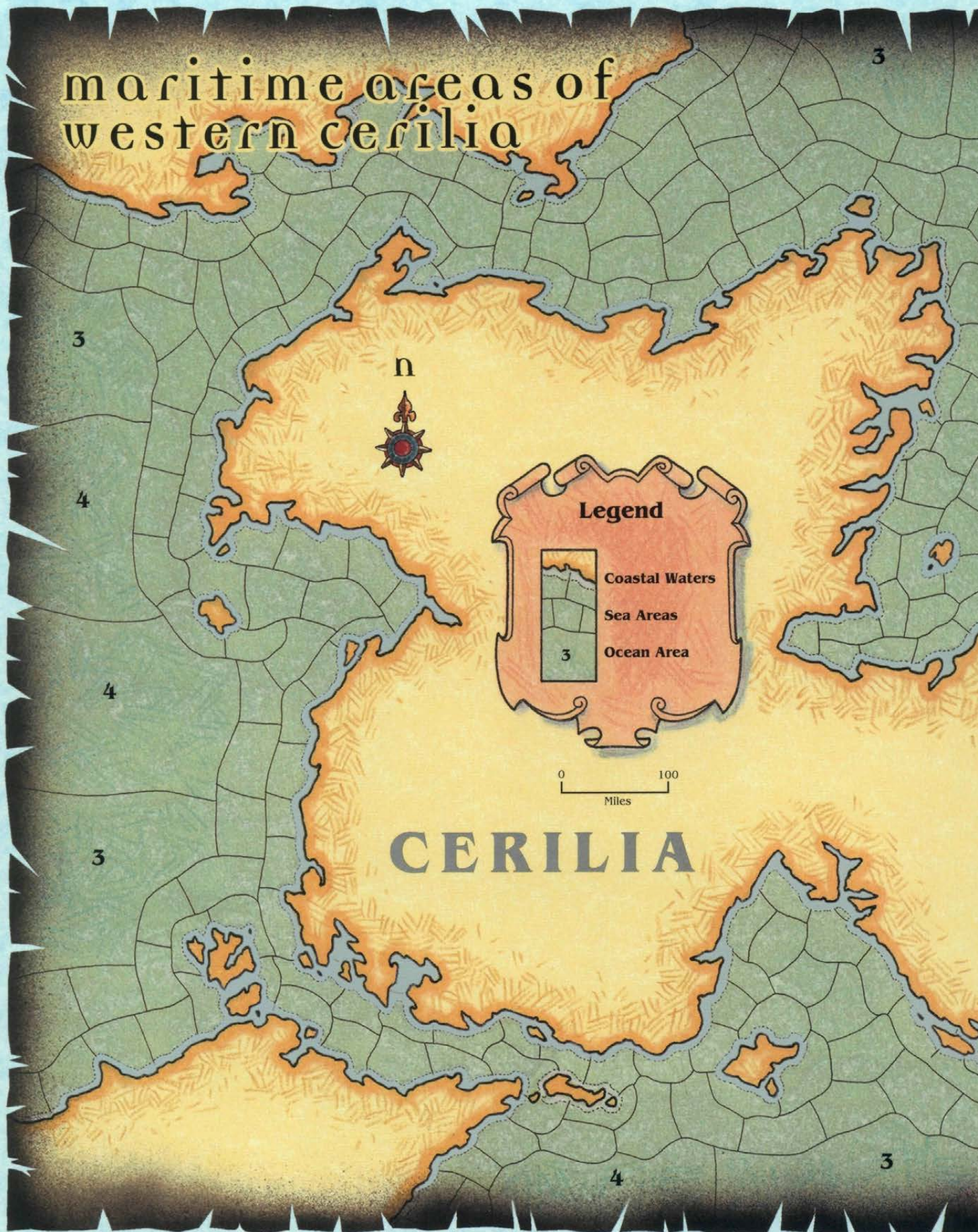
Navy: 2 galleons, 5 caravels, and 2 coasters, based in the royal harbor at Stormpoint.

Talinie: Two sea trade routes from Lindholme to Stormpoint in Taeghas each generate 4 GB/domain turn for one guild.

Navy: 1 galleon, 6 caravels, and 1 coaster, divided between Seaport and Nowelton.



maritime areas of western cerilia



maritime areas of eastern cerilia

CERILIA

Legend



Coastal Waters

Sea Areas

Ocean Area

N



0 100
Miles

Khinasi Spearmen

CS1

Move: 2
Defense: 3
Morale: X ▼



Melee: 3
+1 to defense vs.
missile attacks,
+1 to attacks vs.
irregulars.



Melee: 2
1 Hit

Khinasi Spearmen

CS2

Move: 2
Defense: 3
Morale: X ▼



Melee: 3
+1 to defense vs.
missile attacks,
+1 to attacks vs.
irregulars.



Melee: 2
1 Hit

Khinasi Spearmen

CS3

Move: 2
Defense: 3
Morale: X ▼



Melee: 3
+1 to defense vs.
missile attacks,
+1 to attacks vs.
irregulars.



Melee: 2
1 Hit

Khinasi Spearmen

CS4

Move: 2
Defense: 3
Morale: X ▼



Melee: 3
+1 to defense vs.
missile attacks,
+1 to attacks vs.
irregulars.



Melee: 2
1 Hit

Khinasi Spearmen

CS5

Move: 2
Defense: 3
Morale: X ▼



Melee: 3
+1 to defense vs.
missile attacks,
+1 to attacks vs.
irregulars.



Melee: 2
1 Hit

Khinasi Spearmen

CS6

Move: 2
Defense: 3
Morale: X ▼



Melee: 3
+1 to defense vs.
missile attacks,
+1 to attacks vs.
irregulars.



Melee: 2
1 Hit

Khinasi Archers

CS7

Move: 2
Defense: 1
Morale: X ▼



Melee: 2
Missile: 4
+1 to attacks vs.
mounted units.



Melee: 1
Missile: 2
1 Hit

Khinasi Archers

CS8

Move: 2
Defense: 1
Morale: X ▼



Melee: 2
Missile: 4
+1 to attacks vs.
mounted units.



Melee: 1
Missile: 2
1 Hit



Khinasi Archers ▲ # CS9

Move: 2
Defense: 1
Morale: ✕

Melee: 2
Missile: 4
+1 to attacks vs. mounted units.

1 Hit
Melee: 1
Missile: 2

Khinasi Archers ▲ # CS10

Move: 2
Defense: 1
Morale: ✕

Melee: 2
Missile: 4
+1 to attacks vs. mounted units.

1 Hit
Melee: 1
Missile: 2

Khinasi Archers ▲ # CS11

Move: 2
Defense: 1
Morale: ✕

Melee: 2
Missile: 4
+1 to attacks vs. mounted units.

1 Hit
Melee: 1
Missile: 2

Khinasi Archers ▲ # CS12

Move: 2
Defense: 1
Morale: ✕

Melee: 2
Missile: 4
+1 to attacks vs. mounted units.

1 Hit
Melee: 1
Missile: 2

Khinasi Light Cavalry ▲ # CS13

Move: 4
Defense: 2
Morale: ▼

Melee: 2
Charge: 3
Missile: 3

1 Hit
Melee: 1
Charge: 2
Missile: 1

Khinasi Light Cavalry ▲ # CS14

Move: 4
Defense: 2
Morale: ▼

Melee: 2
Charge: 3
Missile: 3

1 Hit
Melee: 1
Charge: 2
Missile: 1

Khinasi Light Cavalry ▲ # CS15

Move: 4
Defense: 2
Morale: ▼

Melee: 2
Charge: 3
Missile: 3

1 Hit
Melee: 1
Charge: 2
Missile: 1

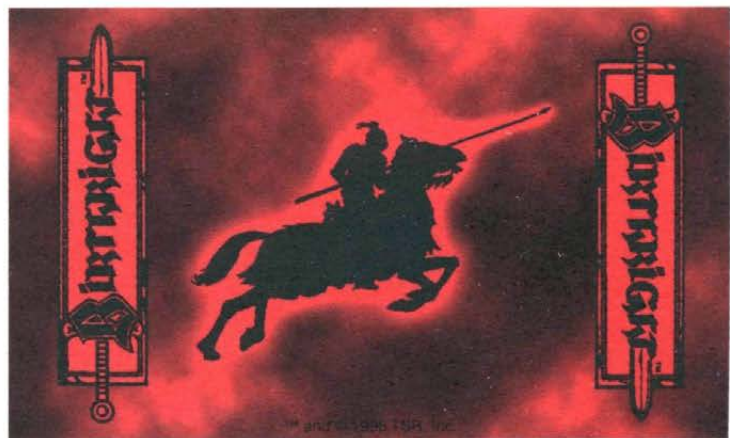
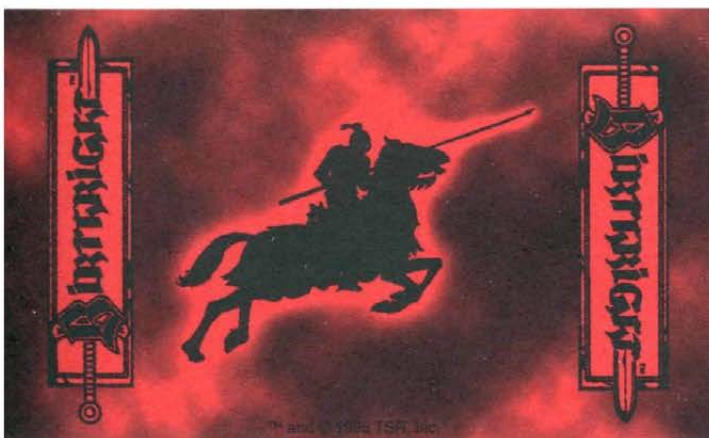
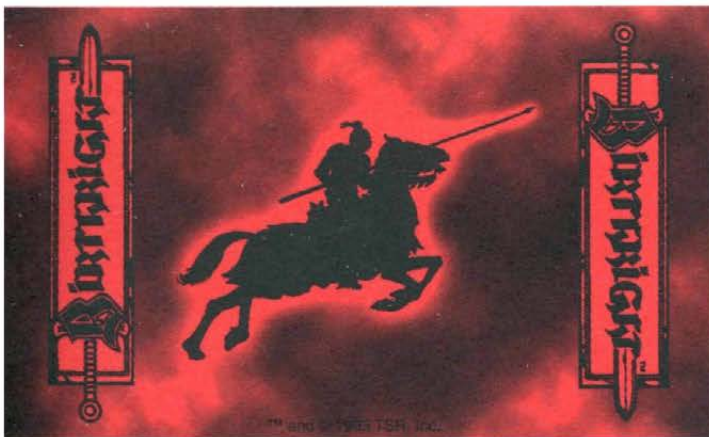
Khinasi Medium Cavalry ▲ # CS16

