

FORGOTTEN REALMS

CAMPAIGN EXPANSION

LANDS OF INTRIGUE



LEAGUE OF



by Steven E. Schend

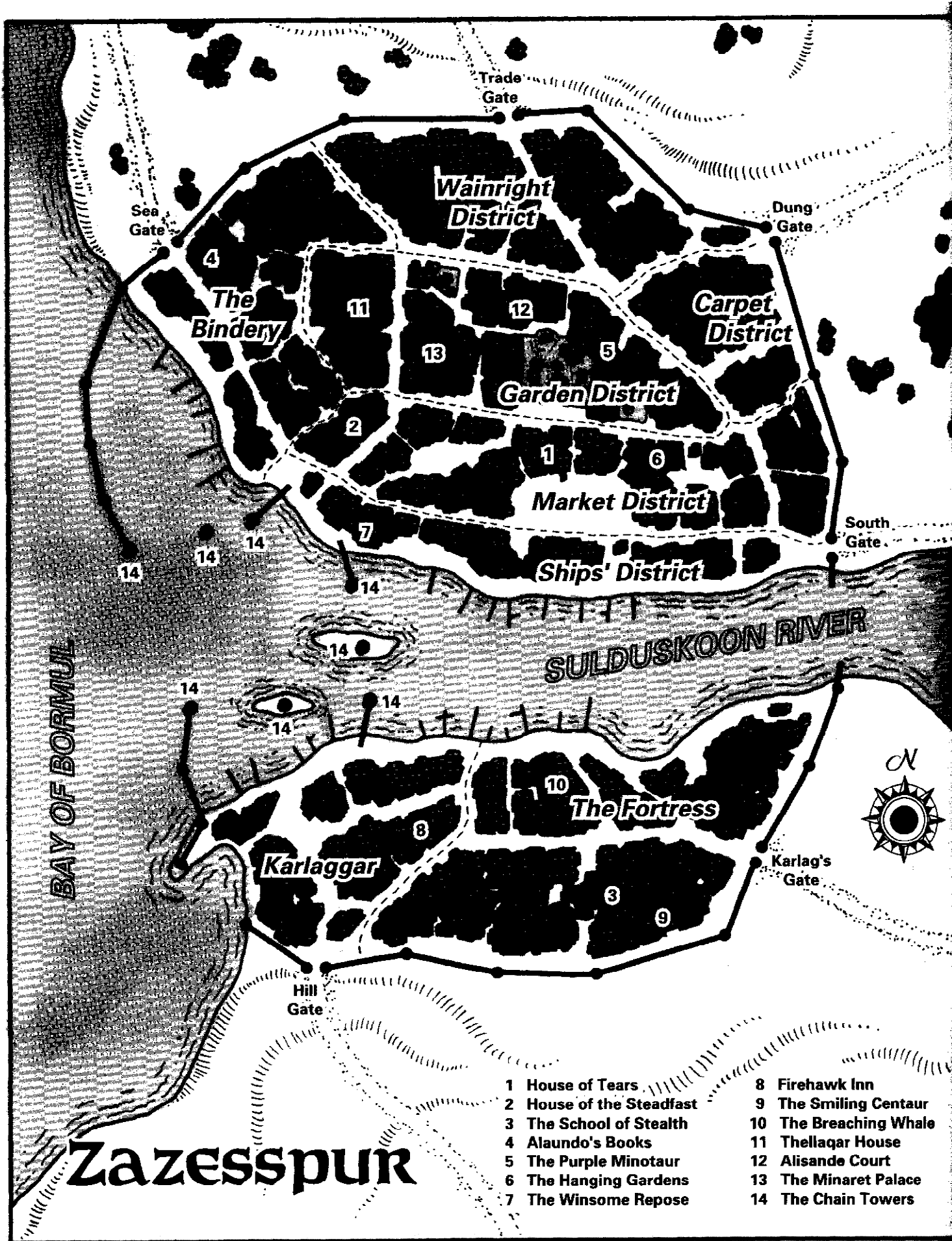
Advanced Dungeons & Dragons

FORGOTTEN REALMS
CAMPAIGN EXPANSION

BOOK ONE:
LANDS OF INTRIGUE
TETHYR



WALTER VELEZ '94



Advanced Dungeons & Dragons®



Lands of Intrigue Book One: Tethyr

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1159XXX1501

ISBN 0-7869-0697-9

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INTRODUCTION

Welcome to the Lands of Intrigue! This FORGOTTEN REALMS® boxed set brings you up to date on the dramatic events transpiring in Tethyr, Amn, and newly founded Erlkazar, drawn from manuscripts of the worthies who inhabit this region. Important asides are printed in italics in the text and initialed for identification of voice. All facts about the Realms are correct as of the end of the Year of the Tankard, 1370 DR.

Tethyr: An Overview

Elminster, my friend, joyous greetings to ye,

After a 37-year sojourn on the Rock of Bral, my family and I decided to return to my lands near the Forest of Tethyr. Ye kept me informed on the unrest that plagued Tethyr these past 20 years, yet I was still shocked by the grave suffering of her people at the hands of her own "nobility." Azuth and Mystra be praised we returned when we did, as we were able to help our tenants defend the lands from trolls, bandits, and a couple of o'er-reaching "barons."

Tymora blessed us all when she sent young Lady Zaranda, the Countess Morninggold, to unite our people of the rolling lands under a new royal house. Queen Zaranda and King Haedrak have thankfully restored to me the rule of my grandfather's county, and I was also granted a newly created position at court. I now stand before ye as Lord Gamulon Idogyr, Count of Spellshire, Master of Shildamere, and Their Majesties' Court Sage.

A mutual friend of ours has suggested it might be wise to put quill to parchment and record the changes in our land for ye and the Harpers. Here is the first of many documents that take a close look at the current state of the rolling hills of Tethyr.

— Count Gamalon Idogyr of Spellshire ("G")

Tethyr is one of the oldest settled lands on the face of Faerûn, though few today remember it as such. When one speaks of Tethyr, anyone born in this century thinks only of a land rife with political intrigue, civil unrest, prejudice against demihumans, and assassination. What was one of the noblest of human countries reduced itself to a lawless land. The two decades of the Alemandrian Interregnum increased the ranks of robber barons, criminals, monsters, and religious zealots in the area, further destabilizing it.

Now, a new dawn shines on Tethyr, with the ascent of Zaranda Star and the new nobility. Its people no longer passively suffer their fate—they have hope and work hard to better their lives. Tethyr reaches for new strength, and in time folk will see it again become a great power along the Sword Coast.

COUNTRY & CLIMATE

Tethyr's borders have waxed and waned much over the centuries, though its new stability promises to define Tethyr for generations to come. Certain of Tethyr's boundaries are currently in question; the accepted borders and areas of contention are shown on the political map of Tethyr on the back cover of this book. The northern border is still defined by the Tethyr Road, though the defection of Riatavin and Trailstone from Amn to Tethyr in 1370 DR suggest that the new northern border should skirt the southern slopes of the Tejarn Hills east to Shilmista, the Forest of Shadows. The southern expanses of Tethyr are officially the Memnon River's northern banks and the northern slopes of the Marching Mountains.

The lands of Mir (bracketed by the northernmost bend of the Memnon River, the western edge of the Forest of Mir, and the Marching Mountains) have been claimed by both Tethyr and Calimshan, though neither settled these lands in force. Both gave this land a wide berth until recently, with the local count's establishment of a garrison of troops within the ruins of Shoonach. The western border is the Sword Coast, while the eastern border ends at the western slopes of the Iltkazar mountain range.

Tethyr is a rather temperate country, its climate far more hospitable than that of the Savage North. Average precipitation in Tethyr ranges from 25 inches of rainfall in the western and southern regions to 30 inches elsewhere. Tethyr's summers are long and oppressively hot, though the light humidity of





the region mitigates the heat somewhat. Winters are mild, seldom dropping below freezing for extended periods of time, while the mountains see snow from Uktar (late fall) through Alturiak (late winter). Snow in the highlands is typical but not long lasting; blizzards harsh enough to block travel are rare. The climate is cooler in the northern and eastern highlands of Tethyr, and the air is drier as one gets farther from the coast. Tethyr's rivers never freeze solid (though thin surface ice is possible), making them excellent defenses as well as trustworthy waters for travel.

Civilized Races

Humans have been the dominant race in Tethyr for nearly 4,000 years; they account for 35% of Tethyr's current estimated adult population of 3,000,000 (an official Reclamation census has not yet been taken). About one in seven Tethyrians lives in an urban area; most rural folk live along two great trade routes, one going from Murann to Riatavin and the other from Zazesspur to Saradush (including the route south to Myratma). Tethyr had about 4,200,000 citizens only 20 years ago, before its civil war.

Present-day Tethyrian humans are a hodgepodge of creeds and origins, but the true natives result from the mingling of escaped slaves from Calimshan and a small but fierce native human population that appeared around the height of Shanatar. While there have been migrations of humans from the Vilhon Reach, Lantan, Mintarn, and areas farther afield, over 40% of Tethyr's humans descend from immigrants from Calimshan and the city-states on the Lake of Steam.

Halflings are the second-most populous race in Tethyr, accounting for about 19% of the native civilized population. Most halflings reside in the Purple Hills on the western coast, but more young halflings are moving to the cities and into the foothills of the Starspire Mountains north of the Sulduiskoon River. Their previous influence in Tethyr never spread beyond mercantile areas, but their strict monopoly of the pipeweed trade earned them a great deal of money, respect, and influence inside Tethyr and Amn. The Purple Hills clans maintain a reputation of producing the best wines in Tethyr, granting them a bargaining chip in dealing with those in power. Now, halflings on the town councils of Zazesspur, Myratma, and Darromar, not to mention halfling counts among the new order in Tethyr, gain great political leverage in their homeland.

Elves have settled the forested lands of Tethyr for centuries, even predating the great dwarven civilization of Shanatar, but their numbers have dwindled steadily across the millennia. When the current forests of Tethyr, Shadows, Mir, and the Snakewood were one, they played host to seven large tribes of elves totalling over 500,000 Tel'Quessir. Now, the Forest of Tethyr holds the largest surviving settlement of forest elves on the Sword Coast, though their numbers are under a tenth of what they once were, to 40,000. During and after the fall of Myth Drannor, some elves escaped the carnage and fled to safety under Tethyr's boughs. Only two elven tribes, the native Sulduisk and the immigrant Elmanesse, now make up the elves of Tethyr, and their attitude toward the other races of Tethyr is cautious at

best. The last three kings of Tethyr sanctioned the slaughter of elves and felling of trees, and this is not easily forgotten.

Dwarves have not been influential or populous in Tethyr since the fall of Shanatar 4,000 years ago. Few clans survive; one small clan resides in the eastern arm of the Starspire Mountains, and five clans share the caverns of the Iltkazar mountain range (the five chains of mountains from the northern Giant's Run down to the Alimir Mountains south of Kzelter), within Tethyr and its neighbor Erlkazar. Starspire dwarves, Clan Ghalmrin, are gem-cutters and miners. They trade infrequently with Zazesspuran merchants, often the only contact Tethyrians have with native dwarves (though eastern highlanders have much contact with the shield dwarves of the Kuldin and Omlarandin Peaks in Erlkazar). Plunderers of Shanatar's lost riches can expect to meet with dwarves and monsters offering serious resistance.

Gnomes in Tethyr are a rare and curious sight, though they are more numerous here than in any other country west of the Sea of Fallen Stars. The majority of gnomes are dispersed as adventurers or employees in the greater cities; one village south of Myratma and two villages north of Saradush account for the remaining gnomish population, though there are ancient legends of a lost village of forest gnome warriors in the eastern stretches of the Forest of Mir. Most gnomes of Tethyr are either shepherds or merchants, treated as equals by local halfling clans.

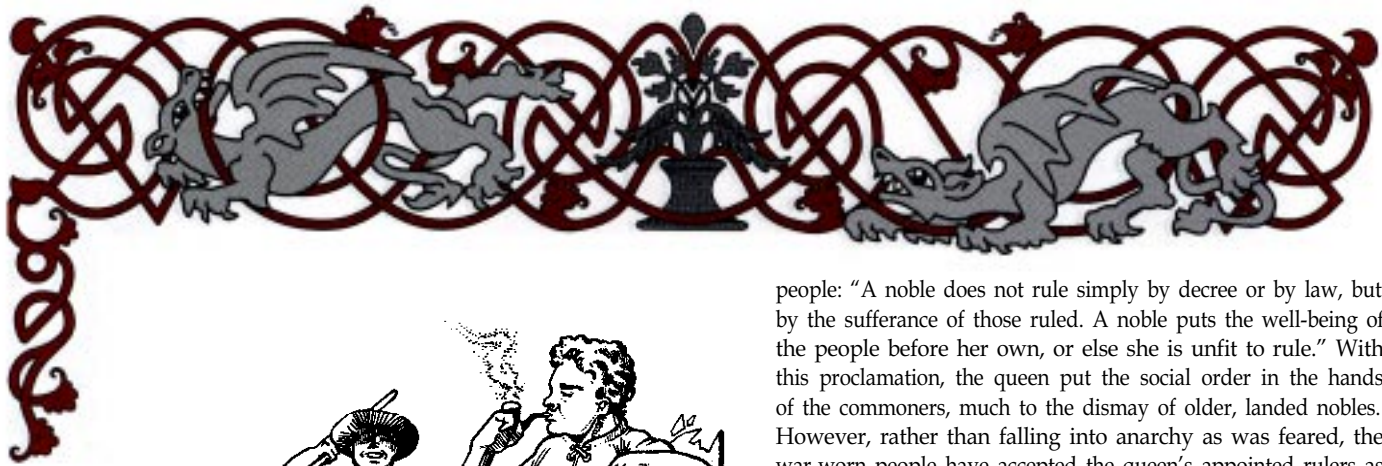
Half-elves here are rare but are accepted by most Tethyrian humans, though treated with suspicion (if not hatred) by elves. There are exceptions, such as the half-elf children born among the druids of Mosstone and the elves, or those whose personal actions and heroism prove their honor and integrity to elves.

Half-orcs are more common than half-elves but never easily accepted by any race. In fact, they are often considered as much "monsters" as full orcs. To survive in Tethyr, half-orcs must have luck, skills, and behavior above reproach and few do. Queen Zaranda is changing how half-orcs are treated, but old attitudes hold sway the farther from the capital one travels.

In the past, Tethyr was patrolled by its army to keep monster populations at absolute minimums; kobolds became extinct in Tethyr nearly 500 years ago. Now, many monster races native to Faerûn (and many bandits, too) can be found in the countryside, thanks to the disarray of the last 20 years. Warlord Vajra Valmeyjar's scouts and adventurers are now licensed to hunt down monsters; by the end of 1370 DR, humanoids such as orcs, ogres, bugbears, trolls, goblins, and hobgoblins will be repelled from the western lowlands of Tethyr. The fight to restore Tethyr's reputation as a monster-free nation continues in the eastern highlands, and the movement of monsters escaping Tethyr is worrisome to its neighbors.

Social Customs

Tethyrian society was once open and trusting, but the turmoil of the past century has marred that quality. The excesses of the last Tethyrian kings and the chaos of the Interregnum turned a compassionate people into folk ever wary of treachery and deceit. Many of the abuses of previous regimes have been pub-



lily denounced and banned by the current monarch. The folk of Darromar, Zazesspur, and the northern lands of Tethyr have witnessed firsthand these changes and are filled with optimism for the future, but southern farmers and eastern highlanders are skeptical of the high promises made by the new nobility.

Social customs in Tethyr are greatly affected by class status and land ownership. Land is of the greatest importance to Tethyrians, and a person's connection to it establishes his status in society far more strongly than his wealth alone. Land owners are accorded the most respect, but status-conscious nobles earn great regard from their people if they take good care of their lands. Many nobles fell during the Ten Black Days of Eleint for abusing the privileges of land ownership, harming or neglecting their lands and the people tending them.

Tethyrians of all races show their respect for the land by surrounding themselves with growing plants. In the cities of Tethyr, window boxes of flowers and courtyard gardens are the norm. Queen Zaranda has asked all of the cities and towns of Tethyr to each set aside an area for use as a public park, an idea which all have embraced with vigor. It is now a matter of civic status to have the largest or best-maintained park, though few can match the splendor of the great flower-filled Garden of Rhinda, planted in honor of King Haedrak's mother, that embraces the hill beneath Faemtarn in Darromar.

With the reestablishment of social order and a new nobility in place, new social customs are slowly taking shape. Just as they always were, the peasants and laborers of Tethyr are ruled by counts, and the counts are answerable to dukes. Dukes are held accountable by the royalty and the monarch. However, Queen Zaranda publicly proclaimed that just as the gods depend on their worshipers, the nobility needs the support of its

people: "A noble does not rule simply by decree or by law, but by the sufferance of those ruled. A noble puts the well-being of the people before her own, or else she is unfit to rule." With this proclamation, the queen put the social order in the hands of the commoners, much to the dismay of older, landed nobles. However, rather than falling into anarchy as was feared, the war-worn people have accepted the queen's appointed rulers as fair and just. The people believe their taxes and impounded goods should keep their counts, dukes, and queen in a manner that reflects each province's wealth or social importance.

A few people actively dislike the new social order of Tethyr. The worst point of contention among some in the mercantile class and certain lesser nobles ousted during the Interregnum or Reclamation is the integration of nonnative persons into the nobility of Tethyr. While most so ruled have accepted these new nobles, thanks either to their aid in the Reclamation or their munificence since then, still others (especially among the elder nobility) treat these new nobles as usurpers.

Another divisive issue among the elder population, commoner and noble alike, is the sudden elevation of elves and halfings to royal posts. An oft-predicted backlash against humans has, however, failed to occur (and is in fact unlikely to ever happen). Old attitudes and prejudices still run deep among the mostly human urban population, though the peace resulting from cooperation between races is causing many human citizens to change long-held negative beliefs about demihumans.

The queen was ingenious when she restored many old names and tides from the Queens' Dynasty of five centuries gone. The simple act of renaming Ithmong as Darromar, tying it to the early Tethyrian dynasties, helped heal the wounds of past decades and put the "despots of Ithmong" in memory only. Eliminating certain new titles, such as earl and baron, as well as restoring certain old fiefs, helped many common folk forget the abuses they had suffered under Interregnum tyrants. The Duchy of Dusk and those smaller counties where the greatest transgressions were committed against Tethyr's well-being are now as much dust as their tyrannical rulers. — G

The Curse of Five: The unlucky nature of the number five is a social belief found only in Tethyr. Superstitious folk go out of their way to avoid using five of anything; many rural folk have families of four children and do not risk having a cursed fifth child. Some of these superstitions are long founded and can be seen easily, such as no official building in Shoonach or any other building with five lone steps, always more or less, or no more than four windows (or less than seven) on any particular wall. Many fears about the number five are linked with royalty:

- King Coram IV died of five stab wounds; his captain of the guard was paid with five bars of platinum to do the evil deed.
- King Teremir, the first monarch after the Queen's era, was a fifth son; his kingdom was torn by strife within 25 months of his ascension. King Coram II was also a fifth son, and he was killed by King Teremir II in a coup after five years on the throne.
- King Errilam was a third son but the fifth child of Haedrak II, and his death started the elf-strife that lasted 90 years.
- The five daughters of Princess Kessynna died horribly in Waterdeep as detailed later in the history section.



Languages

While nearly any tongue of Faerûn and beyond may be spoken by visitors and natives within Tethyr's borders, the standard native tongue is still considered the common dialect found all across the Realms. However, there are minor differences in grammar and accent all across the country due to various influences accorded by geography. Given Tethyr's history of rule by dwarves, elves, elementals, and a wide host of humans of many creeds and origins, the "native Tethyrian" tongue is a pidgin mixture of archaic elvish and dwarvish (southern dialects), Old Alzhedo (the "common" tongue for the Elemental Plane of Air), Calishite Alzhedo, Thorass, a now-dead halfling racial tongue, and modern common. Tethyrian common contains borrowed words and phrases from its root languages.

A previous commentator on languages in Tethyr erred. The common tongue was never "mandated" by the former royalty, and the idea that "most of the populace refused to use the language" is false. The chronicler was likely the butt of a local joke. – G

Religion

Tethyr has always been tolerant of religions. However, gods that condone the wanton destruction of land, such as Talos (a.k.a. Bhaelros in areas south of Darromar), tend to be shunned and their faithful ostracized. Some creeds (e.g., Bane, Beshaba, and Cyric) are also unwelcome because of connections with the old regime or the Alemandrian Interregnum. Gods such as Helm, Ilmater, Torm, Tyr, and the nature gods revered in the Forest of Tethir are now prominent thanks to their worshippers' benevolent activities during the last two decades of chaos.

With the reestablishment of order, some strictures were set on religious practices to prevent a resurgence of the anarchy present during the Interregnum. For example, the widespread worship of Bane reputedly fueled the havoc of the Ten Black Days of Eleint as well as maintained some despotic overlords in the years that followed. A measure enforced in Waterdeep has been borrowed to prevent such pious lawlessness. By decree of the Monarch's Privy Council, faiths that wish to worship within Tethyr must hold to the following canon:

- Worship of an individual deity cannot involve the theft or destruction of other beings. No sacrifice of humans, demihumans, humanoids, or animals is allowed.
- A deity's veneration cannot demand tribute from those outside its faith. The faithful may give offerings as they see fit, but nonbelievers cannot be coerced to do so.
- Harmful activities countenanced by one's religion cannot be practiced upon nonbelievers with impunity. For example, followers of Tempus cannot run amok in the highlands, wantonly attacking others simply to further the name of the god of battle. Such worship is often welcome in times of war, provided it is used against Tethyr's foes.

The most prominent gods worshiped in this land are not always the most powerful ones. Nearly every god is paid lip service, depending on the situation, but the following gods carry the most influence and worship throughout the country.

- Chauntea's significance to Tethyr is long-held and precious, since the importance of land-holding and agriculture stems back to the country's founding 15 centuries ago. The reign of Alemander IV saw a marked drop in Chauntea's worship as more weight was placed on mercantilism and urban development, but the highlanders never lost touch with her and are still her strongest supporters.
- Ilmater's importance comes from the alleviation of the suffering of Tethyr's people during the last century. The church established 10 cloisters in Tethyr over the past 400 years, three of which came into being during the Alemandrian Interregnum. All cloisters are placed throughout the country so that a pilgrim or devotee can, with effort, travel from one to another within a day's ride.
- Helm's church established knightly orders that partially curbed the havoc of the Interregnum. The three major fortified holdings of this church at Survale Ford, Velen, and Saradush kept the abuses of nobles and would-be kings to a minimum. Helm and his priests are still respected in Tethyr, if in few other places in Faerûn, for just this reason.
- Silvanus and Eldath are equally revered by the folk of Mosstone, Port Kir, Brost, and other settlements near the Forest of Tethir. Astonishingly, elves of the forest also honor these gods as protectors of their home. Unlike other sects that place Silvanus above other nature gods, those within Tethir's glades treat the strength of Silvanus equally with the peace of Eldath to show the power of nature's harmony.
- Sune and Lliira are powers among the idle rich in the cities of Tethyr. Such worship is frowned upon by rural citizens.
- Siamorphe, a demigoddess formerly limited to Waterdeep, has a small but growing following in Tethyr. Queen Zaranda's public conversion to the church of Siamorphe were proof to Tethyrians of her nobility; the manifestations of Siamorphe at Zaranda's wedding and coronation showed many the power of the queen's noble heart. Many nobles now either piously worship or at least pay lip service to Siamorphe, to show their people that they, too, are accepted as nobles by the goddess of divine rule. While she herself holds no noble title, the Queen's Minister Lady Harlaa Assumbar, as the chief priestess of Siamorphe, is respected, loved, or feared by various nobles.

Upon my return to Tethyr, I found the Nine Star Towers of Mystra had been sacked and burned in the Interregnum, their stones used to build a crude garrison at the headwaters of the Sulduskoon. The reason for this destruction seems to be that Queen Rhinda dwelt at the Nine Star Towers in her youth as a lay sister. My neighbors, Count Dancon Riikklass and Countess Wynnema Dughol, and I now fund the restoration of the school, chapter house, and temple with its nine minarets to their grand state of many years ago. – G



Politics & Power

Your Majesty, my lady and queen,

I submit to thee this draft of a code of laws-henceforth to be known as the Star's Charter—devised for thy approval. These laws detail the responsibilities of the nobility to the constituency. Also enclosed is a sheaf of drafts on thy laws for governing thy people of high and low birth. Our efforts to create a set of laws applied equally to all races Tethyrian are hampered by our inability to receive an extended audience with Treespeaker Rauthomyr on matters of elven law. The dwarves, halflings, and gnomes have been more forthcoming. Still, our initial plans are deemed solid enow by the king and my fellow chancellors that we may present this draft to thee.

—Lord Tardeth Lluinistaph, Duke of Suretmurch, Lord Just Chancellor ("TL")

GOVERNMENT

The developing government has stabilized under the charismatic rulership of Queen-Monarch Zaranda Rhindaun and her husband King Haedrak III. Sovereignty and secular authority over the ruled descend from the monarch, but today's Tethyr is unlike previous despotic regimes. The monarch established in the Queen's Dictum-Arista the following: "The monarchy and its authority depend solely and absolutely on the goodwill and health of those ruled, rather than the opposite truths we once held. I shall be queen and monarch for as long as the people deem me worthy, and not one moon further. The nobility's right to rule may be approved by godly forces, but in Tethyr, the people shall accept the rule only of those who prove their inherent nobility and right to govern in the eyes of their lieges and those governed. This decree allows no mob rule, but states to the people, the state, and the gods above that rulership is a responsibility to be respected rather than a privilege to be abused. Tethyr has suffered much, and it is Tethyr that shall help me govern her to health and prosperity anew." This dictum was widely copied and read with much fanfare in the major cities and towns of the realm in the first month of Zaranda's reign.

Under this new system of responsibility to the people, the duties of nobility are clearly stated in the queen's Writ-Nobila, which was copied and distributed among the counts and dukes of the realm at first Harvestcourt. As she accepted each vow of vassalage and obedience to the Crown, she and the attendant noble witnessed the writ as a contract for legitimate, honest, and accountable rule over Tethyr's lands and peoples. The Writ-Nobila established a sealed document which assigned the duties of a noble, defined the boundaries of each noble's office, and most importantly left few open powers through which the queen's vassal lords could usurp the authority she delicately holds today.

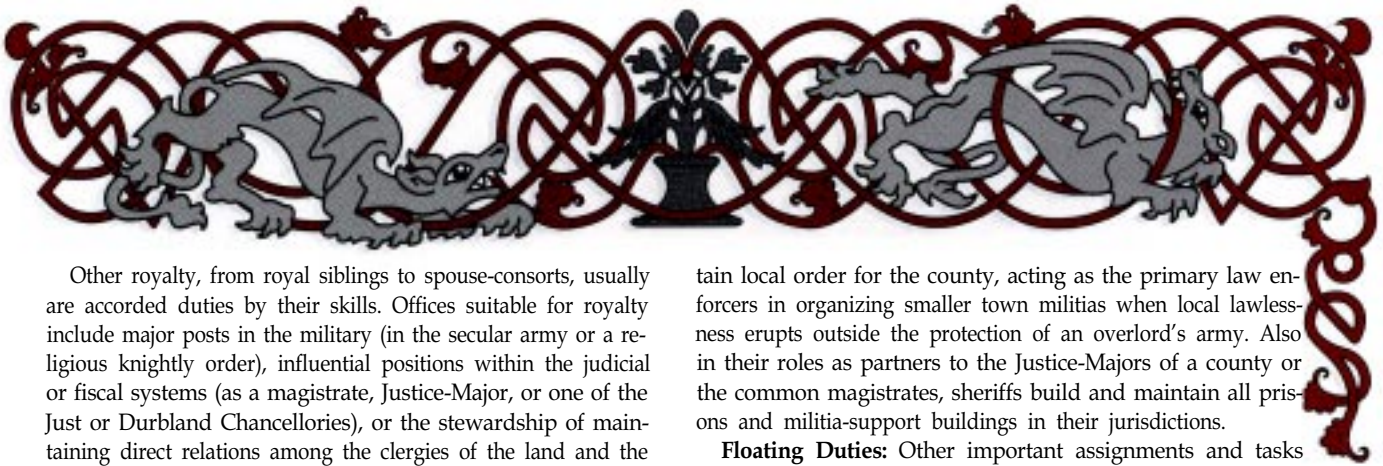
The Duties of Royalty

The monarch's role in Tethyr's new order changes little in practice or substance from previous reigns, except in how the queen perceives and approaches her tasks. She rules over all people within Tethyr, from stable hands to dukes. She must hold court twice a year, at Greengrass and Higharvestide, for the management of her kingdom, with other courts as needed by the Crown. The monarch further is the sole person able to adjudicate and dispense high justice over royalty—in other words, only the monarch or her regent can sentence another royal personage to death.

The monarch must have a royal palace fit for her station, supported by public taxes (though Faemtarn's initial construction was completed without any public taxes, thanks to an appropriated hoard of gems). The monarch must support multiple standing armies of sufficient size to protect herself, her royal palace, her capital, and the realm itself. These armies are raised and supported by the Crown and by levying the vassal duchies.

Royal heirs spend their lives learning statecraft and other life lessons from their monarch, their regents, and others of the royal court. When an heir reaches 15 years of age (the Tethyrian age of majority), he or she accepts the duties relegated among the lesser royalty until such time as he or she can claim the royal birthright as monarch.





Other royalty, from royal siblings to spouse-consorts, usually are accorded duties by their skills. Offices suitable for royalty include major posts in the military (in the secular army or a religious knightly order), influential positions within the judicial or fiscal systems (as a magistrate, Justice-Major, or one of the Just or Durbland Chancellories), or the stewardship of maintaining direct relations among the clergies of the land and the Crown as Alms Chancellor or Crown Ecclesiastic.

The Duties of Nobility

Dukes of Tethyr must maintain the health, welfare, and productivity of their lands for the Crown. Along with the Justiciar for his duchy, a duke can dispense high justice over his commoner vassals, though only the Just Chancellor, a High Justiciar, or the monarch can do so over a vassal noble. The duke must collect taxes of goods, food, and coin from his servant counts to support his duchy and the Crown. The duke is expected by his people to maintain a castle fitting of his standing. He must also keep an army trained for the defense of the duchy and its member counties as well as one specifically for the duchy seat; while all military men receive their training at the duke's court, they are rarely fully assembled but are scattered amongst the local militias of their home counties, to be called together only in time of need. It is the duke's burden to manage trade agreements between his duchy and others under the chancellorship of the Purse and Trade Chancellory. Finally, it is the duke's assignment to use his taxes and people to preserve the broad infrastructure of the duchy, from roads and trails between the towns and counties to major building projects such as the restoration of a defensive wall around a city or the construction of a rural temple in conjunction with its priests.

Counts, much like the dukes of Tethyr, preserve the fitness and prosperity of their lands for their dukes and the Crown. While they have no regular armies to levy (save those requested by the dukes or monarch), they do support and train the local sheriffs of their counties as well as the militia charged with the defense of the county seat. Counts may dispense low justice over their commoners, but high justice is reserved for the high nobility and the upper echelons of the magistrates. Tax collection of goods, coin, and grain is made by the counts and their servants, though the bulk of the taxes go to the duke (and, through him, to the royalty). Counts must guide any intercounty trade agreements and preserve the local infrastructure within the county by, for example, rebuilding villages or assigning repair crews to dilapidated town halls.

The Duties of Sheriffs

While not among the nobility per se, sheriffs' tasks are likewise delineated by the Writ-Nobila as important to the preservation of order and law in Tethyr. As commoners, though potentially noble, sheriffs are appointed by the local nobility (i.e., the counts) rather than being hereditary posts. With at least one sheriff per town and no less than three sheriffs per county, it is the obligation of said sheriffs to collect the taxes for the county to deliver to the duke and queen. Sheriffs must main-

tain local order for the county, acting as the primary law enforcers in organizing smaller town militias when local lawlessness erupts outside the protection of an overlord's army. Also in their roles as partners to the Justice-Majors of a county or the common magistrates, sheriffs build and maintain all prisons and militia-support buildings in their jurisdictions.

Floating Duties: Other important assignments and tasks exist for the nobility. Nobles and commoners alike receive these tasks as royal appointments or as duties delegated by chancellories. Each county and duchy and the Crown Lands alike apportion dull but important tasks like food storage, weapon maintenance, and so forth as they see fit.

Lastly, the trust of training the young to becoming proper young nobles or officers of the court is often (but not mandatorily) the duty of a higher-ranking class. Therefore, the children of a count are brought to their duke's court as pages to learn their roles, just as the children of dukes learn statecraft at the monarch's court. It is possible to receive training elsewhere, but the prestige of such training and the attendant expectations of society make other outlets poor choices without other serious considerations such as religious vocations or magical study.

The Royal Councils

As both Queen Zaranda and King Haedrak are new to the royal purple, both are still learning how best to perform their important roles as rulers. As such, they each rely heavily on the advice and guidance of their nobles and others whose knowledge they trust. There are a number of constant advisors at hand in Faemtarn including the Lord Royal Chancellor and the Warlord, as well as other long-standing friends. Officially, the queen relies on two stages of councils to help her manage this long-abused nation: her official Royal Privy Council, for major decisions of state, and unofficial Queen's Councils, for lesser matters.

Beneath the monarch, the next most powerful stage of government is Queen Zaranda's Royal Privy Council. This council has 15 members whose noble or political titles demand their seats on the council, regardless of who might hold those titles. The council consists of 10 nobles: the monarch, her eight dukes, and the Heir-Apparent or a Crown Regent of said heir. The Duke-Protector of the Crown Lands does not automatically gain a seat on the council since this is an honorary title for the monarch's consort, rather than a true sovereign duchy. The council also has five religious and racial emissaries of the commoners: the Archdruid of Mosstone, the Treespeaker of Tethir for the elves, the Hills' Voice for the halflings, the Shield Brother of the remaining Starspire dwarves, and the Sannilith, a spokesperson for the gnomes. In order of importance, these are:

- Her Royal Highness Queen Zaranda; Monarch of Tethyr.
- His Royal Highness King Haedrak III; Monarch's Consort, Duke-Protector of the Crown Lands, Crown Regent for Princess Sybille, heir to the monarch's throne.
- Lady Vajra Valmeyjar; Royal Warlord; Duchess of Ankaram, Regent Royal for Princess Cyriana.



- Lord Alaric Hembreon; Duke of the Golden Marches, Lord Royal Chancellor.
- Duke Tardeth Llanistaph; Duke of Suretmarch, Lord Just Chancellor
- Lord Llachior Blackthorn; Duke of Cape Velen, Lord Royal Durbland.
- Lord Inselm Hhune; Duke of Kamlann, Lord Watch Chancellor.
- Duchess Marilyn Haresdown; Duchess of the Purple Marches, High Ambassador.
- Duke Mirthal Aendryr; Duke of Durmista and the Suldusk elves, Scoutlord of Her Majesty's Scouts.
- Duke Foxfire; Duke of Noromath and the Elmanesse elves, Bowlord of Her Majesty's Bowmen.
- Lord Lyrminor Vineshigh; Hills' Voice, and Lord-Mayor of Vineshade.
- Lord Rauthomyr; Treespeaker of Wealdath and all of the forest's elves.
- Lord Vorn Ghalmrin; Shield Brother, second son of Arduke Obar Ghalmrin and heir to Clan Ghalmrin.
- Lady Simonne Whitebrow; Samnilith, priestess of Gond, and City Councilor of Zazesspur.
- Arkaneus Silvermane; Archdruid of Mosstone.
- Lord Vander Stillhawk; Monarch's Champion; Regent Royal for Prince Coram.
- Lady Perendra Raslemtar; Countess of Elemetar, Court Vizera.
- Lord Gamalon Idogy; Count of Spellshire; Court Sage.
- Lord Dancon Riiklass; Count of Varyth; Duties Chancellor.
- Lord Malcor Grannox; Count of Ithmonn, Law Chancellor.
- Lady Harlaa Assumbar; Queen's Minister, High Lady Scion of Siamorphe.
- Lord Vartan Thrynnar; Count of Alonmarch, Lord Historian.

The Monarch's Councilors must fulfill the duties of the Council in addition to any responsibilities in their own domains or other appointments. As advisors to the queen, they are expected to convene at the monarch's request, and they must meet in full Council at Harvestcourt and Greencourt or resign their seats to others of the monarch's appointment. Queen Zaranda, while an able decision-maker, prefers to have the full gamut of opinion and knowledge of her Council at hand when deciding matters of state that affect the whole of Tethyr. In turn, she expects her Councilors to learn more of the larger picture as well, rather than their select parts of their homeland.

The lesser, more informal assemblies known as the Queen's Councils are convened at irregular times by the request of the queen. While not necessary in the eyes of the law (since the queen-monarch's decisions are law), Queen Zaranda deems it just to assemble the appropriate chancellors, nobles, or commoners to a Queen's Council on particular topics for their shared expertise (which she gathers and assesses before asserting her own royal privilege). In the first year of her reign, the queen convened Queen's Councils on the rewriting of Tethyrian laws; the restoration of old (or the creation of new) education systems for nobles and commoners alike; the restoration of Myratma, Saradush, and Darromar; strategic planning for the defense of Riatavin and Ithal Pass; and the establishment of two knightly orders: the Warriors of the Star and the Loyal Order of Innocents. These councils will continue to meet at the convenience of the monarch until their business is resolved by the queen's decree. Regulars among the Queen's Councilors who are not also among the Privy Council in-

The Knightly Orders

During the Interregnum, only three forces held sway in Tethyr: bandits, a few nobles (mostly merely titular and corrupt, though a few were just), and religious houses, a number of which had their own knights to protect them, their lands, and their nearby faithful from harm. Following the Reclamation, more knightly orders have been established to supplement the queen's armies and to bolster the more deserving churches.

As expected, the majority of the knightly orders within Tethyr are of a religious nature, though one major group is secular. Regardless of primary affiliations, the knightly orders are, by oaths of allegiance to the queen, obliged to join as elite units of Her Majesty's armies in times of war or great need. The Crown Ecclesiastic, a lesser royal liaison between the religious orders and the monarch, commands the collective knightly orders under the Royal Warlord, while each individual unit is commanded by its own leader. Unless otherwise established, each knightly order maintains its own armories, forges its own armor and weaponry, and provides food and shelter to its own men.