Move: 3
Defense: 3
Morale: ✕

Melee: 4
Charge: 5
Missile: 2

1 Hit
Melee: 2
Charge: 3
Missile: 1

2 Hits
Melee: 1
Charge: 2
Missile: 0



Khinasi Medium Cavalry # CS17

Melee: 4
Charge: 5
Missile: 2

Move: 3
Defense: 3
Morale: X

2 Hits
Melee: 1
Charge: 2
Missile: 0

1 Hit
Melee: 2
Charge: 3
Missile: 1

Khinasi Medium Cavalry # CS18

Melee: 4
Charge: 5
Missile: 2

Move: 3
Defense: 3
Morale: X

2 Hits
Melee: 1
Charge: 2
Missile: 0

1 Hit
Melee: 2
Charge: 3
Missile: 1

Khinasi Medium Cavalry # CS19

Melee: 4
Charge: 5
Missile: 2

Move: 3
Defense: 3
Morale: X

2 Hits
Melee: 1
Charge: 2
Missile: 0

1 Hit
Melee: 2
Charge: 3
Missile: 1

Khinasi Medium Cavalry # CS20

Melee: 4
Charge: 5
Missile: 2

Move: 3
Defense: 3
Morale: X

2 Hits
Melee: 1
Charge: 2
Missile: 0

1 Hit
Melee: 2
Charge: 3
Missile: 1

Khinasi Medium Cavalry # CS21

Melee: 4
Charge: 5
Missile: 2

Move: 3
Defense: 3
Morale: X

2 Hits
Melee: 1
Charge: 2
Missile: 0

1 Hit
Melee: 2
Charge: 3
Missile: 1

Khinasi Skirmishers # CS22

Melee: 2
Missile: 3

Move: 3
Defense: 1
Morale: X

2 Hits
Melee: 1
Missile: 2

1 Hit
Melee: 1
Missile: 1

Khinasi Skirmishers # CS23

Melee: 2
Missile: 3

Move: 3
Defense: 1
Morale: X

2 Hits
Melee: 1
Missile: 2

1 Hit
Melee: 1
Missile: 1

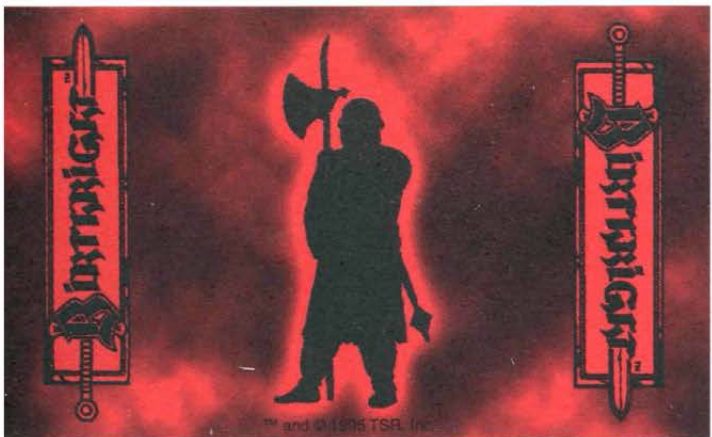
Khinasi Skirmishers # CS24

Melee: 2
Missile: 3

Move: 3
Defense: 1
Morale: X

2 Hits
Melee: 1
Missile: 2

1 Hit
Melee: 1
Missile: 1



Khinasi Infantry Move: 1 Defense: 3 Morale:  	 # CS25 Melee: 3 Missile: 1 +1 to attacks vs. pikes, irregulars, or skirmishers.	
--	---	--

Khinasi Infantry

Move: 1

Defense: 3

Morale:

CS26

Melee: 3

Missile: 1

*+1 to attacks vs.
pikes, irregulars, or
skirmishers.*

Missile: 0

Melee: 2

1 Hit

Khinasi Infantry

Move: 1

Defense: 3

Morale:  

 # CS27

Melee: 3

Missile: 1

*+1 to attacks vs.
pikes, irregulars, or
skirmishers.*



1 Hit

Melee: 2

Missile: 0





Khinasi Infantry Move: 1 Defense: 3 Morale: 	 # CS28 Melee: 3 Missile: 1 <i>+1 to attacks vs. pikes, irregulars, or skirmishers.</i>	
1 Hit Melee: 2 Missile: 0 		

Khinasi Infantry Move: 1 Defense: 3 Morale:  	 # CS29 Melee: 3 Missile: 1 +1 to attacks vs. <i>pikes, irregulars, or skirmishers.</i>	
1 Hit Melee: 2 Missile: 0 		

Khinasi Infantry Move: 1 Defense: 3 Morale:	# CS30 Melee: 3 Missile: 1 <i>+1 to attacks vs. pikes, irregulars, or skirmishers.</i>	

1 Hit
Melee: 2
Missile: 0

Serpent Guards

Move: 1
 Defense: 4
 Morale: ✕

▲ #CS31

Melee: 4
 Missile: 1



2 Hits
 Melee: 2
 Missile: 0

1 Hit
 Melee: 3
 Missile: 1



Serpent Guards

Move: 1

Defense: 4

Morale: ✕

CS32

Melee: 4

Missile: 1

2 Hits

Melee: 2

Missile: 0

1 Hit

Melee: 3

Missile: 1





Serpent Guards # CS33

Move: 1
Defense: 4
Morale: ✕

Melee: 4
Missile: 1

2 Hits
Melee: 2
Missile: 0

1 Hit
Melee: 3
Missile: 1

Elven Knights # CS34

Move: 4
Defense: 4
Morale: ✕

Melee: 4
Charge: 6
Missile: 3

2 Hits
Melee: 2
Charge: 3
Missile: 1

1 Hit
Melee: 3
Charge: 4
Missile: 2

Elven Knights # CS35

Move: 4
Defense: 4
Morale: ✕

Melee: 4
Charge: 6
Missile: 3

2 Hits
Melee: 2
Charge: 3
Missile: 1

1 Hit
Melee: 3
Charge: 4
Missile: 2

Elven Archers # CS36

Move: 4
Defense: 2
Morale: ✕

Melee: 3
Missile: 5

1 Hit
Melee: 2
Missile: 3

Black Spear Gnolls # CS37

Move: 2
Defense: 3
Morale: ✕

Melee: 5
Missile: 2

2 Hits
Melee: 2
Missile: 0

1 Hit
Melee: 3
Missile: 1

Black Spear Gnolls # CS38

Move: 2
Defense: 3
Morale: ✕

Melee: 5
Missile: 2

2 Hits
Melee: 2
Missile: 0

1 Hit
Melee: 3
Missile: 1

Black Spear Raiders # CS39

Move: 3
Defense: 2
Morale: ▼

Melee: 3
Missile: 2

1 Hit
Melee: 2
Missile: 1

Kozlov Infantry # CS40

Move: 1
Defense: 2
Morale: ✕

Melee: 4
+1 to attacks vs. irregulars, spears, or pikes.

1 Hit
Melee: 2



Move: 1
Defense: 2
Morale: ✕

Melee: 4

**+1 to attacks vs.
irregulars, spears, or
pikes.**



1 Hit
Melee: 2



Move: 2
Defense: 3
Morale: ✕

Melee: 5

Charge: 6



2 Hits
Melee: 2
Charge: 3

[illegible]

H, R, D: Grapple succeeds.

#CS99

		ATTACK-DEFENSE						
		↗-3	-2	-1	0	+1	+2	↘+3
Attack	×	×	×	×	×	×	×	×
	×	×	×	×	×	×	×	×
	×	×	×	×	×	×	×	×
Defense	▲	▲	▲	▲	▲	▲	▲	▲
	×	×	×	×	×	×	×	×
	×	×	×	×	×	×	×	×

H, R, D: Grapple succeeds.

#CS100

	Attack	Defense	Defeat	-3	-2	-1	0	+1	+2	+3
Attack	×	×	×	×	×	×	×	×	×	×
Defense	▼	▼	×	×	×	×	×	×	×	×

H, R, D: Grapple succeeds.

#CS101

[illegible]

H, R, D: Grapple succeeds.

#CS102

[illegible]

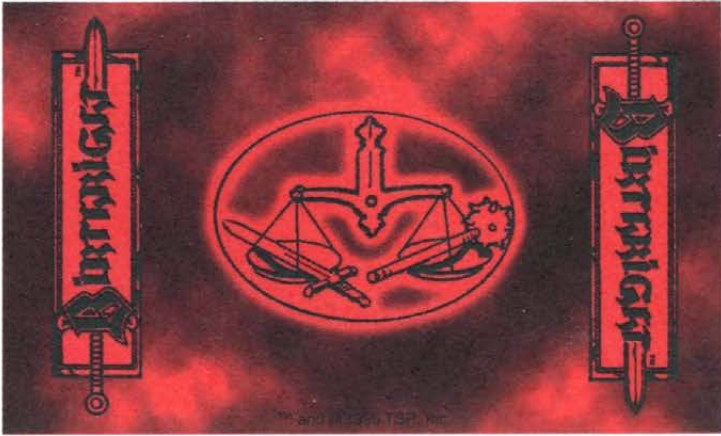
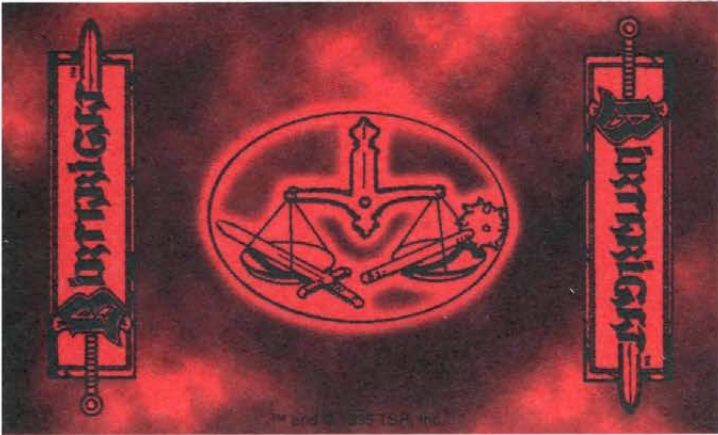
H, R, D: Grapple succeeds.

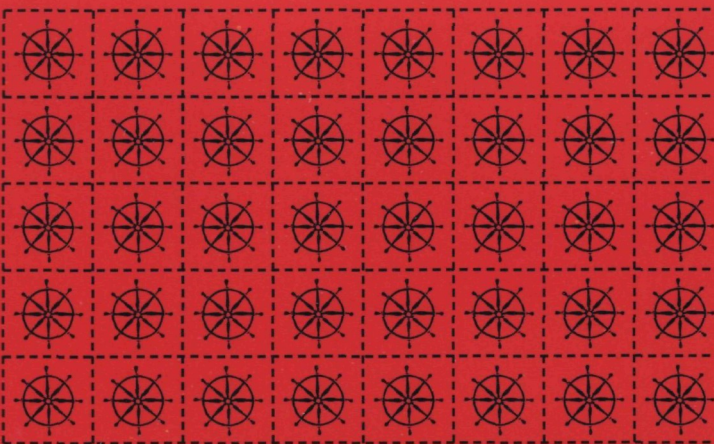
#CS103

	ATTACK-DEFENSE							
	↗-3	-2	-1	0	+1	+2	↖+3	
Defense	H	—	—	—	H	R	H	
	▲	—	—	F	D	R	—	
Attack	X	X	X	X	X	X	X	
	▲	▲	▲	▲	▲	▲	▲	
	F	—	—	—	H	H	H	
	F	H	—	H	F	D	R	
	—	—	H	F	—	H	—	
	—	—	—	H	—	H	—	
	—	—	—	—	—	—	—	
	—	—	—	—	—	—	—	

H, R, D: Grapple succeeds.

#CS104





BATTLE CARD

BATTLE CARD		ATTACK-DEFENSE						
Attacker's icon	Defender's icon	↖-3	-2	-1	0	+1	+2	↗+3
×	▲	—	—	H	H	—	H	H
×	▲	—	H	—	F	—	D	R
×	×	F	—	H	—	H	H	H
▼	▼	H	—	—	—	H	R	D
▼	▲	—	H	—	—	H	—	H
▼	×	—	—	F	R	D	R	R
▲	▼	F	H	—	H	H	—	H
▲	×	F	—	H	H	R	H	—
×	×	H	—	—	H	F	H	D

Defender suffers one hit.
Attacker falls back.
Defender suffers one hit and is routed.
Defender is destroyed.

H, R, D: Grapple succeeds.

#CS107

BATTLE CARD

BATTLE CARD		ATTACK-DEFENSE						
Attacker's icon	Defender's icon	↕-3	-2	-1	0	+1	+2	↗+3
×	▲	F	H	—	H	H	D	D
×	▲	F	H	—	H	R	—	H
×	×	H	—	—	H	F	D	R
▼	▼	—	H	H	H	—	—	H
▼	▼	—	—	F	—	H	R	—
▼	×	F	—	—	H	—	H	D
▲	▼	H	—	—	—	H	H	H
▲	×	—	H	F	R	D	R	R
▲	×	—	—	—	D	D	D	H
H	Defender suffers one hit.							
F	Attacker falls back.							
R	Defender suffers one hit and is routed.							
D	Defender is destroyed.							

H, R, D: Grapple succeeds.

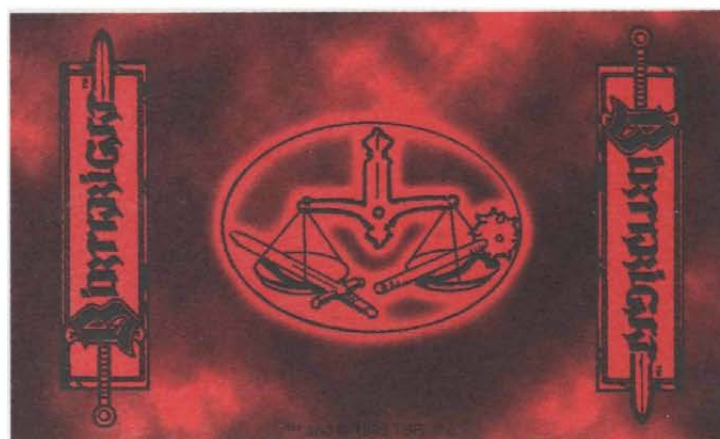
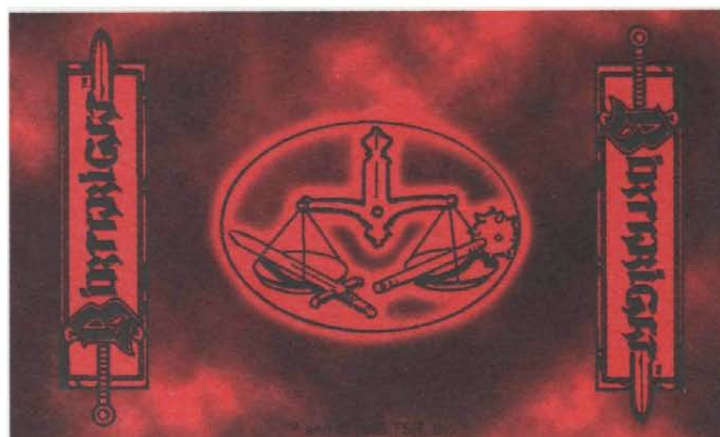
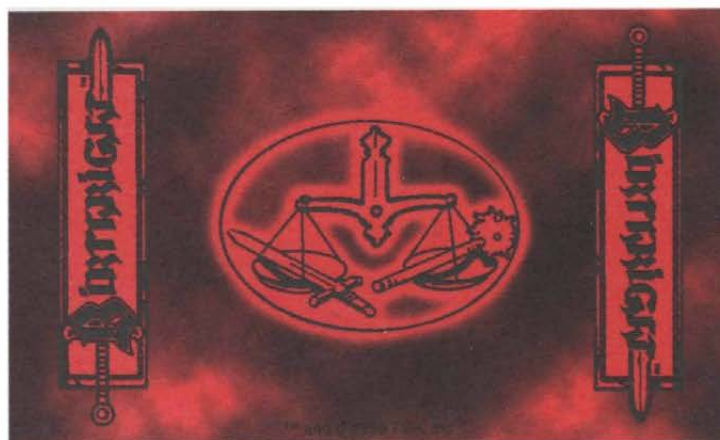
#CS106

BATTLE CARD

BATTLE CARD		ATTACK-DEFENSE						
Attacker's icon	Defender's icon	↖-3	-2	-1	0	+1	+2	↗+3
♣	♣	F	H	—	—	H	R	R
♣	♣	H	F	H	R	D	H	H
♣	♣	—	F	—	H	H	—	—
♣	♣	—	H	H	H	R	H	D
♣	♣	F	F	F	H	F	—	H
♣	♣	H	F	—	H	—	—	R
♣	♣	—	—	H	F	—	H	H
♣	♣	F	F	—	—	H	H	D
♣	♣	—	H	H	—	H	R	H
Defender suffers one hit.								
Attacker falls back.								
Defender suffers one hit and is routed.								
Defender is destroyed.								

H, R, D: Grapple succeeds.