There are a number of growing orders within Tethyr, and they are expected to see a surge of growth with the new stability and the development of the current noble children and rising activity among the demihumans. At current, the most prominent orders are the following:

- **Arvoreen's Marchers:** This 12-year-old group's members are exclusively halflings, with a few gnomes. The group's founder and leader is the halfling warrior-priest Estemal Talltankard (LG halfm F/P 6/7; Arvoreen). The Marchers number about 75 in all. Estemal's determination, with some aid from Zazesspur, kept most of the chaos of the Interregnum out of the Purple Hills. Members of the March include warriors, priests, and rogues (the latter operate as spies and couriers). Arvoreen's Marchers patrol the Purple Marches, primarily through County Vintor, and are the force that ousted many monsters from the duchy. Their base is just north of the halfling community of Barrowsmom in a forsaken manor destroyed during the Ten Black Days but later rebuilt by halflings and gnomes under Estemal.

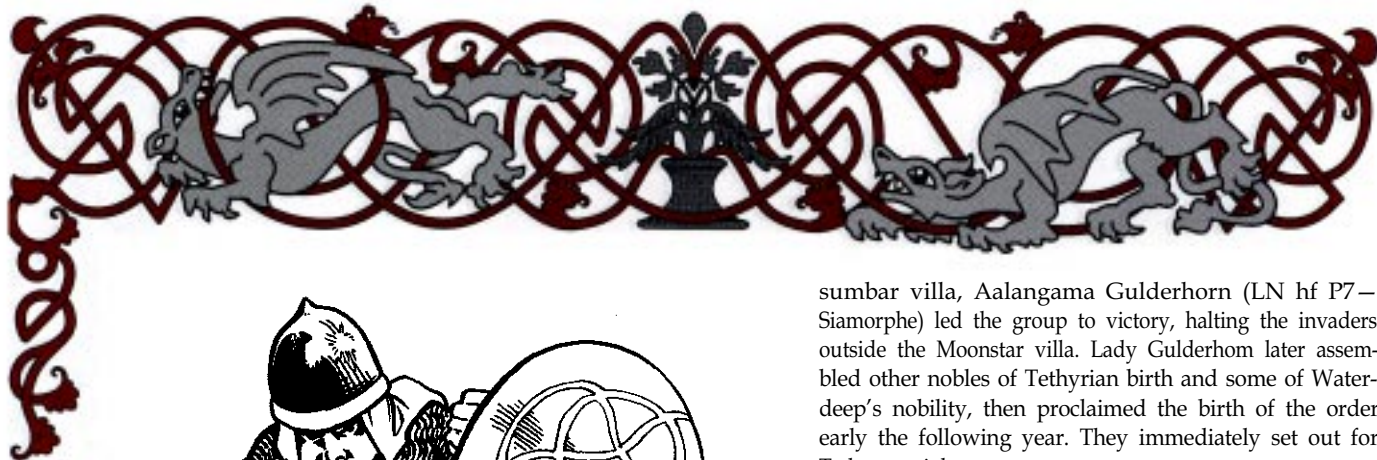


- **The Champions Vigilant:** This group is currently among the most prestigious of the knightly orders, second only to the Order of the Silver Chalice. This popular order of Helm-worshippers has a centuries-long history of dedicated service in defending Tethyr. Their members' vows to protect the innocents of Tethyr made them heroes when they began in the Year of the Long Shadows (1164 DR) during the reign of King Coram III. During the Interregnum, those same vows saw them at odds with many an opportunistic baron or bandit gang. Still, they kept their forces relatively secure throughout the two decades of unrest, and their protected followers are so grateful that any outsiders in eastern Tethyr or on the Almraiven Peninsula who speak ill of Helm (due to the Time of Troubles) may find themselves at the bad end of a brawl. This serious group of militant clergy is over 2,000 strong, its ranks filled with clerics, crusaders, priests, and warriors piously dedicated to Helm. The leader of the entire order is High Watcher Toram Gyvvalstorm, and he runs the order from its oldest holding at the fortified abbey of Chevangard in Survale Ford. The other two fortified bases for these warrior-priests are found at Velen and Saradush.
- **The Knights Kuldar of Barakmordin:** The fortified abbey of Barakmordin is one of the few collective temple complexes to the Triad of Ilmater, Torm, and Tyr. What sets it and its worshipers apart from other individual groups honoring any of the Triad is its singular order of militant

holy warriors. Composed of clerics, crusaders, paladins, rangers, priests, and pious fighters of all three faiths, the Knights Kuldar have all vowed to do their best to heal the sick, help the weak, and avenge those harmed by injustice. Sometimes called the Barakmordanna among the local populace, these champions number about 2,400, the majority of them worshipping Torm, though all are considered equal brethren. The group is led by a triumvirate of martial commanders, one from each faith of the Triad: Revered Father Darrom Vallson, Painbearer of Ilmater (LN hm P12–Ilmater); Tomas Trosbann, Great Sword of Torm (LG hm Pal14); and Hammer Lord Gharek Minorson, Holy Justice of Tyr (LG hm P11–Tyr). Each man is among the senior clergies of the temples of Barakmordin, though his primary activities are among the Knights Kuldar. This order has been a tripartite coalition since the Year of the Lean Purse (1198 DR).

- **The Loyal Order of Innocents:** The newest of the prominent knightly orders, the Loyal Order of Innocents was created by the royal decree of Her Majesty Queen Zaranda at her first Harvestcourt in the Year of the Gauntlet (1369 DR). This order of knights and clergy is dedicated solely to Torm, god of duty, and is exclusively made up of paladins and crusaders of Torm. While independent of royal control, this order is allied with the five-spired temple of Torm in Darromar called the Open Gauntlet. High Priest and Loyan Dhelm Barsymn (CG





hem P8—Torm) has given the Innocents free access to the Gauntlet and contributed heavily (as does the queen) to the coffers of the growing order of paladins. The Loyal Order is commanded by his lordship Ellem Sunspire II (LG hm Pal9) from County Bardshyr, and has such illustrious members as the count of Hazamarch Lord Rikos Dhugol (LG hm Pal7), the Lady Kyrresha Beyross (LG hf Pal6) of Saradush, and Garron Ersemm (LG hf Pal5), a hero of the Reclamation Wars from Waterdeep and the beloved of Countess Kyrin Hawkwinter.

Her Majesty petitioned the 35-member order to consider a nomination for a new patron saint of their order: her fallen ally Shield of Innocence, an orog paladin of Torm who helped save Zazesspur. While the matter is still under discussion among the order and the church, many members from Zazesspur support the proposal and insist Shield's likeness be rendered among the mosaics of other heroes on the walls of the unnamed chapter house being built along the trail from Survale Ford.

- **The Order of the Silver Chalice:** Formed officially in Al-turiak during the Year of the Serpent (1359 DR), the Order of the Silver Chalice is the sole fighting order of Siamorphe, goddess of nobility. The order informally assembled in Waterdeep during the Time of Troubles. The city was under attack by Myrkul's minions when nine young nobles banded together to defend Sea Ward and its nobles. A minor priest in Siamorphe's clergy at the As-

sumbar villa, Aalangama Gulderhorn (LN hf P7—Siamorphe) led the group to victory, halting the invaders outside the Moonstar villa. Lady Gulderhom later assembled other nobles of Tethyrian birth and some of Waterdeep's nobility, then proclaimed the birth of the order early the following year. They immediately set out for Tethyr to right wrongs.

In the 10 years they fought to restore just rule to Tethyr, the Silver Scions' struggles ultimately led to their support of the Reclamation, though this cost them the lives of all but three of their founders during the siege at Myratma. In gratitude, the queen restored County Morninggold's lands and titles to Aalangama Gulderhom. Lady Gulderhorn still rules the order, and it now defends Tethyr's eastern borders from monsters. The order still maintains a fortified manor holding in southern Morninggold called Mount Noblesse, which acts as the order's chapter house.

To belong to the Order of the Silver Chalice is a mark of prestige among the nobility, and it accepts members only during Shieldmeet or under special circumstances like the Reclamation. Upon their coronation, Queen Zaranda and King Haedrak both received honorary memberships and the titles of Defensors Royal of the Chalice. Although a number of the newer nobles of Tethyr are not quite as established in their lineage, the Marquise Scion Gulderhom also granted honorary memberships to Lady Warlord Vajra Valmeyjar (duchess of Ankaram), Lord Oxsal Keeneyes (count of Monteshi, the first halfling member), Lord Tardeth Llanistaph (duke of Suretmarch), and Lord Oon Santele (count of Surkazar). The countess Morninggold hopes to raise the order's membership to the levels achieved by the older knightly orders of Helm or Torm, though membership is currently restored only to 40 from its high of 75.

- **The Warriors of the Star:** Formerly Star Protective Services, the "Warstars" is now an elite force of warriors in the queen's palace army. These 40 fighters and rangers are the personal bodyguards of the royalty. The Warstars were led by Highstar Balmeric; now, their senior member is the leader, Monarch's Champion Vander Stillhawk. Their headquarters and barracks are in the South Tower of Faerntarn. Unlike other orders, the Warriors of the Star are wholly supported by royal grants. Many members are also palace guards or Darromar militiamen, though their duty to the queen takes precedence over all other orders.

Law & Order

All laws in Tethyr are currently under review. The queen's highest titled authority on the law is the Lord Just Chancellor, His Eminence Lord Tardeth Llanistaph, the duke of Suretmarch and former adventurer-leader of the right-minded Company of Eight. Still, Duke Tardeth and his four subchancellors (who



oversee the written laws, titles and succession, magistrates, and sheriffs) follow the queen's request to restore the old laws of the Queens' Dynasty or use them as the basis for new laws.

Until a code of laws is finalized, Queen Zaranda has reinstated the ancient but widely understood system of High and Low Justice for the classes. High Justice includes crimes whose severest sentence of capital punishment is applicable even over the nobility. Low Justice covers mundane crimes and justice for commoners. In many ways, the basics of this system are incorporated into the final form, with concessions made for legal representatives for the halflings and rare gnomes, whose opposition to capital punishment is quite vehement.

Directly following Queen Zaranda and her nobility in the interpretation and execution of the laws of the land are the magistrates. The highest-ranking magistrate in Tethyr, aside from the monarch, is Duke Tardeth, the Just Chancellor. Nearly equal to the chancellor's judicial influence are the High Justicars, the highest legal magistrates for each of the races, to ensure that a halfling, elf, or dwarf has a chance to be heard by a high-ranked magistrate who knows the appropriate racial mores.

Soon after her allocations of noble titles at Harvestcourt, Queen Zaranda also found seven men and three women of noble blood whose counsel she trusted, and she appointed them as her Justicars, the highest ranking magistrates outside of the royal court. Many of these were the younger siblings or elder children of high nobles. These Justicars are, no matter their noble ranks, the only persons in Tethyr other than their Just Chancellor, High Justicars, or the monarch capable of proclaiming High Justice and a sentence of death against others of noble blood. Six of them were immediately posted in the duchies of Cape Velen, Kamlann, Purple Marches, Ankaram, Golden Marches, and Suretmarch as the primary legal advisors for the Crown to the ruling dukes. The four remaining Justicars presided over the Interregnum Trials under the advisement of King Haedrak, where numerous minor nobles and opportunistic merchants were tried, convicted, and punished for their crimes against the state and the people of Tethyr. With the conclusion of the trials at Mosstone, the four Justicars become itinerant legal representatives throughout Tethyr, going where needed.

While there is little precedence for the High Justicars, we felt it best to balance the objective system of laws with the subjectivity sometimes necessary from a racial or historical standpoint. Thus, the High Justicars represent the voices for all the races of the citizens of Tethyr and the older laws, morals, or codes they may see as more justified than the newer laws. Until such time as everyone embraces the laws equally, the High Justicars will balance the general legislation of today with the precedence of yesteryear. — TL

Following the Justicars in rank are the Justice-Majors, the primary magistrates for each of the counties. They preside over the high courts of each county and oversee the workings of the local magistrates in their jurisdictions. Justice-Majors tend to be of common birth and so can try but cannot convict or execute high-born defendants. They can also influence the appointments of sheriffs within their counties.

Finally, the lowest level of the judiciary system is also the hardest-working level: the local magistrates themselves. If a settlement has more than 100 people, a Justice-Major or a Justiciar can appoint a magistrate over that settlement or landed area. In addition, each Justice-Major has a subordinate staff of four magistrates to act as his proxies and clerks, while each Justiciar has a similar staff of nine magistrates to help oversee legal activities. The common magistrates can free sheriffs' prisoners or remand them to a higher magistrate's jurisdiction, and control a court for commoners and lesser nobles alike. If a magistrate must hear a trial of a noble, the Justice-Major for the county or the nearest Justiciar is summoned to aid in the trial to allow for fair trials.

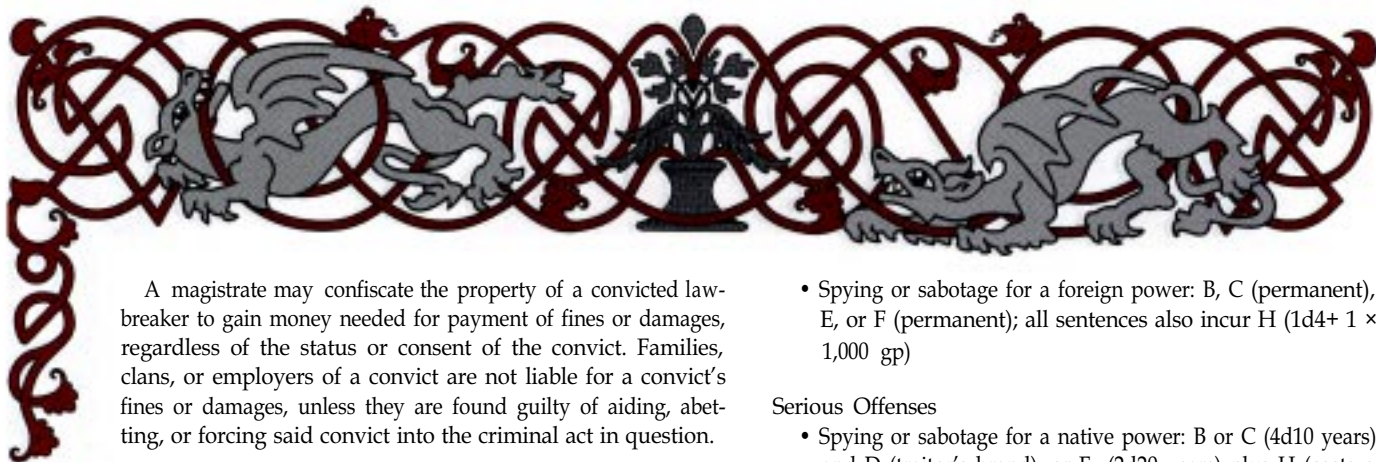
Any citizen of Tethyr is currently allowed an appeal to a higher magistrate within a tenday of any sentencing (or two days to overrule any death sentence). Appeals may be heard by the county Justice-Major, a traveling Justiciar, or by a special audience with a count, duke, or royal. Often, cases can be brought to the High Court, the Just Chancellor's court at Darromar, or rarely to the court of Queen Zaranda, should the case be extreme or the accused high-born. The High Court hears all cases of murder and other severe crimes; reports of suspicious deaths, serious assaults, misuse of magic; succession and inheritance disputes; and appeals from the citizenry against magisterial judgments. Judgments are often upheld but mitigated or reworded in minor ways; most magistrates are honest and insightful people, or they would not hold their positions in Tethyr for long.

Laws & Punishments

In the legal system's current rough form, there is enough leeway to allow the queens' magistrates to administer to the legal proceedings of the realm. Her Majesty trusts the Justicars' honesty, integrity, and understanding of how she wishes to see the law work in Tethyr, whether established by law or royal precedents. Duelling is outlawed, and sheriffs are urged to not use lethal force to apprehend suspects (a guideline difficult to follow in practice). Many laws are still being drafted, and finding the balance that will suit pacifistic halflings, caustic dwarves, vengeful humans, paranoid elves, and impassive gnomes is tough. When final laws are set down, they are meant, above all, to be a model of fairness and equal justice.

By Queen Zaranda's and Duke Tardeth's mutual decree, many laws in Tethyr, even after the inception of the Star's Charter, remain unwritten and within the "rational prudence" of the magistrates. The final word also lies in the hands and heads of the nobles who may overrule magistrates in some cases; if this should lead to abuses or injustice against Tethyr, the magistrate or noble responsible shall find himself within the High Court begging for mercy.

The following are brief summaries of crimes and their corresponding sentences, as loosely defined by the Star's Charter. This is only a foundation for sentencing, rather than an absolute and iron-clad ruling. The magistrates of any level are on their own recognizance to determine absolutely guilt and innocence, and set any sentence (or lack of one) they consider fitting if a crime is deemed justified, innocuous, or inadvertent.



A magistrate may confiscate the property of a convicted lawbreaker to gain money needed for payment of fines or damages, regardless of the status or consent of the convict. Families, clans, or employers of a convict are not liable for a convict's fines or damages, unless they are found guilty of aiding, abetting, or forcing said convict into the criminal act in question.

High Justice: Any Severe or Serious Offense; any crime that results in a death sentence; an accountable High or Low Justice crime committed by noble defendants.

Low Justice: Any Lesser or Minor Offense; an accountable crime committed by common defendants.

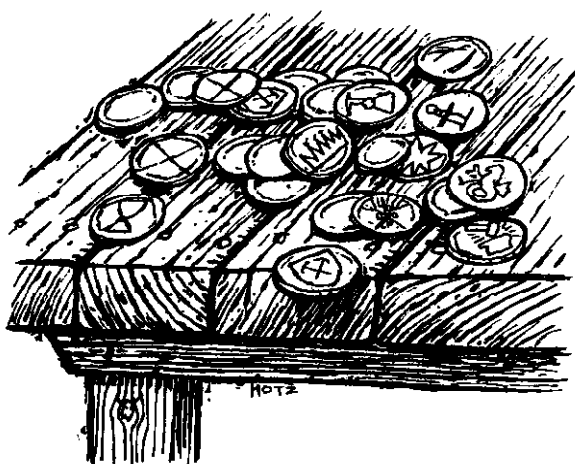
Potential Magisterial Sentences

- A Death (immediate; High Justice only)
- B Death (upon conviction)
- C Enforced Hard Labor
- D Mutilation (loss of extremities, branding, etc.)
- E Permanent exile from Tethyr
- F Imprisonment (unlit dungeon or solitary)
- G Imprisonment (local prison)
- H Fine (payable to county, duchy, or Crown)
- I Damages (payable to injured party)
- J Public Humiliation/Stocks/Edict Against Convicted (public pronouncement of guilt and bans on activity)

Crimes Against Crown & Country: Crimes committed against royalty, nobility, and the realm of Tethyr.

Severe Offenses

- Treason (including assault upon a royal person): A
- Forgery of an official document: B and D, or C (permanent) and D
- Assaulting a noble: B and H (1d4 × 1,000 gp), or C (permanent) and H (1d8 × 1,000 gp)
- Assaulting a magistrate or sheriff: C (1d10 years) or F (1d12 years)



- Spying or sabotage for a foreign power: B, C (permanent), E, or F (permanent); all sentences also incur H (1d4+ 1 × 1,000 gp)

Serious Offenses

- Spying or sabotage for a native power: B or C (4d10 years) and D (traitor's brand), or F (2d20 years) plus H (costs of repairs plus 1d4+ 1 × 1,000 gp)
- Theft, vandalism, or arson against Crown or noble property: D (as justice demands) plus H (cost of repairs plus up to 2,000 gp)
- Bribery of a royal officer, court officer, or military official (attempted or apprehended): C (10-20 years) and confiscation of all property except one weapon, a week's rations, and offender's current clothing.
- Impersonation of a magistrate, sheriff, or royal or military officer: F (one year or as justice demands), H (up to 5,000 gp), and J
- Wrongful seizure or use of land: C (up to 10 years) and I (restoration of land and up to 2,000 gp); or E and H (up to 2,000 gp)
- Repetition of any Lesser or Minor Offense against Crown & Country: C (two months) or G (one month); above sentences added to double the original sentence for the previous offense

Lesser Offenses

- Fraud: C (permanent), I (as justice demands), and J; or F (up to 20 years), I, and J
- Unlawful duelling (manslaughter): C (up to five years) and I (to family, typically 1,000 gp); or F (up to three years) and I (as above)
- Murder with justification: C (up to three years) or E
- Unlawful observation or copying of an official document: F (three weeks) plus H (500 gp)
- Assault upon any realm officer acting in the line of duty: C (one year) and H (50 gp), or F (six months) plus H (as justice demands, usually based on ability to pay)

Minor Offenses

- Blasphemy against foreign ambassadors or royal emissaries: F (1d10 days), H (5d10 gp), and J
- Willful disobedience of any edict or sentence: C (up to 5 years) or H (up to 1,000 gp)
- Interference with task of any realm officer acting in the line of duty: G (two days) and J; or H (up to 50 gp) and J

Crimes Against the People: Crimes committed against the common people of Tethyr by commoners or nobles.

Severe Offenses

- Arson (of a ship, structure, or stored property): G (up to six years) and I (value lost plus up to 1,000 gp); or C (up to five years) and I (as above)





- Murder: B, C, D, E, or F or any logical combination thereof (C or F carries minimum of 15-20 years)
- Assault resulting in mutilation or crippling: D (identical to victim) and I (up to 2,000 gp); or C (five years) and I
- Magical assault: H (up to 1,500 gp), I (up to 3,000 gp), and J; or C (3d10 days) and H (indentured spellcasting for state during sentence)

Serious Offenses

- Robbery: G (1d6 months) and I (value of goods lost plus up to 500 gp)
- Burglary: F (1d6 months) and I (value of goods lost plus up to 500 gp)
- Theft or killing of livestock: I (double the cost of lost stock)
- Usury: I (Crown recovers excess over legal rates, returns sum to injured party)
- Bribery: C (one month) and H (amount of bribe or attempted bribe)
- Forgery (not including official royal documents): C (up to 20 years) and D and the confiscation of all property except one weapon, one week's rations, and offender's clothing worn at the time of sentencing
- Slavery: C (2d10 years); if cruelty or physical indignities are observed, include D. In Myratma, sentence can be commuted to forced exile in Calimshan
- Repetition of any Lesser or Minor Offense against fellow sentients: C (1d20 days) and J, or G (one month) and H (up to 1,000 gp) and J; above sentences added to double the original sentence for previous offense

Lesser Offenses

- Damage to property: I (value of goods lost plus up to 500 gp) and J
- Assault (wounding): G (2 days), I (cost of medical attention plus up to 50 gp), and J
- Assault (without wounding or robbery): G (1d4 days) and I (up to 25 gp)
- Assault on livestock (nonfatal): I (cost of medical attention plus up to 50 gp; plus 100 gp damages if livestock's breeding capability is impaired)
- Blasphemy against any noble or realm officer: G (1d6 days) plus H (2d20 gp)

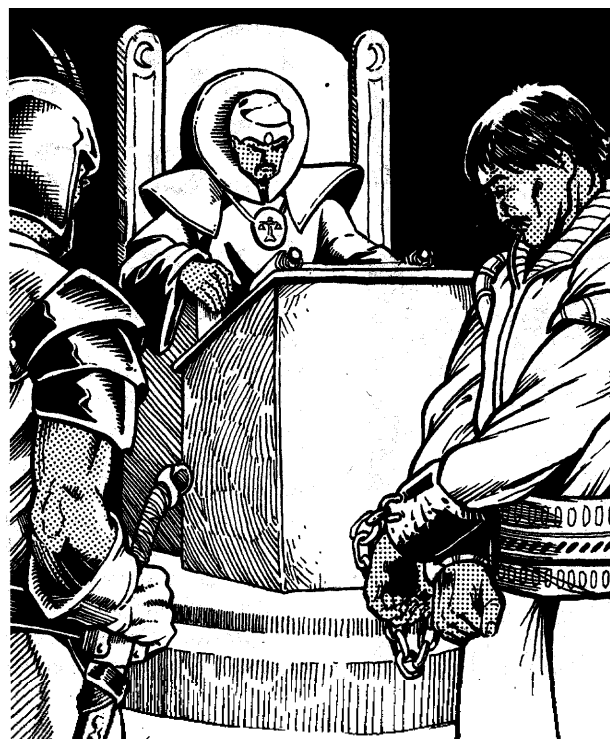
Minor Offenses

- Brandishing a weapon dangerously or threateningly without due cause ("due cause" means one must be menaced with a spell or physical weapon): G (overnight) and H (1d4 gp)
- Excessive noise (interfering with sleep or business): I (up to 10 gp) and J

Crimes Against Religions

Severe Offenses

- Defiling a holy place (temple burglary, temple arson, or



temple vandalism): C (permanent) and I (as justice demands); or E and I (as justice demands)

- Tomb-robbing (or unlawful entry or vandalism of a tomb): B; C (1d10 months); or G (1d8 months), I (cost of repairs plus up to 1,000 gp, paid to temple, city, or family), and J

Serious Offenses

- Theft of temple goods or offerings (includes spoilage or consumption of same): C (1 month), I (double the estimated value of the goods), and J
- Repetition of any Lesser or Minor Offense against religions: G (1d4 months) and H (2d100 gp); above sentence added to double the original sentence for the previous offense

Lesser Offenses

- Assault upon a priest or lay worshiper: I (up to 500 gp; payable to temple, and based on ability to pay) and J; all charges in addition to those from "Defiling a holy place" (above) as result of assault

Minor Offenses

- Public blasphemy of a deity or priesthood: I (up to 10 gp, based on ability to pay) and J
- Drunkenness or disorderly conduct at worship: I (up to 5 gp, based on ability to pay) and J





Coinage & Commerce

CURRENCY

Tethyr's people have used a number of different monetary systems, from the early barter system among the clans to the coins of the Calimshan Empires, the Shoon Empire, and at least four different royalty-mandated coinage systems. With the Interregnum, many of the cities and more-powerful guilds and groups began minting their own coins to provide the new currency usually provided by central governments.

The value of the independently minted currency rose and fell with the changing fortunes of the minting city. Consequently, the prices and wages within a city grew or fell according to their social status. As a result, even though a Darromar coin might be "worth more" than one from Saradush among the moneychangers, the prices and wages in Darromar balanced out to make the coin's value equal in its home to the "lesser" coin. Despite the differences in coin values, each contain a similar amount of gold.

Given the vagaries and constantly changing nature and worth of Interregnum coinage, barter became a major form of currency and exchange for over 20 years. This had always been a major form of trade among the Highlands, so little changed there, but Ithmong (later renamed Darromar) and some western towns and cities had to adjust to greater amounts of barter of major goods for minor goods and supplies. Some areas in Zazesspur and Myratma destroyed during the Ten Black Days became useful as cattle pens or other animal corrals with the greater migration of bartered goods to the safer, powerful coastal cities.

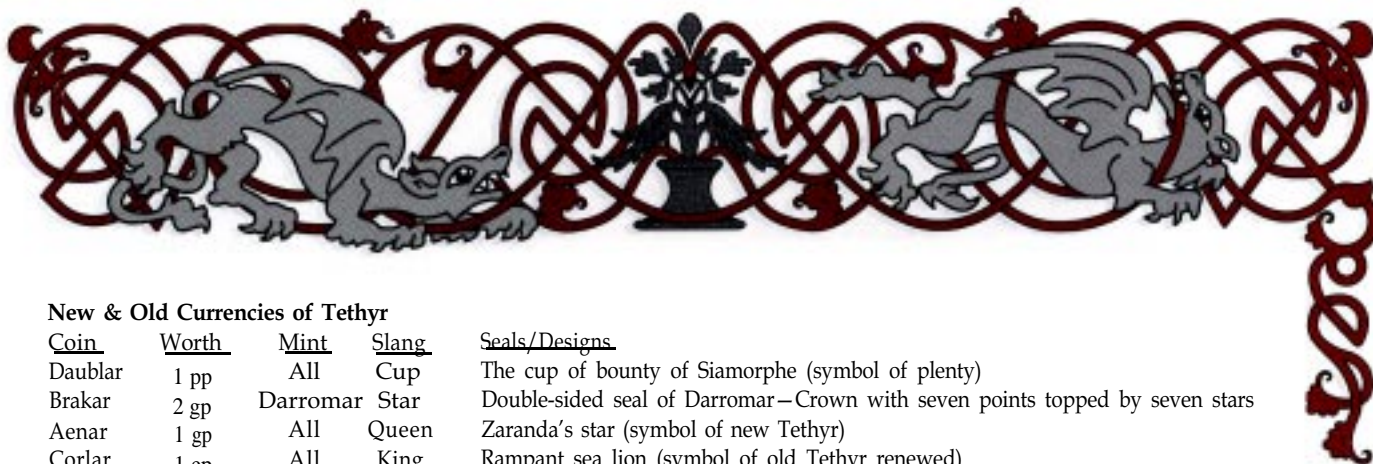
Moneychanging & The New Royal Currency

Lord Llachior Blackthorn, the lord royal durbland, now controls and administers the trade and money of Tethyr. He was empowered to build a new currency system based on equal worth of precious metals, rather than the social status of which city or person minted a coin. Duke Blackthorn has officially closed the individual mints, forcing the city-run operations under his control and making them the local mints of the new royal currency. The primary mint is in Darromar, though the first coins were minted at the duke's home of Velen. The major mints are in the capital and the three other major cities, while there are smaller mints in Velen and Survale Ford.

The new coins are all of uniform size and weight, their metals determining the coin's worth. All coins of like type are equal. On one side of the coin, a uniform seal is stamped for each type of metal coin, and the flip side has the stamp of the city where the coin was minted. The city's mark does not change the coin's value, though social snobbery determines the amount of their use; a number of nobles and merchants think dealing in coins minted outside of Zazesspur is a mark of the lower classes, though the most popular coins among the populace of all fiscal levels are those minted in Darromar.

Each mint is heavily guarded by a small garrison of loyal sentinels employed and, in some cases, personally trained by the formidable Duke of Cape Velen. Old coins are easily traded in, melted down, and pressed into new coin daily. Any folk found counterfeiting coins (particularly an old practice of melting old copper coins, then stamping and gilding them as danterers or other coins) suffer a mandatory prison sentence and public humiliation, as well as confiscation of properties and monies deemed equivalent to the amount forged. The four major mints among the cities can also forge trade bars, large solid slabs of pure metals worth up to 500 aenars, and trade rings, small to large metal rings of equal metal to coins in 20, 50, and 100 aenar weights. Any amounts greater than these currencies are handled in gems.





New & Old Currencies of Tethyr

<u>Coin</u>	<u>Worth</u>	<u>Mint</u>	<u>Slang</u>	<u>Seals/Designs</u>
Daublar	1 pp	All	Cup	The cup of bounty of Siamorphe (symbol of plenty)
Brakar	2 gp	Darromar	Star	Double-sided seal of Darromar—Crown with seven points topped by seven stars
Aenar	1 gp	All	Queen	Zaranda's star (symbol of new Tethyr)
Corlar	1 ep	All	King	Rampant sea lion (symbol of old Tethyr renewed)
Paxar	1 sp	All	Blade	Sword stuck in ground, point down (symbol of war ended)
Donsar	1 cp	All	Lash	A broken whip (symbol of tyranny ended)
Gulder	(1 gp)	Zazesspur	—	Zazesspur's seal on both sides—Three crossed tridents, their cross point ringed by gold coins
Molean	(1 gp)	Ithmong	—	Ithmong's seal on both sides—Hammer striking an anvil, producing seven sparks
Myrat	(1 gp)	Myratma	—	Myratma's seal on both sides—Single eye over an upturned/underscoring crescent with three rivulets draining out of it (symbol of coast and rivers)
Zoth	(1 gp)	Saradush	—	Saradush's seal on both sides—Shield with a crossed pickaxe and battle axe

Prices & Barter

Average prices in Tethyr are usually the same as those in the AD&D® *Player's Handbook* for any food, raw materials, equipment, or other goods. Prices could be higher depending on the time of year, availability of products, and location.

On the whole, the markets of Zazesspur and Myratma are more expensive than Darromar and Saradush, and cities are more expensive than towns and villages, though the latter have limited selections. Prices also vary between vendors who are guild members and those who are independents. To an Amnian, everything in Tethyr is inexpensive, since merchants start haggling prices at only 75% above the cost they're willing to accept (as opposed to 300-500% above in Amn!). Thus, Tethyrian merchants do quite well, as non-Amnian folk don't haggle much and often accept the high prices.

Taxes & Fees

While the Crown and her councilors are still finalizing the form of the annual taxes and fees due the queen and her nobles, the current fees charged unilaterally across Tethyr follow.

- Market duties are shown in the "Market Fees" section.
- Caravan/wagon duties for entering or leaving any city are at least 1 paxar (sp) per wheel for unloaded or unloaded carts and wagons; in Zazesspur and Myratma, the toll is 1 aenar (gp) per cart or wagon entering or leaving a city. These duties go toward hiring and maintaining guards on trade roads.
- Port and dock duties are collected from the captain of a ship or ships, and allow the ship passage into and out of the port, a dock berth for a tenday (or less, if ships leave their berth), the dumping of ballast and garbage, and taking on fresh water. In Zazesspur, port and dock fees total 4 aenars, while Myratma charges 3 aenars. Velen, Port Kir, and Tulmene only levy a single aenar for their fees. Few of the many small fishing towns along the coast of Tethyr have bays deep enough for major trade vessels to berth; those that do have limited dock space. These places are cheaper, but unless someone has a

specific reason for docking there, it's more expensive to move product out of the small places than the major ports that are used to the traffic. These fees are split among dockworkers' guilds, the city, the count, duke, and the Crown every other tenday. The fees are used for upkeep on docks and the harbors.

Taxes proposed by the royal durbland and others but not yet ratified by the monarch are identical to Amn's taxes:

- a "home tax" (1 aenar per single-dwelling house, store, or acre of land in cities; this is reduced to 1 paxar in towns, and 1 donsar in villages or outlying single-family farms). Those in multiple-dwelling city homes and buildings pay 3 paxars per major room (privies and closets exempt). For estates (multiple buildings within encircling walls) or manors, whether in a city or outside, taxes are cumulative (2 aenars per building and 1 aenar per 20 acres of land).

- a "road tax" paid by all towns and cities connected by the trade roads and trails; each settlement pays the Crown 1 aenar per 100 citizens if on a major road or 1 paxar per 100 citizens if connected by trails. Of the settlements or major stops, only temples (including Barakmordin) are exempt from the road tax.

- a "conflict tax" (1 daublar per 100 citizens per month), levied by the cities and towns for a payroll for mercenaries hired by the Crown in times of strife. (This tax was in use during the Riatavin conflict, as the Royal Army is still too small.)

These taxes are collected by the sheriffs or other officials of each count or countess; the count collects 20% of the total, paying the rest to the duke, who collects 40% of the remainder, and then sends the balance of the taxes on to the monarch.

Queen Zaranda will not impose any taxes that do not have a direct benefit for those taxed. Against her better judgment, her councilors and subjects have insisted a certain amount of money be spent by the nobility on court clothes, luxuries, and lavish upkeep the people expect of their leaders. While many agree they would rather have a higher city wall or more guards on the trade roads, they feel the appearance of their new rulers is a matter of national pride.



Market Fees

Tethyr's open markets charge a slight fee for a merchant to rent a space from sunup to dusk in designated market areas of a city or town. Each of the towns provides basic guard protection for the marketplace and all those in it. Each town and city charges differently, and some cities have multiple markets, which affect the fees. All of the collected fees are split evenly among the city, the local count and duke, and the Crown every tenday, but collected at infrequent times by hirelings of the county.

In general, villages only charge for market stall space during the harvest, and then it is only 1 donsars/day. Towns charge 1 donsars/day all year round, and some increase that fee to 3 donsars/day during Harvest. The cities each have particular market fees depending on the market and the time of year:

- **Darromar:** 1 aenar/day during Greencourt or Harvestcourt, 3 paxars/day Mirtul-Eleint, 3 donsars/day Marpenoth-Tarsakh (Queen's Market); 3 paxars/day during Greencourt or Harvestcourt, 1 paxar/day Mirtul-Eleint, 1 donsars/day Marpenoth-Tarsakh (Wheel Market).

- **Myratma:** 5 paxars/day Tarsakh-Uktar, 5 donsars/day Feast of the Moon-Ches (Point Market); 3 paxars/day Tarsakh-Uktar, 3 donsars/day Feast of the Moon-Ches (Weavers' Court); 1 paxar/day Tarsakh-Uktar, 1 donsars/day Feast of the Moon-Ches (East Market).

- **Saradush:** 2 paxars/day Greengrass-Uktar, 2 donsars/day Feast of the Moon-Tarsakh (Sentinels' Plaza); 1 paxar/day Greengrass-Uktar, 1 donsars/day Feast of the Moon-Tarsakh (Market Hill).

- **Zazesspur:** 1 aenar/day Days of Terror-Crowning Day, 5 paxars/day Mirtul-Marpenoth, 3 donsars/day Uktar-Greengrass (Great Market); 4 paxars/day Days of Terror-Crowning Day, 1 paxar/day Mirtul-Marpenoth, 2 donsars/day Uktar-Greengrass (Guildmarket); 1 paxar/day Days of Terror-Crowning Day, 5 donsars/day Mirtul-Marpenoth, 1 donsars/day Uktar-Greengrass (Lesser markets).

Merchant Powers

Thousands of merchants and tradesmen live in Tethyr. Nearly seven out of 10 of them are independent and operate only for themselves and their families. Unlike Amn, Tethyr's independent streak precludes it from dominating local trade, though the government does regulate and tax business to keep the Crown's hand in. Only three major areas of mercantile influence exist in Tethyr: the trade and service guilds, the dominant families of various occupations, and the pirates of the Nelanther.

Guilds

The many trade and service guilds in the major cities of Tethyr rarely form monopolies or affect the prices of goods and services. What guilds do represent in Tethyr is a reassurance that the products or services of each guild are of the pinnacle of quality. Only those workers who prove themselves masters in their trades are allowed into the guilds. Still, independent merchants and craftsmen are no doubt talented, as quality in craftsmanship is a Tethyrian's pride. Tethyrian woodworking, weaving, and other goods and services are renowned for their quality.

As the guilds represent the peak craftsmen of their particular enterprises, guild product prices are automatically high. While haggling is not nearly as much of an art form here as it is in Amn, it is still a necessary and expected part of any deal. Guild merchants and providers automatically (by guild laws) start their pricing bids at 150% higher than what they will accept, and rarely do they drop their prices to those accepted by nonguild craftsmen. *[In general, add 10% to the standard prices for items and equipment in the PHB or the DMG to get the absolute minimum prices accepted by any guild member.]*

While most guilds' influence ends at the marketplace or the particular business quarter, some of them wield enough mercantile influence to place a member (if not the leader) within a position of political power. Guildmasters were seated on the town councils ruling Ithmong (Darromar), Zazesspur, Myratma, and Saradush in the past, and this tradition continues to the present. During the Interregnum, the guilds of each of the cities became aware of the power they





might have over the consumers of their cities, but lacked the influence to control the major city of Zazesspur. As a result, many of the larger guilds and guildmasters from Zazesspur collected in Port Kir, where they could have more control over their guilds' operations, the port and city wherein they operated, and they could more directly affect their trades. Now, with the Reclamation complete, Port Kir is still ruled by the Guild Council, but it is headed and overruled by the Lord-Mayor.

Queen Zaranda does not begrudge a guild from having its say in a town, nor does she bar a guildmaster from local politics. What she *does* do, however (through her proxy Guild Chancellor the Countess-Consort Ranna Keeneyes), is ruthlessly prevent the attempts of the guildmasters to use their personal or guild's political power to create unfair trade advantages for the guild. If such abuses are reported, the guild chancellor is empowered to put the offending politico/guildmaster on trial before a magistrate; if the accused is guilty of using the political power for strictly their own or their guild members' gain, they are removed both from political and guild office and fined according to their abuses. Quite a few of the guildmasters among Ithmong's council backed both the Gallowglass tyrants and consciously used their power to halt the flow of competing goods across the river at Ithmong; needless to say, these guildmasters were removed from their positions and replaced by more worthy guild members, at the suggestion of Queen Zaranda, either before or during her first Harvestcourt.

Mercantile Families

Given the high pride and social importance placed upon good craftsmanship and work ethic in Tethyr, it is not surprising that a given family might dominate a particular trade, product, or service. The apprentice system works to perpetuate a family's dominance in a given field, since nearly all the family's children become apprentices to their parents, and they learn the trade specifically with an eye toward the quality work that will increase the family's fortunes. This gives great incentives for children to maintain the trade and business of their parents, as a generational notoriety and reputation can also be beneficial to trade, even if the quality remains the same or worsens.

In any cities or towns of Tethyr, natives are quick to point out which families or businesses are the best for services or goods asked of them. While not necessarily celebrities, many families (just as certain businesses) are locally known for their work, and the higher the quality, the greater the renown. Major trade families, like the rug-exporting Tiralnars of Myratma or the caravan-organizing Civulteqs of Zazesspur, whose trade goods or services range beyond one city or town or country are, of course, known farther afield, and may even eclipse the local quality products by sheer notoriety. Likewise, a major family that dominates a field or trade could easily dominate a guild, but family reputations can often supersede guild status and allow folks to receive goods and services



as good as or better than a guild's, without the high prices. This is not to say that families do not control guilds; the Finsires of Port Kir have dominated the Fishermen's Guild of their port for decades, and their presence exists in nearly every aspect of life in Port Kir. Many families simply forego this step, as they would rather keep the profits and reputation within the family.

In the past, the former (and some of the current) noble families built their fortunes, lands, and noble titles on their reputations as tradesmen and merchants. The Illehunes, of which Lord Inselm Hhune is the last, distant cousin (hence the corrupted name) made their fortunes as mercenaries and armorers over 200 years ago, while the Blackthorn clan rebuilt its noble name on caravan mastering, cartography, and being scouts and guides throughout the Sword Coast South. Now, as nobles, they are rarely involved with the businesses that built their families, but they still maintain holdings and interests, and their proxies still manage to manipulate business by coy mentions of the family name or by association with the nobles. Indeed, with the family's domination of a trade and thus the influence within an area, most of the families moved on to leadership roles, since they dominated so much of a city's or area's life already. Tethyr's nobility structure still focused on land ownership as a major factor of social worth, and the richest of the families of course bought more land and became the higher-ranked nobles.





NelAnther Pirates

While not a major positive influence within Tethyr's economy, the pirates of the Nelanther exert a certain unifying influence over the independent and family- or guild-affiliated workers of Tethyr. Many pirate groups fell into that mode of life because of failures in their own businesses, the inability to handle the intrigues of Tethyrian or Amnian business, or simple laziness and a desire to live off the hard work and efforts of others through theft and piracy. As Tethyrians pride skill, craftsmanship, and diligence to one's trade, they have no respect for the pirates aside from a begrudging admiration for their seamanship.

The pirates collectively assault nearly three ships out of 10 that leave the ports of Tethyr, and at least half of those ships fall prey to their attacks, while others either escape or are sunk with the loss of all people and salable goods. Whether a family, guild, or independent faction ships products by sea or coastal roads (either likely to come under attack by pirates), Tethyrians pull together to fight the pirates. It is assumed that folk will aid each other against injustices such as this without recompense. However, many guilds and nobles, after helping a smaller operation resist and repel pirate attacks, have begun breaking long-standing traditions and secretly holding a smaller faction indebted to them for certain favors within their business or social influences. This is frowned upon by the Crown and the nobility in general, but even the threat to expose the blackmail is enough to have "accidents" occur to the indebted party.

As they are truly a number of isolated ships, captains, or small forces, the pirates rarely exert any political power. They formerly influenced the government of Tulumene on the Dragon's Neck and used the town for 20 years as a secret safe haven for pirates of the Isles. With their exposure and expulsion from Tulumene by Zaranda and her allies, some of the pirates do now have one singular political agenda: to kill Queen Zaranda. The major pirate powers with this goal are Captain Bahija the Fair and her crews, and the Sea Reavers. This, of course, puts them a bit at odds with other pirates, who see the settling and reorganization of Tethyr as a good thing for trade, leading to more targets and booty when they strike against the ships, even with the increased danger from coastal cutters and defenses. For now, the stability of Tethyr has put a few pirates' crews at odds with each other in Skaug's taverns, but little more. Were the pirates more organized, this strife would cause more problems, but the self-sufficiency of the pirates simply mitigates their dispute.

The Future of Tethyrian Commerce

With the unexpected shifts in fortune for Tethyr in the Year of the Tankard, commerce in the next 10 years will certainly grow and change in different ways than it has for the previous

100 years. While many rural and urban folk alike expected to be taxed heavily to fund the growing and rebuilding cities, nobility, and monarchy, the personal fortunes of Queen Zaranda and King Haedrak and others mitigated the starting costs, though restoring the tax rolls will be a burden the people of Tethyr enjoy, as they know now that their taxes go toward the stability of the realm, not lining a robber baron's pocket. After the Reclamation, a number of incidents set many effects in motion, many of which may not be felt for years:

- Trade agreements made with the Lords' Alliance have Tethyr in tentative sea trade relations with Waterdeep, New Waterdeep of Maztica, and overland trade with Cormyr, the Dessarin trade towns, and Silvermoon and its satellites. It will take at least a year or more for formal, regular trade to flow between these regions and Tethyr, but the boom in trade should aid the country immensely and provide allies to prevent Calimshan or Amn from disturbing Tethyr for the immediate future.

- The loss of Kzelter to the Black Hand of Mintar [see "History & Current Events," events of 1370 DR] has little effect on the overall economy of Tethyr, though the cost of building up defenses at Ithal Pass will temporarily drain the local monetary resources of Duchy Surkazar.

- The defections of Trailstone and Riatavin will have the most long-lasting impact on Tethyr's economy. The costs of maintaining the support armies at the two settlements will be a short-term drain for counties, duchies, and Crown, but these expenses are incurred with an eye toward increased monies from trade with Riatavin. With all the money and caravan trade coming from Erlkazar, the Vilhon Reach, and the Inner Sea lands through Riatavin, the Crown and the local duke of the Golden Marches suddenly see a large, important trade link to the east and north for overland caravans rather than shipping all materials west to Zazesspur. Of course, this will make some in Zazesspur uneasy with lost trade and others thrilled with increased money flow and opportunity; socially, it is one more reduction in Zazesspur's notoriety, and some of its powers are becoming unsettled by the flow of power leaving their city again (after much grumbling over the move of the capital). With Riatavin as such an important trade center for Tethyr, roads and trails from Darromar to Riatavin are absolutely necessary, whether for defensive troops or caravans. This, of course, shifts how trade moves through Tethyr, again boosting Darromar's import and reducing the coastal cities'. While sea trade still dominates the plans for the import/export deals of Tethyr, caravan and overland trade is still far less expensive and more immediately attractive to some in the east, whose costs in shipping down to the Lake of Steam and around Calimshan to Myratma or Zazesspur are far greater than shipping goods north to Riatavin.



History & Current Events

This chapter is taken from King Haedrak's first draft of the *Historia Tethyra*, including many of his personal comments and even secret notes passed on to Elminster. The volumes of this history include notes left by other commentators, including Elminster of Shadowdale and Khelben "Blackstaff" Arunsun. All dates are adapted to Dalereckoning for easy reference.

Tethyr of Ancient Past

My first source for the earliest times of Tethyr is an elven song called "The Birds Sing of Elf-rising." I first heard it during our first royal feast, beautifully sung over several hours by a young elven bard named Jhenrys Autumncurl. The song is the birds' telling of the birth, rise, and height of the ancient nation of elves called Keltormir. – King Haedrak ("H")

More than 15,000 years ago, the lands now known as Tethyr, Amn, Erlkazar, and Calimshan were forested as far as the eye could see. Two races of beings, giants and elves, dominated the forests, though other humanoids populated the tree-cloaked region as well. The elves and giants carved their empires out of this wilderness, the elves earning the love and respect of the forests by working with the trees and their denizens. The elves named this great forest-kingdom Keltormir, after one of their great leaders.

At this time, I believe the forest spread among these bounds: the western Sword Coast, the Cloud Peaks and the Troll Mountains on the north, the five clusters of the Iltkazar Range on the east, and south to the Shining Sea, broken only by Lake Esmel, the Gorge of the Fallen Idol, the Small Teeth, and the Starspire and Marching Mountains. What we now see us the Snakewood, Shilmista, and the Forests of Mir and Tethir were one forest called Keltormir. – H

Your Highness: The Snakewood was once part of Shantel Othreier, which once spread over the Green Fields north of Amn. Its remnants are the Snakewood, the Wood of Sharp Teeth, and the Cloak Wood. The rivers and the main lake north of the Small Teeth kept Keltormir and Shantel Othreier separate timberlands. – Elminsrer ("E")

Unlike the elves, the giants ruined the land and the forests in attempts to dominate and make the land their own. The birds warned them, and the elves knew to remain in the trees and in harmony. Too late the giants learned of the reason for the eclipsing woods, since no giant ever learned the tongue of the birds. Too late, the great ones found their lairs were laid open as wide targets on a clearing within the forests—the targets of the third great race of the region: the dragons of the mountains.

For the next two millennia, the elves protected themselves from their mammoth enemies, but the sheer power of what they fought caused the elves of Tethir to lose their neutral stance. The dragons' wars against the giants led to great fires, which caused the First Tethirrift—the burning and clear-cutting of trees along the Ridge and the resulting separation of the dragon-infested Wyrnwood (now the Snakewood and Shilmista) from the greater body of the forest. Tethir, a young elven warlord and kin of Keltormir, sacrificed his life to slay two ancient red wyrms that lived in the Ridge. This act allowed the majority of his tribe to escape to safety in the denser forests of the south. While the greater body of the forest was still called Keltormir, the northern quadrant just south of the great lake became known as Tethir, after their great tragic hero and the first recorded elven dragon slayer. Still, while the elves were harassed by dragons and giants alike through the following centuries, Tethir's stand earned the elves the respect of the dragons, who had previously dismissed them as ignorant, two-footed cattle.

The First Tethir

The next four millennia saw only strife for the elves. The self-concerned, brutal giants populated lands cleared by dragonfire and their own efforts, keeping elves from restoring the trees. The dragons kept to their mountaintop or sylvan lairs, growing wary of elves, who had learned the finer points of dragon slaying by now. Among the most resolute of warrior clans were the elves of Tethir.





Few battles between elves and dragons were recorded during this time, as every decade brought new wars and destruction into the shade of the forests. One tale, "Inferno," tells of a great drought lasting two summers. After an attack by a flight of red dragons on the center of the elven forest, the dragon fire sparked a forest fire that raged out of control. The fire consumed the whole forest from the coast to the mouth of the Sulduskoon River. This fire, which some believe occurred circa -8800 DR, extinguished four entire clans of elves, 11 giant settlements, at least four green dragons within the forest itself, and thousands of miles of woodlands. If not for the twin rivers that stopped the spread of the fire to the north and south, the elves believe this fire would have consumed everything.

Due to 5,000 years of dragon fire, plagues, and giants' settlements, the great forest of Keltormir was now nearly sundered into three separate woods. Three millennia after Tethir Drag onslayer's fall, the once-unified tribe of elves splintered into a number of separate clans, each with its own resulting woodland territories. The northern Wyrwood [which had split from the shrinking Shantel Othreier by this time -E] became home to the Sylvanight, Shyr, and Tamlyranth elves. The Forest of Tethir (only slightly larger than it remains today) was now exclusively the refuge of the Suldusk, Tethir, and the Stilmyst clans. Finally, the Berilan, Fellmirr, and Shiningbright clans occupied the greatest part of the forest that lay south of the Gorge (the current Forest of Mir), which was known then as Darthiir Wood. The three forests and their clans maintained contact and trade among their peoples, though they each defended their own lands separately. The Sylvanight elves, among the most warlike of the Tel'Quessir, were swift to take the offensive against the now-dwindling dragons and the ever-increasing giants. Despite its heroism, the clan was destroyed by a host of orcs and giants.

The names of the elven clans were found on a plinth in the hills northeast of Eshpurta in Amn. The plinth was hidden within the forest until dragonfire burned away the glade in which it stood. The 18-foot-high plinth is wide and triangular, with drawings and what appears to be strange writing on each of its three faces. The plinth rests at the center of a dead-magic area. The carvings on the plinth are confusing lines unless viewed from above, where they reveal a map of the three forests of the time. The elvish writing, readable from above, names the elf clans and which forest they entered. The plinth is known locally by humans as the "Pyramid of Magar's Hill" and by elves as the "Stone of Clans' Parting." About 800 years ago, Thennaris Trollbann became the first human scholar to deduce the Pyramid's secret and record it in his diaries (now kept at Candlkeep). -H

Rise of The Dwarves

While human historians have long and rightly held that the fabled dwarven nation of Shanatar flourished roughly 6,000 years ago, most assume that date marks its founding. However, dwarves migrated up from the Great Rift and entered the cavernous realms beneath the Sword Coast South nearly 10,000 years ago, by elven and dwarven estimates. Records among the Shilmista elves prove that dwarves were living in well-established holds

among the mountains of the Iltkazar range as early as -8100 DR. While the local clans contacted in the Snowflake and Troll Mountains were each members of individual settlements such as Torglor and Kolnoror, they all considered themselves part of the great realm of Shanatar, which had its center in Brightaxe Hall (a mammoth cavern beneath present-day Keltar in Calimshan). By counting all of its vassal clans and settlements, Shanatar stretched beneath and within all the mountains of present-day Amn, Tethyr, Calimshan, Erkazar, and the Almraiven Peninsula, making it one of the largest dwarven realms ever.

By -7950 DR, the dwarves and elves established trade agreements between Shanatar and the elves of Tethir, Darthiir Wood, and Wyrwood. Their initial meetings were tense, due to the paranoia of the elves, but a tenuous peace grew. The dwarves and elves settled amicably for two reasons. First, the dwarves had little intention of encroaching on the elves' forested lands, just as the elves had no interest in the mining tunnels of the dwarves. Second, the dwarves gave the elves strong allies who hated giants and dragons as much as they did, and the two races united against their common enemies.

Rise and Fall of The Calim

Up until 11,000 years ago, humans were not even mentioned among the surviving histories of the elves and dwarves of the area, though a major shift in power brought that race into the picture, along with their extraplanar masters. A large force of djinn arrived in the areas around present-day Calimport circa -7800 DR, along with a large force of servants and a few slaves, mostly humans and halflings. Whether they came from the Elemental Plane of Air or another location is unknown, though the humans' skin was a duskier hue than that of the few native to the area who were still struggling to survive in hill caves east of the Snowflake Mountains and south of the Cloud Peaks, Small Teeth, and Starspire Mountains of southern Faerûn.

The powerful djinn and their jann foot soldiers swiftly established their empire by clearing the lands south and west of the Marching Mountains, quickly gaining the enmity of the elves, giants, and dragons in the area. The dwarves remained carefully neutral, as their caverns were the only areas left alone by the genies' march to power. While the djinn were not seen as friends, they were responsible for killing all dragons in the Marching Mountains, and no dragon was seen there again until the era of the Shoon Empire. The power of the djinn, led by the great noble djinni Calim, could not be denied. Calim and his followers built a relatively peaceful realm (aside from skirmishes with elves and wars with giants) that lasted nearly 1,800 years.

More than 1,000 years after the arrival of the djinni and the rise of the Calim Caliphate, the realm's most hated enemies arrived en masse. A horde of efreet called the Army of Fire, led by the Great Pasha Memnon, magically arrived near the location of its current namesake city. Establishing a short-lived country called Memnonnar north of the river, the efreet cleared away even more remnants of the forests west of the mountains. In fact, it is believed that the earliest major settlements at Memnon, Myratma, and Shoonach date from the era



of Memnonnar. For two centuries, both the efreet and djinn empires fought skirmishes and delaying wars against the native populations, though they plotted each others' downfalls.

Finally, in the years known to the elves of Tethir as the Era of Skyfire, Memnon and Calim finally brought their forces to bear. For over a century (-6200 to -6100 DR), the djinni and efreet unleashed their full might against each other. In the cataclysmic battle of Teshyllal Fields, Calim and Memnon each destroyed the other, but the forces unleashed in that battle burned the lands forever. Where cities and forests were, the Calim Desert dominated the landscape.

Now shattered remnants of their former glory, Memnonnar and the Calim Caliphate were left at war's end with no ruling genies but a few jann. Memnonnar's survivors soon fell prey to the elves of Darthiir Wood, seeking retribution for the wanton destruction of miles of forest, especially Teshyllal, in the genies' battles. The Calim Caliphate fared better, as the country soon became one of the first human kingdoms along the Sword Coast. Former human servants and others struck an alliance with the dwarves to gain weapons to fight the few remaining (and increasingly desperate and sadistic) genies who struggled to stay in power. By -6060 DR, the rule of the djinni ended, and the lands east of the Calim Desert and south of the Marching Mountains became the human nation of Coramshan, in homage to their leader Coram and their dwarf allies of Shanatar.

Shanatar's Height

Curved on the highest peak of the Marching Mountains is a monolithic runestone nearly 15 feet high and 10 feet wide. Known to dwarves as "The Axemarch Stone," it commemorates King Adiir Velm's leading the dwarves into the sunlit lands and the founding of High Shanatar. We have an exact date of this, from the stone itself: "Day 75 of the 492nd year of the founding of House Axemarch." -H

Within 100 years of the founding of Coramshan, the dwarves of Deep Shanatar found human thieves plundering the mines and tombs of Shanatar's holdings in the Marching Mountains. Strife was kept low between the humans and dwarves as human leaders were amenable to leaving such thieves to dwarven justice. The humans of Coramshan expanded slowly into the ruined djinni cities. They survived by hunting and gathering, but the rudiments of civilization remained with them from the Calim era, such as trade, the domestication of livestock, and fishing.

Meanwhile, the armies of Shanatar were fighting resurgent giants in the mountains near Wyrwood. Their fleeting contact with the humans of Coramshan told them that the lands above were cleared of forests during the Genie Wars. King Adiir Velm of Clan Axemarch saw the need to prevent the expansion of giants into those territories. In -5960 DR, he led 5,000 dwarves, many of his own clan, out of Deep Shanatar to the plains of old Memnonnar. For the next few centuries, the dwarves settled the lands that are now considered Tethyr up to the Sulduskoon River and the southern edge of the Forest of Tethir.

Within 400 years of the founding of High Shanatar, war broke out between all the dwarves of Shanatar and the giants of

the Giant's Plains and areas north of Wyrwood. By the war's conclusion 25 years later, more than half of the entire giant population south of the Cloud Peaks had been exterminated. Despite later border strife with the giants, Coramshan, and elves of the three forests, Shanatar began an era of relative peace for its surface lands that lasted nearly 200 years. The dwarves of High Shanatar became known for talents uncharacteristic of dwarves, such as farming, music, and scholarly learning. Shield dwarves of the Sword Coast consider this the height of dwarven civilization and society. The dwarves built great cities at the current locations of Memnon, Myratma, Zazesspur, Darromar, and the ruins of Shoonach. None of these dwarven cities exist today, but the undercities in Deep Shanatar may yet exist, though no entries to them have been found for centuries. No one today knows the cities' dwarven names, but the ruined stonework can still be found in city ramparts or in the roadways between the cities of present-day Tethyr.

The Twilight of Shanatar

Despite the civilized and philosophic nature of the dwarves of High Shanatar, war finally broke out between the humans of Coramshan and the dwarves of High Shanatar over three gold urns and a hammer. Four dwarven miners caught a prince of Coramshan and his adventurer-friends looting the tomb of a simple dwarven merchant's wife on the northern slopes of Mount Kellarak on the western end of the Marching Mountains. When the miners slew the young men in retaliation for their sacrilege, they unknowingly killed the heir to the human throne. Known in dwarven lore as Ambril's Bane, this incident around -5400 DR dragged the two nations into an off-and-on war that would span nearly three millennia and would cost the dwarves their most shining glory—the High and Deep Realms of Shanatar.

The elves of Tethir and Darthiir Wood allied with the dwarves militarily during the first waning years of Shanatar in order to help them stave off encroaching humans and giants. This alliance, however, lasted only four centuries. During the Clash at Earthrift (what is now the Gorge of the Fallen Idol), two elven princes were accidentally killed when a dwarven-instigated rock slide buried over 20 giants and began to turn the battle. The elven war leader, whose sons were killed, withdrew the support of the Tethir elves, leading to the battle's loss. Furthermore, the elves began a feud against the dwarven clan Gemcrypt that led to the clan's eventual extinction from the western Starspire Mountains. Within the next century, the other elven allies of Shanatar broke with the dwarves, leaving them to stand alone against giants and humans alike.

About -5350 DR, the last major giant tribe of the South died in the Fall of Karlyn's Vale, the home plains of many giants between the Troll and Giant's Run ranges. According to dwarven oral tradition, the Giant's Run got its name when the remnants of the giants' armies fled to those mountains. The final battle on those plains was a slaughter of over 5,000 giants by the dwarves of Shanatar. (This victory was regaled for centuries in such dwarven songs and tales as "The Giant Who Lost His Head," "Clangeddin's Due," "The Red Wheat of Karlyn's



Vale,” and “Why the Giants Hide in Mountains.”) The war-leader of the dwarves—Karlyn of House Kuldelper—had the valley battle site named for him. Later, a monstrous monument was built over the course of a century or two in his likeness to honor him and his house for their accomplishments. This monument still survives, though it has been known only as the Wailing Dwarf (even by dwarves) for the past 700 years.

During the decades-long war between the giants and Shanatar’s forces, the great Warlord Mir of Coramshan marched out of Keltar and cut a bloody swath across southern Shanatar. By -5360 DR, the territory west of the Darthiir Wood and south of the Wurlur (now the River Ith) was conquered and garrisoned by the humans. While border wars were fought for centuries over this area, the First Kingdom of Mir never gave up any territory to the dwarves, whether attacks came from above or below.

This loss of territory was the start of the fall of Shanatar, though it took another 27 centuries before the great dwarven realm breathed its last. Shanatar’s losses and the constant warfare led to the establishment of the northern realm of Oghrann, atop and under the Plain of Tun. Over the age of wars, encroaching humanity forced the dwarves to abandon the southern lands and migrate northward. This led to the birth of the dwarven nations of Haungdannar, Gharraghaur, Besilmer, Ammarindar, Delzoun, Ironstar, the Fallen Kingdom, and Dareth (in that order). The last known dwarves of Shanatar fell in -2600 DR on the northern shores of the Sulduskoon River, while sealing an entrance to Deep Shanatar. The great dwarven realm accomplished much during its 5,400-year-long lifetime, outlasting four of its own successor states. Many dwarves and other beings of good nature mourn the passing of this great kingdom.

The Great Ages of Calimshan

I count myself lucky for my personal copy of the Empires of the Sands, the 11 -volume history on Calimshan and its subject states. It was written four centuries ago by a Keltaran sage, Akabar ibn Hrellem, and is considered the most complete (if Calishite-biased) treatise on these southern lands. It sheds Eight upon the later history and development of Tethyr up to the Ithal Dynasty. –H

The First Age of Calimshan ran from -5300 to -3200 DR, encompassing its wars with the dwarves of Shanatar and the land-grabbing that built the second country of humans in the South, the First Kingdom of Mir. Though it took nearly two millennia, the humans managed to conquer the rest of the lands south of the Wurlur, further splintering Shanatar and driving the dwarves north. These new areas, while technically part of the Kingdom of Mir, maintained the name of Iltkazar in some texts and remained wilderness under no one’s control for centuries. Together with Coramshan, humans ruled all the territories from the Shining Sea north to the Wurlur and east to the Iltkazar Mountain range. By -5000 DR, the kingdoms of Coramshan and Mir were united under one name: the Calimshan Empire.

The Second Age of Calimshan saw the end of the Shanatar

Wars and the eventual expansion and building of the empire from -3200 to -1900 DR. Within the first two centuries after Shanatar’s fall, the Calimshan Empire established outposts and garrisons within the eastern lands of Iltkazar, bringing that wilderness under the humans’ direct control. A number of the outposts were abandoned dwarven facilities that were claimed by the Calishites. In the absence of organized resistance against them, southern humans continued their push northward. With bronze and iron weapons and armor, the armies of Calimshan vanquished or enslaved the lighter-hued native humans who lived in the lands north of the Wurlur. Their drive northward was hindered only by the great forests and the elves that lived in them. These new regions under the empire became known by two names: the Purple Marches, after the purple wildflowers prevalent in the area, and Tethyr, the dwarven spelling of what elves called this former forest land and which clan claimed it. While the humans knew none of this history beyond the name on old dwarven markers, the latter name became prominent.

Between -1900 and -900 DR, the empire stood at its greatest height in the Third Age of Calimshan. The member countries and territories of Coramshan, Iltkazar, Tethyr, and Mir were ruled by the pasha of Calimport, with his emirs governing locally. During this era, the lands north of Coramshan, the homelands of the empire, were also known as the Calishar Emirates.

While it was a time of prosperity, the empire knew little peace. From -1900 to -1400 DR, the Caltazar Hills (the southern territories of Iltkazar south of the Wurlur) often came under attack from the south by the beholder nations of the Lake of Steam. These skirmishes forced the pasha to split his armies and slowed his expanse north up the Sword Coast. The Calimshan Empire saw its borders held just west of the Alimir Mountains on the Lake of Steam and the Omlarandin Mountains of Iltkazar. The only lasting impression from these early wars was left on Darthiir Wood, since its eastern expanse between the mountains and down the Almraiven Peninsula was consumed by fire in -1550 DR and reduced to its present borders.

In -1700 DR, the pasha’s third son became the emir, the hereditary ruler of Tethyr, though most of the actual governing was performed by governors under him. At this time, Tethyr was considered wilderness suitable only for hunting, plundering fallen Shanatar’s riches, and finding slaves for the army and the cities to the south. Deer, boar, and other game animals were and still are plentiful here, but the decadent Calishites soon began the barbaric practice of hunting elves or even native humans, in imitation of their debauched emir. This drove the elves of Tethyr into direct opposition with the Calishites. This war was difficult for the humans, since their armies had never fought equal or better opponents. While Calimshan’s imperial army had atlatls, spears, and iron swords, the elves had longbows. The frontier wars lasted from -1530 until -1300 DR. One human commander was smart enough to claim spoils from elven dead. By studying a few captured longbows, Calishite craftsmen constructed a smaller version that humans could pull and shoot effectively on foot (even while moving) or horseback. Short bows became common among Calishite troops by the end of this period.



Trade roads in today's Tethyr and Calimshan date from this era. Zazesspur, a simple fishing town, became a fortified city by -1570 DR with the emir's palace built at its center. Zazesspur was originally south of the Sulduskoon, since the elves held the north bank inside the forest's edge. The road from Zazesspur to Memnon was built by slave labor by -1320 DR for moving troops to the frontier wars against the elves. A road was also started from Zazesspur to the east in -1300 DR, though it regressed to a dirt road 10 miles east of the north-south route for nearly 200 years until its completion in -1130 DR, where it ended at the eastern garrison of Akkabel (site of today's Ithal Pass).

The Calimshan Empire, with its adoption of the short bow and the mastery of the war chariots gleaned from the Calim era of earlier centuries, now had the weapons and the wherewithal to soundly defeat their beholder enemies in the east. From -1280 until -1080 DR, this war raged up and down the Almariven Peninsula. The Calishites swept away the Lake of Steam's beholder states, and the empire expanded down the peninsula and as far east as the city of Mintar.

On other fronts, while border wars raged in the south and along the southern edge of the Forest of Tethir, Calimshan had scouts and small armies pushing its frontier northward. While the humans never realized it, the last great wyrm of Wyrnwood fell to the elves in -1100 DR. The remaining younger dragons fled west into the Cloud Peaks or south toward the Small Teeth, a few harassing the frontier forts of the Calishites along their way. Wyrnwood became Arundath, the "Quiet Forest" of the elves. Calimshan later abandoned many garrisons established in the Ralamnish Ridings (so named after the commander of the scouting army) due to difficulties in maintaining supply lines, harassment by elves and goblins, and important matters brewing in the south. The northern frontier of the Calimshan Empire stretched as far as the southern foothills of the Troll Mountains and the eastern shores of Amn's Lake Esmel.

From -1050 DR through the next 600 years, the Imperial Navy of Calimshan became a power on the Shining Sea and the Lake of Steam. Calimshan's naval expansion forever changed the southern Sword Coast. The beholder nations on the Lake of Steam fell before this navy, and the first major trade agreements with the Tashalar and Chult began during this time. Calimshan began colonizing the shores of the Lake of Steam by -680 DR.

Colonization was also underway in central Tethyr by many of the mercantile and noble classes of Coramshan. The capital of the Kingdom of Mir, Iltakar, became the second largest city of the empire, with a number of satellite garrisons and towns dotting the plains of Tethyr to support it (including one at the site of Ithmong, today's Darromar). This was the Golden Era of Calimshan as an Imperial state. It soon fell due to internal corruption and many external pressures.

Freedom's Call

Strange as it seems, the humans of Amn, Tethyr, and Erlkaza owe their freedom from Calimshan to the dark elves, the drow. Between -790 and -530 DR, Calimshan faced its toughest



enemy in centuries when drow attacks began against the garrisons and towns of eastern Tethyr and Iltakar. Organized resistance by native dwarves and humans grew as the attacks waned, and by -650 DR, the areas around the Omlarandin Mountains and the Kuldin Peaks (the lands of Old Iltakar) were independent of Calishite control. Though imperial troops fought skirmishes with the locals for centuries as Calishites did against the dwarves, they did not fall under foreign control again until the Shoon Empire.

Learning of the rumors of strife and resistance in the east, many enslaved human natives of Tethyr escaped captivity between -670 and -370 DR and fled north. One of the greatest escapes was led by a Keltaran agricultural slave named Ankar. He and other field hands rose up against their overseers, escaped to the Marching Mountains, and freed slaves along the way. In the mountains they found a dwarven weapons cache, with which they decimated a small garrison west of Iltakar and held off many a detail of imperial troops. Though accounts vary among the oral legends, Ankar led an army of escaped slaves numbering between 75 and 500 to safety within the Purple Hills around -450 DR.

While many escaping slaves were recaptured by garrisoned troops while the latter hid in frontier towns, many others made it north to the forests of the Dragon's Neck Peninsula. The native elves of the forests didn't mind the initial immigrants, since the humans were too weak to challenge them, the elves were sparse in this area of the forest, and they shared an enemy in the Calimshan Empire. As the peninsular colonies of es-



caned slaves grew. skirmishes with the elves caused friction among those living in the forest. The elves eventually negotiated a peace with the human colonists, granting them the peninsula in exchange for a vow not to invade or harm the eastern forest. By the Year of Gilded Sky (-400 DR), only a few elven outposts remained on the western stretch of land.

In the Year of Shattered Walls (-387 DR), Zazesspur was sacked and burned by a surprise attack of barbarians from both the Dragon's Neck Peninsula and the southern hills against the Calishite governors. This marks the first known collaboration among the native Tethyrians against their oppressors. Two of the pasha's sons and a visiting Tashalar prince and ambassador died in the burning of the city. For the next 10 years, Calimshan made massive retaliations against the northern barbarians. The shores of the peninsula were cleared of trees by Calishite fire lobbed from ships, though the dampness of the peninsular forest prevented the fires from destroying much more than the outer few miles of trees and scrub. While much land was wasted and reoccupied by the Calishite imperial armies, the barbarians incurred few losses. By this time, the former slaves had begun organizing themselves into clans that were more effective in hit-and-run raids against their military oppressors than before. However, 10 years of raids saw no other major strike such as the sacking of Zazesspur, since the clans had no external organization to forge together and coordinate their efforts.

Since his army could not easily annihilate the rebellious tribes, the pasha of Calimpor ordered a wall built across the peninsula's neck in the Year of Ebon Hawks (-378 DR). The garrisoned army of Zazesspur received the task but withdrew after four years, nearly destroyed by the axes and arrows of raiding clansmen and the elves of Tethir. Some parts of Khalid's Wall can still be seen today south of Murann at the southern edge of the forest, where two small guard posts are used by wayfarers as shelters at night. Only a few other infrequent and heavily worn foundation stones along the 20-mile neck mark the pasha's failed wall.

In the Year of Clutching Dusk (-375 DR), the first major plague in Faerûn's history struck the southern Shining Coast, when over 30% of the population of Coramshan's cities died in a five-year epidemic. Almost half of Calimshan's ruling class, including the Pasha Khalid, perished. While local rulers and garrisons held some areas for decades after the empire's capital fell, the Empire Plague spelled the end of Calimshan's control of the Calishar Emirates and the Lake of Steam colonies.

Tethyr's First Age

The 200 years of Tethyr's First Age ran from the first sacking of Old Zazesspur to the crowning of its first king. This was a time of rebellion and raiding by the seven major warrior clans that were once slaves under the Calimshan empire. During the First Age, many clans merged by intermarriage to become capable of challenging the remnants of the fallen Calimshan Imperium.

Zazesspur was rebuilt, though only half the size it was before its sacking in -387 DR. With losses in its defensive army during ill-fated construction of Khalid's Wall and the lack of sup-

port troops from the plague-decimated Imperium, Zazesspur was a lonely outpost of Calimshan's lost glory for decades. It kept order over its immediate lands between the Purple Hills and its northern limits at the Sulduskoon, though it was only a matter of time before the clans gained the strength to challenge the weakened legions. After a number of raids and a short siege, Zazesspur fell once again in the Year of Vengeance (-315 DR). The town was not put to the torch, but became a Tethyrian fortified town. Within five years, a stone wall surrounded the eastern and southern expanses of the town. The town was renamed after its initial warlord chieftain to become Fort Karlag.

By the Year of Illuminated Vellums (-307 DR), some clans were on the move again, under the leadership of Warlord Karlag. They conquered the Calishite fortified garrison at Myratma, which they renamed Artrimmar after the warlord's son, who died during the siege. Karlag proposed to unite all the native clans under his leadership, and many wished to follow him. His star fell, however, when he tried to move the central meeting area of all the clans from its long-standing peninsular location down to better-defended Artrimmar. This idea opened a minor schism among the clan leaders and elders, many of whom wished to keep their ties to their older clan lands on the peninsula. While he remained a great hero and leader of his own clan, Warlord Karlag's bid to become king of Tethyr failed.

Warlord Karlag fell in the Year of Tyrant Hawks (-293 DR) at the Battle for Calimaronn, a garrison town on the shores of the Wurlur. Another clan chieftain, Mong Ithal, led the Tethyrian tribes to victory over the demoralized garrison troops after a siege of more than a month. The frontier garrison (as well as the river it fords) gained the name of the warrior clan and its leader, as the Tethyrians occupied Calimaronn, now renamed Ithmong. Mong Ithal, while a capable leader and a great warrior, lacked the personal magnetism of Warlord Karlag and could not unite the clans for more than one battle at a time.

Still, despite a lack of peacetime coordination, the military might of the Tethyrian clans proved too much for the weakened Coramshan and Kingdom of Mir, hereafter recorded as the unified country of Calimshan. In the Year of Eight Lightnings (-288 DR) at Ithmong, Calimshan acceded independence to the lands of Tethyr and its people. Though independent at last, Tethyr was little more than three major towns and a patchwork of connecting territories claimed by 12 separate clans. The clan chiefs who led the people to freedom created the Council of Clans to rule over them. Despite the best of intentions, the council fell apart within 10 years due to the greed of younger chiefs and the passing of the warlords who freed the land from Calimshan. The clan chieftains and city rulers fought each other for the next 60 years, each planning to make himself ruler of all Tethyr, from the Dragon's Neck Peninsula to Ithmong. Four clans were destroyed, their lands taken by the victors.

While finally free of Calishite control, the people needed a cause and a leader to bring the clans together as one. Calimshan kept a respectful distance from the barbaric but powerful clans to the north, but this detente did not last. In the Year of Loss (-230 DR), the grandson of the pasha who released Tethyr



from bondage marched on Ithmong and Myratma and took those towns back from the clans. Now, the leaders of Tethyr found themselves looking at the potential fall of their independent country. For nine years, Myratma and Ithmong remained in Calishite hands, but the clans slowly worked together to keep any more land from the aggressive pasha's control.