#CS105

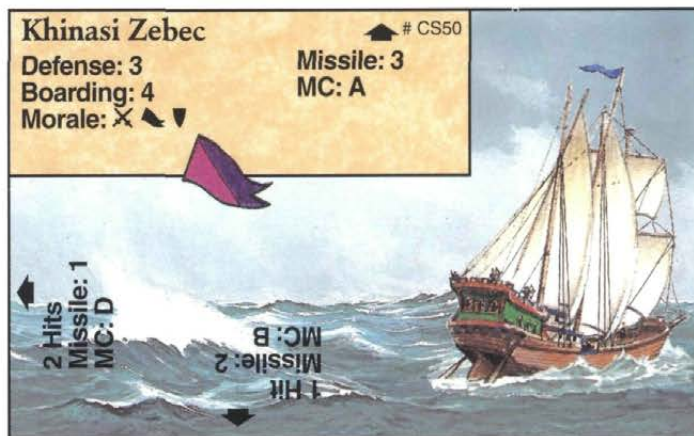
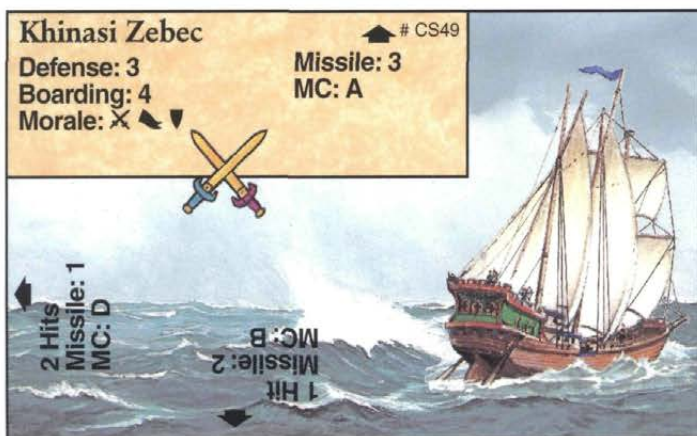
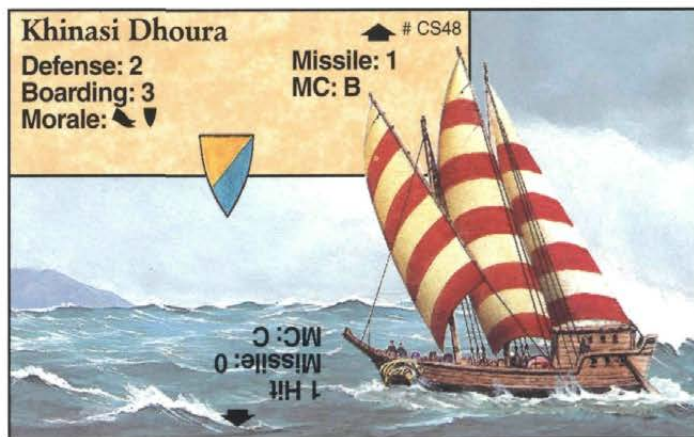
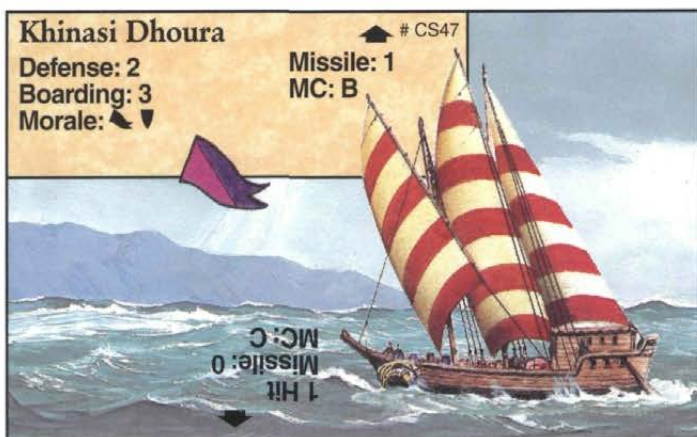
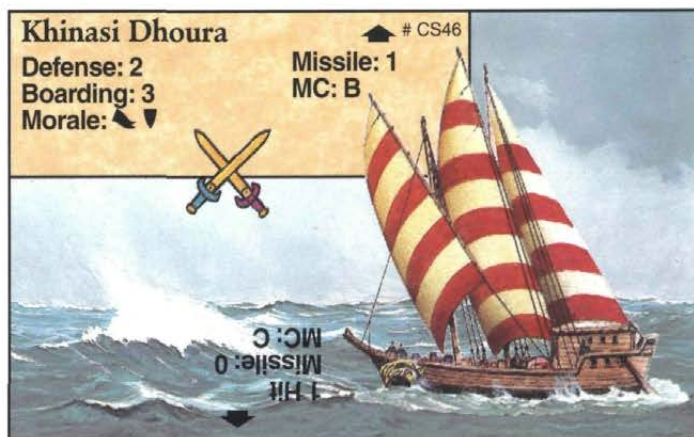
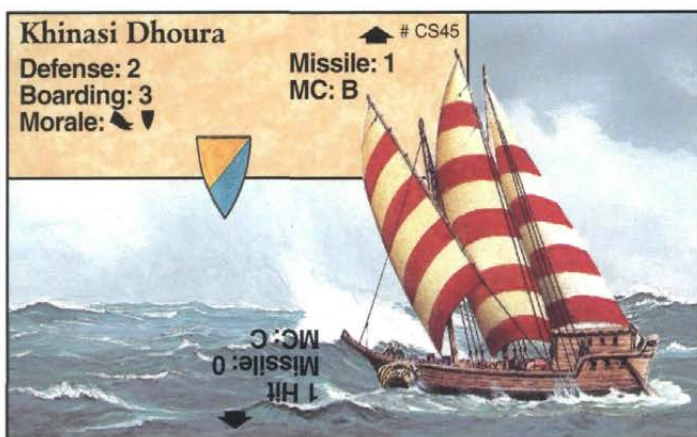
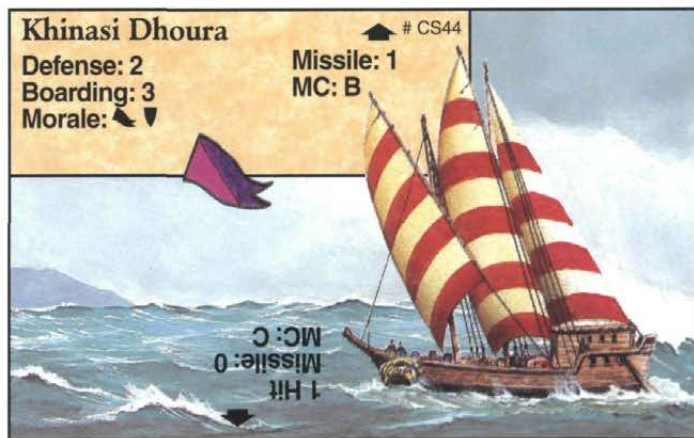
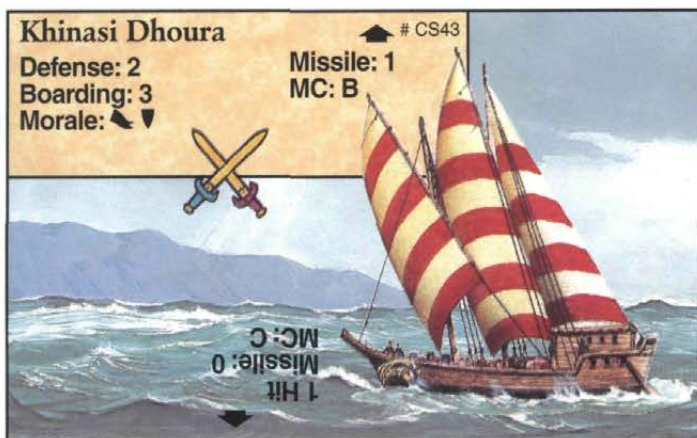


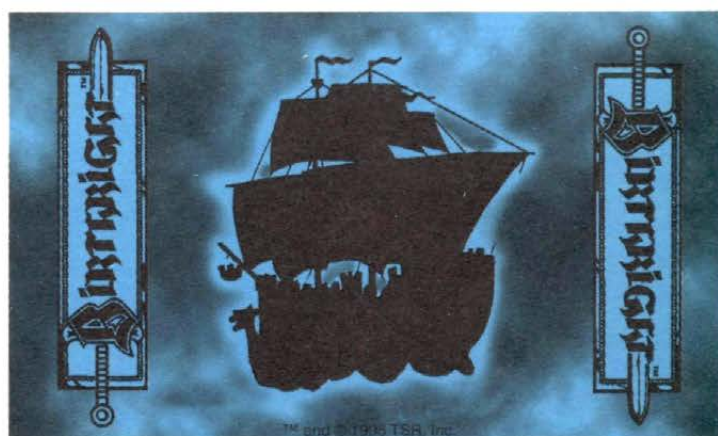
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3	3	3	3	3	3	3	3
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4	4	4	4	4	4	4	4
4	4	4	4	4	4	5	5
5	5	5	6	6	6	6	6





Khinasi Zebec

Defense: 3

Boarding: 4

Morale: ✕

▲ # CS51

Missile: 3

MC: A

2 Hits

Missile: 1

MC: D

1 Hit

Missile: 2

MC: B

Khinasi Zebec
 Defense: 3
 Boarding: 4
 Morale: ✕

▲ # CS53
 Missile: 3
 MC: A

2 Hits
 Missile: 1
 MC: D

1 Hit
 Missile: 2
 MC: B

Anuirean Caravel ▲ # CS55

Defense: 3

Boarding: 3

Morale: ✕ ▲

Missile: 1

MC: B

1 Hit

Missile: 0

MC: C

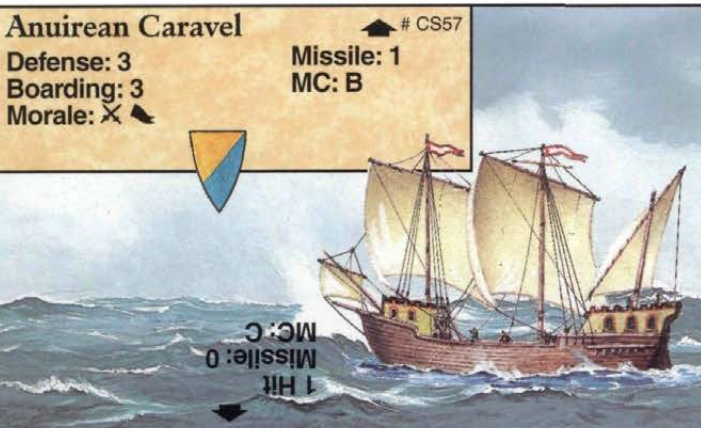
Anuirean Caravel

Defense: 3
Boarding: 3
Morale: ✕

Missile: 1
MC: B

CS57

1 Hit
Missile: 0
MC: C

An illustration of a three-masted sailing ship, the Anuirean Caravel, with yellow sails and a red hull, sailing on a dark, choppy sea under a grey, stormy sky. The ship is shown from a side-on perspective, moving towards the right. In the upper left corner, there is a yellow rectangular box containing the ship's name and statistics. To the right of this box is a black arrow pointing up towards the ship's name. In the lower left corner, there is a black arrow pointing down towards the ship's name, and a small shield icon with a yellow top half and a blue bottom half. The ship's name 'Anuirean Caravel' is written in a bold, black, serif font. Below it, the statistics 'Defense: 3', 'Boarding: 3', and 'Morale: ✕' are listed. To the right of these, 'Missile: 1' and 'MC: B' are listed. In the lower left, the text '1 Hit', 'Missile: 0', and 'MC: C' is written, with a black arrow pointing down towards it. The ship itself has three masts with yellow sails, a red hull, and a red flag on the mainmast. The sea is dark blue with white-capped waves, and the sky is a mix of grey and blue, suggesting a storm.