Chief Clovis Ithal II, the aged grandson of Mong Ithal, and his son and heir Darrom, forged a surprising alliance with the elves of tribe Tethir to replace the military strength the clans lost with the fall of Ithmong. After six months of planning and negotiating among seven human clans and one elven tribe, Clan Ithal led them all in a war to reestablish control over Tethyr. The Ithmong Slaughter in the Year of Shambling Shadows (-221 DR) nearly ended the dream of Tethyrian rule forever, when Clovis Ithal died in a rain of arrows loosed from Ithmong against his charge. Then 16-year-old Darrom snatched up his father's sword and banner, rallied the faltering troops, and led an enraged charge over the Ith Bridge and into the weakening city. Once the city was taken, Darrom pursued fleeing troops south of the city until every Calishite soldier within 2 miles of the city lay dead. As a warning to his southern neighbor, Darrom had the heads of the slain Calishites mounted on their spears and set across the soon-named Plains of Clovis south of Ithmong—a line of death never again crossed by a pasha of Calimport.

A new leader now had to prove his mettle among his allies. Darrom Ithal, half the age of many other chieftains, slew one challenger in a duel, and with the aid of the powerful Bormul clan and the Tethir elves he slowly began to fuse the clans into an alliance of permanence. Nine years later, at the Battle of the Purple Marches, Darrom's strategies led to the defeat of the Calishite cavalry and chariots by using their knowledge of the hills around Myratma to their advantage. Myratma fell to the clans, and the loss forced the second Calishite surrender of Tethyr in the Year of High Thrones (-212 DR).

The clans later crowned Darrom Ithal of Clan Ithal as king of Tethyr at his seat of power in Ithmong. As overlord of the clans, he abdicated his chieftain's position to his half-brother, Corin, though he remained Chief Regent until Corin reached the age of majority, 15. This is also Year 0, Founding Year, the start of the Calendar of Tethyreckoning. This dating system is little-used outside the official court records of Tethyr.

Rise of The Ithal Dynasty

Manuscripts on this time were recently uncovered in the Starspire Mountains by agents of my court historian. They discovered the lost tomb of First Vizera Zahyra Ithal, and they gave our court 52 bound diaries and a septet of magical workbooks and notebooks, which are our sources of these histories and were authenticated by my court Vizera and my Court Sage. In addition, various artifacts from this period were found, including the spectacular Eye of Zahyra, a long-fabled crystal ball with connections to the Shield of Silvam.

After rereading the Chronica Tethyria, the official history commissioned by King Alemunder III, I believe my grandfather's hatred of elves caused any mention of human-elven unions, political or sanguine, to be covered up. All the ills of Tethyr are wrongly laid at

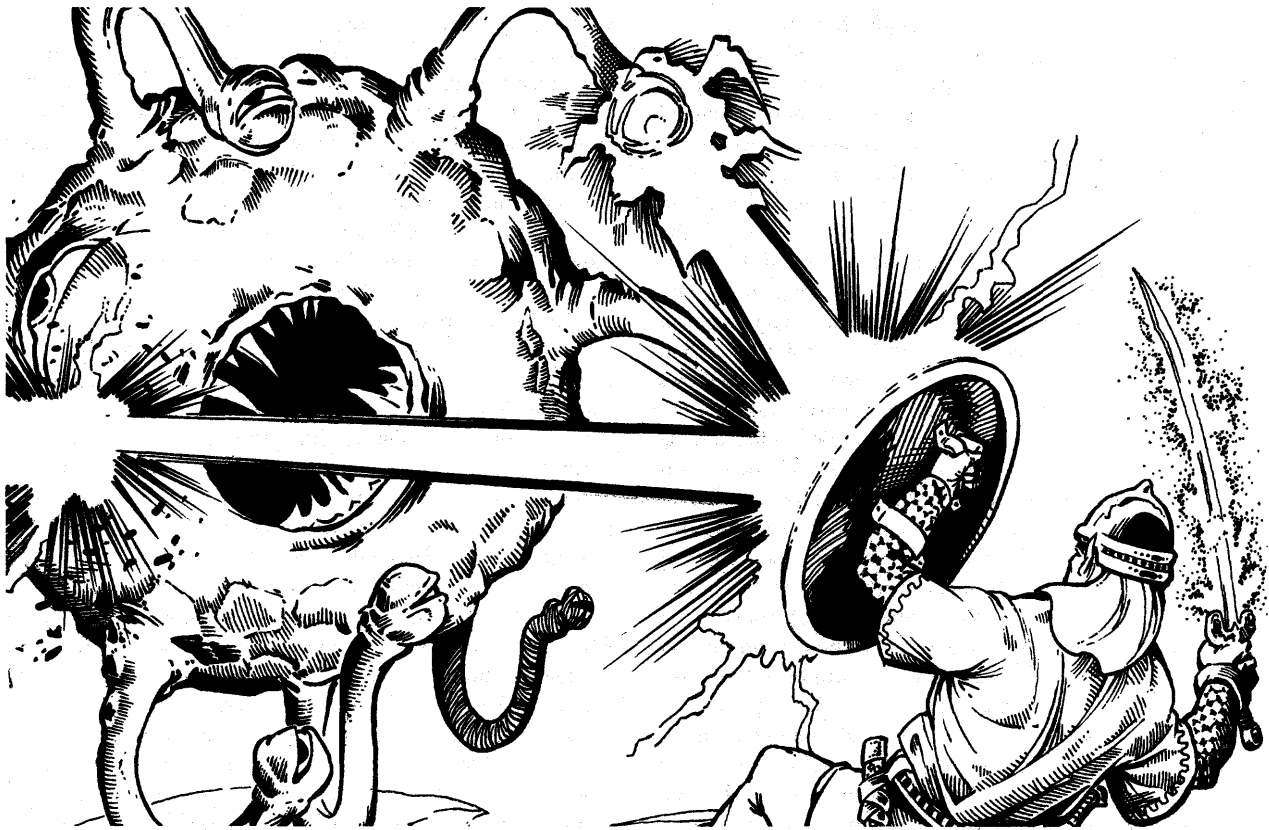
the feet of Tethir's elves or the pashas of Calimshan. —H

One year after King Darrom's coronation, he married the half-elven Saraala of Clan Tarseth, eldest daughter of the clan chieftain and granddaughter of his elven ally, Selanlar of Tethir. It was a move made both of love and politics, since making Saraala Queen of Tethyr brought the more traditional clans of the peninsula into a direct alliance with the newer clan lands. The first four years of King Darrom's and Queen Saraala's reign blessed them with three heirs, two sons and a daughter. The eldest son, Crown Prince Darrom Ithal II, died of a fever in the Year of Elfsorrows (-206 DR), the same year his uncle Corin Ithal succeeded his half-brother to the leadership of Clan Ithal. In the Year of Stonerising (-200 DR), Clan Bormul announced the completion of Ithalyr, the first royal palace of Tethyr, on the seashore cliffs of the Purple Hills. At year's end, the capital of Tethyr was moved to the new site. King Darrom's first decade passed peacefully, and Tethyr's clans grew on interclan trade, improving agriculture, and little trouble from Calimshan.

King Darrom's first major crisis involved his sister-in-law, the elf wife of Corin Ithal. In the Year of Sunned Serpents (-189 DR), Shyllisyrr Ithal died from a snake bite suffered while on a picnic with her children. By elven accord, the life of her failed guard and retainer was forfeit, but Corin refused to accede the loyal man's life for an accident. After six tense years of escalating unrest between elves and humans, the king turned the elderly Ithal servant over to the elves in hopes of maintaining their alliance. However, this brought out unrest and rebellion from the clans. The intrigues of Amir Tarseth I, brother of Queen Saraala and chief of Clan Tarseth, led directly to the magical assassination of the king and 14 royal guards by the *teleportation* of a deepspawn directly into the throne room in Eleasias of the Year of Larks (-183 DR). Three years later, the assassination plot was uncovered by Amir Tarseth's sons Amir II and Ra'id II, who slew their own father to restore their family's honor and their personal loyalty to their regal cousin, the 26-year-old King Silvam Ithal, King Darrom's second son.

Ten years before, Varytha Ithal, the half-elf daughter of the clan chief, disappeared without a trace. She could not be tracked by rangers or located by mages, and the elves offered no help in finding the young girl. In late spring of the Year of Hale Heroes (-173 DR), Varytha suddenly returned to her father's clan, warning of war. She had hidden in the forest for the previous decade, living with her mother's elven family to learn their ways. Now, she was instrumental as an advance scout, and she warned elves and humans alike of a coming goblin horde. Varytha's efforts in uniting the elves and human clans against the goblins halted the horde just west of Ithmong, and its losses reduced the goblin population in the area for decades. Varytha the Harbinger later married Quynn Goldengrove, a high-ranking Suldusk elf prince, and peace ruled between the Tethir elves and Clan Ithal.

Fifty years after the Second Revolt of Tethyr, a highly placed diplomat of the court went to Calimport to establish a lasting peace treaty with Calimshan. Florian Perry, as a trusted advisor



and friend of King Silvam, was also empowered to negotiate more trade agreements with their ancient neighbor to their south. Received in more lavish style early in the Year of Sickles (-172 DR), the First Ambassador of Tethyr spent over a year at the pasha's court in Calimport. By midsummer of the next year, the Perry Accords were in place. These agreements, among their accomplishments, turned the trade road north of Calimshan over to Tethyr and reduced troops at the Calishite garrison west of the Forest of Mir by a third, leaving enough to guard against monsters on the plains. For his diplomacy and accomplishments, Florian became the first Count of Tethyr, and he was given lands within those of the duchy controlled by Clan Rivarrow.

The Eye Tyrant Wars

The Year of Many Eyes (-170 DR) lived up to its name in Tethyr, since the country saw many changes that year. King Silvam founded a new post among his courtiers of Court Vizera, a permanent wizardess and advisor of things esoteric. His nomination of his cousin's wife Zahyra Bardson-Ithal, opposed by the Queen-Mother, pleased the clans, since her magical powers amazed many. The king created this post out of a need for magical help in a war that had been building in the east for some time—the conflict now known as the Eye Tyrant Wars. Rumors of strong but secret feelings between the king and Zahyra were whispered but never proven.

The Garrison Meetings at the dwarven-built city of Iltakar (now under the ruins of Shoonach) built a loose alliance

among Tethyr, Calimshan, and the dwarves and humans of freed Iltakar. Their armies would fight alongside one another against the resurgent beholders and their controlled city-states on the Lake of Steam, which had long since fallen from Calishite hands. The beholders marched troops north of the Forest of Mir into Iltakar and west through the forest into Calimshan, absorbing territory from both countries. King Silvam was an arbitrator between the two countries, and Tethyr's forces acted both to hold the alliance together and to protect the eastern frontiers of Tethyr from beholder control.

Before marching off to war, King Silvam received an important artifact to aid the cause: the *Shield of Silvam*. The *Shield* was created by Zahyra Ithal and her mentor to protect the king against the powers of the beholder-rulers of the Lake of Steam. Legends grew about the silver shield over the centuries, but its powers to reflect beholder eye-beams and allow the possessor of a special *crystal ball* to see what the shield's bearer saw are confirmed by the diaries of Zahyra. In addition, spells could be cast into the crystalline *Zahyra's Eye*, and they would project through the *Shield of Silvam*, allowing the king to have magical support in emergencies. By use of the king's magical shield, Vizera Zahyra kept a close eye on the army's battles.

After four long years of constant fighting in the east, the Eye Tyrant Wars ended in the Year of Seven Loves Lost (-166 DR), and the human nations celebrated victory. The wars created many heroes, including the fabled fighting order of dwarves and humans called the Axe-Brothers, but it also cost many lives. Of



10,000 clansmen who marched off to war, only half returned home. Only one noble son of Clan Bormul out of two returned from the wars; Pyrus, the clan-chiefs heir, told great tales of his younger brother Alonso's heroism in battle, and not a few tales of his own deeds. Some whispered that Alonso the Paladin's greatest deeds were those which Pyrus claimed as his own. Many others murmured that Lord Pyrus led his own brother into an ambush, since he was jealous of the young paladin. None of these rumors, while believable, were ever proven.

Relations between Tethyr and its two erstwhile allies remained polite, but within five years of the wars' end, the countries were allied only by trade. Many among the clans in Tethyr grumbled about their sacrifices for little thanks from those countries squarely in danger. Those thanks, while long in coming, arrived at Tethyr's court 16 years after the wars' end in the Year of Recompense (-150 DR). After rebuilding the cities and towns of eastern Calimshan, the pasha granted Tethyr much land in gratitude for their alliances. King Silvam was granted the honorary title of Raj and given custody of the region called Ankaram, the lands west of the Forest of Mir and north of the River Memnon, including the forest garrison of Iltakar and the other garrisons south of Ithmong and Myratma. This land grant moved Tethyr's southern border to where it lies today.

Tethyr under Beshaba's Cloak

Great sea storms erupted along the Sword Coast in the spring of the Year of Silent Screams (-133 DR), mercilessly battering the western coast of Tethyr (especially the Dragon's Neck Peninsula) for weeks. On Midsummer's Night, the storms culminated in a great wave that engulfed the city of Velen and killed half its population, including all the nobles of Clan Tarseth. The clan lands became the Royal Protectorate of the Dragon's Head Peninsula. Prince Tyrom Ithal, the second surviving son of King Silvam and Queen Alcina, became its first Lord-Protector.

Despite years of frontier strikes against growing goblin tribes, Ithmong fell under siege for a month from a combined force of goblins and ogres late in the summer of the Year of Old Crowns (-91 DR). Clan Ithal's forces were overextended and badly beaten by the initial assault, and could not break the siege. The clansmen refused help from either the elves or the new Vizera Princess Rhynda (after Zahyra's death in the Year of Silver Sharks (-99 DR)), thanks to Chief Zahyryn Ithal's arrogance and a rise in local superstitions against magic and elves. The neighboring forces of Clan Rivarrow, led by clan leader Hastor the Second, freed the city and the besieged clan Ithal with a massive offensive against the humanoids. Chief Zahyryn grudgingly declared an honor debt to Hastor and clan Rivarrow, under which he bristled for years.

Rumors flew fast and furious during the Year of Hostile Hails (-88 DR) about the blasphemous activities of Alaric, one of Clan Fyrson's young nobles, and his cohorts, blamed for piracy, theft, fraud, and the worship of dark gods such as Bane and Myrkul. The chief of Clan Fyrson, called Alaric the Pious, barred the young Alaric from the line of succession. The young

oath-breaker went into exile by ship and vowed revenge. By the Year of Goodfields (-86 DR), a large enclave of pirates now dominated the seacoasts of Tethyr, operating out of the ruins of Velen and the northwestern part of the peninsula. Rumors tied the pirates to Alaric False-Oaths.

After nearly a century of peace with the elves of Tethir, Clan Karlag's greed broke many long-honored pacts between elves and humans. The clan clear-cut much of its coastal holdings, creating beaches for their shipyards. They then logged not only on Fyrson peninsular lands but within the Forest of Tethir, seeking to boost their profitable ship production. Skirmishes against elves began anew after only a month of tree felling, and these clashes led to many disasters. One tragedy was the death of Crown Prince Garynor the Second, murdered by a Karlag clansman while mediating peace between the elves and the clans. Clan Karlag was outcast thereafter. The clearings later formed the Trade Way along the western Forest of Tethir.

The Year of Bitter Fruit (-83 DR) saw the seas' work of the past century reach a turning point, as waves and storms washed away much of the rocky coast around the palace of Ithalyr. In the previous years, engineers made efforts to prevent Ithalyr's destruction and isolation. By Highharvestide, the palace stood not on a seacoast promontory but on a large island, with stone bridges as its only links to the mainland.

The ill luck continued when King Garynor Ithal died suddenly in the Year of Fallen Guards (-75 DR). His chosen heir, his grandson, was only four years old, and his clan lords and nobles began a dispute over the child's regency. After a tense month of power plays, Princess Rhynda, the heir's grandmother and twin sister of the dead king and Court Vizera of more than 50 years, established her reign as Crown Regent until her grandson reached the age of majority. The clan lords distrusted Rhynda because of her status as Vizera and former apprentice of the much-maligned First Vizera Zahyra Ithal. No woman had ever ruled over them, but neither did the clan lords wish one of their peers to gain the throne. Rhynda's regency was even-tempered and just, and she used her dozen years on the throne to more evenly distribute responsibilities and powers among the clan chiefs than her brother had before her.

When Nishan Ithal II reached the age of majority in the Year of Gleaming Frost (-64 DR), his country was in its best shape ever. Nishan was crowned Ruler of Tethyr in early Ches, and he married one of the court's ladies-in-waiting, the granddaughter of a pasha of Calimshan, Arhymeria Shoon. Over the next seven years, the couple presented three princes and two princesses to their people, and all was happy in Tethyr for a time.

After 10 years on the throne, King Nishan II faced his first major crisis. Building their forces for the past 30 years on the peninsula, the pirates were smartly led by Black Alaric the Pirate, the exiled cousin of Chief Darius Fyrson of Clan Fyrson. The pirates stole five ships from the Karlag shipyards on the southern shores in late spring of the Year of Tomes (-54 DR) to found their fleet, then made their homes among the islands west of the coast. Tethyr's burgeoning sea trade suffered major disruptions from piratical activities for a decade, since few captains



knew enough of naval combat to fight seasoned pirates, In the Year of Giants' Rage (-44 DR), King Nishan II launched a major offensive against the pirates. The Channel Battle at the end of the Dragon's Neck Peninsula sank the ship with the royalty's best captain, but the pirates' flagship *Talon* was also scuttled, and its captain, Black Alaric the pirate, was believed killed. Sea trade with Calimshan (as well as more overland trade routes) quickly increased with the lack of harassment. Clans Bormul and Rivarrow dominated the new trade, and they were soon the traders for all clans north and east of the coast.

On the first day of the Year of Patriots (-37 DR), Clan Karlag finally made its peace with the elves after 50 long years of skirmishes, feuds, and royal disfavor. According to some, they only agreed to halt their logging in Tethyr after learning of a full-scale war planned against their clan lands and possibly all of Tethyr. No little pressure came from the king and his Vizera.

The Coming of The Shoon

Expansionist policies gripped the eastern clans, starting in the Year of Lost Librams (-25 DR). Clan Rivarrow made attempts to establish more clan holdings to the east of Tethyr's borders 1 mile east of Ithmong. They were unable to hold those lands, and were killed nearly to a man once the wandering tribes of ogres returned to the lands in autumn after the hunting season. Two years later, using its honor debt to Clan Ithal as well as the promise of new lands to conquer, the Rivarrows united with clans Ithal and Bardson to clear out the ogres between the rivers as far as the eastern end of the Forest of Tethyr and a long-abandoned Calishite garrison. The three clans split up the gained territory and considered them new clan lands. Development and the defense of these new lands kept all three of the clans busy for the next decades, and thus they had little to do with the goings-on at the royal court.

The next blow dealt to the weakening power of Tethyr came in the Year of Fell Traitors (-9 DR), when Clan Fyrson went outlaw. The clan had become more distant, since its shipbuilding and fishing ventures were far less profitable than the royalty's or Clan Karlag's. The clan revolted against its chief Tavis II, who still supported the king, and Volsun Fyrson killed his own brother to gain the clan rule. The clan's new leader voluntarily went traitor and joined his wealth and position with the pirates. This was unknown to the other clans until he treacherously captured and ransomed the heirs of Clans Bormul and Karlag that summer. After that, Volsun Fyrson took up the mantle of Black Alaric started by his paternal uncle.

The Year of Scarlet Scourges (-6 DR) was among the blackest years ever to face Tethyr up to the recent insurrections. During the aged King Nishan II's birthday celebration, Ithalyr fell under siege by the combined might of the outlawed Clan Fyrson and the pirates. A flotilla of ships surrounded the castle on the seaside, while other troops landed their troops and occupied the guards at the bridges. Within the course of two hours, mages of Clan Fyrson had set the castle afire and destroyed one of the two main bridges out of the castle. Over a dozen members of royalty and another dozen major nobles died in the burning of

Ithalyr, since many were in attendance for the king's birthday. Prince Tarsax Ithal and Black Alaric, the pirates' leader, slew each other in a savage saber duel on the Eastbridge of Ithalyr. More than two-thirds of the pirates' fleet was sunk with all hands, breaking the pirates and preventing them from profiting from their treachery. At the end of the two-day battle, Ithalyr stood as a soot-stained shell of a castle filled and surrounded by its dead. Of the 400 royal guards and retainers, only 25 survived the battle, though the pirates' losses numbered near 500.

Only four members of royalty escaped Ithalyr's Fall, saved by the quick thinking of Queen Arhymeria and Ochyllyss Bormul, the elf wife of clan chief Grymmel Bormul. Leading the lady Bormul and two of her grandchildren to a secret room beneath Ithalyr, the queen gave Ochyllyss the infant Yardane Ithal for safekeeping. Yardane—the third son of Prince Tarsax, who was the third son of the king's third son, Clovis II—was raised in secrecy among the Suldusk elves of Tethyr under the protection of the other escapees, the elves Allynna and Pyrravym Bormul. Yardane or his heirs needed to prove their claims to the throne later, and the queen gave two important items to the Bormuls: the *Shield of Silvam*, and a magical dagger created by Queen Arhymeria that could be safely held only by someone of the royal blood of House Ithal, a similar magic to one long used in elven *moonblades*.

This last tale will prove the most controversial among my people. For centuries, they held the belief that the queen betrayed the king and sought the throne for herself, thanks to her family's takeover of the country later. While this myth was dispelled with the end of the Shoon Empire, the elven involvement of that dynasty caused my grandfather to besmirch Arhymeria's name anew, and the Chroni-cla blames her for the fall of Ithulyr.

Letters written by the queen prove she was a loving, compassionate woman who had only formal court ties to her former family, the Shoon of Calimshan. The only relative with whom she maintained contact was her youngest brother Amuhl, and he was to arrive at Ithulyr a month after the birthday celebration. The letters mention a number Of peaceful, entertaining spells she was developing for her husband's birthday, which may help explain the lack of magical fire-power against the pirates. I must soon clear the name of one so long called the Betrayer, the False Queen, and Tethyr's Bane. —H

Tethyr fell into chaos with the destruction of its royalty and the crumbling of the clans. When the news reached Calimshan, the new king's grandfather sent a huge contingent of advisors and governors from his court to help restore stability to the clans and the country, and to protect his grandson. Amahl Shoon, the younger brother of the dead queen, arrived early in the Year of Feuds (-5 DR) just ahead of this army, and he was made king of Tethyr by year's end due to the broken succession and his blood ties to the queen. It is unclear if he took command by consent of the clans or if the clans simply had no power to stop him at the time, but there was evidence that he kept Clan Ithal from claiming the throne despite familial ties to the king. King Amahl established a new king's court and palace within the walls of Fort Karlag, which was soon given its original name of Zazesspur.



I have a copy in my royal library of the dubious "Confessions of King Nishan." This curious text from the Shoon Empire alleges that King Nishan II voluntarily abdicated the throne to his brother-in-law Amahl Shoon I. This document, while historically important, is an utter fraud. Comparing the writing on some of the personal letters of the royal family and the Confessions, it is not the writing of either King Nishan II or his court scribe, whose distinctive writing style involves some elven touches. Furthermore, Amahl's letters to his sister suggest his only desire in life was to become a priest of nature. Like her, he loved his nephews and extended family in Tethyr far more than the political snake pit of the Calishite royal family.

I propose a theory: Amahl Shoon, based on what we know of his character and his later fate and performance, was only a pawn in the political machinations of his grandfather. The "Confessions," used as proof of succession for Amahl, gave the Shoon Dynasty a veneer of legality, but the throne was supported more by the threat of Calishite troops marching from the south. Amahl, in the wrong place at the wrong time, was forced to the throne by his grandfather's advisors and used as a puppet ruler to reestablish Calimshan's hold on what it still saw as a loose alliance of escaped slaves. I further propose that King Amahl II, the bachelor king's nephew by an older brother, slew his uncle at the orders of the pasha, to replace him with someone more in line with the Calishite way of thinking. To his credit, all of the first Amahl's works benefited the people of Tethyr. – H

From the Year of Pacts (-4 DR) to the Year of Sunrise (1 DR), many changes moved power away from native Tethyrian hands and into the grasp of Calishite emirs. King Amahl died from poisoning at a banquet in the Year of Ruins (-3 DR). His nephew, also named Amahl, rose to become king. Friends of the pasha soon controlled the former Tarseth, Fyrson, and Bormul clan lands left leaderless after Ithalyr's fall.

The Year of Ruins also marked the start of the scourging of the Ithal lands. The official causes were treason (Agaryn, chief of Clan Ithal, was charged as the poisoner of the previous king) and dissent (as no clansmen paid the king's new taxes or swore fealty to him). Unofficially, the clan was dangerous to the new regime for its once-close blood ties to the fallen Ithal Dynasty. Over the course of 18 months, the king's armies laid waste to the eastern fields, towns, villages, and other holdings of Clan Ithal. By the sacking and burning of Ithmong at the end of the Year of Gruesome Streams (-2 DR), nearly the entire clan had been killed as traitors. Of the chief's line, only four escaped the slaughter at Ithmong: two boys, Tomell (age 3) and Hylas (age 5) and their heroic young sister Shyryll Ithal (age 6). They entered the Forest of Tethir with the help of a young druid named Kalmin, who protected the children until they reached the forest's druids; he then died from his wounds.

Ithmong's walls and smoke-stained stone buildings were carted away piece by piece and moved south after the city's destruction, starting the following Year of Shattered Relics (-1 DR). The populace of the fallen city were made slaves to transport the rocks to the site of a new capital city being built to the south. It took 10 years to build the new capital and another 150 years before that city reached its height. Tethyr had fallen under Calishite sway once again.

Tethyr of Long Past

The third and fourth volumes of the *Historia Tethyra* are unfinished drafts; few reliable sources exist to corroborate facts. The court annals for the Five Dynasties of the Shoon Traitorum were destroyed after the Strohm Restoration, and major records of the Shoon Empire were likewise demolished in the fall of Shoonach and the death of Emperor Amahl VII. The elves isolated themselves during this time, so we can count on little information from them. Having already sown doubts on the accuracy of the *Chroniela Tethyria*, I cannot rely on it unless its facts are confirmed by other sources, such as the Calishite Empires of the Sands. What evidence can be gleaned from the buildings and ruins of the Shoon Empire has also been included. Thus, all I have provided here are quick overviews of the five centuries of the Shoon Empire and the successive years through the reigns of later Hero-Kings such as Strohm the Elfking, Samyte the Martyr, Alemander the Spellbinder, and Haedrak the Corsair Prince. – H

The Shoon Traitorum

Tethyr's King Amahl II officially swore fealty to the pasha of Calimshan at Greengrass of the Year of Gruesome Streams. Though Tethyr's rulership fell in step with that of Calimshan, the Shoon Empire did not fully become a reality for Tethyr until the Year of Shadowed Blades (27 DR). The usurper king Amahl III was the sole inheritor of his grandfather's throne in Calimshan as well as the ruler of Tethyr, and he became the ruler of two countries and a number of outlying territories. Amahl took his family name over his own, becoming the Emperor Shoon the First, and established imperial rule over all his lands, including beleaguered Tethyr, now ruled by Amahl's brother-in-law, King Rahman Cormal.

Seventeen kings, one queen, and four regents representing five dynasties ruled over Tethyr during the course of the Shoon Empire's existence. Their accomplishments were many and great, including the founding of the Trade Way from Athkatla to Zazesspur (continuing to Calimport), the completion of the Ithal Road to and from Saradush, and the building of the massive capital of Shoonach over the ruins of the First Kingdom of Mir's capital and miles of surrounding lands, creating one of the largest cities ever to grace the Realms. Numerous ruined or refurbished garrisons, keeps, and lone watchtowers dot the landscapes of present-day Amn, Tethyr, Erlkazar, and Calimshan as crumbling reminders of this empire's past glories.

In contrast, the atrocities of the Shoon emperors and their lackeys (the vassal-king of Tethyr and the raj of Calimshan) were far greater than their good works. Bloodshed beyond any seen before seems to have been the tactic of the imperial armies, as whole populations of towns or species of monsters fell to their swords simply for being in the way of the march. Slavery was not only legal but encouraged among the upper classes. Within the vast city of Shoonach, only one man in 10 who was not a noble could claim to be a freeman.



Wizards noble only in name dabbled in evil magic, destroying many elves, gnomes, and each other in attempts to tame the spells of lost Netheril and Raurin. At this time, magic was a tool only for the rulers, so that lone wizards beyond the emperor's reach could rule isolated areas until brought low by the armies (as was Ilhundyl, the Mad Mage of the Calishar, and others). Many religions were driven underground by the whims of each emperor, who allowed only open worship of those gods that he decreed. Of those underground, Ilmater's worship sprang up fervently among the populace, slaves and freemen alike.

The Shoon emperors and the traitor-kings of Tethyr made the lands of the South human-dominated, as they are today. The elves of the Snakewood were eradicated, and those of Shilmista nearly so. Gnomes were hunted into near-extinction for no better reason than their migration from fallen Netheril—starting about a century before the empire's founding and continuing through the third century Dalereckoning—brought them into contact with superstitious humans or noble wizards hungry for secrets of lost Netheril. Halflings were likewise hounded and driven out of the Purple Hills and other long-held homes, despite centuries of peaceful coexistence, to make way for those deemed more important to the Shoon rulers.

Here is yet another gap in the histories. Would that I trusted the Empires' references, but the bulk of that work deals strictly with Calimshan and its vassal states of its early regimes. Thus, it glosses over Calimshan's role as vassal to the Shoon, and summarily reviews five centuries as a "time of peace and prosperity for Calimshan and its neighbors." I must count on others to aid me in uncovering the secret facts of the Shoon and their impact on Tethyr. —H

Whilst I was avoiding the notice of the Mage-Lords of Athalantar, I spent some time among the hills and dales of Shoon-bound Amn and Tethyr, as ye may know. Your Majesty, I shall gladly weave ye a tale or two I know about those old piles of rocks and their builders. Remind me to tell ye more on the heinous Wizard-Emperors Shoon the Fourth and his more-abhorrent three-times-great-grandson Shoon the Seventh, for they were both evil incarnate. —E

The Death Parade: In the Year of the Mist Dragon (231 DR), Emperor Shoon IV lost his patience over the months of repeated rebellious activities from certain Tethyrian factions in Ithmong. The necromancer ruler unleashed a horde of undead skeletons and zombies culled from slain slaves or workers from Ithmong, and they marched through the villages and invaded the city on the last night of Marpenoth that year. While damage was limited solely to those rebel sects and their property, all who witnessed it were paralyzed with fright. This event haunts many natives of Counties Ithmonn, Rivershire, and Monteshi, leading to the current Death Parade rituals on the Clovis Fields each year.

The Tathtar Wars: Whether or not they served as a signal of strife to come, many will-o-wisps wandered into eastern Tethyr beginning in the Year of Dancing Lights (218 DR), remaining strong in these areas for decades. A few survive even today. These powerful creatures did serious damage to Tethyr's eastern garrisons that would be exploited over the coming years. Starting in the Year of Wailing Dryads (230 DR) and lasting for nearly 10 years, the fledgling country of Tathtar on the Deepwash sought to expand into the weak eastern areas of Tethyr. Whether they backed the rebels of Ithmong is unknown, but the Tathtar wars were a major annoyance to Emperor Shoon IV until peace treaties were established in the Year of the Chosen (240 DR).

Valashar's Rise and Fall: The short-lived realm of Valashar was the mad dream of a fawning Tethyrian prince. He was Ashar Tornamn, the fourth nephew of Karaj Tiiraklar II (the then-usurper king of Tethyr) and the fourth in line for the throne of Tethyr. Valashar was added to the Shoon Empire in the Year of the Blessed Sleep (321 DR), and it stretched from the headwaters of the Suldukoon to those of the Amstel River, its western border flush with the halfling realm of Meiritin. Over the next 15 years, King Ashar built his forces and quietly but steadily pushed the borders of his realm (and that of the empire) north to the Troll Mountains and beyond to the High Moor.

In response to his claim over northern lands by King Ashar, Cormyr's King Azoun I had forged the bloodstone-jeweled short sword that would become known as Ilbratha, Mistress of Battles. Its use as a symbol of power worked well to rally troops against the aggressive Shoon forces (referred in many northern texts indiscriminately as either Tethyrian or Calishite forces) approaching Cormyr's western frontier. Azoun then mounted a bold campaign that swiftly crushed Valashar's armies on the Fields of the Dead in the Year of the Whipped Cur (336 DR), and he went on to Amn, Valashar, and Tethyr. Azoun sacked numerous garrisons and the city of Ithmong as a show of strength to both the Wizard Emperor Shoon VII and King Kallos Tornamn of Tethyr. The Shoon Empire's borders soon shrank back to the Giant's Run Mountains.



The Strohm Restoration & Queens' Dynasty

The Shoon Empire fell because of poor leadership, infighting amongst the emperor and his advisors, lax garrison commanders failing to keep the local populace from revolting, and other factors. The final blow was dealt by the return from exile of the Ithal heirs to Tethyr's throne. The Tethyrian loyalists fought for their freedom for nearly four years, secretly backed by the former Shoon puppet king of Tethyr, who failed to quell the uprisings.

King Silvyr, the rightful heir, was an elf thanks to his half-elven sire and elven mother; he still could prove a direct line of descent from King Nishan II by virtue of *Arhymeria's dagger*, which could be drawn only by one of the House Ithal. By the summer of the Year of Killing Ice (449 DR), Silvyr and his "raiders" became an army that marched on Ithmong and took it from the empire. Silvyr took the crown offered by the abdicating King Priam, and he restored the rightful monarchy of Tethyr.

King Silvyr's success was short-lived, ending when he invaded Shoonach in late Uktar of the Year of the Corrie Fist (450 DR). After a tenday of skirmishing and destruction, a reluctant truce was called against the invading Tethyrian forces. On the Feast of the Moon, King Silvyr and the Emperor Amahl VII met in single combat at the Taraqin Arena near the center of Shoonach. Due to treachery most foul, King Silvyr was slain by the emperor, who then broke the truce and attempted to massacre the Tethyrian army. Prince Strohm's plan of distracting the Shoon forces with an obvious army while secretly infiltrating the city with more troops saved the day. When the two rulers met in combat, no treachery saved the fallen emperor from the vengeance of the one-armed elf-prince.

The Emperor Amahl VII died at the feet of King Strohm, who would soon be hailed as "the Left Hand of Vengeance." Exactly at the turning of Midwinter, the emperor and his Shoon Empire were no more, a day still commemorated. Though the emperor had fallen, the troops fought on, as did Amahl's heirs. After nearly a day of fighting, the Tethyrian troops managed to set fires all about parts of the Imperial City, creating the Great Fires of Shoonach. In this conflagration, every known member of the Shoon imperial family was killed, as were many high-ranked officials and army commanders. With the Great Fires dying down and the smoke clearing with the setting sun and light winds, King Strohm I of Tethyr left the soot-stained marble ruins of Shoonach's Imperial Mount the conqueror-king of a free land.

From that moment on, the Strohm Dynasty ruled Tethyr but left Calimshan and other fragments of the Shoon empire to rule themselves. The Strohm Dynasty has the longest uninterrupted reign over Tethyr, spanning 382 years. Thanks to the apocryphal *Chronicle of Tethyria*, many folk still believe that he was a human king enspelled to look like an elf, since no elf could claim the human throne. In fact, King Strohm the First's blood links the Suldusk elves of Tethir and the rulers of Tethyr. This bloodline created the only truly unified rule of all the

peoples of Tethyr. While the elves remained at peace with Tethyr until King Errillam's death, the Strohms were the last rulers trusted by the elves of the Forest of Tethir.

Numerous tales are told about King Strohm and his sons, but some facts are known. Strohm I fought against Calimshan and personally destroyed the city of Kyrakkis with magic. Strohm II was the founder and first druid of Mosstone; he gave refuge to the elves of fallen Myth Drannor in his court and kingdom's forests. Strohm III, a warrior, fought the Ring of Eyes in Cortryn, the remnants of Tathtar, and drew from the Forest of Mir. He is often said to have been a giant. Strohm IV, another warrior, was watched over by a platinum dragon. Finally, Strohm V was a famed druid who became an oak upon his death.

The next important period of Tethyr's history is what is now called the Queens' Era or Queen's Dynasty, under the four great diplomat-queens descended from Strohm V, whose rules were long and peaceful. Its primary significance comes from the acceptance of a queen as the Tethyrian monarch. Unfortunately, tales of this time are conflicting and facts are unsure; much work is needed to bring this period into full understanding.

The Lions' Dynasty

The most tumultuous and notorious dynasty since the Shoon Traitorum, the Lion's Dynasty is largely responsible for the chaos of the Interregnum and Tethyr's instability.

How does one easily describe to new generations the power of one such as King Mhoaran the Tusk-Bearded? Perhaps a quote from a noted storyteller of the North will suffice: "A mighty man was he, tall and broad and thewed as a great hero—and coarse, fire-tempered, and brawling, to boot. He took his throne by force of arms and held it for many long years despite the rebellious nobles of the land, who supported three well-hidden kin of the previous monarch." Mhoaran believed his claim on the throne was more legitimate than the claim that won King Teremir his throne. As the grandson of Queen Sybille and the nephew of Queen Cyriana by her sibling and only brother Prince Atann, Mhoaran used his military might to battle his way to the crown he (and Atann) believed was owed him when Teremir refused to abdicate peacefully to him and his besieging armies.

While Mhoaran gained his crown by might, he needed to keep it by guile. Through the plots and machinations of his nobles, the king lost three wives and more than two score children before he could raise an heir to adulthood. Even secreting the infants from their births to safe houses did not protect them from the nobles' assassins. After a shipboard assassination failed to rid Tethyr of Mhoaran, the king was reunited with his son, Nearel, who had been raised in secret in a fishing village along the Dragon's Neck Peninsula. Nearel, age 14, summoned a pack of sea lions with a magical horn, and the lions devoured the pursuing assassins. Ever since that day, the coat of arms of Tethyr and the royal seals have been supported by sea lions.

King Nearel and his successors had the unpleasant duty of hunting down pretenders to the throne—the three surviving children of King Teremir and any children of theirs. Nearel himself slew Teremir's elder son by the seventh year of his



reign. It took another four generations before all of the Bormul dynasty with a claim to the Tethyrian crown were dead.

Among the pretenders whose names are still remembered, “King Tredarath” was the second son of King Teremir, who died while fleeing Tethyr after a successful plundering of a royal stronghold. He and his treasure-laden band bungled into the coastal fens at the mouth of the Winding Water just south of the Troll Hills. They all drowned there, rebellion-funding treasures and all, and only Teremir’s daughter and her family remained to contest Nearel’s throne after the Year of the Breaking Ice. The only successful descendant of King Teremir was his namesake, his great-grandson Teremir II, from his daughter’s line and family. For the course of nine months in the Years of the Spawning and Lions’ Roars (Kythorn 1070 to Ches 1071 DR), Teremir the Second ruled Tethyr after his personal duel and slaying of King Coram II. Upon the return of the king’s brother Prince Alemander, the Lions’ Dynasty once again ruled Tethyr, and a wizard took the throne after slaying all his enemies and those who slew his brother.

The Rise of House Tethyr: In the year of the Smiling Flame (1145 DR), upon the coronation of the new king, his majesty Coram III dropped the previous names and honorifics of the House of Ithal-Strohm-Bormul and the family is now simply the House of Tethyr. There were never any official reasons given for the name change, though it could have served to distance the family from the rise to power of the Amnian Bormul merchant family (rumored to have connections in slave trading).

The Last Vizera: Wyvorlaa, Vizera of King Alemander II, was an influential member of court, as many say she was Alemander’s mistress as well as advisor. While not of noble birth, Wyvorlaa wielded more influence over his decisions than his dukes and chancellors. In the Year of Dawn Moons (1188 DR), she was discovered to be consorting with foul undead and an ancient lich in caverns below the Starspire Mountains. Though the lich escaped, the king’s nobles forced the king to order her execution. Wyvorlaa was the last Vizera until recently, due (according to the *Chronicle*) to her ignominy. Pressure from the nobles was also a factor, since they wished to prevent the uncovering of their plans or their loss of influence with the king.

The Shade King and the Corsair Prince: A century and a half after King Alemander’s retaking of the throne, a usurper sat once again on its royal cushions. Kymer, a treacherous half-elf bastard son of Alemander II, feigned friendship and love for his half-brother and gained entry to court, only to kill the king, queen, and all the present heirs in their beds. The king’s second son, Prince Haedrak was at sea on a trade mission to Zakhara. Upon his return, he found his half-uncle enthroned with a stolen crown. As many bards’ tales and songs concur, Prince Haedrak smartly avoided conflict until he could muster his forces and strength. He became the Corsair Prince, since he and the three ships under his command were now considered pirates as they harassed the unlawful monarch’s navy and coastal forces. After five years rebuilding the long-gone Nelan-

ther pirates, the Corsair Prince led a flotilla against Zazesspur, where Kymer held court, and took the city and the palace. The dusky half-elf king was killed in a duel with his nephew, and the corsair became King Haedrak II in the Year of Loose Coins (1227 DR).

The Black Hordes: In the Year of the Black Horde (1235 DR), orcs finally gained the numbers to force their way to the south. By midsummer, four large forces of orcs had reached the Plains of Clovis, causing mass panic among the villagers. Goblins were commonplace, but orcs were rare in Tethyr till this year. King Haedrak’s armies routed many of the orcs away from western Tethyr and south into Shoonach’s ruins, where many are rumored to exist now as undead. Others fled into the Kuldin Peaks, Shilmista, the Forest of Mir, and elsewhere.

The Orc Scourge: Six years later, a wedding ceremony among the hills northeast of Zazesspur was interrupted by a howling tribe of Starspire orcs invading the village. The bride, a young Tethyrian noblewoman, was captured, tortured, and slain. Lady Serisa Kheilart was to have married the king’s friend and loyal general Lord Parmas Haraqimn, who was knocked unconscious during the attack. The general was consumed with hatred and called forth his armies to scourge the lands of every orc. For more than 10 months, the armies of Tethyr and Amn were on the march. When the genocide ended, the only places orcs still lived in the lands south of the Cloud Peaks were in Purskul (in chains) or in the ruins of Shoonach. Little wonder the orcs call this the Year of Going Too Far. General Haraqimn and others pursued the orcs into Shoonach—from which they never returned.

Tethyr of Recent Past

The waning years of the thirteenth century Dalereckoning were tragic for the Lions’ Dynasty. Within a score of years, over 11 members of royalty were dead, many by assassination. Only now are the curtains of history drawn back to find the answers to many questions that seemed to summon a curse on this house.

The Kinslayings

What started as a chance for the ladies of the court to travel and see the North as well as the birth of another family member ended in horrific tragedy and betrayal. Princess Cyralna was married to Lord Ortaal Emveolstone, a son of the Emveolstone clan of Waterdeep, and their first child was due. A royal entourage traveled to Waterdeep for the birth, consisting of her younger brother Prince Toram, her two youngest sisters the Princesses Chynnil and Pyriiss, and the five daughters of her recently deceased sister, Princess Kessynna.

The Tethyrian royalty rented a number of townhouses on Feather and Darselune Streets in the Sea Ward of Waterdeep. The seven princesses became the stars of Waterdeep’s social circles for three tendays, and were seen in many parties and



galas. Alliance might have been made to tie the two Sword Coast powers together. But tragedy struck swiftly, as both Cyalrna Emveolstone and her child died in labor. Before the news of this tragedy could be sent to the court of Tethyr, all seven princesses were dead in their beds, slain by mimic grubs disguised as pillows.

Within a tenday, it was found that the lesser Lord Kyvan Emveolstone, a recent widower who was uncle or brother-in-law to the princesses, had killed them in concert with the greedy Prince Toram so they might rise in power. The aged King Haedrak died of a fit after hearing of the awful fate of three daughters and five granddaughters, most at the hands of his own kin. At the request of the new King Errilam, Kyvan and Toram died the deaths of traitors in Waterdeep, and their quartered remains rotted over the gates of Waterdeep and Zazesspur by the end of the Year of the Purple Toad (1274 DR). The sad spirits of the seven slain princesses still dance at the Moon Sphere of Dancing Court on certain nights.

An important note on these murders has despoiled the Harpers of much of their honor in the South. Almost immediately after the murders, agents of the Knights of the Shield spread the rumors about Waterdeep and outgoing ships that the Harpers had a hand in the murders of the seven princesses with whom Waterdeep had fallen in love. Some said they sold or purchased the mimics that killed them, while others “knew” the Harpers poisoned the young women and used the mimics to cover their tracks. It was suggested that the Harpers feared King Haedrak as a monarch, since he had once been a pirate (which is singularly a stupid accusation, knowing how many Harpers pose as such to accomplish their goals). When it came to light that the second son of House Emveolstone had killed them, folk whispered that he must have been a Harper or an informant. A century of rumor is hard to dispel, even for Harpers. Since the Year of the Purple Toad, no Harper has been welcomed in Tethyr.

The Death of King Errilam

Despite the devastating events that led to his assumption of the throne, King Errilam was a kind and well-loved king. His laws were just, and he was a friend to commoners, nobles, and elves all equally. While hunting with his court and some elven friends within the Forest of Tethir in the Year of the Beholder (1277 DR), the noble king Errilam was killed in an accident. While the elves claimed it was a mishap that occurred while chasing an owlbear, Tethyr’s king was dead, and many whispered that the elves secretly shot him or deliberately led him to this accident. The incident sparked centuries of strife and hatred and many cruelties between the royalty of Tethyr and the elves.

Murder of The Most Fair

Fourteen years later, tragedy once again struck the House of Tethyr within the environs of the City of Splendors. A trade convoy had traveled north to Waterdeep early in the Year of the Roaring Horn (1288 DR), and with it traveled a princess who spent two months enjoying Waterdeep’s hospitality. Prin-

cess Shaerglynda was the sole child and daughter of Princess Vajra, King Errilam’s sister and the last surviving child of King Haedrak. Arriving late to her rooms at the brand-new Gondalim’s Inn after a long-running party, Shaerglynda was accosted and murdered by a street thief who sought to steal her jewelry. The princess was found soon after the attack, run fully through by a short sword and pinned by it to the kitchen door. The thief had since left the premises with Shaerglynda’s tiara, rings, and necklace, and he was never found.

Just like her aunts and cousins who haunt the Moon Sphere, this princess of Tethyr still makes her presence known in Gondalim’s today. Even though the door has been scrubbed, polished, and even replaced four times, a dark blood stain mars the kitchen door and forever marks Shaerglynda’s place of death.

Treachery Unending

What was hoped to be a new era of trade between Waterdeep and Tethyr was shattered by the continuation of the “Waterdeep Curse” against House Tethyr. After long and successful negotiations, the grand-nephew of Haedrak, King Jaszur, seemed to have healed the wounds between the two powers by the Year of the Ormserpent (1295 DR). Upon the second night of his overland return-trip to Tethyr, the king and his retinue were beset by bandits that outnumbered them and their escort by two to one. The entire retinue was slaughtered to a man, and the sounds of battle drew the attention of Waterdeep’s roving guard patrols too late. King Jaszur and his men were killed and mutilated like royal traitors (drawn and quartered) such that none, least of all the king, could be resurrected. The king’s orb and scepter were stolen from a wagon and his person had been stripped of its regalia, including the crown, rings, and the sword of state—a *flame tongue* long sword.

By the following morning, all the bandits were surrounded and captured by the Waterdeep Guard on the lands near the Sarcrag. All the bandits were summarily executed by the command of Open Lord Baeron, who oddly rode with the guards as a gesture of respect to a fallen friend for whom he could do nothing. No treasures were recovered from the bandits, and searches for the Regalia of Tethyr and other items of worth from the entourage proved for naught. Thus, over the past decades, the legend of the lost treasures of King Jaszur have made Sarcrag the target of many treasure hunts, all of which had no more luck than the search by the Open Lord and the Guard. With the king’s murder and many unanswered questions suggesting bad faith on Tethyr’s part, his twin brother King Olosar cancelled all agreements made with the City of Splendors and to this day, no major trade agreements or alliances have been made between Waterdeep and the court of Tethyr.

The Emveolstone Conspiracy

Now, after much investigation and interrogation of some particulars, much of the secrecy can be stripped away from these four ignominious events, and one name comes to light: Ho



Emveolstone. All of the royal murders across a 20-year-span can be traced back to the hands and heart of the Lady Evelyn Emveolstone and her agents.

Upon the arrival of Prince Toram to Waterdeep, the younger sister Evelyn fell in love with him instantly despite her seven years' seniority over him. Being of like minds for intrigue and power-greed, she and he plotted on how to eliminate his rivals to the throne of Tethyr. When his elder sister unexpectedly died in childbirth, Prince Toram and Lady Evelyn brought the mourning widower Lord Kyvan into their web. Manipulating his grief, they convince Kyvan that the princesses, two of whom acted as midwives, had killed their sister and nephew to prevent them from becoming rivals for the throne.

Lord Kyvan and Prince Toram acquired rare mimic grubs from various sources about the city and slew their nieces and sisters in their sleep. As Lady Evelyn has little direct connection to the murder weapons, she escaped detection this time, and played the act of love-struck fool and innocent younger sister to the hilt. As the sole remaining sibling of her elder brother the Lord Ammox Emveolstone, Lady Evelyn went into seclusion for years, where she apparently nursed a grudge against Tethyr's king for the torturous deaths of her brother and betrothed lover.

With the arrival of Princess Shaerglynda, all of Waterdeep marvelled at her beauty and grace, though one felt only hatred for this scion of a hated family (though she showed it not). Lady Evelyn's long-festering vengeance sought release, and she hired an assassin through her current lover to kill the princess and cover it up as a robbery. Shaerglynda's jewelry was sold through discrete channels of the black market, though Lady Emveolstone kept a small signet ring set with mother-of-pearl.

Seven years later, the still-vengeful elderly woman sought to disrupt or end the growing ties between King Jaszur and Open Lord Baeron, and her passion for murder reignited. Hiring more bandits through channels, Lady Emveolstone orchestrated the death of King Jaszur and the capture of Tethyr's crown jewels. Within two days, she was secretly arrested and brought before the Lords. Both her claimed signet ring and the crown jewels proclaimed her guilt in the murders, though she was only suspected of the more recent crime. In addition, one fleeing bandit led the Magisters back through the winding paths of money and four intermediaries and shady contacts to trace it back to the benefactress Emveolstone.

While her guilt seems obvious once the jewels are traced to her, only the careful consideration of accounts of parties and galas attended by the king and earlier affairs by Princess Shaerglynda and the other princesses brought attention to her noted behavior and absences that differed from nearly any other noble of her status and age group. After the first two days of any visit, Lady Evelyn was never seen directly associating with any of her Tethyrian guests, though she did not openly avoid them and remained at all affairs as fit her station.

The Lords of Waterdeep had been powerless to stop the slaying of King Jaszur, but had been able to reclaim the regalia of Tethyr, and they kept it safe for seven decades, awaiting the word of one Lord who proclaimed that the gods saw a new dynasty and that only their heads would deserve the touch of these royal objects. Upon Prince Haedrak's arrival in the City of Splendors to seek loyal allies with which to come to Tethyr's aid, the regalia were granted to him by Open Lord Piergeiron and three other Lords, with the full understanding that Waterdeep and Tethyr had ever been and always shall strive to be friends, despite the selfish and ignoble acts of the few.

[Private Note] Elminster, this section is only among papers sent to you as the utmost discretion is needed here. Whether by happenstance or design, my reckonings of past conversations amongst you and your comrades and my research on these events have come to the following conclusion: Lady Evelyn Emveolstone is largely responsible for the deaths of more than nine of my kinsmen! Obviously, the political ramifications are great for the young lord who now sits at the family's head in Waterdeep, but so many unanswered questions in history can be cleared. Your thoughts on this matter are necessary, for to use my now-royal prerogatives to bring the matter to light would hardly suit my purposes of bringing us closer with Khelben's city. Pass the second copy of this information along to him as well. –H

Your Majesty, your wisdom far exceeds your time on a long-deserved throne. You have pieced together many of the same facts that I myself did long ago, and filled a few more than I would have believed possible to complete the picture. At the time, I acted in utmost secrecy as a personal ally for the Lady Shilarn, each of us Lords of Waterdeep. I knew that Lady Evelyn was the culprit, but had no proof to convince Lord Baeron of her culpability. As you surmised, I allowed her underlings to reveal her hand, and in my guise as Magister Ducat Eattel, I arrested Lady Emveolstone. Would that I had not been delayed on Harper business, or I might have saved King Jaszur and his noble retinue as well.

Once brought before the Open Lord and a consortium of Lords, her crimes were noted and her guilt was revealed. As a favor to Mirt the Merciless (the newest Lord), her brother Lord Emveolstone was apprised of his sister's crimes and punishment, and the entire matter was kept quiet, as the lord was also a most trusted Magister of the city. Lady Evelyn paid the price for her treacheries, as had her elder brother: She was beheaded at Castle Waterdeep, witnessed only by Lord Emveolstone, Open Lord Baeron, and the executioner. To reopen wounds barely healed for the sake of history is to beggar disaster on the blossoming good that Waterdeep and fair Tethyr can do together. The Lord Lylar Emveolstone, while young, is no fool, and has accepted the fates of his ancestors, though he too wishes this matter closed, for the sake of the peoples and the peace.

My appropriation of the Tethyr regalia served a twofold purpose: Treasure hunters and greedy thieves are more easily drawn out when there is honey to attract flies; and I foresaw by Mystra's grace a more worthy king in Tethyr's future, and safeguarded the regalia for his ascension. You certainly cut a more impressive figure with the regalia intact, than had you arrived in Zazesspur with but a short sword and a shield to plight your troth. –Khelben Arunsun





The Paladin Prince & The Battle of Nightflames

Prince Rythan by all accounts was among the most noble and just of Tethyrian royalty. A paladin of Helm trained in Myratma, Prince Rythan spent his life among his people, righting injustice and defeating evil. If tales are to be believed, Prince Rythan single-handedly defeated four werewolves, two vampires, one ancient lich east of Shoonach, and countless goblins, hobgoblins, gnolls, and ogres over the course of his 36 years of life. Yet his last mission was fought not for the sake of justice but politics.

The fledgling country of Mulsparkh had contemptuously settled itself along the northern bank of the River Memnon in the Duchy of Tellyshal in the winter of the Year of the Striking Falcon (1333 DR), and its armies held cutthroat mercenaries from Calimshan, orcs, goblins, and other fell creatures. Prince Rythan, armed with the royal Sword of Starlight, led a small army against them early the following year, but hoped to parlay and bring about Mulsparkh's peaceful retreat from Tethyr.

Requests for negotiations were denied. The prince led the charge of cavalry against the Mulsparkhen armies serving the mages of Mulsparkh after a number of delaying volleys of missile fire from the Mulsparkhens. While the army seemed disorganized and clumsy, the prince's cavalry tore deep into the horde, realizing its error too late. The would-be rulers of Mulsparkh controlled their armies by magic; the horde of goblins, orcs, and other creatures closed around the Tethyrian forces and overwhelmed them once the latter penetrated the outer lines.

Prince Rythan fought valiantly and slew many foes, but even one such as he fell to evil. The few soldiers who escaped the slaughter bore home the battered body of the prince, who while dying *healed* his standard bearer, the boy who carried him before the king. The body lay in state until King Alemander received word from Calimshan that they had destroyed the mages and the armies of Mulsparkh, and the heads of the mages were delivered to the king as reparation and vengeance. The Sword of Starlight remains lost to this day.

Many believe that Calimshan used the "invasion of the exiled mages of Mulsparkh" as an attempt to grab land from Tethyr. However, recently discovered secret letters show Calimshan's main concern was to eliminate Prince Rythan, possibly with the approval of King Alemander IV!

The Secret Son of King Alemander: Prologue

At the time of his death, Prince Rythan was betrothed to the Lady Rhinda of Saradush, and they were to marry three ten-days after the Battle of Nightflames cut his life short. In her grief, the Lady Rhinda agreed to marry King Alemander, who wished to provide for her as well as continue his line, as he only had one son from a now-dead wife. After a protracted mourning period, the two were married late in the Year of the



Blazing Brand, but it was not a happy pairing. Within two months, Queen Rhinda began what was to be her habit for the rest of her life: travel extensively and see to her family's and the royal holdings outside of the southern lands. As she left the country at the bequest of her husband, to protect her from the many plots his son had in play, they alone knew she was pregnant. Accompanied by trustworthy (and later expendable) servants, Queen Rhinda visited many cities of the North except for Waterdeep.

On the Feast of the Moon in the Year of the Snow Winds (1335 DR), Prince Haedrak Errilam. Alemander Olosar Lhorik of the House of Tethyr was born in a room atop the High Palace of Silvermoon. After two months, the queen gave her son into capable hands that would protect him until he could claim his birthright, as his father intended.

The king's reasons for hiding his second son from his people are many, but the major reason was his constant warring with his elder son Alemander V, who was easily swayed to positions that countered his father's but favored lesser nobles whom the prince believed were his allies. King Alemander wanted his second son to rule after him, rather than the officious and greedy Alemander. He gave his wife the freedom to see to the child's education and safety, stipulating only that he was to learn of magic to combat the spies of Calimshan when he reached the throne. While these histories cannot reveal those who sheltered and taught young King Haedrak, suffice it to say that the future king was in the best of care.





Tethyr in Chaos:

The Alemandrian Interregnum

The rampant chaos of the Ten Black Days of Eleint began in such secrecy that it may be forever impossible to determine the true causes for the downfall of House Tethyr and its supporters. Granted, there was civil unrest and discontent in the Year of the Bright Blade due to the king's draconian politics, but not outright dissent. Despite the problems of the time, there are enough alive today to corroborate facts from fables. Of the start of the Alemandrian Interregnum, only this much is known truly:

- All of Castle Tethyr burned to the ground in seven hours, the first fires beginning at midnight of the 12th day of Eleint, 1347 and ending just after dawn.
- The entire Royal Family—King Alemander IV, Queen Rhinda, Prince Alemander, Princess-Consort Dhara, and the two young princeling heirs Jhodak and Leodom—died in the fires of Castle Tethyr.
- The night of the fire, Castle Tethyr played host to two local counts and a duke: the counts of Lathmarch and the Mir Protectorate, and the duke of Dusk. Due to the revelry, most of the nobles slept through the coup and died in the fire, since servants were kept from rescuing anyone (especially the royalty) by the attacking troops.

- The king's garrison commander and many of the high-ranked loyal army officers also died in the castle, though their posts should have placed them along the outer perimeter walls at the time of the fires.
- The surprise siege of Castle Tethyr by the king's largest army (which should have augmented the frontier garrison at Kzelter due to false rumors of an impending attack from the south) is the fault of the army's leader, General Nashram Sharboneth. Many assume the general died in the collapse of the burning castle, but his body was never found. Many also noted that the general annexed angry peasants into his forces, which were responsible for setting the castle ablaze.
- Of the king's seven major councilors at that time, four died mysteriously in the six tendays before the Black Days. Though all were previously seen as honorable loyalists to the king, two were executed by Prince Alemander as traitors for plotting against the king. One was poisoned during a feast by his own farsann. The fourth threw himself out of the highest tower of his castle, and documents in his own hand revealed his connections with Zhentarim forces to the north. People often forget these events due to the events that followed, but the only item that links these men (aside from being councilors) is their well-known contempt of the heir, Prince Alemander. A fifth councilor whose honor and loyalty was above reproach—Duke Alaric Hembreon—was exiled from Tethyr only 15 days before the Black Days erupted. The trumped-up charges against him were debased slurs that were soon denounced and Hembreon returned to Zazesspur after two years of exile to help Tethyr back to stability.

Certain coincidences suggest the fall of Tethyr came from two sources: General Sharboneth and Prince Alemander. A number of servants survived the burning the castle, since they lived in the outbuildings of the keep. The precious few that endured the Interregnum attested to the greed and rapaciousness of the prince and the general, and implied that the councilors' deaths were engineered by the prince to cover his own schemes. While none could prove it, the few living royal servants who intimately knew the court suspected that Prince Alemander tried to take the throne from his long-lived father by force, allied with the general. The general tried to double-cross him, and both men (and the kingdom they sought to rule) fell in the fires of their own making. Would that the madness had stopped there.

The Ten Black Days of Eleint

The Ten Black Days of Eleint, now a score of years past, shall forever remind nobles in Tethyr and the whole Realms of the fate that awaits those who abuse their power and influence over others. According to the few surviving nobles of that period, some were aware of such unrest among the people, but mostly those from the border states around the Forest of Tethir who suffered the brunt of the elves' wrath during the Hunts.



Among the dukes and other nobles under Alemander IV, only two—the dukes of Dusk and Suretmarch—were seen as utter tyrants, though others were harsh to their workers and vassal counts. While the unrest among the highlanders seems justified, it hardly explains the vicious uprisings in the lowlands.

According to a number of diviners and priests who spoke with many exhumed parties, the hysteria that gripped many folk during these times came from on high, though which gods may have been responsible is unclear. Some sources point to the Banite clergies that were numerous around Tethyr at that time, while others mention the dark god of destruction Talos and his minions. An even wilder legend that those in County Uluran hold true suggests that the vengeance of the elves' gods forced many peasants to rise up against their overlords in retribution for the torment they visited upon the Tel'Quessir. One story isolated to the village of Toralth mentioned a black cloud with red eyes descending upon the village (Malar's mark), which turned villagers and local elves into ravaging hunters of the nobles.

Of all the varied tales of gods and priests rallying marauders from the villages all about Tethyr, only one can be traced to a particular known person: Dlatha Faenar, a priestess of Beshaba. A number of accounts link her to a visit at the camp of General Sharboneth the night before the attack on Castle Tethyr. She was also seen on the ramparts of the castle the night it fell. Her exact actions and involvement with the fall of Tethyr are unknown, and she cannot be approached at the Spires against the Stars for questioning. Still, the interest of the Maid of Misrule and her deadly but beautiful servant is not unfitting, as the luck of both traitor-tyrants ran out that night.

One possible explanation for the destruction of so much could be a former power-play by either Myrkul or Bhaal to upset the tyrannical power of Bane in the area by rallying aid from the worshippers (if not the god itself) of Malar, Beshaba, and their own assassins. By destroying the tyrants of Bane, their own power would grow; however, the plan seemed to fail as Bane's tyranny only gained a further grip through lesser, more grasping and greedy hands during the unrest.

The Ten Black Days—the 13th through the 22nd day of Eleint in the Year of the Bright Blade (1347 DR)—brought down eight entire noble families, four of Tethyr's larger castles, and six temples (to Bane, Bhaal, Helm, Lathander, Mystra, and Oghma). It caused the deaths of more than 600 other people with ties to the royalty, such as guards and servants. Once Castle Tethyr burned to the ground, the mobs seemed to spring up and spread out in all directions from its smoking ruins. No place was safe if the mobs believed it harbored anyone of noble birth.

Within two days, the Piirlons of Zazesspur (Queen Rhinda's family), the Sakhars of Myratma (the royalty's main merchant arm and cousins to the king), and the western branch of the Riiklass clan (the family of Princess-Consort Dhara) in the Purple Hills were murdered by mobs. It was later discovered that the nine Riiklass nobles were innocent traders and metalsmiths.

Four days after the king's death, only two counts remained in their seats of power, under siege in western Tethyr (though

they too fell by the end of the Black Days). Lord Tuvos "The Rune Count" Akasi, the wizard ruler of the area called Monrativi Teshy Mir, died in a spell-battle that also destroyed his castle and acres of surrounding greenery. His slayers were the members of Tethyr's adventuring company of wizards, the Magis Mir, who disappeared seven months later from their refuge in the Forest of Mir. The abusive taskmaster Count Romar Miklaas of the Purple Hills died at the hands of long-suffering halfling tenants and their druid allies on his own manorial lands.

The Sixth Day saw the greatest destruction and the widest exodus of nobles, as mobs set torches to many of the noble villas and manors in and around Ithmong. While 12 families of lesser or now-unseated nobles escaped to Riatavin or parts farther north, others died at the hands of the mobs. Four wagons, complete with the entire remaining noble families of the Mir Protectorate, tried to exit to the north through Survale Ford; they thought they were traveling incognito, but a bribed servant betrayed them. The mob caught up with the escapees and the carriages were forced off the Helmbridge and into the raging River Ith, where all aboard drowned. The rich cattle ranches north of Ithmong and Myratma were looted and set aflame, and the night was commemorated as the Night of Nine Fires, as the burning manors were visible for miles around.

The remaining four Black Days saw confused manhunts throughout the country with paranoid mobs still raging about the cities and the countryside. Many were murdered as they tried but ultimately failed to protect children hidden among them who happened to be of noble birth. In the eastern highlands, the clans held firm to their clan loyalties, but they simply held the chaos in check in small areas, as did the duchy of Elestam to the east. By the end of this period, over 550 nobles had been killed, and the toll among the commoners ran to 1,700, due to out-of-control fires or mercenary soldiers defending their lords.

Of the 56 seated nobles (and over 100 titled lesser nobles) that ruled before the 13th day of Eleint, only two dukes, one count, and five barons survived to the end of the Black Days within Tethyr. They were spared either by luck, fear, or their natures as kind, just masters whose people came to their defense. All the rest either died or fled the country, though some heirs stayed behind to hold onto their family's power.

Lord Nivedann Illehhune, the heir and tyrant duke of Dusk just like his father, marshalled his forces (including three of the surviving vassal barons) around him and held out against a protracted siege that finally led to the destruction of his castle and the duke's death in Mirtul of the Year of the Crown (1351 DR). Of the three barons, Lord Erktos Kytolamn of Valshall and Banite Lord Challas Barstonn of Shelshyr died while trying to flee Tethyr a year into the siege (though some say they died on orders of Duke Illehhune, who confiscated their money and equipment to fight the siege). The last official baron of Tethyr, Nivedann's uncle Lord Maxos Illehhune of Cyvann Hills, died with his nephew during the final siege attacks. (Lord Hhune is a distant relative of this family.)



Count Vartan Thrynnar of Alonmarch took many of his tenant farmers into their castle for protection, and his loyal troops broke the first of many small sieges against them. Until the Reclamation, however, Lord Thrynnar was only able to control and defend roughly half of his county from the marauding peasants and power-mongers.

Baron Amir Raslemtar, though he survived, fled Tethyr with his family for their continued safety, not trusting on blind luck to see him through the years ahead. In good faith, the mob that had hours before executed his overlords the Duke of Ankrampir and the Count of Bashyrvale provided him and his family safe escort to a ship heading north to Baldur's Gate.

The final surviving baron, Lord Dinos Akhmelere of Kirgrove, fled with a caravan of his possessions along the Trade Way in hopes of settling safely in Esmeltaran, but he never arrived at his family's lesser holdings in Amn. Elmanesse elves today say that "the great hunter of elves was dealt with according to his own actions," but add nothing more.

The last duke of Tethyr's easternmost duchy of Elestam, Lord Valon Morann, held his borders firm with loyal troops to prevent any of his corrupt neighbors from fleeing to him for help. Within two months of the Black Days, the duchy seceded entirely from Tethyr after ousting four corrupt barons and counts and their families, as they were more loyal to their despot neighbor the Duke of Dusk. [For more on this rebel duchy, refer to Book Three's information on Erlkazar.]

The Interregnum Years

Once the immediate destruction of the Ten Black Days waned, long wars over the succession to the vacated power structure began. The first attempts to take control came from the remaining military forces that no longer had to obey any orders but their own. Next came some returning nobles or heirs eager to feast on the vacated lands. Other opportunists flocked to Tethyr in the next few years: adventurers, mercenaries, and merchants looking to buy a title or two. Over the next 20 years, nearly 200 people attempted, if not succeeded, to become rulers of Tethyr. By the Year of the Helm (1362 DR), it was possible to purchase some title holds, though the defense of said territorial borders was solely the problem of the purchaser. While life within the cities of Saradush, Zazesspur, and Myratma soon returned to a semblance of normalcy, Ithmong and the lesser settlements were rife with dissent and problems throughout the Alemandrian Interregnum. The individual crimes and atrocities committed by these usurpers and "carrion-counts" (as the title purchasers were often called) are detailed later, from information gleaned during the Interregnum Trials.

Your Highness, the numbers should be increased nearly five-fold from your estimate. Had they all moved on Tethyr en masse, the sum of merchants, adventurers, and petty lordlings of the North would rival the smaller orc hosts seen in the Year of the Black Horde. — E

While history often reflects only the majority of horrors and crimes visited over time, it can also serve to highlight those de-

serving to be remembered for their valor. Chief among these was the Company of Eight, a noble band of adventurers who sought only to right wrongs and make sure that undeserving people were not raised to the vacant posts of rulership. Their first maneuvers helped bring down the despot Duke Nivedann Illehhune in the northeast in the Year of the Crown (1351 DR). Thanks to their efforts starting in the Year of the Arch (1353 DR) and later, the despotic rulers of Ithmong—Ernest Gallowglass and his predatory son—were stopped from becoming kings of Tethyr or further abusing their power over Ithmong. Their many heroic accomplishments before and during the Reclamation earned a number of their members noble titles in accord to their selfless actions for the greater good of Tethyr. Other groups likewise aided the people of Tethyr, including the Queen's own Star Protective Services, and have been rewarded with lands or sheriffs' positions or other grants, from the Knights of the Unicorn to the fighter-priests of Lathander's Lanterns.

Still other groups operated here whose fates are unknown, including the wizards' circle called Magis Mir, the seven rangers and priests known as the Treantbom, and the vain but effective urban adventurers of Sune's Smile who left Myratma for the ruins of Shoonach four years ago, never to be seen again.

The population of Tethyr fell dramatically during this time, primarily from emigration of peasants to other realms that offered them greater safety. Humanoids and monsters slaughtered all humans they could find as well, and diseases ran rampant.

While the chaos of Tethyr's rebellion was always close at hand for the early years, other events thundered across the entire Realms and often had impacts on Tethyr that were noticed above the standard anarchy of the times. While these incidents rarely affected the whole of Tethyr, the locals remember each event as closely as those of the Black Days.

The Retreat of the Elves: The jaded seagoing folk of Velen are rarely surprised by much. But on Greengrass of the Year of the Harp (1355 DR), a contingent of 40 elves arrived at the gates of Velen at dawn from the peninsular forests. They quickly marched directly to the Andrusky shipyards, paid Simon Andrusky four times the worth of a recently completed ship, and set sail toward the west by highsun. A number of Veleen fishermen out on the sea that day swear that they saw the ship suddenly sprout wings of blue light once it cleared Asavir's Channel and the Nelanther, flying off north-northwest.

The Dragonspear Wars: Amn and Waterdeep were engaged in a series of battles against the baatezu of Dragonspear Castle in the Year of the Worm (1356 DR), from Tarsakh to the Feast of the Moon in Uktar. While few baatezu or orcish allies ventured south into Tethyr, the tavern talk over any missing person or mysterious death was attributed to baatezu wandering the hills of Tethyr's highlands.

The Time of Troubles: Since the Ten Black Days 11 years before, monsters once hunted down and kept from the cities and settlements of Tethyr had grown progressively stronger



and more numerous. This year, with the magical chaos fanning the flames, a horde of unique monsters blazed across the land. The Hospice of Saint Corin's was attacked by a horde of two-headed goblins, which would have destroyed the hospital on the first day of Eleasias if not for the noble sacrifice of three Knights Kuldar, who held the fray back until reinforcements arrived from Barakmordin: Brother Bevnor the Painbearer, Sister Ammill Redtears, and their father Sir Jhared the Loyan.

That same nearby temple-fortress of the Triad came under siege later on the night of Highharvestide by hordes of bizarre creatures that seemed to be dark versions of trolls and illithids. These creatures, as well as countless other monstrosities about the country, managed either to destroy or inhabit some of the few remaining castles and keeps. There are even reports of a godly visitation during the Godswar: Natives of the Forest of Tethyr and lands to its east swear that a huge throng of monsters was repulsed and systematically killed by an army of mercenaries led by the Red Knight. The later founding of a Red Knight-dedicated mercenaries' training ground by Baldur's Gate lends credence to the tale.

The Tuigan Horde: The Year of the Turret (1360 DR) had much of the Realms' Heartlands in a panic with the reports of an approaching Tuigan barbarian horde. While it had little direct impact on Tethyr during its time, it did provide a number of services that led to the Reclamation.

First, quite a few mercenaries who had been employed in Tethyr to hold land for a noble deserted for the better pay in King Azoun IV's army. This provided some peace for the people, as well as some instability for previously "invulnerable" robber-barons who fell swiftly thereafter.

Secondly, the future queen of Tethyr, Zaranda Star, was also among the thousands who helped keep the Tuigan out of the civilized Heartlands. During this campaign, Zaranda forged some friendships that led to the aid she needed to gain the throne offered by Tethyr's people. Despite initial friction among the adventurers, Zaranda made loyal friends of Vajra Valmeyjar (the "She-Wolf of Manshaka"), Onyx the Invincible, the centaur Tymoth Eyesbright, the quiet Vander Stillhawk, Lady Kyrin Hawkwinter, and Lord Zelphar Thann of Waterdeep.

The Discovery of Maztica: By the end of the Year of Maidens (1361 DR), word trickled into the ports of Tethyr that a new land had been discovered to the far west, beyond the Nelanther and Evermeet. The promise of this land, rich in exotic goods, saw many of the power-mongers of Zazesspur and Myratma frantically build ships to sail to the west in a dash for the riches. Though many set sail early the next year, no ship that set sail from Tethyr ever made it to the shores of New Amn; they either sailed too far north and were sunk by the elven fleet of Evermeet, or they crossed into Amnian-controlled shipping waters and were attacked and sunk to prevent any competing traders or settlers from reaching the New World. This brought down a few of the rising powers of Tethyr, since the ventures took all their money for naught. In the last few months of the Year of the Gauntlet (1369 DR), however,

some small successes were made by Tethyrian merchants in reaching Maztica and initiating trade with New Waterdeep and Helmsport.

The Trinity Conflicts: All that Tethyr knew of this apparent months-long struggle against the allied forces of Talona was the ultimate destruction of the Edificant Library. While most of the populace found it sad that the great monastery had fallen, few gave much thought as to its impact. Though High Scrivener Cadderly has rebuilt a monastery—the great cathedral Soaring Spirit—in its place, the Edificant Library was one of the few accessible and local places where historians could authenticate much of this work that you read now.

The Tethir Conflicts: While this was seemingly a matter of local importance only, the involvement of Evermeet lends import to the events. This was only the latest of transgressions against the elves and the sylvan creatures of Tethir, but one of the most damaging in decades. A mercenary captain named Bunlap and his men were mounting a number of logging operations in the eastern forest. At the same time, they were either enslaving or killing any elves they found. While the elves are notoriously tight-lipped about details, the apparent aid of an envoy of Evermeet and an elven swordswoman of legend wielding a *moonblade* brought all the sylvan people together into a force that routed and killed the human despoilers of the forest.

Soon after, notices came to the city council at Zazesspur (the largest governmental seat in Tethyr at that time) that the eastern boundaries of the forest would be restored to their rightful expanses as they were a century before. These notices, delivered by an elven representative of Evermeet on Highharvestide of the Year of the Wave (1364 DR), held the veiled threat from Queen Amlaruill that any transgressions against the elves and their restoration of the trees would be met with extreme prejudice and force, if necessary. Aside from the internal threats of monsters native to Tethir, the elves of Tethir have been left in peace for the past six years.

The Reclamation Wars

After two decades of suffering and strife, the people of Tethyr called out for change and peace. The Reclamation Wars lasted as a military campaign for two years but are tied up in events spanning almost three years. As the king slowly built his support in the Northlands before returning to Tethyr, so did the queen prove herself among the hills and dales of her new homelands. Only the most pertinent details relating to the restoration of rule to a unified Tethyr are mentioned herein.

The Year of the Staff (1366 DR)

Zaranda Star's involvement with Tethyr started in the Year of the Wave when she purchased County Morninggold and its titles from the Order of the Silver Chalice. The countess who became a queen spent much of her early tenure isolated at her keep and fixing it up. At the end of 1366 DR, she embarked on a mercantile career that would send her away for extended periods of time across the Realms, including such far-flung places



as Unther and Thay. Zaranda's return in Tarsakh of the Year of the Wave showed her that little had changed in Tethyr, as bandits and robber-barons still ruled the plains in domains held as far as their swords' lengths. Still, despite the dangers of travel, she set out for Zazesspur with a trade caravan of eastern goods.