Anuirean Caravel Defense: 3 Boarding: 3 Morale: ✂️	▲ # CS58 Missile: 1 MC: B
--	---------------------------------





1 Hit
 Missile: 0
 MC: C
 ▼



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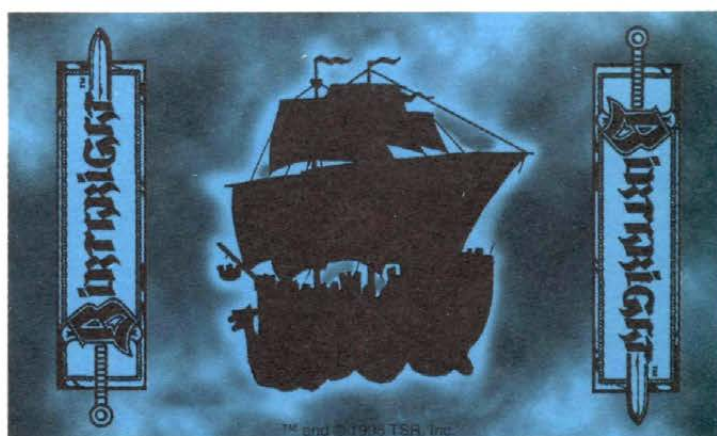
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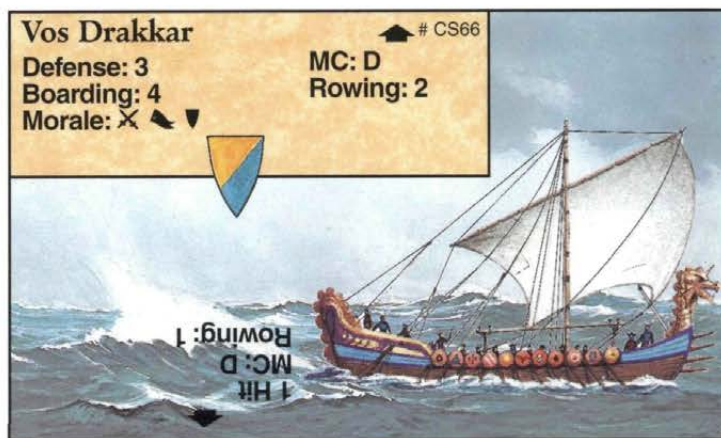
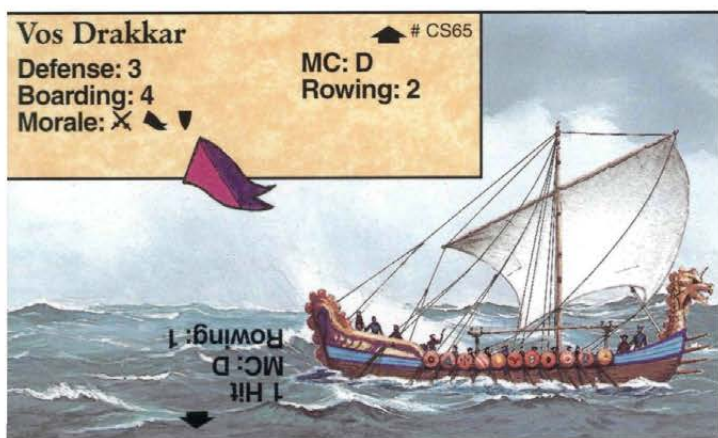
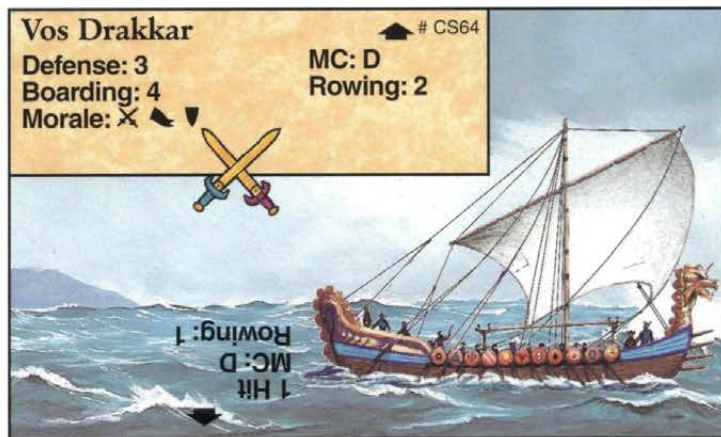
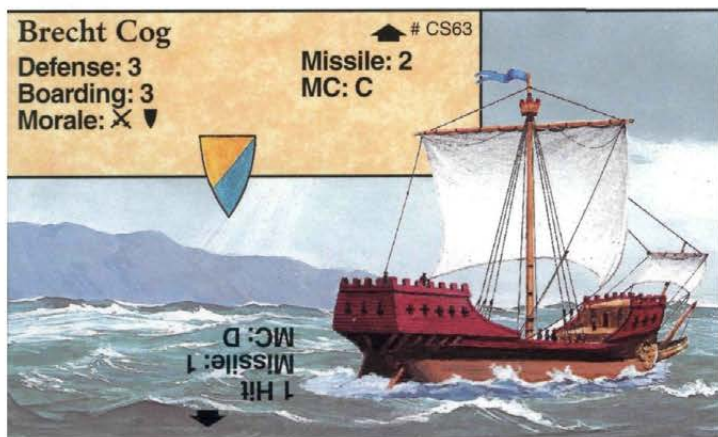
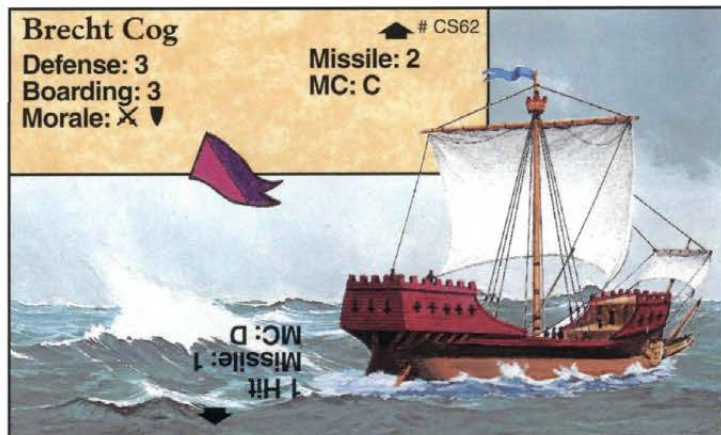
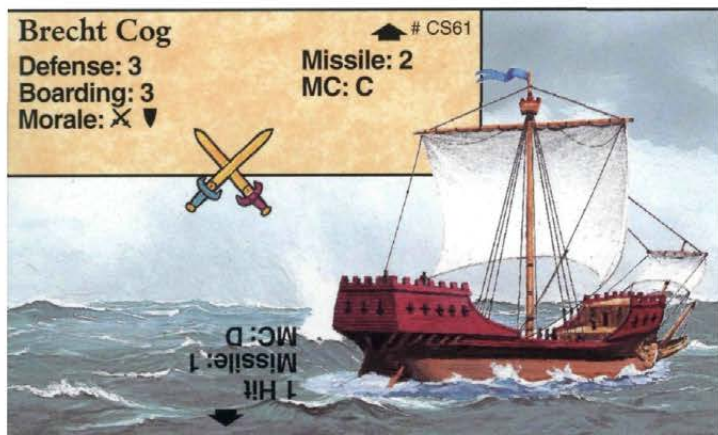
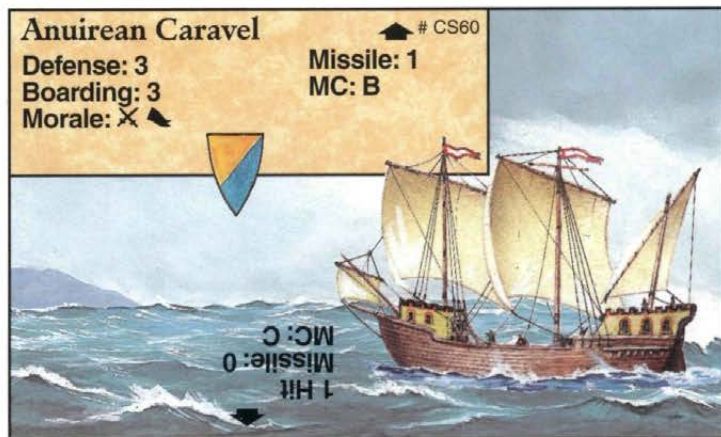
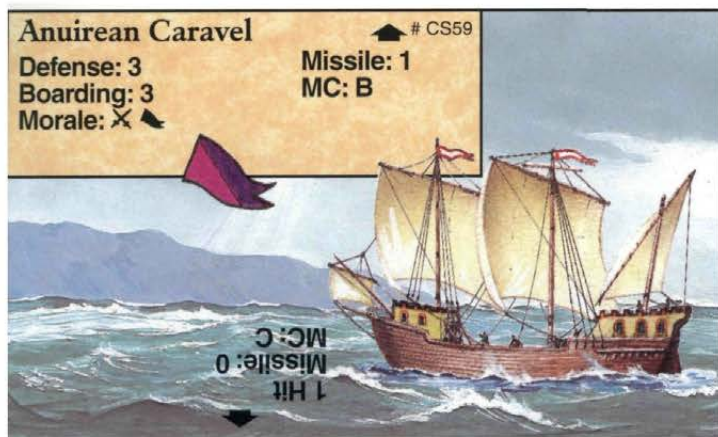
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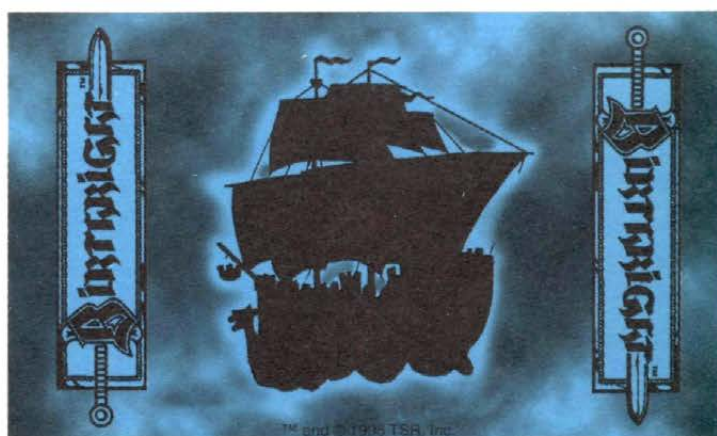