In her travels westward, she encountered bandits and barons who demanded her submission. She proved her strength of character and arms by either subduing or slaying her foes for their crimes against the people. She also showed the people her compassion and judgment by accepting Shield of Innocence, an orog who later proved he truly was a paladin of Torm, when all others would sooner stone or hang him. Upon her arrival in Zazesspur, the Council (and the power on the rise, Baron Faneuil Hardisty) impounded her caravan and tried to arrest Zaranda and her companions, but they escaped, and they ended that year out among the hills and dales of Tethyr.

[This time is covered in Part I of the novel, War In Tethyr.]

The Year of the Shield (1367 DR)

For 11 months after their flight from Zazesspur and the power of Baron Hardisty, the Company of the Star lived among the peasants and the common folk of Tethyr. As they became the Star Protective Services, Zaranda and her band taught many local villages all across northern and central Tethyr how to defend themselves from bandits and squatter-lords who demanded tribute. This, of course, made her dangerous to the greedy and to those in power, who only saw that she was training an army.

In Tarsakh of this year, Zaranda and the Star Protective Services were at Ithmong, negotiating their services with the Ithmong Council. While Lord-Mayor Ernest Gallowglass had been deposed by this time, many of his unfair and somewhat draconian measures still held sway. At the windup of these negotiations, Zaranda was betrayed by one of her own number, and she was drugged and secreted out of Ithmong in chains. By the time anyone knew there was trouble, Zaranda was imprisoned as a traitor and rabble-rouser in dungeons beneath Zazesspur.

As the fortunes of many different power-seekers whirled about in chaos, the people of Tethyr suffered, and never more so than in Zazesspur on the last days of Tarsakh and the start of Kythom. Zhentarim child slavers were uncovered in sea caves beneath the city and run out. Fell forces unleashed the Darkling armies into the streets of Zazesspur; the city's Council members were almost all murdered by their own children under the sway of evil; and the Church of Ao, its high priest, and the Lord of the city Baron Faneuil Hardisty were revealed as shams and veiled products of evil. This bedlam all happened within the span of four days, hereafter called the Days of Terror in Zazesspur.

Zaranda Star and her friends brought the Terror to an end just before dawn on the third day of Mirtul. The One Below, a malevolent creature that controlled and instigated much of the chaos was dead, as was its evil lower-planar servant. All Zazesspur should be thankful for Lady Star's judgment, for her faith in an orog paladin helped end the evil cloaking Zazesspur. Shield of In-

nocence was responsible for destroying a lower-planar fiend and saving Zaranda's and Vander Stillhawk's lives in the process. If not for an orog, Tethyr might yet be ruled by chaos.

[Part II of War in Tethyr encompasses the period from Mirtul 1366 to Tarsakh 1367. The novel's third part reveals all the details of Zaranda's activities up through and ending at the Days of Terror.]

Zaranda and her allies returned from the caverns and Underdark beneath Zazesspur at dawn on the third day of Mirtul. This third day is now called Crowning Day in Zazesspur, as it is the day the city beheld their savior and proclaimed her their queen. Despite initial misgivings, Zaranda accepted the mantle under the auspices that she would rule Tethyr only if all Tethyr knew her and understood that she ruled at the bequest of the majority of the people. Much of the months of Mirtul and Kythorn were spent in council with Duke Hembreon and Lords Hhune and Faunce of Zazesspur, deciding on how to gain the support of the rest of Tethyr. The weary Zaranda and her friends rested, healed, and helped Zazesspur rebuild itself.

By Flamerule, Zaranda was ready to take up the mantle of leadership, and she boarded a ship to Velen. That peninsular city had heard of her doings at Zazesspur and welcomed her as the queen, following Zazesspur's lead. The pirate-allies that ruled Tulmene were quickly uncovered by the queen in her visit later in Eleasias, the Nelantheran pirates were ousted by arms and by fire from the shipwrights' town, and lawful order was restored to Tulmene at long last. During this time, Zaranda's ward Chenowyn and her former mentor Nyadnar left the rising queen, and they flew off to the west in the shape of gem dragons.

For the next three months, Zaranda found her entourage growing, whether the new members were villagers she trained to fight along the way or other established adventurers or leaders. While uncovering a pack of wereboars who were murdering rangers in Mosstone, Zaranda met the illustrious Company of Eight, and all became fast friends, as their goals were the same: Order and just, lawful, responsible, and equal government for all of Tethyr's people. On Higharvestide, she received the blessings of the Archdruid of Mosstone at a public ceremony in Port Kir, and all the forest and coastal folk accepted her growing regency.

With the coming of winter, many of Zaranda's followers might have preferred to march on to Myratma to the south. However, news came that Julian Gallowglass, son of the ousted Lord-Mayor Ernest Gallowglass and hidden ally of Baron Hardisty of Zazesspur, had taken control of Ithmong, and his tyrannical rule had grown intolerable after only three months. The queen and her army of followers, strengthened by all the villagers along the way who flocked to her banners, besieged the city of Ithmong. With minimal damage to the city and its people, Queen Zaranda, Marilyn Haresdown, and Tardeth Llanistaph captured the would-be king, just as the latter pair had apprehended his father almost a decade before. He was taken alive and unharmed (he was a coward in close combat) and was sentenced to the Cloister of St. Ramedar until his rehabilitation or death.



Her earlier ill luck in Ithmong and her recent entry by force did not sour Zaranda's opinion of a long-maligned city. She saw a place and a people she could love, and they needed a strong but benevolent ruler to prevent yet another tyrant from rising out of strife-riddled Councils. While spending the winter in this city, she declared that this would be her new capital (much to the chagrin of her Zazesspuran allies), and Gallowglass Hall would be restored to its original glory as Faerntarn, the castle of the Queens' Dynasty. Zaranda declared, "The Great Queens of Tethyr ruled well from that castle, and I would see it become a castle again. Their spirits and your support guide me, and I hope to be a good ruler for you all. Gone are the days of Ithmong, city of tyrants, and rise up, Darromar, City of Queens!"

Ithmong was thus named for the first king of Tethyr. Some questioned why the Queen's City should be named for a king, but Zaranda simply noted that the just queens of the past would be honored by her actions and rulership, and the just kings by her projects. Throughout the winter, Zaranda strengthened her support of her allies while studying the problems of the cities to the south and west.

The Year of the Banner (1368 DR)

The spring and summer of the Year of the Banner would be among the busiest times in the lives of Zaranda Star and those who called her friend or queen. Ogre and goblin attacks from the Kuldin Peaks and the Forest of Tethir pressed many trainees of the Star Protective Services to their limits, but the biannual skirmishes did far less damage to the people and villages in the counties of Morninggold, Hazamarch, and Timbershire than usual. Survale Ford was freed from an attempt to make it the capital under a powerful half-ogre who sought to be king, backed by mercenaries and bandit fellows.

The kidnapping and ransoming of Saradush's leader Oon Santele in a power play to keep Saradush from supporting the growing movement toward reunification under Zaranda failed after a siege of two months. While the entirety of the plot wasn't known until more than a year later, some of the city's merchant nobles were allied with other mercantile powers (including the Aldhaneks of Myratma) to keep the country without a central authority. To their thinking, less government meant better trade, despite the extra costs of security and mercenary protection. Oon Santele, the much-loved ruler of Saradush, and his people all whole-heartedly backed Zaranda. After the Saradush affair, Zaranda and company were accepted by the Order of the Silver Chalice, an important step in proving her inner nobility and her right to rule, something she still doubted of herself.

[Private Note] As for my activities – well, you know I was not busy reclaiming the throne. I believe I was reclaiming your study from one of your more untidy research projects. I only got the chance to finish it when you went plane-hopping for a tenday. Of course, that (early Tursakh) was when my greater destiny was, shall we say, pressed upon me by our friend, the Blackstaff.

Khelben cultivates his "intimidating, omnipotent mage" persona quite well. Still, talk to him of his temper; he nearly let loose a shout

in your kitchen, as I initially refused to listen to his entreaties about my birthright. He brought the news of the royalist movements in Tethyr, and he insisted I take up my responsibilities and stop hiding behind the guise of a fop and the beard of the "Old Goat."

Obviously, you and I had established quite a pattern of habit in Shadowdale, and I was reluctant to leave it simply to claim a throne I had no desire to sit upon. In hindsight, Khelben's reasons were all good, true, and logical, but the disruption of my routine and the reminder of my long-hidden past disturbed me.

Khelben presented to me the long-lost regalia of my great-uncle, King Jaszur, to bolster my claim, but I accused him of hypocrisy. I roared, "How can you stand there, cloaked in your righteousness, and tell me I should do this for Tethyr? You presume to do the thinking for free folk, and act as if your every thought and move are great acts of goodness, yet you are responsible for a great crime in stealing the crown jewels of the country! Do you act for good, or do you wish to be the power behind another's throne and rationalize it thus to assuage your fractured nobility? I have seen many dance to your pull of the strings, and I have no wish to be king nor your puppet!" All things considered, I suppose I am lucky to be able to tell you of this at all; Khelben was speechless in an attempt to keep his temper checked.

My resistance to destiny crumbled as the Blackstaff suddenly regained his composure, came toe-to-toe and nose-to-nose with me. All I saw were his cold, steel-blue eyes. All he had for me were sharp, whispered words: "Very well, scribe. Hide here, and continue to comfort yourself that you do more good behind Elminster's robes than accepting your true heritage. Know you this, though: Should the fair Zaranda fail to gain and keep the throne of Tethyr and the lands spill once again to chaos, the death of every innocent in that land is on thy head. And I shall be here to tell thee of every last one of them."

While I knew he was bullying me into action, it dawned on me that he was right. Then the shade of Syluné materialized between us, facing Khelben. After scolding him, she likewise turned to me and chastised me for not listening or understanding the personal sacrifices that must be made for the greater good. Both of us humbled, she settled down to act as mediator, rather than eavesdrop on another argument. I decided at that moment that the obligations of kingship, while long a thing to fear and avoid, were not to be denied.

Upon your return, you found out my decision and acted as if you'd expected it for decades. However, I saw the surprise in your eyes. Within the passing of five tendays, we found you a replacement scribe of the ability and temerity to suit your household. While it was an indignity, you chose to weave an illusion about the scribe, so "Lhao" remains your scribe to this day. I revealed all the nuances and tricks of the trade, as well as various observations made about the many who frequent your tower. The illusion is an effective deception, especially to protect my former identity while I ventured to Tethyr, and it also allowed the new scribe to settle in to "his" position without being railroaded like an amateur by zealous adventurers or visitors.

From mid-Tarsakh until Midsummer, Storm and I sharpened my swordcraft using my own short sword and Juszur's flame tongue long sword, and the exercise broadened my frame more than



scribecraft ever did. While my previous cut was suited for a scribe, I grew my hair and beard and became more fit and hardened, until I was declared "suitably kingly" by Syluné.

Despite all this martial training, I studied more on magic in four months than I had in the previous 24 years, and I shall ever be grateful for those spells you taught me, especially the spells you had a hand in crafting specifically for me. Together we designed but your hands alone crafted the Monarch's Scepter, which shall ever be an important part of Tethyr's Royal Regalia. Finally, your insistence on my gaining a familiar was fortunate, as was your foresight on ensorcelling Purlakhonthiis with added powers; that platinum pseudo-dragon is as much a welcome aide and friend as Syluné in dealing with the many intrigues and dangers at court.

After more than three decades, I finally left the home you gave me in Shadowdale on the 10th day of Eleasius, now the long-lost Crown Prince Haedruk of House Tethyr. When you cast the gate directly to Voonlur for me, that was the last time we saw each other, and I expect to see you again before the year is out. (Despite the usual dislike of Harpers here in Tethyr, I learned that your name, like Alustriel's, is well regarded and liked, saving us the trouble of having to construct a guise for you here during your visit). I had a brief stay in Voonlar of little more than two tendays, wherein I made myself and my cause known, then found the allies I needed to help Zaranda bring Tethyr back from the brink. I and my recruited ally, the exiled Tethyrian wizardess Pegryndra Raslemtar, gated to Silvermoon, where Alustriel, Khelben, Perendra, and I built and implemented plans for the coming Reclamation. —H

After the long march of the spring and early summer, Zaranda and her retinue turned to head west out of Saradush in early Eleasius, adopting a leisurely, restful pace for two tendays. They intended to arrive in Myratma by month's end but were delayed with minor problems and assassination attempts by squatter lords reluctant to relinquish their wrongly gained titles, the drow of the Forest of Mir, and undead at Shoonach's Ruins. When the Loyalist Army, as it called itself, reached Myratma's walls, it learned that another person had risen to stake a claim on the throne: Yusuf Jhannivvar. He showed himself on the battlements around Myratma, claiming a blood tie to the former royal line, and he refused to acknowledge either Zaranda or the will of the other cities of Tethyr. Once his speech ended, a volley of fireballs and lightning bolts drew the battle lines across the fields around the city, claiming not a few Loyalists. So began the long and brutal First Siege of Myratma.

News spread about the changes in Tethyr and Reclamation, especially among Tyr-worshippers. The cause of order, and Zaranda's and Prince Haedrak's known attitudes on justice and leadership, apparently made this a cause worthy of crusade by the Just God. By Highharvestide, scores of Tyr's faithful became holy warriors and pilgrims descending upon Tethyr's Fortress Faithful near Zazesspur. Once they began arriving late in the year, they placed themselves under the command of the native clergy and awaited the king's arrival before bringing their army of justice to the forefront. While some argue that their aid, if given earlier, might have changed the course of Myratma's First Siege, they truly did not have the numbers of troops needed to have changed the course of that savage routing. When they finally did strike as part of the Reclamation Army, the Hands of Tyr did their god and Tethyr proud. Many nonnative paladins and priests dedicated to Tyr decided to remain here after the Reclamation Wars subsided, and now many act as commanders of local militias, sheriffs, or officers of the Royal Army.

The First Siege of Myratma was not particularly lengthy, lasting only one month, but its brutality was shocking. Once Zaranda accepted the aid of a number of returning older nobles and titled officers, they demanded ranks within the army befitting their stations. At dawn on the last day of Eleint, the old idea that a title conferred leadership abilities failed as the flanks broke from Zaranda's battle plan and charged prematurely; an aging noble who believed his plan superior to "that of some common-blooded woman with delusions of grandeur" destroyed the formations and caused the death of the army, as his move allowed enemy forces to land upriver behind them. The Loyalists were surrounded and forced closer to the city walls, where mages dropped into the army's midst many spells and dangerous potion-filled catapult shot, some of which exploded in flames or clouds of billowing poison. In the slaughter and confusion, Zaranda and other leaders were taken prisoner by Prince Jhannivvar. Two-thirds of the Loyalist army and all but four of the remaining commanders died on the fields about Myratma, later renamed the Red River Fields. The survivors regrouped at Saharkhan.



Though Zaranda and her allies did not know of the treachery until much later, the Zazesspur Council of Lords secretly broke faith with the queen they themselves proclaimed a year before, about a tenday after the First Siege began. Some of their members worked directly with the traitorous Jhannivvar Pretender, and others worked within Zazesspur and Tethyr to cement as much power for themselves as they could. Of the Council members, only Lord Hhune remained loyal to Zaranda, for reasons of his own. To protect himself from the forces of the other Councilors, he holed up in his estates outside of the city for months. Duke Hembreon, a Council member in absentia, was the only commander not of the Order of the Silver Chalice to survive and avoid capture at the First Siege at Myratma, and was thus blameless for the Council's treachery.

Prince Haedrak Appears

For years, there was speculation about a hidden heir to the throne of Tethyr. Those rumors proved true in autumn of the Year of the Banner. Crown Prince Haedrak of Tethyr arrived in Waterdeep at Higharvestide amid great secrecy, his presence revealed at a large noble holiday gala in the Market where both Khelben Arunsun and Open Lord Piergeiron recognized Haedrak as the true last son of House Tethyr before the assembled noble clans of Waterdeep. For the next four tendays, Prince Haedrak conferred with the Lords and with many an ally, consolidating an army that would, as he said, "allow us to support the peoples' desire for just rulership and peace."

It was obvious Haedrak could have no official sanction or aid from Waterdeep as a political entity, but there were many folk within the City of Splendors willing to join or aid him. Lady Perendra Raslemtar was the first recruit and ally, now ensconced in Tethyr as the first Court Vizera in centuries. *[At last, my match-making efforts have paid off; she and Lord Zelphar Thann seem to grow closer daily! –H]* Lord Maernos' financial backing helped greatly. Lord Arlos Dezlentyr and his daughter, Lady Corinna, donated the use of nine full ships and crews. The Lady Dezlentyr was an excellent captain of the royal fleet, with an uncanny knack for gauging winds and currents. Lady Kyrin Hawkwinter was an expert horsewoman and cavalry instructor; her specialties lay in commanding cavalry and horse breeding. An unassuming druid, Yuldar Ilistiin, was revealed as a true noble of Tethyr and convinced to return. Lord Holver Roaringhorn brought to the Army 1,000 foot soldiers for troops and 20 siege engineers; Lord Zelphar Thann and his family brought 200 cavalry and 2,000 pikemen. Lord Erktos Thann, Zelphar's nephew, joined as well and proved to be an asset to Tethyr, though only 19 years old. His grasp of battle strategies, siege engineering, and castle construction made him crucial to the successful siege at Myratma.

Among the heroes to join the cause were three of Waterdeep's best, who were long-time friends of Zaranda. Haedrak had heard of the exploits of Vajra Valmeyjar, Timoth Eyesbright, and Onyx the Invincible, and Khelben assured him their abilities were beyond question.

Over the course of a month, Prince Haedrak's Reclamation Army grew. By the third tenday of Marpenoth, the combined cavalry forces left the City of Splendors, intent on marching overland to reach Zazesspur in Uktar and joining the rest of the army there. In the tendays that followed, Prince Haedrak received the backing of the Waterdhavian clergies of Helm, Ilmater, Tyr, Torm, and Tempus, as well as a large number of their faithful who joined the army. By early Uktar, a fleet of ships left the safety of Waterdeep amid great fanfare (and much praying), and turned the sails toward Zazesspur.

When his ships arrived in Zazesspur ahead of schedule on the third tenday in Uktar, Prince Haedrak found Tethyr's greatest city amid much confusion. The mercenaries and commoners of the Low City had joined with an army of Tyr worshipers from the Fortress Faithful. Together, they were attacking the High City and the forces of the rogue Council, as the Council betrayed its peoples' wishes. For the better part of a tenday, two halves of the city and an invading army fought a war of wills, and sometimes a street clash of blades (among the less patient). With the help of Haedrak's navy and his soon-landed troops, all of Zazesspur was once again loyal to the people and Zaranda Star, though many wanted to acknowledge allegiance to Haedrak as the rightful heir. In his first Tethyrian address, the crown prince assured the people that he too supported their choice of Zaranda Star, and that he had every intention of both reuniting the Loyalist Reclamation Army to break the entrenched forces at Myratma and rescuing Zaranda from the Pretender's clutches.

After landing the troops and consulting with the prince and other advisors, Lady Dezlentyr and her captains and crews returned to the ships, then sailed south to establish a naval blockade on the coast, preventing supplies and support of Myratma by water. Within a day or so, Prince Haedrak's cavalry troops arrived from their northern trek, and the bulk of the Reclamation Army moved on to reconnoiter at Saharkhan with the remnants of Zaranda's Loyalists. From there, the prince split his forces into thirds. The cavalry of the Reclamation would occupy higher ground west and north of the city, among the foothills. Another part of the Reclamation Army would hold ground at the Red River Fields again, entrenched at a discrete distance. The Loyalist army would head east, ford the River Memnon upstream, and flank the city on its southern side. The Second Siege began on the Feast of the Moon.

For three months (Marpenoth through Nightal), Zaranda and other nobles were held inside the dungeons of the Jhannivvar palace. Near the end of the three months, only Zaranda was left alive, all others having been sacrificed to the temperamental whims of Yusuf Jhannivvar. Yusuf was uneasy, as they had magically eavesdropped on the commanders of the First Siege, but something now kept them from locating the army commanders. On the twelfth day after the start of the Second Siege, the Pretender ordered Zaranda moved from the city to a place of safety away from Myratma. He feared her allies might find a way to free her, and she was his final bargaining chip.

Safana Aldhaneek *[NE hf Trans 11]*, the sister of Lord Aluk



Aldhanek, took charge of the bound and gagged Zaranda Star, then *teleported* them and a retinue of guards to the ruins of Shoonach. Safana specialized in *teleportation* and *polymorph* magic, and she knew enough of Shoonach to establish defensive magical fields against drow, undead, and lycanthropes; any other difficulties were for her guards. When she secured the area with wards, she played with the captive Zaranda, painfully altering her form into dozens of different species and shapes.

[Private Note] Safana is a dangerous loose end, but an unavoidable one. We hope she has no allies with which to consolidate her power, for alone she is less of a threat. She is not content unless treated well and is of the utmost importance to another. Look for her most likely among the caliphates south of the Marching Mountains. — E

What neither Safana or Yusuf had counted on was Prince Haedrak's mastery of magic and extensive battery of magical items. Four days after Zaranda was unknowingly removed from Myratma, the prince put his plans into motion. While leaving the armies in place and under orders not to react unless engaged, he gave Vajra, Onyx, Perendra Raslemtar, and Ondul Jarduth a ring that would take them directly to the slave pens of Myratma, where they could release the slaves and begin the chaos that could break the siege. The prince left the final strategy up to the four, as he simply needed a distraction to use another ring to *teleport* to Zaranda's location with Timoth Eyesbright, so they would have a means of escape other than magic

and the prince would have aid to fight her captors. Once Zaranda was free, the attack on Myratma could commence.

[Private Note] While you gave me the Scepter and a number of other items important to our reign as well as crucial to survival (the cloak of protection and the bracers are a bit clumsy, but their use herein is appreciated), Khelben and Laeral were surprisingly generous with many potions and wands, and the two rings of teleportation that took up to four people directly to a place or person named. The Blackstaff must make them himself, as they are quite powerful, even though they only hold a charge for one jump. Vajra asked me the other day about not assigning them a target; they could have taken out the Pretender instantly, but he was most likely protected magically against that sort of attack, just as I was. — H

Despite intense pain from the *polymorphing*, Zaranda managed to escape from her captors and flee deeper into the ruins of Shoonach and among the remnants of one of the lesser palaces. The prince and his ally arrived to find Zaranda fighting for her life. Fighting back to back, the prince and the object of his quest taught each other much about themselves. When their paths crossed with their scattered allies (the pseudodragon Purl and the centaur Timoth), Zaranda took command and led them out toward an area she knew from her last trip into the ruins. Tethyr nearly lost both its leaders that day, but the mighty centaur gave them the speed they needed to escape the ruins and the clutches of the undead. After a moment's rest, Prince Haedrak magically returned them to Myratma and the siege at hand.



[Private Note] As far as I can determine, Zaranda's escape led her into the field of a mythal into which, like the mythal in Myth Drannor; one cannot teleport. This is what separated me from Timoth and Purl when we arrived; it was disorienting enough not being where we expected to be: a tower prison or a dungeon cell. Still, I arrived closest to Zee's location and managed to fell a hell hound that loomed over her unconscious form. After I gave her a number of potions of healing, our introductions were hurried, as we soon had to contend with a dozen undead orc soldiers. I relinquished the Sword of State to her, knowing she had no spells, and we made short work of our foes. Locating Timoth and Purl by the sounds of battle, we tried to escape the ruins' mythal so we might teleport out and buck to the siege; we eventually used this plan, but it took several hours to circumvent or defeat the monstrosities within the ruins. Luckily, the inability of the undead to pierce certain magical fields in Shoonach (including the mythals) showed us when we'd finally reached our goal and could escape. We never saw Zee's tormentor during our escape, but we did come across the broken remains of her guards. —H

When the quartet of adventurers teleported into the city slave pens, they had the barest of plans: Create the distraction so the prince could free Zaranda, and once that was accomplished, do what they could to damage the equipment of the city defenders or open the gates. While freeing the slaves from the Jhannivvar palace was easy enough, no signal came from the prince for long moments, and they were forced to adopt new plans.

At Onyx's suggestion on long-term siege tactics, they clogged the wells within the palace with animal corpses, fouling the water for a time, and destroyed large portions of the food stores. Perendra and Ondul harassed the guards with confusion and charms and summoned monsters, and they weakened the walls with stone shape or collapsed them with transmute rock to mud in select areas. They avoided detection for an hour due to the many slaves racing around free and distracting the guards, but they were nearly caught before all four escaped the palace and Myratma as they leapt into the river from the city's western wall. It took the quartet hours to swim to the northern shore and have the cavalry within the hills return them to the outer command posts. By that time, Prince Haedrak had returned with Zaranda, whole and hearty! The last tenday and three of the year brought the two armies to a cogent whole, and the long war continued.

The Year of the Gauntlet (1369 DR)

The Siege at Myratma lasted longer than anticipated, once the Aldhanek viziers knew to guard against enemy magic. Still, Myratma weakened as the simpler matter of fouled water and reduced supplies due to the blockade made life difficult for the Jhannivvar Pretender. Notes of unrest filed in from Darromar and Saradush and Ithal Pass, and Zaranda wished to end the whole matter decisively and swiftly. On the last day of Ches, a violent storm whipped across the plains from the sea, and this became the final battle for Tethyr—the Storm Siege.

Druids and priests called lightning down upon the weakening walls of the city, while mages intensified the effects of the wind to shield the Reclamation forces from missile fire. The storm,

with some magical help, remained centered on Myratma for a day and a night. At the climax of the storm, more than a dozen lightning bolts struck the barbican gate of Myratma at once, blasting it open and allowing the troops access, though they were delayed by fleeing slaves using the shattered gate as an escape route rather than letting the army in. After hours of fighting, the Pretender was caught attempting to flee in the disguise of a slave, but his panic gave him great strength, and he broke free. Before he was driven up atop the city walls, he had managed to kill a number of nobles (both former allies and enemies alike), and a brief clash with Llachior Blackthorn cost him his eye but took two fingers of the warrior merchant.

Prince Haedrak and Prince Yusuf finally faced each other on the partially shattered west wall of the city, both the last hope of their lines. After a brief clash of steel, Haedrak disarmed the Pretender. As the prince turned to ask the nearby Zaranda what his fate was to be, Yusuf drew a hidden dagger and stabbed Prince Haedrak. Within seconds, one of Zaranda's arrows entered the Pretender's eye, followed within a heartbeat by a score of others. The Porcupine Pretender, bristling with arrows, has since become a horror story for children in Tethyr, but this ignoble death saw that the war for Tethyr was finally at an end.

After the battle's end, Prince Haedrak and the would-be queen Zaranda Star climbed the ruined city battlements of smoking Myratma. They embraced as Lathander's dawn rose over a unified Tethyr for the first time in over two decades.

The Royal Wedding and Coronations

With the first peace established in decades, the people of Tethyr wanted to see order swiftly brought. Heralds were sent out on griffon-back or by magic to proclaim the return of the Tethyr of old, and announce a royal wedding. When Prince Haedrak arrived last autumn, most folks assumed a political marriage would be in the wings, once the situation settled. However, the whirlwind events surrounding the Siege of Myratma gave the people of Tethyr more than they prayed for, and Zaranda Star and Haedrak Rhindaun (his new surname, after his mother) wished to marry out of love and respect, as well as politics.

While the preparations were sparse due to the urgency of the timing and the state of the union, both Haedrak and Zaranda were astonished at the outpouring of gifts and good wishes that came from across Tethyr and the Realms. One of the most touching gifts was from Lord Hhune of Zazesspur to Zaranda: a tiara set with a score of pale purple amethysts. While he told her none of its history, he simply gave it to her as her bridal tiara and said it was an ancient Tethyrian tradition to have one special crown for this day. Later, a surprised Prince Haedrak told her that her bridal crown was actually the 200-year-old bridal crown of his great-grandmother Queen Lhayronna, wife of King Alemander III. Hhune admitted he had traced it to King Alehandro's court, calling him after the Calishite fashion of the king's name, but he had not known it was the queen's crown.



Other bridal gifts included some lion *figurines of power*, a chess set from Waterdeep carved of ever-frozen ice (its pieces depicting great figures of Tethyrian royalty), and two great stone thrones from the dwarves of the Starspires. Alustriel and other mages consulted with the prince to provide magical wards and protection within the rebuilding castle of Faerntarn.

Additionally, Alustriel and Haedrak brought in flagstones from Syluné's cottage in Shadowdale and had them mounted in the castle floor. Because she can manifest herself only within 90 feet of the stones of her home, Syluné is thus able to appear anywhere in Faerntarn. The king has conjured up a tale that the troubled ghost of Queen Alisande paces the halls of Faerntarn at times, worrying over her realm and family, to cover any stories resulting from an accidental sighting of Syluné, who has agreed to appear here only in the general form of Alisande.

The royal marriage took place on the last day of Kythorn in the same year. The site of the wedding was the Convent of St. Rhynda, an Ilmatran convent and chapter house that overlooked the ruins of the first royal castle of Tethyr, Ithalyr. The outdoor wedding ceremony was flawless and blessed with clear, sunny skies and warm temperatures, and such celebrated guests as Princess Alussair of Cormyr, High Lady Alustriel of Silvery moon, the Open Lord Piergeiron of Waterdeep, the Pasha of Calimport and his retinue, and every major commander and noble involved in the Reclamation. The bride and groom were married three times, in an Ilmatran ceremony stressing support of each other despite any hardships, a Mystran ceremony that focused on the couple's love as the most unique and binding magic in the Realms, and a ceremony new to most attendants, a ceremony in Siamorphe's faith. As Lady Harlaa Assumbar spoke to the bridal couple, the trio was bathed in golden light, and her voice took on a tone of resonance beyond her years; this was the binding ceremony of nobility most grand, for the couple and their offspring were most definitely blessed with nobility.

The following month of Flamerule saw the completion of Faerntarn's restoration in record time, amid much celebration in Darromar. While additional wings to the palace are in the planning for the future, Faerntarn was yet large enough with its chapels and Great Hall to serve as the scene of the coronations of King Haedrak and Queen and Monarch Zaranda Rhindaun. While the Realms-wide celebrities did not all return in four tendays' time for the coronation, every landholder and merchant and city councilor of all types crowded into Darromar, hoping to see the royalty and receive their favor in the growing new order. Within the castle and hall, only city rulers and veteran commanders of the Reclamation Wars sat, though some locals were granted the chance to stand in the Gallery balcony.

As happened during her wedding day, Zaranda Rhindaun was brought under the blessing touch of Lady Assumbar, priestess of Siamorphe. While a few did not see a figure, all saw the State Crown rise up and place itself on her head, with no physical movement by any attendant. Some folk saw the golden figure of a beautiful woman crown her, while others saw a gold chalice spilling radiance and blessings upon Zaranda's kneeling form.

When the same events happened for the somber Prince Haedrak, excited whispers began to fill the air. As the newly crowned couple rose to face their subjects, light streamed in through the high windows, to illuminate the two thrones set back on a dais. Whereas the dwarves had carved simple images of stars or sea lions for the queen's and king's throne, both thrones now had the holy mark of Siamorphe carved deep into the back of the throne, the carvings seemingly filled with gold. This display of power left few to doubt the wonders and majesties due to come from this noble and deserving royal couple.

The Interregnum Tribunal and The Barons' Accounting

The best source of information on the activities during the Interregnum surfaced during the formal Nobles' Court that was convened with King Haedrak, the Lord Just Chancellor, and the High Justicars during the entire month of Eleint in the Year of the Gauntlet (1369 DR). Of the 17 noble prisoners collected during the months of the Reclamation War, all were tried to determine the exact actions and crimes that were committed against Tethyr. To avoid a crush of enraged peasantry (or surviving nobility), the Interregnum Tribunal was convened within the sequestered grounds of the Archdruid of Mosstone's grove and seminary. Some prisoners (some of more than five years) were moved in secret from their confines at the Cloister of St. Ramedar on the Starspire Peninsula to Mosstone for trial.

The accused prisoners were each granted one day before the Tribunal to argue their innocence or beg for clemency. The six-member Tribunal showed little mercy to the accused, whose often-abominable actions were reported by at least seven witnesses and sundry pieces of evidence before the Tribunal would withdraw behind closed doors to decide upon a verdict. In all, the verdicts handed down to the defendants were guilty.

While the Jhannivvar Pretender was slain in the final siege at Fort Tufenk, according to the rites of battlefield justice and King Haedrak's right to High Justice, the noble clan leaders involved in the Pretender's attempt to claim the throne were held accountable for their treachery. Each of them was tried posthumously and in absentia at the conclusion of the Interregnum Trials to provide a record of their actions and an assessment of their culpability in abuses against Tethyr. As their guilt and the guilt of their co-conspirators was beyond doubt, the Tribunal declared that their heirs were accountable for attendant fines and legal sentences. Five noble families were exiled from Tethyr forever; one, the Hartshalls, was allowed to remain pending further investigation.

The Aldhaneks of Myratma and their former head, the invoker Aluk the Tempestar, caused the only disruption of the proceedings, as they broke their words of peaceful conduct and hurled spells and weapons in an attempt to slay the king and other Tribunal members. Their actions led to the death of an elderly druid among the eyewitnesses. For their actions and those of their former head, the entire family suffered traitors' deaths of hanging and drawing-and-quartering.



Only a few of the most notorious traitors to Tethyr are listed here. Though there were far worse criminals reported active during the Interregnum, from magical tormentors and zealous, sadistic Banites to ersatz vampires and bloodthirsty lycanthropes spreading their curses wholesale, the folk of Tethyr need little reminder of any of them or their final fates. All the properties, goods, and former lands of many of the accused were confiscated and redistributed by the Crown during Harvestcourt for the creation of Tethyr's new nobility.

- *Major Thenas Huddarm of Kzelter, ersatz "Lord-Protector of Mir."* Upon deserting his garrison post and looting the weapons stores, he rallied 400 of his men to immediately march on the nearby lands of the Baron of Alaardin and the Count of the Mir Protectorate. Capturing both the manor of Adarthir and Yuldar's Keep amid much bloodshed, the major proclaimed himself the newest Lord-Protector of Mir and set himself up in the keep. His reign lasted remarkably the entire Interregnum, though his reach was kept short by constant monster attacks from the Forest of Mir. While not a particularly cruel man, he press-ganged every male peasant on his lands between the ages of 14 and 50 into his standing army at "Haddarm Keep." The lands were neglected aside from the bare essentials needed for the Baron's army, and thus many fields went fallow for the interim.

When Zaranda's army passed through his lands in Eleasias 1368 DR and sought to rest for a tenday, the "Lord-Protector" plotted to kill Zaranda and her officers and advisors. Thenas planned to absorb her encamped army to rise on and conquer the rest of Tethyr. Though he successfully drugged the army's official leaders at a banquet, he was kept from killing anyone by the timely intervention of the ever-watchful Vander Stillhawk.

Rather than killed outright for his treachery, he was bound in chains and sent to Saradush. There, he was kept as a prisoner by the loyal Lord Oon Santele until his trial. Thenas Haddarm pleaded for lenience, attesting to his fighting the monsters of the Forest of Mir as an act to protect Tethyr; the Tribunal determined that act was done only to preserve his own life with no thought to others. Found guilty of desertion, unlawful seizure and holding of lands, unlawful treatment of vassals, irresponsibility to the land, and other crimes, Major Haddarm died under the headsman's axe, his ill-gotten gains returned to the rightful Mir-Protector.

- *Lieutenant Rikard Dolban of Tethammar, the so-called "Black Baron of Tethyr."* Lt. Rikard Dolban, a soldier of the town guard around Castle Tethyr, saw the castle burn on the first night watch command he stood. A bully who entered the town militia to lord it over his neighbors, Dolban's ambitions suddenly leapt as high as the flames over the castle. Seizing all the weapons he and eight comrades could, they slew their superiors in the guard. Following other looters, Rikard helped himself to some royal treasures and some of the stables' prize stallions before slinking away. For the next three years, Dolban and his men were raiders on the plains around the ruins of Castle Tethyr and nearby towns, not above murder and rape of the

peasants. He demanded to be called the "Black Baron," after the black chain-mail gauntlet he stole from the royal armory.

By the Year of the Morningstar (1350 DR), the Black Baron was a hated and feared marauder in the rural lands around the Starspires. Unbeknownst to many, he grew tired of the raider's life and went to work as an enforcer and head strong-arm for various nobles in Zazesspur. In quick succession, he worked for such notables as Minshak Keseri the mage, Pasha Balik (the former ruler of Zazesspur from 1348 through 1364), and Baron Lutwill, all the time only bringing out his prize gauntlet during "interrogations." Thus, he survived all the way through until his final employer, the Baron Zam, betrayed his oath to support Zaranda Star and fell in with the Jhannivvar Pretender of Myratma. Rikard Dolban was captured trying to flee the besieged city of Myratma by the dwarf Onyx the Invincible and the halfling Estemal Talltankard of Arvoreen's Marchers. He was hanged within four months.

- *The Four (Baerduin Thask, Fiirfar Nulomn, Diloule "Lanternhand," Telorn).* The human adventurers known as the Four had, in years past, been banned from entering Cormyr, Amn, Shadowdale, Waterdeep, and other places of note. With the chaos of the Interregnum, Tethyr seemed the perfect place for them. The quartet arrived in Tethyr late in the Year of the Prince (1357 DR), and for a time, the four of them fought a local usurper who had managed to occupy a burned-out manor complex (formerly the seat of the Count of Ithmong, a first cousin of the king) along the River Ith east of Ithmong. Within three months, they had defeated him and his forces, and claimed the manor themselves. However, they were run out five years later by the Order of the Silver Chalice and they fled into the ruins of Shoonach, reappearing in Myratma as early as Ches in the Year of the Sword (1365 DR).

After secretly murdering some merchants and rising nobles, the Four were in the direct employ of Aluk Aldhanek, the wizard-advisor of the Jhannivvar Pretender. It was the Four that assassinated nearly the entire Ruling Council of Myratma, though Head Councilor Reshtiva Gullifort escaped south to Calimshan to her ally, the pasha. The additional crimes these mercenaries performed as allies of Yusuf Jhannivvar include the deaths of 400 troops during the siege to fireballs, poisoned arrows, and other deadly attacks, and the torture of helpless prisoners. (The ghastly transforming of humans into misshapen Broken Ones lies solely at the feet of Baerduin Thask).

Captured two weeks after the fall of Myratma hiding in the Purple Hills, the quartet of men surrendered meekly to halfling sheriffs. But whether by spell or item or other talent, Baerduin Thask broke loose of his bonds and leapt off the cliffs overlooking the ruins of Ithalyr. He was seen to fall to the surf below with a wild cackle, but not even the sea elves found his body. For their crimes above and beyond most mercenary tactics, Fiirfar Nulomn, Telorn, and Diloule "Lanternhand" were hanged on the last day before Highharvestide in the Year of the Gauntlet (1369 DR). To this day, Baerduin Thask [NE hm W15] has not been sighted, alive or dead, within 100 miles of Tethyr.



• *The Aldhaneks of Myratma/Aluk the Tempestar.* Similar to the Wands clan of Waterdeep, the bloodline of this family is strong in wizardry and spellcasting. Unfortunately, it is also strong in political intrigue and corruption. Of all advisors of the Pretender, Aluk the Tempestar was the most dangerous in intellect and power. Accounts in Myratma say he led his family back into the slave trade with Calimshan, and more than 40 slaves a month were sacrificed in Aluk's mad experiments of spell refinement. That alone, aside from atrocities committed against prisoners by his sons and nephews, was more than enough to condemn them to exile. After their attacks on the king and the Tribunal, all were beheaded, dismembered, and burned, their ashes scattered in the sea. Only one in the clan is unaccounted for: Lord Aluk's sister Safana "the Shifter" (after her penchant for *polymorphing* and *teleportation*). Her last known location in the ruins of Shoonach do not suggest she is long for life.

• *The Basilayers of Myratma/Lord Rath Basilayer.* Lord Rath Basilayer and his family were renowned in Amn for their skills in mercenary recruitment and soldier training. The Interregnum drew them down from Esmeltaran, and they made their fortunes in Myratma. They hoped to build the army that would help them get an ally and pawn into power, thereby increasing their prestige and power too. Their forces made the bulk of the troops fighting the Loyalists during the siege on Myratma. Of the remaining family after the siege, the women and children were sent into permanent exile in Amn.

• *The Enzos of Zazesspur/The Marquis Enzo.* The least of the Zazesspuran Council traitors, the Marquis Enzo plotted with Lord Rath Basilayer just after the initial siege against Myratma failed and Zaranda had been captured. Always a cutthroat bargainer and conspirator, the Marquis threw his lot in with the Jhannivvar Pretender and betrayed his Council's (and the townspeople's) vow to support Zaranda. While he himself never set foot in Myratma during the siege, the Marquis' son Hazam returned with Lord Basilayer, accompanied by spices, Amnian luxuries, and a boat load of mercenaries to aid the cause.

The Marquis tried to flee Zazesspur when his involvement was revealed, but fellow Councilor Jinjivar the Sorcerer held him against his will to be turned over to Zaranda upon her arrival in the city. Both the Marquis and his son, a fierce warrior, were put under the headsman's axe for their traitorous crimes. The rest of their family was exiled from Tethyr. It is believed they went back to the former marquessa's home among the Tashalar.

• *The Hartshalls of Saradush/Colin Hartshall.* While the mitigating circumstances are still unclear, Lord Hartshall definitely lent his none-too-inconsiderable hand to the Myratman Pretender. His trade ships in Myratma's harbor tipped his hand, though many (including his wife Sara and daughter Miial) have no explanation as to why this stingy, solitary merchant lord suddenly put the bulk of his fortunes and a season's worth of trade aboard ships on the Lake of Steam to move them into Myratma for the siege. All agreed that, with the end of the

siege at Saradush and the city's alliance with Zaranda Star, Lord Colin was as much a Loyalist as any other. What caused his sudden change cannot be traced in his writings, log books, mercantile records, or his discussions with his family.

Tanithe Beyross of Saradush, one of Lord Colin's long-time trading competitors for the southern and eastern trade and current Lord-Mayor, mentioned a recent tale he overheard about a Hartshall caravan getting lost amid the Qartan Hills of the Almraiven Peninsula, and arriving a day late at the port of Mintar with a sluggish yet ever-irascible Lord Hartshall. Still, Lord Hartshall's erratic behavior was not explained at the end of the siege, as he was found dead in the Pretender's palace doused with a corrosive acid that dissolved more than half of his skull and torso to jelly.

Despite the incontrovertible proof of his siding with the Myratman Six, the wife and daughter of Lord Hartshall were not held culpable for their lord's erratic behavior, though his trade ships from Myratma were impounded in recompense. Despite the long feud between the Beyrosses and the Hartshalls, the two families have grown together to help bring Saradush back quickly to its greatest glory—the Tribunal's final reason for mercy.

• *The Koruns of Zazesspur/Lord Julian Korun.* The first of the Zazesspuran Council traitors, the young and handsome Lord Julian Korun only succeeded to his deceased mother's council seat hours before the Council and all of Zazesspur proclaimed Zaranda Star to be the heir-apparent to the throne of Tethyr. The ever-greedy lordling, whose superiors in the town guard always fell from mysterious ailments or "accidents," had always had a need to be the leader, and he bridled under this sudden loss even during the moment of his greatest gain. Within weeks, he began plotting with someone who professed to be one of the Knights of the Shield in order to remove Zaranda permanently during her campaigns in the east.

When these assassins failed, Lord Korun heard of the Jhannivvar Pretender, and secretly spent much of the winter of the Year of the Shield in Myratma allying himself with the cause. His family's distribution trade in wine, beer, and a small side interest in potion-peddling was almost fully turned over to the Jhannivvar's control, since Lord Korun was merely greedy, not cunning. He was promised much, including exclusive contracts for shipping to and from New Amn, once Jhannivvar rose to power. Of course, with the fall of the Pretender, Lord Korun realized that he had no fortunes, no honor, no position within the Council once his disloyalty was uncovered, and no way out. When soldiers arrived to escort him to St. Ramedar's as a prisoner (after finding his letters and trade agreements among the Jhannivvar's belongings), he panicked and held his servants hostage. Lord Korun's sister—the only other surviving member of his family—kept him from harming his hostages, and she allowed the soldiers entry to capture her near-mad brother.

Lady Tressa Korun [LN hf F0] carried herself with a stolid demeanor at the Interregnum Trials that suggested more pity on her brother and shame of his greed than conspiracy. Her



only request of the Tribunal was to withdraw herself, her household, one ship, and her personal fortune from Zazesspur for voluntary exile in Waterdeep. For her brother, she asked only that his crimes and treachery end with him. The Tribunal honored her requests, confiscating all family holdings, and hanging the mad Lord Korlun by the neck until dead.

• *The Krimmevols of Ithmong/Lord Jyordan Krimmevol.* Whenever one travels up and down the Sword Coast or even as far east as Cormyr, one may find someone with the name Krimmevol. Unfortunately for Tethyr, Lord Jyordan Krimmevol became a prominent and rich member of Ithmong society during the past score of years. His mad grandfather and his entire family were banished from Amn for reasons unknown yet today, and they arrived in Ithmong in the aftermath of the Black Days. Even up through the Year of Shadows, hired swords sought out the family of Artek Krimmevol as targets. Within four years, assassinations claimed the lives of Lord Artek and Lord Dytor Krimmevol, though Lord Jyordan learned sword-play to kill first, rather than die like his grandfather and father.

Not surprisingly, the Krimmevols of Ithmong purchased one of the few remaining stone buildings left whole after the Black Days of four months before and stocked it with private guards. Within 10 years, the Krimmevols either employed or were the premier blacksmiths and weaponsmiths of Ithmong. Lord Jyordan, while only in his late teens, became known as an utterly ruthless tradesman and swordsman alike, and he would often pick fights in taverns simply to be able to cut someone down in a duel. Among the small social elite, Lord Jyordan Krimmevol was a close friend and associate of Julian Gallowglass, to whom he sold many of his weapons. Some whispered that people feared defying Lord-Mayor Ernest Gallowglass less than they feared facing his son's mad friend, Lord Jyordan the Butcher.

Lord Jyordan's crimes could have been explained away as a bad trade deal. He sold weapons to the Jhannivvars in early 1367, before the Pretender's claim to the throne was announced. That alone would hold him relatively blameless, as he was simply plying his trade. He even openly supported Queen Zaranda in her siege on Ithmong late in the Year of the Shield, despite his long years of friendship with the power-hungry Julian Gallowglass. Later, however, once Myratma stood against the Loyalist army and Zaranda Star, whom all other cities in Tethyr recognized as their queen, Lord Jyordan chose to act in concert with his far-away trading partners. He, three of his equally cruel brothers, and all 14 of their collective sons took to the streets of Ithmong in Alturiak, slaying anyone who dared call Zaranda Queen. They disrupted work on the palace (soon to be renamed Faerntarn by King Haedrak) by slaying several workers.

During this Night of Cold Claws, the 18 maniacal Krimmevols killed more than 15 castle construction workers and tradesmen, 12 town guards, and 32 more sundry people who happened to get in their way. Their rampage stopped near the center of town, where town guardsmen pinned them down behind a building by missile fire. From out of nowhere, a mage in a flowing purple cloak strode into the fray. Guards described

"huge, misty blue claws launching from the sleeves of the cloak." With each touch of the mage's spell-claws, a Krimmevol became frozen in stone. In all, nine of the men were turned to stone by the icy claws of the Purple Warlock (as he became called). All nine of the statues remain there today in Krimmevol Court, stone statues of men defiantly guarding with swords or fleeing in panic; the statues are ice-cold to the touch at all times. Then, according to witnesses, the Purple Warlock slew four of them with fire and disabled the others with various spells, cutting off their sword hands by placing them in a conjured *blade barrier*.

Once they were helpless, the Purple Warlock remanded them into the custody of the guards, suggesting they be shipped to Mosstone or St. Ramedar's for their upcoming royal trial; oddly enough, this occurred four months before Mosstone was chosen as the location of the Interregnum Trials. Then, as the dawning sun lit the eastern sky, the Purple Warlock shimmered like mist and vanished. The mage's identity is utterly unknown.

All of the captured Krimmevols—Lord Jyordan, his brother Tuldek, his son Jyordan II, and his nephews Ellem and Errilam—survived to reach the Cloister of St. Ramedar just as the news reached them of Zaranda's victory against both the Myratman Pretender and a subsequent attempt by Memnon's satrap to prey on the weakened Loyalists. Though they all attempted to escape during the intervening weeks, only Errilam wriggled free of the vigilant Ramedaran Brotherhood, and he fell to his death from the cliffside wall. The rest were sentenced to die as traitors by hanging and drawing-and-quartering.

Only the immediate relatives and families in Ithmong were held accountable for the mad actions and crimes of their lordlings. The weaponsmiths became the official Royal Blacksmiths, and Krimmevol Hall now acts as a garrison and armory for the Crown. Many women of the family chose exile into Amn, where most entered religious orders as penance for the crimes of their sons and husbands.

• *The Jhanniovoar Clan/Lord Semmem Jhannivvar.* The Pretender Prince Yusuf Jhannivvar is the upstart claimant to the throne of Tethyr who came forward to make his bid for power soon after Zaranda Star defeated the Whisperer in Darkness at Zazesspur. He demanded the throne by right of blood as the great-grandson of Zakhina Thione, younger sister of King Alemander III. While he quietly built his power in Myratma from early in the Year of the Shield, he and his uncle Lord Semmem Jhannivvar kept a close eye on the doings of Zaranda Star, making sure that no news of Yusuf reached her ears until his power was greatly improved. By the time Zaranda reached Saradush, Prince Yusuf's hold over Myratma (through his uncle) was unshakable.

The Jhannivvar palace once dominated more than 10% of the total area of Myratma, as befitted the city's founding family. There are more than 1,000 folk in Tethyr and Calimshan who share the Jhannivvar name, but only Semmem's 32 family members were considered traitors. In fact, over a dozen of the loyal Reclamation soldiers were Jhannivvars.



The would-be prince was born Yusuf Karitek Jhannivvar in the Year of Moonfall, the sixth child of Mari Thione-Jhannivvar. Later that year, the boy's mother and many of the boy's male relations were slain by the Shadow Thieves. Yusuf was spirited away by a younger aunt of the Jhannivvars, and he was placed in the care of a kinsman among the nomads of the Calim desert for 19 years. Upon his return to Myratma and his uncle's tutelage, Yusuf began to slowly learn the ways of statecraft and rulership, though he learned them poorly and impatiently. Yusuf wanted his every whim answered immediately, and he was never subtle nor able to grasp intrigues. Had he won the succession, Tethyr would have been ill-used and ripe for Calishite conquest.

While each had his own reasons for allying with the Pretender, the traitor lords of the various cities of Tethyr (known now as the Myratman Six) all fell in with Yusuf less from his ability or blood ties to the throne but more from greed for power or loyalty to old business partners. The Jhannivvar clan, before and after the Black Days, had its fingers in nearly every trade, legal or otherwise, in Tethyr, and its reach was still long. More than likely, the six families were truly backing Yusuf's uncle as the power behind the throne, hoping he would turn the would-be-king into a puppet for all of them to control.

Other Accountings of The Carrion Counts

Of course, those tried in Mosstone were but the last of the "Carrion Counts" that usurped power and disrupted the peace of Tethyr for the past two decades. Among those whose deeds and punishments or deaths have been substantiated before the Queen's reign are:

- *Lantan of Pelmarin.* Lantan was a massive Tethyrian man filled as much with avarice and bitterness and magic as he was with food. The corpulent mage was notorious for his ruthless use of poison, subterfuge, and awesome charms to dominate the mages of the South. All this he did, most say, at the bidding of his master, the Duke of Ankramir. Still, with the dissolution of order during the Black Days, Lantan moved swiftly to fill the power vacuum left behind with the death of his duke. Aside from minor village rulers, Lantan was one of the first tyrants of Tethyr after the end of Eleint. For six years, the bloated Duke of Pelmarin. (after the rich mansion he kept safe from the chaos behind high stone walls in the Clovis Fields area) lorded it over the local people. The former county of Tannar gained its deliverance in late Eleasias in the Year of the Arch (1353 DR) with the arrival of the bard Tamshan. Armed with a wand of teeth, Tamshan slew the despot and opened his manor's food stores to the starving villagers.

- *Axian Harfourth and Harfourth's Raiders:* Axian Harfourth, like quite a few of the bandit leaders and despots of the Interregnum, was a soldier of His Majesty's Army, though then-Lieutenant Harfourth was an early deserter from the traitor General Sharboneth's forces before the sacking of Castle Tethyr even

began. When the army moved through Survale Ford, Harfourth and a hand-picked group of 20 men deserted and circled back into the town. Chevangard stood nearly empty as most of the priests and knights were heading south to deal with an invasion force from Calimshan—an effective distraction by General Sharboneth. By the dawn, Chevangard was in the hands of "Lord" Axian Harfourth and his men.

Harfourth began raiding the surrounding countryside, growing in the amount of his riches and followers. No one traveling within 5 miles of Survale Ford could avoid meeting Harfourth's Raiders from the Ten Black Days through the day Chevangard was freed from the rogues in the Year of Shadows (1358 DR) by the remnants of the Helm priests and their allies, the Order of the Silver Chalice knights. Though the raiders were not so discriminate, no knight or priest spilled another's blood within Chevangard's walls; however, many of Survale Ford believe the god Helm enhanced the strength of all his righteous that first day of Marpenoth, since raiders were grabbed and flung like rag dolls from the temple once the gates were breached.

Axian Harfourth, the great Raider-Lord, and his surviving 45 followers, became the work force for Survale Ford for the next seven years as indentured servants of the priests of Chevangard. They were forced into all manner of tasks from the most menial to hard labor; the Raiders rebuilt everything they destroyed during their tenure. After seven years, the Raiders were released from their penance, though 25 of them chose to remain in Survale Ford to continue the work they learned, and they still act as the crux of Survale Ford's maintenance crews. The current location of Axian Harfourth is unknown, though a man fitting his description was seen at the newly built Priory of St. Silvyr less than a year later in penitent's robes.

- *Lord Voranwell of Lyllburg.* Peren Voranwell was once considered only a slightly misguided and vain lordling. This warrior lord, a self-titled landholder in County Morninggold, was a simple sheriff and minor town official until the Gulderhoms fled to safety at the start of the Black Days. He moved into a manor house on the Gulderhom estates east of Morninggold Keep, ostensibly to "protect them from raiders and looters." Lord Voranwell "protected" said property and the nearby tenant farmers' village until the Year of the Turret (1360 DR).

During his tenure as "Lord of Lyllburg," he ran afoul of the Company of Eight on numerous occasions, though he was by far one of the least of the problem lordlings they saw in their travels. The worst of his vices was his vanity, his need to surround himself with wealth, and a penchant for appropriating "taxes" from Lyllburg and outlying villages for his "protection." During the Time of Troubles, he actually performed his duty, protecting Lyllburg from a stalk of trolls. He was clawed by one and forever scarred, his once-handsome face badly marred. Thereafter, he was a lord prone to fits of rage if disturbed or displeased. When Lady Aalangama Gulderhom visited the manor two years later, the brooding lord had gone mad, imagining himself a monster. He attacked the group and died by impaling himself on a spear intended to keep him at bay.



Tethyr of Today

Many major and minor events affect Tethyr, whether in the Royal court or the back alleys of Saradush. Within a tenday of their occurrence, pieces of each story should be circulating in tavern talk in the cities of Tethyr.

The Year of the Gauntlet (1369 DR)

Flamerule

- The preliminary work on Faerntarn's restoration is completed.
- The coronations of Queen-Monarch Zaranda and King Haedrak III take place.

Eleasias

- Since the coronation, the king and queen and various advisors have been working at all hours. Palace gossip mentions their planning the restructuring of the counties and duchies and a complete reworking of the nobility, as many of their trusted allies and companions, once commoners, have been tested by the priestesses of Siamorphe to see if they deserved a noble title. All who worked closely with the king and queen have passed muster with the divine. This process started in Flamerule and has now halted just before the Interregnum Tribunals.

Elient

- The Interregnum Tribunals are convened in Mosstone at the Archdruid's Grove and last until month's end.
- New magistrates and sheriffs are established across Tethyr.

Higharvestide

- Monarch Zaranda's first official court is convened, and this begins the tradition of Harvestcourt, which shall always last at least a tenday, beginning on Higharvestide.
- The new nobility is decreed to the people and all swear fealty to Monarch Zaranda.
- "Halaster's Higharvestide" and its chaos sweeps across the Sword Coast, resulting in the destruction of the village of Geniste. A dragon turtle skirmish occurs in the Deepwash, and the Shipwreck Juggernaut attacks pirates on the isle of Skaug and sinks two ships.

Marpenoth

- Ogre attacks are on the rise in Counties Morninggold and Surkazar.
- Of those families banished by order of the Interregnum Tribunal, the Basilayers of Myratma and the Krimmevols of Ithmong are escorted by royal troops to Trademeet in Amn.

Uktar

- Royal announcements reveal to the people that the queen is pregnant with the first heir to the throne of Tethyr. Much celebration erupts about the country.
- Intelligence reports delivered to the Counts of Surkazar and Mirkazar suggest a buildup of troops and army movements down in Mintar on the Lake of Steam. Minor troops move to Kzelter to defend the southern border.

Nightal

- The remainder of any Interregnum exiles leave the country under royal escort by month's end.

The Year of the Tankard (1370 DR)

Hammer

- Faerntarn's kitchens are the site of the newest war in Tethyr after the return to court of the rich master chef and wizard Thundaerl of Tethyr from Selgaunt. He simply assumed the queen would accept him, though Gisbertus, her bugbear chef, is reluctant to give up "his" kitchens. Eventually, Thundaerl becomes the chef of the Great Hall, in charge of feasts, while Gisbertus remains the main chef for the palace.
- The small contingent of troops at Kzelter detect no activity from Mintar. In fact, their scouts and spies cannot even find the supposed army at all, and the commander requests Count Llistiin to stand down the army.

Ches

- Riatavin and Trailstone defect from Amn and issue formal requests to the Crown of Tethyr to join their unified country. The court at Darromar is shocked, but sends the representatives of the local counts to the rebel cities, until such time that the governments of Amn and Tethyr can officially discuss the situation. Dispatches are sent to Athkatla in regards to the official situation.

Tarsakh

- The Council of Six warns Tethyr to stay away from the two rebel cities or risk financial reprisals. In answer to the brusque treatment of the High Ambassador by the Council of Six, Queen Zaranda officially recognizes Riatavin and Trailstone as Tethyrian settlements, and tentatively moves the border of Tethyr from the Tethir Road to the southern foothills of the Tejarn Hills and east to Shilmista.
- Tethyr mobilizes troops late in the month (after the return of the High Ambassador) to reinforce Riatavin and Trailstone, to protect them against military reprisals from Amn and the Council of Six, and to protect what the queen proclaims as the new border (though they strictly occupy the cities and a few miles north of them, for now). The Order of the Blue Boar is conscripted in Trailstone to back Spellshire's troops.



Greengrass

- The Monarch's Greencourt convenes, with Amn's two rebel cities being the main topic of discussion. Everyone in Tethyr except the representatives of Zazesspur wish to see them join, and some strife is evident among the central and highland Tethyrians and the western coastal folk, who have seen major losses to their influence. The Privy Council determines that the increased trade from Riatavin will move mostly through Darromar to both Myratma and Zazesspur, rather than straight south to Saradush and the Lake of Steam. However, all the cities would benefit, and the increased monies will expand the army to cover its borders with a now-hostile Amn.

Mirtal

- His actions delayed while he watched the country of Tethyr stabilize, Lord Knight Imperceptor Teldom Darkhope (LE hm C9—Iyachtu Xvim ("Bane")), the Dark Tyrant of Mintar, launches his attack on Kzelter while the local duke and his two counts are away at court and the army at Kzelter is off-guard. The bulk of Darkhope's troops are hidden in the Thornwood, the Forest of Mir, and the Qatarn Hills, from which they easily surround isolated Kzelter. Over the course of a three-day siege, the beleaguered Tethyrian garrison routs and flees north, and the Knights of the Black Gauntlet conquer and occupy Kzelter. This is Darkhope's first step in his plan to carve out a new empire for his Dark Lord.
- The Merchants' Chosen of Riatavin receive the first westerly caravans of the season arriving from Erlkazar and parts east. They buy out all the shipping contracts and goods coming into the city, and move the products either through Erlkazar and Tethyr down to the Lake of Steam or through Darromar and Zazesspur for sea passage. Tethyr sees its first benefits of defending the rebel cities, despite some gripes from the central provinces about their drain on resources.

Kythorn

- The battle-ravaged troops who lost Kzelter fortify the tiny village of Ithal Pass for the coming attacks from below. Within the first tenday of this month, volunteer troops arrive to dig defensive ditches or build makeshift walls at the Pass. Dispatches are sent immediately to court, bringing the nobles of Suretmarch to Ithal Pass quickly.
- Council-sponsored assassins fail to kill any of the Merchants' Chosen of Riatavin or their Tethyrian allies, but security is tightened in the Gateway City as a result. More than half of the Shadow Thief agents in Riatavin and Trailstone are dead by month's end, though no guildmasters or higher are found.

Flamerule

- Additional troops are mustered and sent to aid the village of Ithal Pass. By month's end, 2,000 troops are involved in the occupation and defense of Tethyr's south.

- The queen delivers triplets rather than the expected twins, becoming the first royal in over 500 years to do so (Queen Alisande being the last). Despite the misgivings of some among the Privy Council, King Haedrak III keeps the Royal Warlord Vajra Valmeyjar at Darromar, where she can ideally plan overall strategies for all of Tethyr's active armies rather than be limited to the command of one city's troops. He does, however, send additional troops to both Riatavin and Kzelter in anticipation of coming attacks, with some of the scions of the new nobles seeing their first commands.

Eleasias

- Intelligence reports little activity out of Kzelter, as the Knights of the Black Gauntlet take the time to refortify the Kzelter Fortress. Such defenses continue at Ithal Pass as well, with additional troops arriving each tenday. At the latest estimates, the Knights of the Black Gauntlet number over 7,000, but they have not made any aggressive moves.
- The forces of the "Sythillisian Empire" overwhelm Imnescar and Trademeet, pouring out of the Small Teeth and rampaging west to lay siege to Murann toward month's end. [See *Book Two* for details on the Sythillisians.]
- Pirate activities along the Dragon's Neck Peninsula are down, as a number of them form a blockade to the north, blocking all routes to or from Murann by sea. Murann is locked in by land and sea during the Sythillisian siege.

Eleint

- The elves of Noromath and a contingent of soldiers from Mosstone protect Tethyr's portions of the Trade Way at the forest's edge as Trademeet falls before the hordes of the Sythillisian Empire. While a number of smaller bands of goblins failed to penetrate the forest, the forces besieging Murann at the end of Eleasias gain reinforcements from the goblins, hobgoblins, and ogres inside the Wealdath.
- Tethyr stays in a tense state of readiness for war. While the rudimentary fortifications and defensive ditches are built at Ithal Pass, their forces are still underpowered against the evil clerics of the Black Gauntlet in Kzelter. Forces organized by Lord Jordy Gallum of County Greenshores, Duke Blackthorn of Cape Velen, and the Lord Kevanarial of Duchy Noromath protect the northern borders closest to Murann, preventing the Sythillisians from gaining ground in Tethyr (though many monsters from the forest continue leaving to join this army, much to Tethyr's short-term relief and Amn's chagrin). Armies are left in place to still protect Riatavin and Trailstone, but they are ready to march to Amn's aid in monster-occupied Esmeltaran or march the Tethyr Road to help break the siege (but only if officially requested and when so ordered by the queen or Warlord).





A Tour of Tethyr

This tour covers Tethyr's new political boundaries, reviewed from west to east. Each duchy's distinct character is accented by its counties. The tour begins with features that appear in more than one duchy, then moves on to the duchies, cities, and sites of Tethyr.

Major Geographic Features

Tethyr rises gradually from its seacoast, slowly gaining elevation as it reaches its center at Darromar. From Darromar to all points east, the terrain slowly becomes fewer flat plains like those of the west and more low, rolling hills. There are small pockets and groves of trees all over central and eastern Tethyr, though few are large enough to merit attention on a map. By the time travelers reach Survale Ford, they are more than 2,000 feet above sea level, and this is only at the start of the major hills and mountains of the regions; Tethyrians consider Survale Ford the westernmost boundary of what is called the Highlands, which stretch north and south to the country's borders. The rest of eastern Tethyr is even farther above sea level, especially County Lathmarch as it nears the continental high points in the Snowflakes. Various grasses, bushes, and thistles unknown west of County Varyth provide the ground cover within the Highlands, unlike the wide, flatter grasses on the Plains of Clovis and elsewhere.

While there are always a few aberrations in what some farmers and settlers like to plant, there are some generalizations that can be seen among the major crops of Tethyr's regions. There are a number of areas, rather than one central location, that have become known as the wine regions of Tethyr; while the Purple Hills still produce the best wines (by nature of the halflings' art), very good wines and many vineyards can be found east of Port Kir and north of the Sulduskoon all along its length, and among the highlands of Counties Morninggold and Hazamarch. The major cash crops for areas south of the Sulduskoon and west of Darromar are olives, peaches, and some low-grade wheat and varied grains. Barley, apples, and pears are the significant cash crops among the Highlands, though individuals have experimented successfully with other crops within some of the dells and lower slopes. Pipeweed is another major cash crop for Tethyr, and it is grown in nearly every region across the land. Nearly every county has its own special strain of pipeweed, and those of the southern lowlands are inarguably better than the rest. Smaller fruits like cherries, quinces, plums, and all manner of berries can be found as crops (and more easily, growing wild) all over Tethyr, and these serve to supplement the major trade crops, also providing a lesser trade item in ciders.

Forest of Mir

Like many woods, this great timberland goes by many names. Most simply call it the Forest of Mir, a connection to a long-lost kingdom. Local humans refer to it as the Great Highland Glade, since its center covers the southern Highlands of Tethyr. The term specifically means the forest north of the Marching Mountains, not the rest of the forest in Calimshan. The elves of Tethyr and Shilmista call it the Sarenestar, but whether this word refers to the forest or the elves who once dwelt there is unclear. To the gnomes who live under its boughs, the forest is the Timbemerald.

Coniferous trees make up the bulk of the Forest of Mir, and they grow in dense stands. More deadfall and underbrush covers the grounds within the forest, and some talk of pinecones heavy enough to knock a man out—especially when thrown by leprechauns. The trees are far taller than many among Tethyr's glades, and they continue well up into the Marching Mountains. Only when the elevations rise more than 2 miles above sea level do the trees reveal the snow-covered peaks bordering Tethyr's southlands. The forest is also riddled with small streams that feed into the Spider Swamp to the south.

The Forest of Mir has always been a monster-riddled thicket. Ancient stories mention ogres, giants, goblins, and other creatures living under the trees here. With the rise in the monster population during the Tethyrian Interregnum, the forest's denizens are a problem for Tethyr and Calimshan alike. Of the major peoples of the woods, goblins are, as always, the most numerous; ogres and gnolls come in a close second and third. Curiously, mutant monsters such as the misshapen





mongrelmen and fomorian giants have found the forest to their liking and thrive here. A host of minor presences exist herein, like illithids and alhoon, neogi, hydras, green and black dragons, and other creatures native to the Realms. The less malevolent sylvan races include dryads, korred, satyrs, leprechauns, brownies, and gnomes [see *"Duchy of Suretmarch: Myth Dyraalis"*].

Finally, wild reports in the past few years claim there are drow elves within the Forest of Mir. Dark elves do exist there but are less a threat to the safety of County Mirkazar than once believed. One rumor told of eight or more settlements with a total of over 80,000 drow living above ground; when the rumor surfaced late in the Year of the Bloodbird (1346 DR), it sent panic through the streets of towns from Ithal Pass to Ithmong, and many soldiers and adventurers alike entered the forest to combat the enemy. They found fewer drow than expected.

Still, the Interregnum allowed the drow settlement a brief respite, and they have maintained their numbers at about 6,500, despite frequent assaults by ogres upon their tunnels. The drow concentrate in three separate settlements under Mir's boughs, all connected by tunnels and caverns created during the Night Wars. The lowest tunnels, where they link with the Underdark and Guallidurth, have been sealed, as the drow of Guallidurth have spent the past 50 years eradicating other drow of the Forest of Mir out of religious zeal. The dark elves that inhabit the southern forest are heretic worshippers of Vhaerun as well as exiles or outcasts. At one time, their total numbers may have ranged as high as 12,000, but that time passed a century or two after the Shoon fell from power. Tunnels leading into Deep Shanatar are still being plundered.

Myth Unnohyr: No longer a keep or even a discernible ruin, this former stronghold of elves reached its zenith during the rise of Shanatar, fell into ruins by the founding of the First Kingdom of Mir, and those became overgrown by the forest a few centuries later. Fewer than two dozen sages in the Realms today have ever heard of Myth Unnohyr, and only two of them (Ahlsyn of Bryn Shander and Dark Sister Vumikka of Unther) could tell you of its significance as a magical treasure house to Keltormir. All that remains is a corrupted mythal in a star-shaped pattern around 100 yards of bramble-covered mounds. The mythal acts as a wild-magic zone by day and a dead-magic zone at night, and any healing spells cast within its area instill *mummy rot* rather than healing. Whether Myth Unnohyr's magical treasures remain below is as unknown as their guardians' fate.

Skyships' Glade: Approximately 50 miles due west of Kzelzer is an open glade used frequently as a hidden landing site by Halruaan flying ships and spelljammers; by the Year of the Blacksnake (1285 DR) it was exclusively used by illithid slavers, who abducted and exported slaves from isolated and poorly protected settlements in the less-guarded South and away from meddlers like Elminster and Khelben "Blackstaff" Arunsun. With the loss of Stardock to the Twisted Rune [see the *DUNGEON CRAWL®* adventure Stardock], the illithid slavers of Glyth no longer use this site, though others aping their tactics have continued taking slaves from Calimshan through this secret stop.

The Wellspring Endless: Legends tell of a crystal-blue spring that surfaces amid a ring of white stones, and this is the Wellspring Endless. To drink from the pool is to live forever, regain one's youth, or forever relive nightmares while your body remains in a stupor. The pool remains undiscovered.

Forest of Tethyr

The largest forest on the Sword Coast has been a source of mystery, superstition, and fear among humans of Tethyr for generations. Since the accidental death of King Errilam, humans have persecuted and hunted elves, and the hatred between the races is great. Still, the elves and the new monarch of Tethyr have made tentative steps toward peace, and the elves at court are learning that the humans are not all genocidal enemies of the Sy'Tel'Quessir (the local sylvan/green elves).

Court comments by the Treespeaker revealed that they refer to the forest both as Tethyr, after the elf-hero, and Wealdath, the "Unspoiled Woods," which they hope it remains. While there have always been loggers and farmers at the fringes of the forest, no humans had ever penetrated to the forest's core, even with the brutalities during the Year of the Wave by the hated Bunlap. The spelling of the forest's name has confused many over the years, as humans insisted on using the country's name for the forest while elves used their hero's name for the outer country. Now, the forest is called Wealdath, though most folk north of Amn still call it the Forest of Tethyr.

The woods here are less densely packed than the trees of Mir, and they have quite a mixture of trees, from oaks and cedars to duskwoods and maples, all of varying ages and species. Quite a few of the trees in the north-central area and a few areas along the Trade Way have trees that were transplanted here by the Elmanesse who arrived as refugees from Cormanthor after the fall of Myth Drannor. The areas of densest coverage is about 4 miles deep along the Trade Way, to protect the inner forest from investigation or penetration by outsiders. At the forest's core are trees that date back to the founding of Tethyr by the Ithals, and more that were the original transplants from Cormanthor. Few humans remember that the droughts in the late 10th century Dalereckoning sparked small forest fires that destroyed parts of the central forest. But that tragedy opened up parts of the canopy and allowed younger trees to thrive with more sunlight, and new glades have become beautiful places of peace.

Trees are not the only plant life herein; Wealdath supports many varieties of berry bushes, ground-crawling ivy, and flowers. Streams and ponds support quite a few unique strains of water lilies and other plants. Aside from the Suldusk and Elmanesse elves, which are discussed more under their respective duchies, the forest is home to many sprites, dryads, brownies, centaurs, satyrs and fauns, and many other beneficial sylvan races. However, there are also many dangers within the forest due to its native bugbears, gnolls, ogres, wolves, a few lycanthropes and giant spiders, and a smattering of dragons and wyvems. While humans have been the major threat to elven survival here, there are more than a few enemies to fall under Tethyr's shadow.



Dragons' Lairs: Four occupied dragons' lairs lie inside of Wealdath, and equally many vacant dens as well. The bulk of them are situated east of the Trade Way and north of Mosstone. They are listed in order of importance and danger:

- Linussaxannol, a 950-year-old ancient green dragon, spends much of his time slumbering in the central forest in the caverns beneath three small hills adjacent to a small pool. The pool conceals the entrance to Linus's lair, which has been made richer by his recent slaughter of three misplaced white dragons nearby.

- On the northern shores of Cape Velen in County Fyrvan, sea caves lead deep into the cliffs to a young green dragon's lair just under the tree line of the forest. Though it is a bit out of his element, Buchembrallor has hunted the sea lanes at night for 75 years, claiming the lives and gold of merchants and pirates.

- Arellaxerrontol is the recently widowed 380-year-old bronze dragon whose mate was slain by Iryklathagra the "Sharp fangs" of the Small Teeth range [see *Book Two*]. While her hatchling daughter grows safe in a centaurs' settlement in central Tethyr, Arella plots her revenge against the marauding wyrm.

- Garlokantha is a 165-year-old gold dragon and an ally of the old Company of Eight, like the duke of Suretmarsh, since they saved her life in the Year of the Bow (1354 DR). She still prefers her isolation and solitude in her cave lair in the north-eastern woods, but she ventures out into Tethyr and Amn both at least once every four years or so in one of many guises to mingle among the other races and see what they have learned.

- The vacant lairs of the white dragons and others have already been appropriated by hobgoblin and goblin tribes. While they believe they have fooled the elves into believing the dragons still live there by loud noises and roars, the elves simply ignore them, for neither tribe could approach their new lands without passing the Mytharan Woods and the dangers therein.

Lythari Settlements: In several areas within the forest, especially near the Mytharan Woods, the boundaries between worlds are thin. Here are *gates* that lead to the homes of the elven shape-shifters, the lythari. The gates are inaccessible except to the lythari, and their homes are in a peaceful idyllic subdimension where they play and romp, despite their bodies and powers being well suited to war. There are at least four different points all across the forest where lythari can be rarely found, and they all lead to the same extradimensional glen.

The Kuldin Peaks

This small cluster of mountains comprises the central peaks of the Iltkazar range. The high, jutting peaks make a sharp contrast against the relatively short range of foothills, and the tree line disappears about halfway up the mountains, exposing peaks that remain snow-covered for much of the year. The Kuldins form a border with limited access to the north and south into Erlkazar. Given the abrupt nature of the mountains and a noted shortage of navigable passes within them, the Kuldins have barely been explored since the apex of Shanatar.

Mount Turbold: This mountain and Turbold Vale which opens up north of it are the site of a battle between dwarves of Shanatar and giants of the eastern plains long before Duchy

Elestam or the kingdom of Erlkazar. Turbold and the dwarves he led are buried in a hidden crypt somewhere within the mountain that bears his name, but none have found even a clue of its existence in centuries. Many still venture here every few years in search of Turbold's Golden Axe, which has grown mythical in proportion, but none can find anything other than death here.

The Omlarandin Mountains

The Omlarandin Mountains are barely higher than the foothills and highlands around them. A few isolated mounts rise higher than others, but all of them are lightly forested with no exposed peaks. The smallest of the clusters of mountains that constitute the Iltkazar Range, the Omlarandins have also been the most populated mountains in Tethyr since the time of Iltkazar.

The name Omlarandin is a pidgin Tethyrian word that means, depending on context, "sparkling," "mysterious," or "magical." It is actually a corruption of the dwarven olaramomdin, or "magical peaks." The name (in all contexts) refers to rock crystals found within the hills and mountains here. Once thought to be light-colored emeralds (they are closer in hardness and color to aquamarine), the "omlars" were found to easily absorb enchantments. While few omlars have been discovered in centuries, a few are found and fetch incredible sums from wizards in Saradush, Duhlnarim, Llorbauth, and Zazesspur.