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Anuirean Galleon

CS67

Defense: 4

Boarding: 5

Morale: ✕

Missile: 2

MC: B

3 Hits

Missile: 0

MC: D

2 Hits

Missile: 0

MC: C

1 Hit

Missile: 1

MC: B

Anuirean Galleon

CS68

Defense: 4

Boarding: 5

Morale: ✕

Missile: 2

MC: B

3 Hits

Missile: 0

MC: D

2 Hits

Missile: 0

MC: C

1 Hit

Missile: 1

MC: B

Anuirean Galleon

CS69

Defense: 4

Boarding: 5

Morale: ✕

Missile: 2

MC: B

3 Hits

Missile: 0

MC: D

2 Hits

Missile: 0

MC: C

1 Hit

Missile: 1

MC: B

Anuirean Galleon

CS70

Defense: 4

Boarding: 5

Morale: ✕

Missile: 2

MC: B

3 Hits

Missile: 0

MC: D

2 Hits

Missile: 0

MC: C

1 Hit

Missile: 1

MC: B

Anuirean Galleon

CS71

Defense: 4

Boarding: 5

Morale: ✕

Missile: 2

MC: B

3 Hits

Missile: 0

MC: D

2 Hits

Missile: 0

MC: C

1 Hit

Missile: 1

MC: B

Rjurik Knarr

CS72

Defense: 3

Boarding: 2

Morale:

Missile: 1

MC: C

Rowing: 1

1 Hit

Missile: 0

MC: D

Rowing: 1

Rjurik Knarr

CS73

Defense: 3

Boarding: 2

Morale:

Missile: 1

MC: C

Rowing: 1

1 Hit

Missile: 0

MC: D

Rowing: 1

Rjurik Knarr

CS74

Defense: 3

Boarding: 2

Morale:

Missile: 1

MC: C

Rowing: 1

1 Hit

Missile: 0

MC: D

Rowing: 1



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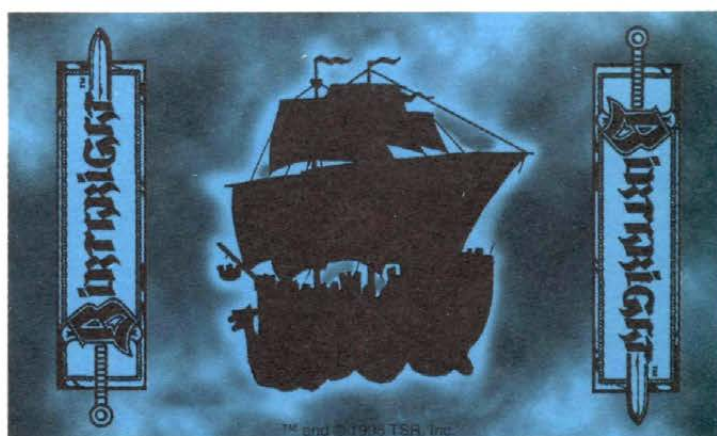
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Rjurik Longship # CS75

Defense: 2
Boarding: 3
Morale: X

MC: C
Rowing: 2




Rjurik Longship # CS76

Defense: 2
Boarding: 3
Morale: X

MC: C
Rowing: 2




Rjurik Longship # CS77

Defense: 2
Boarding: 3
Morale: X

MC: C
Rowing: 2




Brecht Roundship # CS78

Defense: 4
Boarding: 4
Morale: X

Missile: 4
MC: B




2 Hits
Missile: 1
MC: D

1 Hit
Missile: 2
MC: C

Brecht Roundship # CS79

Defense: 4
Boarding: 4
Morale: X

Missile: 4
MC: B




2 Hits
Missile: 1
MC: D

1 Hit
Missile: 2
MC: C

Brecht Roundship # CS80

Defense: 4
Boarding: 4
Morale: X

Missile: 4
MC: B




2 Hits
Missile: 1
MC: D

1 Hit
Missile: 2
MC: C

Serpent Galley # CS81

Defense: 2
Boarding: 3
Morale: X

Missile: 2
MC: B
Rowing: 2




1 Hit
Missile: 1
MC: C
Rowing: 1

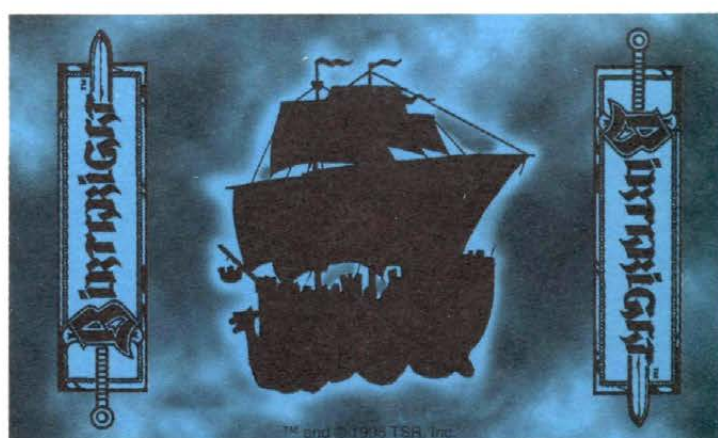
Serpent Galley # CS82

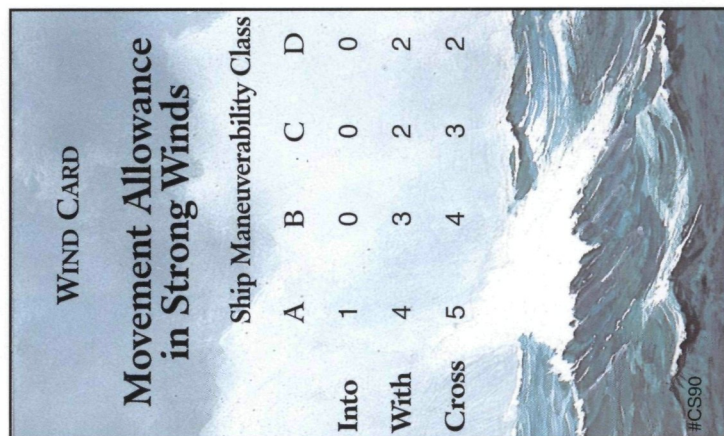
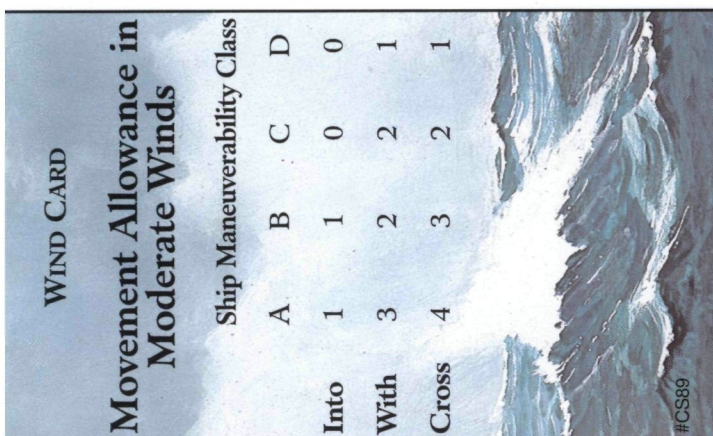
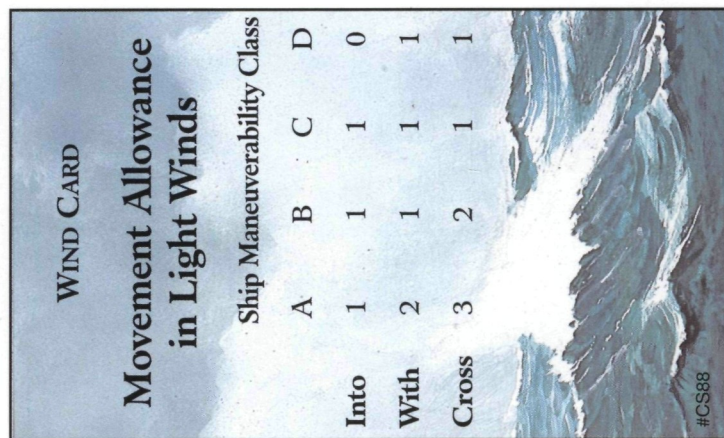
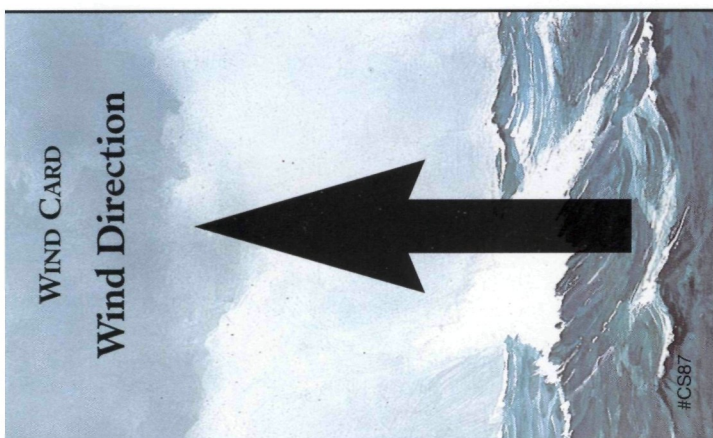
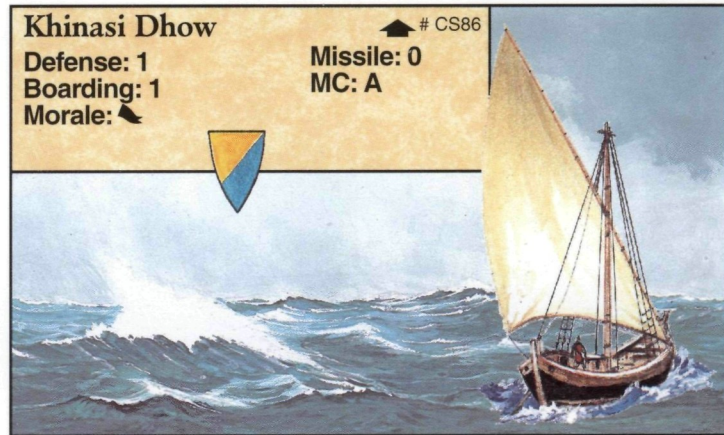
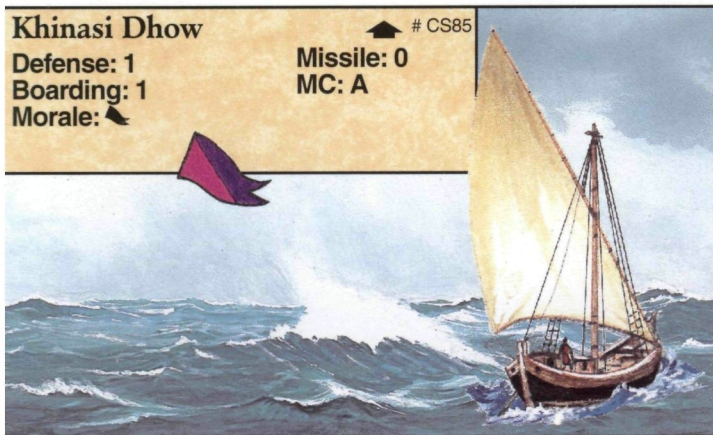
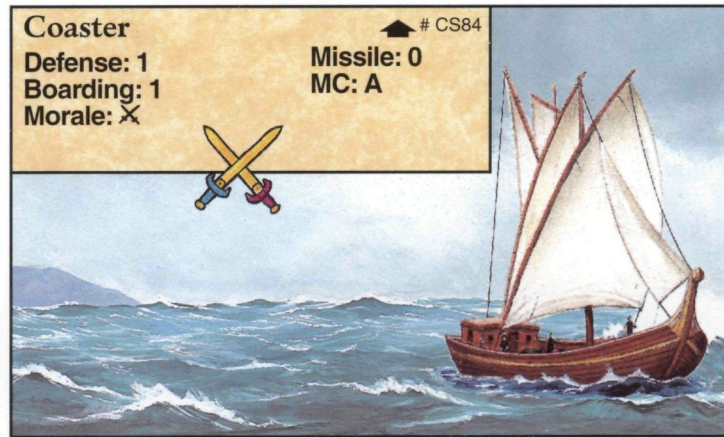
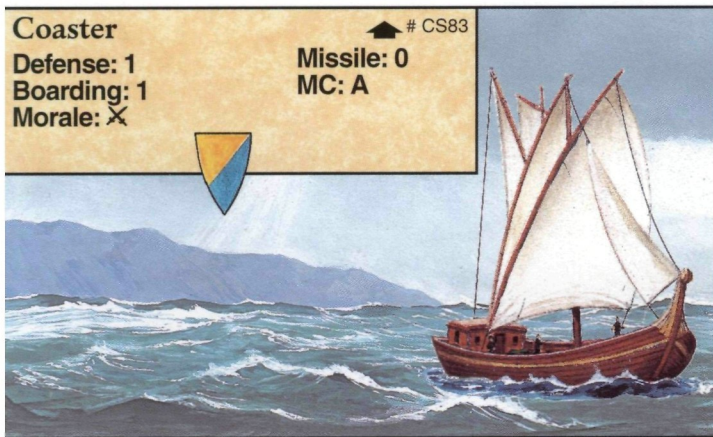
Defense: 2
Boarding: 3
Morale: X

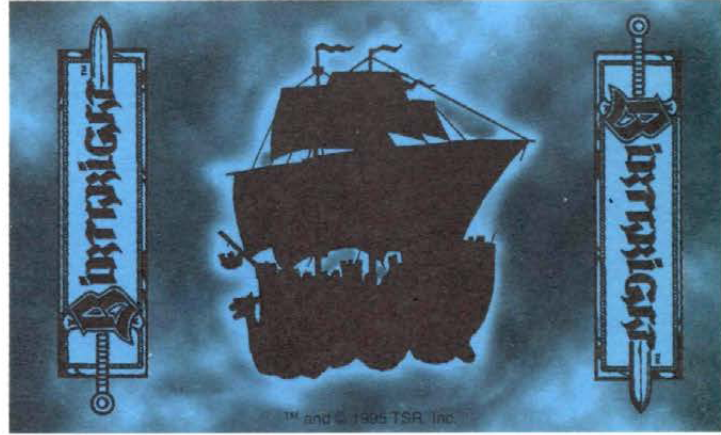
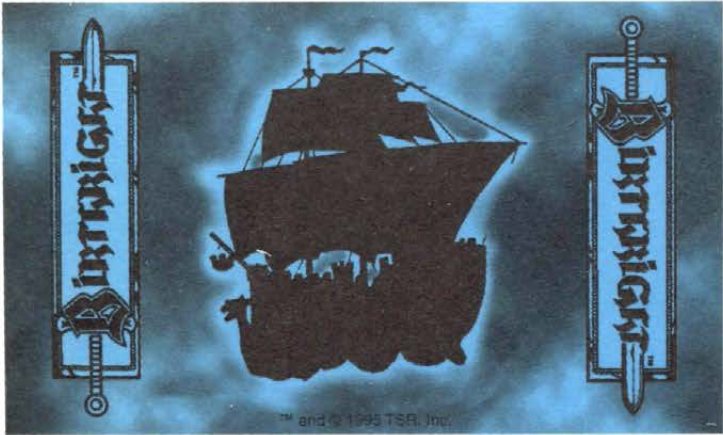
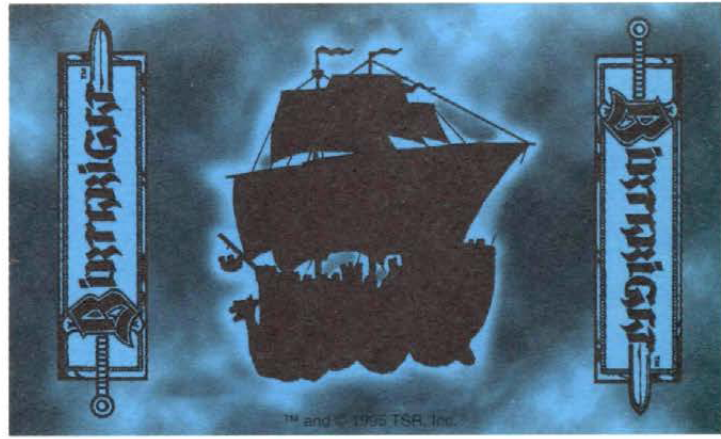
Missile: 2
MC: B
Rowing: 2




1 Hit
Missile: 1
MC: C
Rowing: 1







NAVAL WAR MAGIC

Crew-affecting Spells

Crew-affecting spells are classified as though they create an H, R, or D result for the target vessel on a battle card. Even though these spells don't actually damage the vessel, the crew losses affect its fighting ability and maneuverability. A ship cannot sink due to spells of this sort—it keeps its last hit until struck by a physical attack.

D: *Cloudkill, death fog.*

R: *Blade barrier, chaos, symbol, mass charm, fear, prismatic spray, death spell.*

F: *Confusion, pyrotechnics, insect plague, web, rainbow pattern, hypnotic pattern.*

Duration: Varies by spell.

#CS91

NAVAL WAR MAGIC

Fog

Spells: *Wall of fog, fog cloud, pyrotechnics, obscurement, control weather.*

Effects: No vessel may fire missiles into or out of the battle area containing this card. A ship attempting to grapple another vessel in the fog suffers a -2 column shift to its grappling check.

Duration: One round per level of caster.

#CS93

NAVAL WAR MAGIC

Barriers

Spells: *Solid fog, wall of force, lower water, Otiluke's freezing sphere, wall of ice.*

Effects: All barrier spells prevent one enemy ship from moving for the duration of the spell. Any ship that tries to board the affected ship becomes stuck as well.

Solid fog also bars missile fire to and from the affected ship. *Wall of force*, *wall of ice*, and *Otiluke's freezing sphere* each inflict one hit of hull damage if cast on vessel that moved in this round of battle.

Duration: One battle round per level of caster.

#CS95

NAVAL WAR MAGIC CARD

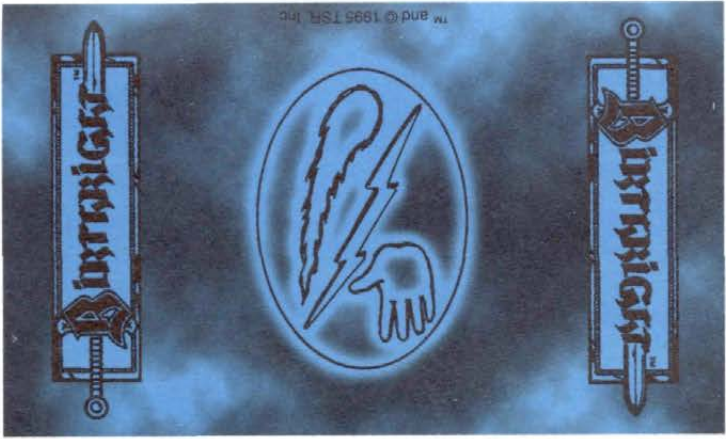
Turn Wood

Spell: *Turn wood.*

Effects: The *turn wood* spell automatically moves a single enemy vessel one battle area in a direction of the caster's choice, regardless of wind direction or strength. Spellcasters can use this technique to break a grapple or force a ship to run aground.

Duration: Immediate.

#CS97



NAVAL WAR MAGIC

Illusions

Spells: *Phantasmal force, improved phantasmal force, spectral force, advanced illusion, permanent illusion, programmed illusion.*

Effects: By using an illusion spell, the caster creates a phantom duplicate of his own ship. The commander may draw one additional vessel of the exact same kind and place it with the caster's ship, mixing the two so that the enemy player doesn't know which ship is real and which is an illusion. The two ships can separate in later moves, but the illusion disappears when an enemy ship hits it with missile fire or attempts to board it.

Duration: Until dispelled.

#CS92

NAVAL WAR MAGIC

Movement Spells

Spells: *Control weather, control winds, gust of wind.*

Effects: *Control weather* and *control winds* spells allow the caster to immediately change the wind direction to the quarter of his choice and increase or decrease its strength by one category. *Gust of wind* gives the caster's vessel an additional battle area of movement along its current heading.

Duration: The effects of *control weather* and *control winds* last for the duration of the battle.

#CS94

NAVAL WAR MAGIC

Bless

Spells: *Bless, chant, prayer.*

Effects: These spells may be cast on the crew and troops of the caster's ship to add a +1 bonus to the ship's boarding value. In addition, the player of an affected ship with one or two icons under Morale draws a random icon; if it's different, the player adds it to the ship's morale icons for as long as the spell lasts.

Duration: One round per level of caster.

#CS96

NAVAL WAR MAGIC CARD

Attack Spells

Attack spells are classified as though they create an H, R, or D result for the target vessel on a battle card.

D: *Disintegrate, incendiary cloud, meteor swarm, fire storm.*

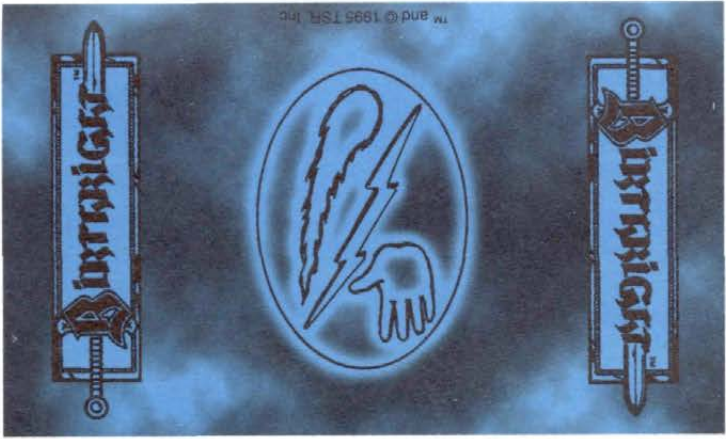
R: *Fireball, lightning bolt, delayed blast fireball, wall of fire, chain lightning, call lightning, produce fire, fire seeds.*

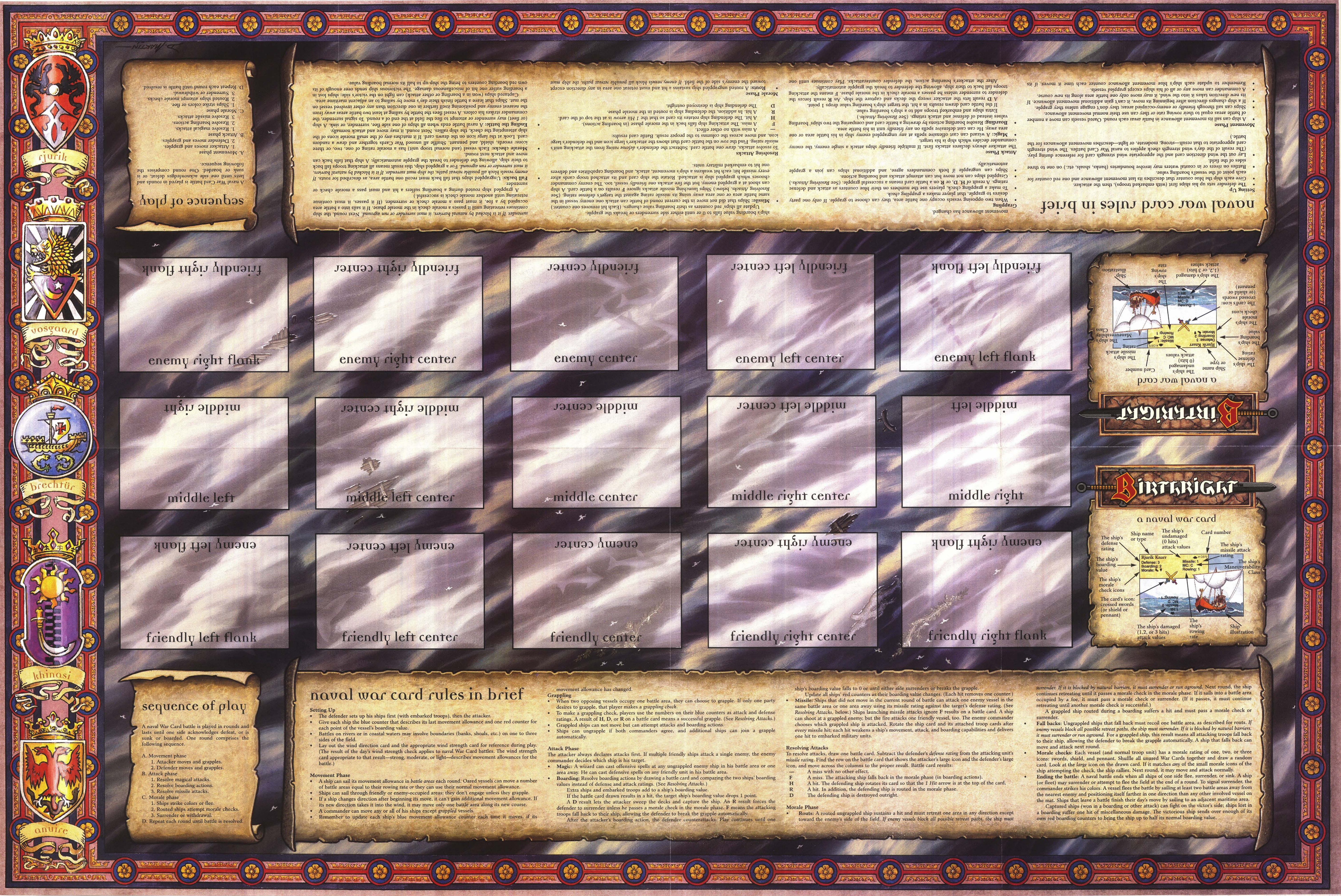
H: *Flame arrow, Melf's minute meteors, warp wood, flame strike.*

Additional effects: Ships struck by any R or H spells have a 50% chance of catching fire; ships aflame suffer one hit per turn until they sink. Spells with R effects also cause one hit to an embarked troop unit.

Duration: Varies by spell.

#CS98







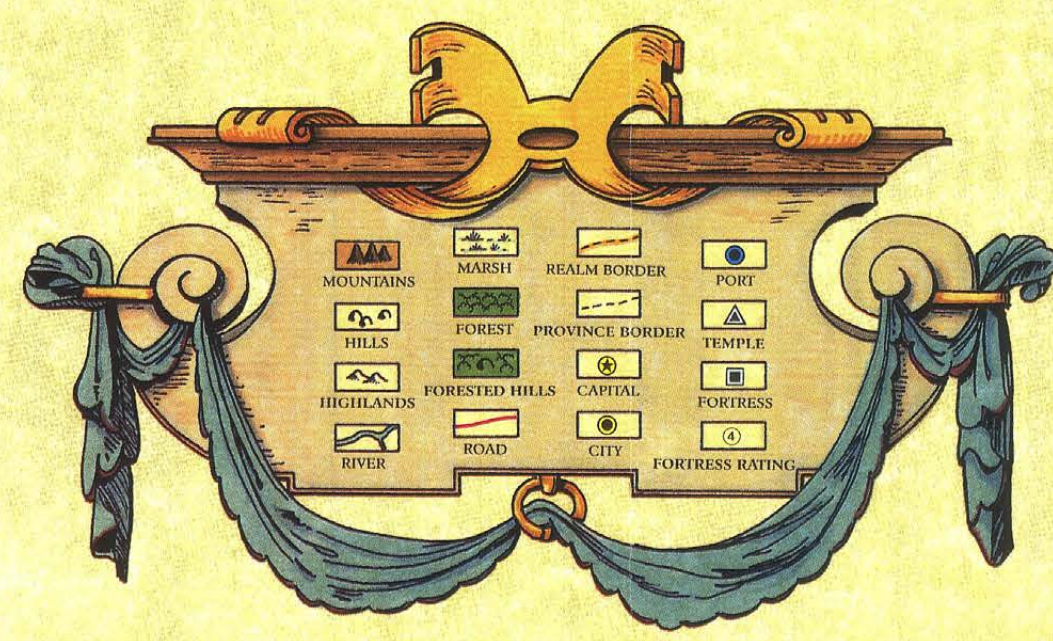
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MEÏRE
EL-MERASAF

SEA OF
DRAGONS



0 50 100
Miles



BAÏR EL-MEHARE

0 150 300
Miles

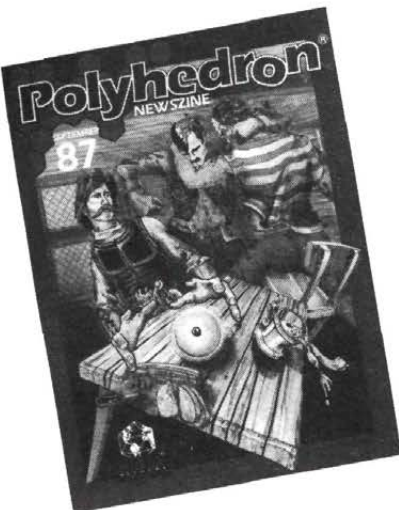
Sahirde el-Mehare
(Golden Archipelago)

THE
KHINASI-BASARJI
SPHERE OF
INFLUENCE

KHINASI

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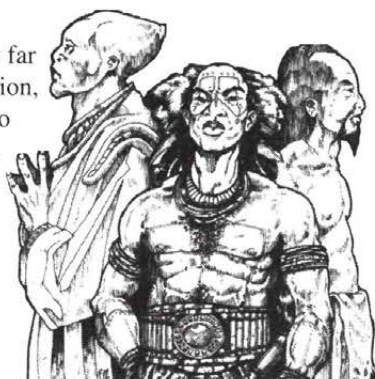
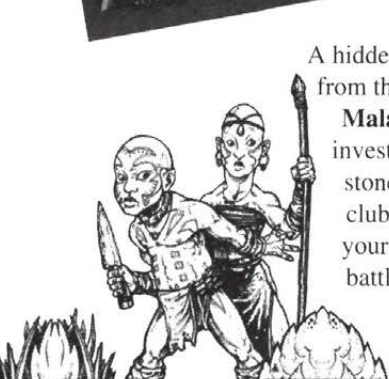
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Cities of the Sun

by Rich Baker

Honor, magic, and the open seas

As far as one could see, ships closed menacingly, and warriors swarmed across enemy decks. Smoke tinted red by the dying sun shrouded the misty sea. The attacking seamen raised an unholy clamor, and the stench of flaming pitch stung the eye.

Through it all, el-Arrasi stood proudly at the helm. When his vessel drew alongside the Anuirean flagship, he was first to leap to the enemy decks, sword drawn. In the fight that followed, none could stand against his relentless onslaught. And as the sun slipped beneath the waves, he placed his scimitar at the admiral's throat and forced his yield. El-Arrasi had at last defeated the Anuirean Empire's great armada, breaking the Iron Throne's power over his people.

—Historian Boran el-Dussein, in *Victories of el-Arrasi*

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