Borthun's Walk: This mountain trail from Saradush to Tibold is usually quite safe, but lately it has been plagued by a clutch of wyverns that have taken to roost in the inaccessible peaks just north of the trail. The trail's name comes from its founder, the dwarven wanderer and explorer of the South, Borthun the Walker, of the Clan Diamondblade of High Shanatar.

The Omlarcats: The Omlarandins have a population of displacer beasts far in excess of any other area in the Realms. These have long been a problem as they hunt the local sheep herds south of Saradush. The "Omlarcats," as they are called locally, are dangerous only in the autumn mating season and the following spring when their young are born. They are highly protective of their territory.

Orators' Crag: On a cliff beside the upper waters of the Idolflow, a small crag is backed by a small curved niche of rock in the mountain. The spot is easily reached by natural steps formed in the rock, and it commands a good view over a small dell along the river. Anything said from atop Orators' Crag, even in whispers, can easily be heard by anyone within the small dell due to either some latent magic or peculiar acoustics.

The River of Thethyr

Three major rivers lie in Tethyr, two that go the length of the country: the Memnon (Agis), the Sulduskoon, and the Ith.

Hawkwing's Brook: This tributary of the Sulduskoon River flows directly past Uluran Keep. It is named for a valiant young elf warrior maiden who died here fighting the corrupt folk who despoiled Wealdath in the Year of the Wave. Before this time, it was locally known as Banshee's Brook or Tethir Brook.



The Idolflow: While slightly shorter than its tributary, the Idolflow is the primary feed through the Gorge of the Fallen Idol and into the River Ith. There is some evidence that the river was once much larger, or that a lake once rested between its links with the River Levast and the River Ith. However, there is no explanation for the apparent lessening of the river, unless it drains away somewhere deeper than the surface Gorge.

Levast River: This wandering tributary of the Idolflow is believed named after a long-ago clansman. Dwarves believe the name's a hint that there's a way through the river from the surface down into the caverns below, perhaps even Shanatar.

Memnon River: Forming a natural border between Calimshan and Tethyr, the wide and lazy Memnon river is well suited for barge traffic. It was used for that and more during the time of the Shoon Empire, but little travels up or down its length these days. Local villagers on it might float some barges, but they don't wander too far upstream as the docks of Shoonach are busy still, with the ferrying of the dead. Northerners and a number of Calishites or southern Tethyrians still refer to this river by its Shoonite name of the River Agis, but the bulk of Tethyr calls this by the name of its most famous settler and settlement.

Red River: Formerly the Lavender Creek, for the flowers along its length between the Purple Hills and Myratma, this short northern inlet is now called the Red River, and the land around it the Red River Fields. The name commemorates the dead in the First Siege of Myratma in the Reclamation Wars.

River Ith: This powerful river is Tethyr's swiftest, coldest, deepest, and most dangerous of all. Unless you are west of Darromar, the only places where the river is safely forded are in Survale Ford and Darromar. With the rise in status of Darromar, this river may see more barges attempting to move up the river to the capital, rather than just take the swift trip to the port.

The Shining Stream: The River Ith's major tributary flows from the Snowflakes, winding strong and deep. However, it still meanders like it was a river of half its speed and strength. This river can be forded in a number of places.

Sulduskoon River: Flowing gracefully out of the highlands, this spring-fed river meanders along the northern quadrants of Tethyr. While hardly a swift river, its pull is strong, and it gets quite deep in spots, so strategists set camp in line with deeper areas to give invaders or attackers a false sense of security. This river isn't as commonly used for mercantile barges, but travel barges often use this as a quick method for reaching Zazesspur.

Swimstar Creek: This creek feeds into the Shining Stream near Mount Noblesse of County Morninggold. This tributary begins in the Kuldin Peaks, and it is shallow, but swift, along its length. Locals fish the creek at night, since there's a breed of carnivorous fish in these waters with luminescent fins.

The Starspire Mountains

These low mountains (only four of which rise more than 5,000 feet above the sea) are among the smallest ranges in the Lands of Intrigue, though they contain passes as treacherous and winding as those in the Cloud Peaks in Amn. They are tree-covered nearly to their peaks, which can remain snow-covered

nearly through the summer. The sparse trees thicken on the lower slopes where they either join the Forest of Tethyr or end near the River Sulduskoon. Where the Starspires meet the rising Highlands to the east along the headwaters of the Sulduskoon, it almost seems like the land melts together, forming a rich, fertile dell between Counties Rivershire and Uluran.

Few navigable trails, aside from the Trade Way, wind through the mountains; those that do could easily turn into wayfarers' traps and ambush sites. For the most part, these mountains have been relatively left alone for centuries, much to the delight of the few remaining dwarves of the Starspires. With its lack of major bipedal traffic, the mountains are dotted with goats and sheep of local villagers.

Among the less hospitable beasts wandering the mountains are perytons, displacer beasts, goblins, ogres, hobgoblins, and werewolves. Many svirfneblin live beneath the surface. The dwarves of the eastern Starspires know only the threat of Balagos and the dragons of the Wyrmwell, since many of these monsters live out on the mountainous Starspire Peninsula (yet another reason for such locations as St. Ramedar's to be fortified).

Argentwing Dell: On top of the low, crooked mountain between the headwaters of Hawkwing's Brook and the Sulduskoon River is a small dell. From a height, one can see that the outline of this dell is shaped exactly like an argentwing butterfly with its wings flat. Instead of silver coins on its wings, it has boulders, and a fallen ancient log creates the illusion of its body. How long this dell has been like this is unknown, but someone or something has been regularly leaving edible offerings on the boulders that mark the wings. All this has managed to do is attract scavengers, though not all the offerings are food, and the dell seems peaceful enough to be a holy site.

The Grim Jaws: Four peaks jut higher than the rest (6,000+ feet above sea level) just east of the Trade Way and north of Zazesspur, and these highest peaks of the Starspires are known collectively as the Grim Jaws. Whether down on their lower slopes or up among the cliffs and mountain vales, monsters have always collected there, especially ogres and gnolls. Over 100 years ago, a small contingent of Tyr worshipers split off from the Fortress Faithful and established a monastery and stronghold within the high Three Peaks Vale between them. Within 20 years, the stronghold was overrun and destroyed, the paladins and priests all slaughtered by ogres. The vale and the peaks were renamed Grim Jaws after Tyr and to suggest the dangers therein.

Mount Thargill: The easternmost of the Starspire Mountains, this peak is a former volcano that was dead centuries before the dwarves ever plumbed the mountains around it. Now, the well-tunneled mountain is home to the Wyrmwell, a dragon-infested tunnel that leads nearly 1 mile into the earth [see below]. These caverns and tunnels are isolated from the dwarven settlement of Morndivver and the deeper caverns of Deep Shanatar.

The Wyrmwell: This is a secondary lair for the fearsome behemoth red wyrm Balagos the Flying Flame, which he had not used in nearly three years. Within the Wyrmwell, the lava tube



that once made Mount Thargill a volcano, Balagos has imprisoned two younger dragons as guards: Altagos, an adult brown dragon (who is constantly cold) and Auroxas, a young black dragon (whose clipped wings keep it both bitter and stranded). Neither of these dragons escapes the Wyrmwell due to their fear of Balagos and certain restraints. The only food they receive are either bats, stray goats, or foolhardy adventurers seeking to loot the lair of the self-proclaimed King of the Dragons. Balagos itself has spent most of the last few decades flying about the Lake of Steam and farther south around the Tashalar, bullying other dragons and weaker species.

Principality of The Corsairs' Sea

This principality is now the standard domain for the heir to the throne. As it encompasses Cape Velen and the Forest of Tethir, it covers much land, though very little of it comes under direct control of the Crown. However, these are also the Homelands, as it envelops the original lands of Tethyr's 12 clans.

The Princess of the Corsairs' Sea: Princess Sybille Rhindaun (N hf F0), like her sister and brother, is an infant and of little impact to her constituents on the Dragon's Neck Peninsula. Her father, King Haedrak, is crown regent to this heir to the throne. Queen Zaranda wishes to exercise as little influence as possible over the elves of Tethir, to keep them as allies.

Duchy of Cape Velen

The Dragon's Neck Peninsula, sometimes called the Velen Peninsula and whose westernmost tip is Cape Velen, is a lightly populated duchy of hardy, loyal folk who have tremendous respect for their native duke and count. While quite a number of folk in lowland Tethyr sniff at the thought of living on the peninsula, the natives there are proud to reside in the clan homelands where free Tethyr began. The folk of the peninsula are not much bothered by the ghosts that inhabit their lands.



The Duke of Cape Velen: Duke Llachior Blackthorn (CG hm F13); Lord Royal Durbland, The burly and boisterous Velean merchant, whose family misfortunes left him the last of his line, is now a prominent figure at court. His bravery in battle with the Reclamation Army cost him two fingers off his left hand, and he now walks with a stiff limp from a horrific gash along his right leg, suffered in a desperate saber fight with Prince Jhannivvar the Pretender in the Storm Siege of Myratma. Still, the duke found love among the heroes of the Reclamation, and returned to his native Velen both a duke and a married man.

Intrigue: Duke Llachior is rather annoyed that he must remain at Faerntarn to do much of the reconstruction and planning for Tethyr's economy. He wishes to go adventuring—just a little bit.

The Duchess-Consort Lawantha Silendia Blackthorn (NG hf W13): After joining the Loyalist army as part of the Company of Eight a year earlier, the last thing the Calishite wizardess expected to find was love, yet the loud but kind-hearted warrior-merchant from Velen felt the same. Married while recuperating from the disastrous First Siege of Myratma, their mutual admiration and feeling showed many it was not simply battle fear or momentary passion that brought them together. The two opposites complement each other and Lawantha's family connections in Calimshan have brought both peace initiatives and trade opportunities between the two countries.

Intrigue: The Duchess-Consort Lawantha Blackthorn caused a bit of flurried gossip at last Harvestcourt, where the royal children were first shown to the court. Lawantha burst into tears upon seeing them, and fled from the hall without leave from the king or queen. Duke Llachior, clearly embarrassed, declined to discuss the cause of his wife's outburst.

Intrigue: While few will ever say anything against the duke, many are dissatisfied with his choice for a wife. As settlers of the Homelands, many on Cape Velen harbor old prejudices against Calishites. Those people who come into contact with the duchess-consort swiftly change their minds about Lady Lawantha, just as those among the central lowlands did when she was among the Company of Eight, but there are far more people who simply see her as a Calishite and a bad influence on the duke.

Tordraken: The former castle and keep of the Duke of Draknor under the previous regime, Llachior Blackthorn purchased the ruined keep of Tordraken about 10 years ago and began rebuilding it as a second home away from his family keep on the other side of the city of Velen. Tordraken, now restored, is the ducal seat for the Blackthorns, and is also the site of a major masquerade gala each year a tenday after Harvestcourt. The keep stands proudly on a high cliff overlooking Acoval's Cove and Velen can easily be seen to the west along the coast.

Country Firedrake

While it is the most populated county on Cape Velen, County Firedrake is also the most dangerous, as its waters and coasts are constantly harassed by pirates. The folk of County Firedrake make use of the wide beaches along the peninsula's head, becoming glassworkers, fishermen, and shipbuilders.



The Count of Firedrake: Count Ondul “Warhammer” Jarduth (LN hm C10–Helm); Purse Chancellor. The count of Firedrake, the soft-spoken Helm-priest is a figure of much speculation among the nobility. A favored longtime friend of his duke, Llachior Blackthorn, Count Ondul is an absentee count as he is often at either the duke’s court or at Faerntarn. Despite his frequent absences, he is much loved and respected by his people in Velen. Still, a number of powerful merchants and other lessers try to undermine his influence by spreading rumors of wrongdoing on the count’s part, in order to loosen the new foothold of law on the peninsula and return some illegal pirate shipping to hidden coves and ports. Luckily, only the most gullible believe the tales, as Count “Warhammer” made a reputation of his upright, moral, and lawful lifestyle.

Intrigue: Unbeknownst to her, Count Ondul has fallen deeply in love with the duchess Marilyn Haresdown from the moment of their first meeting on the plains outside Myratma. Her passion and intensity draws him to her, but she has yet to notice any of his shy advances toward her, smitten as she is with another. The count frequently is presented with eligible women from his home as potential brides, but he simply waits in hopes of seeing the duchess of the Purple Marches at Faerntarn again.

Millvuthan: The count’s manor house is in Velen. It is the former ruined manor of the long-dead Tarseth clan, which died out in the Year of Silent Screams. The Blackthorns bought this ruined house and rebuilt it over a century ago, but none would ever stay in it after they discovered its ghosts. The four wandering lantern-bearing ghosts that inhabit year-round are little bother. On Midsummer’s Night, the manor is noisy with the screams of drowning ghosts and the roar of the tidal wave that slew them. The count makes it a point to be away from Millvuthan on Midsummer. When constructed, the mansion lay outside Velen, but the city has grown up around it.

Velen (Fortified City)

The most haunted city in Tethyr and the entire Sword Coast South, Velen surprises travelers, who expect a superstitious, insular community. When they find this lively port of call filled with happy, vibrant folk, they are quite surprised, and many love Velen just for those contrasts. To a native of Zazesspur (not other Tethyrians), “going to Velen” means “going crazy” since that’s what one would have to be to live among the constant dangers from the sea (as well as all the ghosts); the rest of the country respects and admires the pluck and spirit of the Veleans.

Who Rules: Whettimn (CG hm F4) is a well-liked mayor and rich landowner in town, who made his money whaling, fishing, and pirate hunting. If major political change is in the offing, the mayor almost always follows the lead of Zazesspur’s Council, to stay in step with local politics and maintain good relations. While normally a kind and pleasant (if slightly loud) person, Whettimn loses his temper when confronted with Calishite snobbery against his town or the work of evil gods (A former adventurer, Whettimn briefly encountered both the corsairs and the slave pits of Calimshan and near-death by sacrifices within temples to Bane, Myrkul, and Vhaerun.).

Who Really Rules: Count Undul “Warhammer” Jarduth, Duke Llachior Blackthorn, and the Duchess-Consort Lawantha Silendia-Blackthorn, as the local nobles of Velen, are those notables to whom Whettimn must defer if they are present. However, they do not run roughshod over his leadership and rarely interfere with Velen’s business. They sometimes back up the mayor’s actions or mitigate a wrong done due to his temper and bigotries. Whettimn is slowly taking a liking to the duchess-consort, despite his hatred of wizards and Calishites.

Population: 21,000 (80% human, 10% halfling, 7% half-elf, 3% other); rises to 35,000 during summer trading seasons.

Major Products: All manner of fish, shellfish, whales, and their byproducts (oils, whalebone, pearls, ambergris, etc.);

Armed Forces: There are 75 armed guardsmen for the general city guard, and an additional 25 are exclusively detailed for the count of Firedrake’s protection. In addition, there are 12 standard small ships and crews that patrol the waters around the Dragon’s Head, providing harbor protection from the pirates (and an additional 30 ships and their crews can be press-ganged from local merchants and fishermen). The commander of the guard also has ballistae and catapult batteries in Velen, and at Blackthorn Manor and the Horn Cliffs at Tordraken.

Notable Mages:

- The duchess Lawantha is the most famous of mages in Velen and a former member of the Company of Eight.

- Aulis “Redbeard” (NE hem W3/F3) is a brash, foul-mouthed young mageling-warrior who spends more time trying to impress either his captain, Dessek Atheon, and shipmates or the young ladies of Velen. Neither group is entirely taken with him, though he has gained the notice of some agents of the Twisted Rune as a possible lesser agent and spy (or scapegoat), given his greed, bluster, and views against the monarchy.

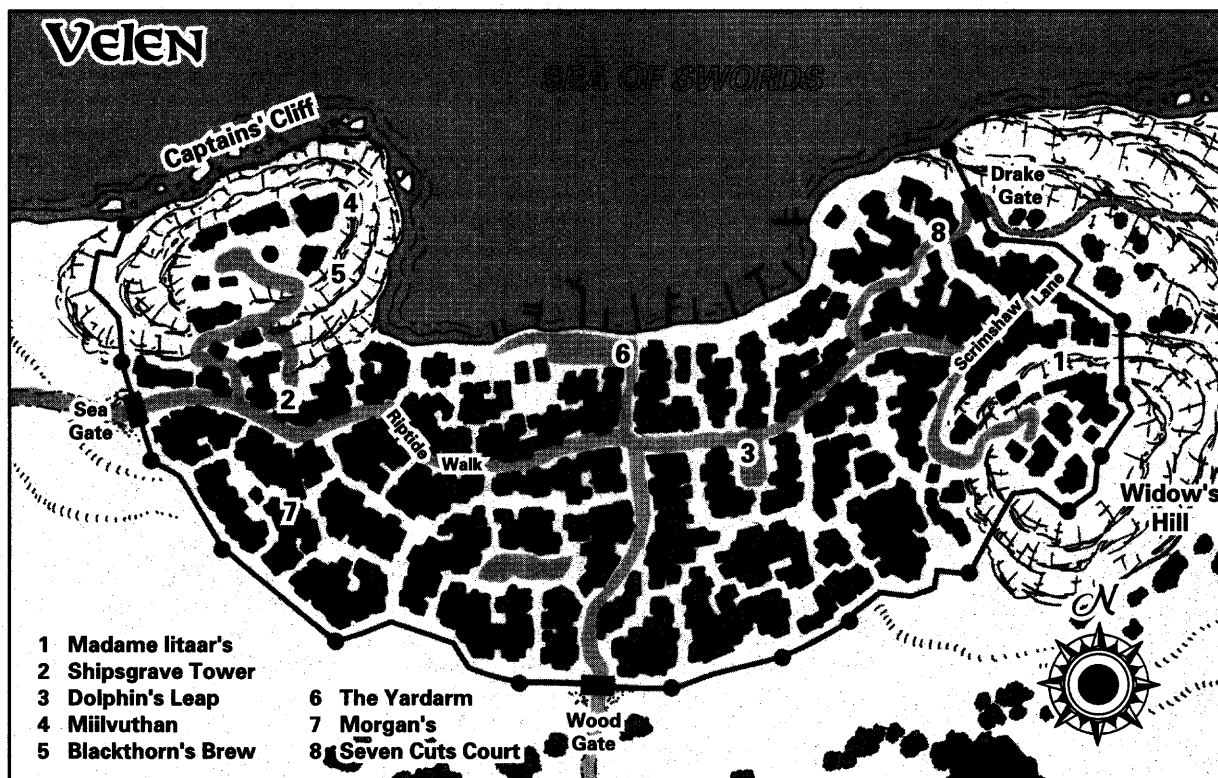
- Madame Litaar (N hef Div9) has lived and worked from the same two-level shop and home on Widows’ Hill along Scrimshaw Lane for well over 12 decades. This wizened old woman was once the most beautiful woman of Velen, and she regards well those who treat and remember her kindly. Her expertise lies in divining events on and under the sea.

Notable Clergy & Churches: Small shrines to various gods are in the greater houses of Velen on the Captains’ Cliff.

- Shipgrave Tower looms ominously near the western Sea Gate of Velen, the three windowed stories of Umberlee’s temple moaning with the sea winds (and continuing even on calm days!). Wavelord Darjast Sumden (CE hm P8–Umberlee) has a loyal complement of veteran ex-pirates for his clergy.

- The slender one-story tower of Dolphin’s Leap is an impressive new construction on Riptide Walk, its silver dolphin symbol atop the tower arcing out over the street. In its cellar is a vast temple to Valkur, though Seascalm Yves Carrack (LN hm P6–Valkur) and his 40 fellow priests and followers are the only regular attendants, except on stormy days,

- The Home of the Stalwarts, a 126-year-old temple and chapter house dedicated to Helm, is one of the oldest buildings built directly in the path of the western sea winds. The 100 priests and 50 warriors of the Stalwart Knights, and the lay



brethren of the complex, are led by Overblade Orrdun Fistright (LN hm P10–Helm), a slow-to-anger but fierce warrior-priest. The former leader, Orm Talath, was much loved in Velen, and his choice of Orrdun is respected. The Stalwart Knights comprise an entire division of the Champions Vigilant; they often exchange priests and knights with Chevanguard.

Notable Rogues & Thieves' Guilds: The Shadow Thieves control all the rogues' guilds in Velen, as they do elsewhere in Tethyr. Of particular note are the one-eyed Jaszur of Velen (LE hm F8/T9, a.k.a. "Cap'n Cyclops"), the Shadowmaster of Cape Velen (whose recent setback in Tulumene made Vander Stillhawk and Queen Zaranda his enemies, though they do not guess his connections to the pirates who had refuge in that town); Kaj "The Cudgel," Ujrol (NE hm F11), the mighty Veleian Guildmaster of Enforcers (whose aid in press-ganging crews for long whaling voyages makes him an ally of the Whalers' Guild); and Sammar Rendasc (N hm W3), a seemingly naive merchant (rope, sails, cloth, and silks) with two ships and a small manse near the Captains' Cliff. Sammar is the Shade of the Shadow Thieves' Seas' Sect.

Equipment Shops: Full (for maritime equipment and caravansupplies); Partial (for most other equipment)

Adventurers' Quarters:

- Blackthorn's Brew. Feshthall/inn: A big inn near Milivuthan (the count's manor), formerly the property and business of the Blackthorn family. The service is the best in all of Velen, catering to the visiting nobles and rising merchants.

The duke and count frequent this place. Quality/Price: Excellent/Expensive.

- The Yardarm. Tavern: Almost exclusively for sailors who come to celebrate in style. The food is high quality, as are the drinks and the company. Quality/Price: Excellent/Moderate.

- Morgan's. Inn: This spot is famed along the Dragon's Neck Peninsula. It is named for a sea captain and slayer of a dragon turtle whose head now looms over the hearth. Morgan's ghost still drinks in the upper tavern with the guests; the owners have a mug and a plate of sausage ready for the ghost each full moon, or he raises a ruckus. Quality/Price: Good/Moderate.

- The Figureheadless. Tavern: A seedy spot on the eastern dock walk and a noted hangout for thieves and former pirates. Its sign is a beheaded figurehead of an Amnian dancing girl. Many clandestine meetings are held here. Quality/Price: Poor/Cheap.

Important Characters:

- Dessek Atheon (LG hm R5) is the captain of the Waveshrike and the last member of his ill-fated clan. He lives within Velen, not Manor Atheon, and though a kind man, folk whisper he is as mad as his ancestors, always talking to folk who aren't there. Dessek has the unfortunate ability to see and hear ghosts.

- Numar "Lucky" Or'qalak (NG hm F3) is one of the officers of the town guard, and he is a fervent worshiper of Tymora after narrowly escaping death six times within two months on the job.

- Lady Mela Ierax (CE hf F0), the Black Widow of Captains' Cliff, has been married five times to shipbuilders, sea captains,





and merchant leaders, all of whom died mysteriously out at sea while on extended voyages. Many in town suspect Mela of somehow poisoning her husbands, but none can prove it.

Important Features: The city is walled on three sides, its fourth seaside bounded by the ocean, and the walls are pierced by three gates: the western Sea Gate (leading along the sea cliffs), the southern Wood Gate (facing an old trail into the forest), and the eastern Drake Gate (leading east toward Tor-draken and the coast trails to Murann). The two hills in town serve to separate classes as well, with the southeastern Widow's Hill and the Captains' Cliff, a western hill abutting the coast, allowing the richer merchants and nobles to live "above" the lesser classes. This has begun changing, as more folk prosper under the new regime and spread the wealth around Velen.

Seven Cuts Court is among the most dangerous places in Velen after dark. Over 40 years ago, a severed foot was found there as a notice that a Shadow Thief assassin had failed to perform his assignment. Ever since then, anyone walking through the court at night hears a slow, heavy tread behind him, and is slain with seven slashes of the assassin's ghostly knife, who then severs the foot of his victim and disappears with it. All attempts to dispel the evil ghost have failed, and it appears only at night when there is a lone person in the court.

Local Lore: Despite the many ghosts in Velen, few are the disruptive, predatory spirits faced by adventurers. Many are simply displaced souls that are still tied to their homes and shops where they lived. If ghosts proved unnerving for folk, priests and paladins can turn the undead away, but that does not banish them from Velen or the site, simply rendering them invisible and unnoticeable for a decade or two.

Every year at Midsummer, the citizens of Velen commemo-

Every home, business, and building has a candle set in every window upon dusk, and each year at the exact same time the wave engulfed the city so long ago, every candle is snuffed out at the time the wave reached that part of the city.

Velen is increasing its influence among the sea trade and its importance as a naval outpost against the pirates. With the recent instability in Amn, the duke has asked that a contingent of naval ships and some soldiers be posted in Velen and farther east in Fyraven to defend against incursions while Murann is under siege. While he would prefer to aid the besieged city, he cannot act without the queen's leave, and Amn's Council of Six refuses to accept aid from him, even going so far as to accuse Duke Blackthorn of aiding the Sythillisian Empire.

County Fyraven

This county encompasses most of the original clan lands settled during the slave revolts of the Third Age of Calimshan, but very few folk today recall the old names and locations of the tribal lands. Still, as the oldest settled area considered to be human-ruled Tethyr, the county has an air of age and history. Burial mounds and small clearings mark the passing of the clans; of all the clans, the Fyrsons always used a torus-shaped mound, and this fact makes it easier to find their lands northeast of Tulumene.

The Count of Fyraven: Count Tanar Keelson (LN hm C2—Lathander); Seas' Admiral. Count Tanar Keelson, at 15, is one of the youngest of the new nobles. He gained his position as the surviving nephew of both his uncles, who died in the First Siege of Myratma. He adapted well to his new position, soon proving his worth to Lady Dezlentyr the Countess Starspur as a major linchpin in her naval blockade of Myratma, as he and his ships captured a number of blockade runners. Now, as the Seas' Admiral, he is officially in charge of coastal defenses, but many captains refuse to obey him because of his youth.

Monguldarath: While the previous Keelson noble family made its money in the shipbuilding trades of Tulumene and lived within that town, the queen bequeathed the former count of Fyraven's keep to Count Tanar. This small keep lies 5 miles east of Tulumene and is surrounded by small groves of trees. There are a number of ghosts in Monguldarath, but the young lord does not mind their presence.

Tulumene (Fortified Town)

After years of prosperity, Tulumene hit hard times with the ouster of the old regime and their links with the pirates. This small fishing town saw an end to the pirates' trade that helped them prosper here against all odds, and some folk resent the new queen's actions in disrupting their slice of life here. As Tulumene is closer to the open seas, its fishermen are more accomplished sailors than those of Port Kir, and this rivalry has sometimes spawned bad blood between citizens of the two major fishing ports. Tulumene's main income now comes from fishing and ship repairs and shipbuilding.

Population: 3,600 people (94% human, 6% halfling)

Major Products: Shipbuilding; ship repair and refitting, fishing (larger deeper sea fish), whaling (minor).

Places of Note:

Tulumene, and the owner's son Jakar Pyllam (LE hm F0) is a detractor against Queen Zaranda and her nobles in town, but he is quiet and complains about it only in private. Now, to continue his lucrative trade with the pirates for ships, at least one out of 10 ships are "lost at sea" or "captured by pirates" on their maiden voyages, and Jakar continues his affair with Captain Bahija the Fair by meeting in his mansion in the Dragon's Teeth.

- The Guild of Fishmongers' and Fishermen's warehouse and guildhouse dominates the eastern docks of Tulumene, its lower floor permeated with fish oils. Guildmaster Tormos Ollday (CN hm F0) is one of the most unscrupulous merchants in Tulumene, though he manages a veneer of respectability by funneling many of his illegal gambits through front businesses. Should the guild ever learn of his dealings with pirates, the Rundeen, and the Shadow Thieves, the largely honest fishermen and fishmongers would deal quite harshly with Tormos, despite the success he has brought to the guild in the past 30 years.

- A temple to Valkur has taken over a former church of Umberlee that was burned by the pirates during their ousting in the Year of the Shield. Cleaned up and a dolphin embla-





zoned over the door, the Wavelord's House opened a year later, and Ilmar N'Rys (LN hm P6—Valkur) has seen slow but steady growth in his church.

- Tulmene's Tower is among the larger of the town's buildings, and this inn is also one of its busiest businesses away from the docks. Whether just buying a "merchants' pack" (fish baked inside a hand loaf with onions, mushrooms, and other spices) or staying the night, all find the quality of the Tower worth the higher price. Quality/Price: Excellent/Expensive.

- The Fast Sails tavern provides ample food and drink for a good price, which is not typical of other harbor taverns. Owner Jaxom Lestar (LG hm F5) was a sailor for years, and he has turned his meager savings into a decent, friendly tavern that caters to sailors, merchants, and adventurers alike. He has a knack for feeling the difference between coins and deals harshly with such dishonesty. Quality/Price: Good/Moderate.

- The Five Daggers is a dockside tavern whose soot-, beer-, and blood-stained interior honestly advertises its clientele of poor sailors and cutthroats. Its main business, however, is gossip, since the barkeeper "Ears" (N ho F7; a bald half-orc with huge ears) hears nearly every rumor about the docks, and he's willing to share the same for a price. Quality/Price: Poor/Cheap.

People of Influence:

- Jos Knightson (LG hm F3), a former town guard and the new mayor, has become the well-rehearsed puppet of Jaszur of Velen, the Shadowmaster of Cape Velen, since his daughter was kidnapped during a sea excursion soon after he was instated by Zaranda Star. Jos believes the mastermind controlling him is Ali ibn Nayib (NE hm T6), the Guildmaster of the Racketeers and a former friend of the Pasha Balik of Zazesspur, but Nayib is simply funneling orders and threats, having the mayor quietly reestablish some of the connections with the Sea Reavers and other pirates to prevent his daughter from being sacrificed.

- The commander of Tulmene's guard is the upright Liras Finsire (LG hm Pa15). He and his family moved here years ago to distance himself from a feud growing in his family in Port Kir. Always a guardian and protector, Commander Liras is worried about his friend and mayor, Jos Knightson, who seems nervous and acting strangely of late. While his wife Zara insists he is just distraught over his daughter's running away, Liras fears something else more insidious is at work.

- Jakar Pyllam, Senior (LG hm F1) is the owner of the Pyllam Shipyards in Tulmene, a far cry from his origins as a beggar on the streets of Zazesspur. He learned the trade of shipbuilding after stowing away on a small caravel heading to Tulmene and becoming the indentured servant of an older shipbuilder. Now, he is one of Tulmene's most honest and upright citizens as well as being among the richest; he is totally blind to his namesake's crooked dealings, and refuses to hear any "slanderous rumors of my pride and joy." Whenever he finds any indigent or anyone who needs work, he personally takes them to his shipyard and puts them to work learning a new trade.

- Grollar Zarmshield (CG hm W9) is a former alchemist from Murann who settled here 40 years ago to avoid his com-

petitors in Amn's port city. He swiftly rose above the others and his preserving and canning processes for shipping fish by caravan are lucrative (and carefully guarded) for him and his large family.

- Gevaal Tylemn (LG hm C3—Chauntea) is the owner, proprietor, and main cook and barkeeper at the four-storied inn of Tulmene's Tower. In thanks for being rid of the disruptive pirates, Gevaal provides rooms and meals to the duke, count, or other royalty who grace the Tower. Much to his wife's dismay, he is thinking of selling the inn and moving to Darromar.

Local Lore: In Eleasias of the Year of the Shield (1367 DR), Tulmene's fortunes changed with the arrival of Zaranda Star, whose entourage insisted she was the next queen of Tethyr. After witnessing some of the shadier dealings and misfortunes heaped upon honest souls, Zaranda and her company flushed out the influences of a number of pirate groups among Tulmene's leaders. After they fought a few minor battles against both the mayor and his reluctant guards, Zaranda and company met with pirate resistance at the harbor of Tulmene. The docks erupted in chaos as the pirates fought back with dangerous smoke powder (a cache of which exploded, sinking one of the pirate ships) and other methods, but a good number of the townspeople flocked to Zaranda's side, eventually wearing down the cowardly pirates and forcing them to flee. Zaranda and the massed public of Tulmene chose Jos Knightson, an honest guardsman, as the next mayor, despite some objections from the moneyed peoples of the town. Also, given the destruction of two docks and a ship by the substance, smoke powder is now illegal in Tulmene.

The last docking berth on the Deadman's Dock (the dock in line with Doublar Lane) is haunted from dusk till dawn by the Black Dog of Murtaan. Any ship docked there is guarded by the long-dead mastiff of Murtaan the pirate, and anyone attempting to enter or even approach the ship hears a low growl that builds to a snarl quickly. If these warnings are not heeded, a blood-red pair of eyes and snarling jaws begin to form amid a low dark shadow, and the Black Dog of Murtaan chases away intruders.

County Greenshores

Of all Tethyr over the past centuries, only the humble people of County Greenshores have gained a begrudging respect from the elves for their ability to live within nature and not disturb it overmuch. As a result, County Greenshores is treated like a simple backwater area whose folk are ridiculed for their lack of drive. This is wrong, as people learn when running a caravan through the area; the people have learned what is important, and the simple life suits them better among the trees than the type of lives lived to the south and east.

The Count of Greenshores: Count Jordy Gallum (NG hm F9); Sheriffs' Chancellor. The popular Count Jordy Gallum is the epitome of a Greenshores man. Born and raised in Moston, he loves nature and, while peaceful and contemplative, can be aggressive if his people are threatened. He rallied Moston to Zaranda's banner, despite the usual misgivings the people had on following the lead of an outsider.



Countess-Consort Shaern Gallum (LG hf F0): Jordy's Mosstone-raised wife of 15 years feels horribly out of place as a countess, always having led a simple life. She breaks protocol to cook her own meals in the kitchens at Kirgard. Her practicality makes her a refreshing change from the snobs found in Zazesspur.

Kirgard: This was the former manor of the baron of Kirgrove in the waning days of King Alemander IV's reign. Since the baron's death and the sacking of Kirgard during the Black Days and the subsequent Interregnum, Kirgard was rebuilt and was used by the people of Mosstone and Port Kir to garrison troops. Kirgard rests exactly halfway between Port Kir and Mosstone, nestled along the sea cliff 1 mile west of the Trade Way. While adjutant buildings hold the garrisoned troops, the main manor within the estate of Kirgard is now restored and used by the new count as his county seat. It is jarring for Count Gallum to live outside of Mosstone for the first time in more than 40 years.

Mosstone (Town)

Were it not for the high walls around the settlement, the surrounding trees, and the limited amounts of dappled sunlight shining through the trees, Mosstone could appear to be a caravan town like Crimmor to the north. However, while caravans and the Trade Way provide many in Mosstone with a livelihood, the people place more importance on living in harmony with nature and the elves than they do on making money or getting a caravan through "on time." Impatient caravan merchants see this as lackadaisical, but they soon realize that hurrying up the Trade Way through the forest is not the way to arrive safely in Amn; many caravans are harried back to Mosstone by the threat of the elves, when they stopped at the wrong spot or made the mistake of lighting fires within Tethir.

Population: 2,500 (70% human, 14% halfling, 10% half-elf, 3% half-orc, 3% other); during the summer caravan season, the population rises as high as 6,000 for short periods of time.

Major Products: Mercenaries, caravan guards, forest guides and trackers, animal handlers; caravan and wagon masters, caravan wagons, saddles, and all attendant caravan businesses.

Places of Note:

- The Archdruid's Grove is not a simple clearing among the trees of the forest. Resting outside the walls of Mosstone proper, the grove is marked by a wide clearing ringed by shadowtop trees of immense size. Within are three buildings and four specific places of note. The largest building is the stone building where the Archdruid of Mosstone lives; it has living quarters for the archdruid and a small staff and a large meeting hall, and thus it is often used for Mosstone's town meetings (and the Interregnum Tribunal). Smaller wooden buildings are the secondary library of the druids of Mosstone and a small seminary for training students. The final area of note is a monstrous oak at the center of the grove, which is also the secondary temple and worship place for the druids of Mosstone. Legend has it each Archdruid, near the day of their deaths, either wanders into the forest to become an oak within Old Oak Dell, or they become part of the Great Oak at the Archdruid's Grove.

- Steeleye's Armory and Smithy is an exceptional smithy near the center of Mosstone. The proprietor, Angar "Steeleye" Axeson, is a gruff but kind old dwarf whose missing eye (replaced by a smooth "eye" of steel) doesn't mean he cannot discern or duplicate great craftsmanship in armor or weapons. His prices are high, but they are worth every daublar and the extended time he takes (+20% to both time to craft and cost of armor or weapon).

- The Drovers' Field is the low-fenced enclosure on the north-eastern side of town where caravan oxen are kept while the caravan rests or readies itself. As the sea winds keep the smell of the corral out of the town, it and the oxen themselves attract the attention of wolves and other predators east of Mosstone, making this a necessary post for a squad of guards every night.

The Oak-Father's Boon is Mosstone's most noted inn; the Archdruid and many of his fellow druids are regulars, as are Count Gallum and his men. Elves frequent the Boon on rare visits. Quality/Price: Excellent/Expensive.

- The Dryad's Dreams is the sole festhall in Mosstone, and it is still considered more of a relaxed inn by the locals. The warm, well-kept and seamless decor of wood shaped into stools, chairs, tables, and booths is inviting to all. The three living trees which grow to form both the ceiling of the first floor and the bar on the main floor allegedly have dryads sleeping within them. The owner's nine daughters all dress as dryads while working. Quality/Price: Excellent/Moderate.

- The Drover's Last Drink is a unique tavern that caters to the exiting caravan drovers and passengers as they collect and ready the wagons to leave town. There are no tables or places to sit beyond the bar, but the beer and drink is good and affordable. Quality/Price: Good/Cheap.

People of Influence:

- Constable Emmakk Gallum (LG hm F6) is the younger brother of Count Jordy Gallum, and he succeeded his brother as the head of the constables of Mosstone. He represents what little authority is recognized in Mosstone, aside from the druids, as the head of its 25 guards and defenders (all F1 and F2s). He is often sent as Mosstone's representative when one is needed.

- The druids' circle around Mosstone (at Archdruid's Grove and elsewhere) has nearly 200 druids. Of those closest to the Archdruid (other than the Circle of Eight's members), the sharp-featured Liora Leaffalling (N hef D10) is the best liked. This Suldusk half-elf has known mostly human companions for 70 years here in Mosstone, and she has only recently been accepted among her elven father's people. She recently set out for Suldanessellar to learn of her elven heritage.

- Angar "Steeleye" Axeson (NG dm F7) had this nickname for his steely stare he used while negotiating a price or working a piece of steel. Now, as a scarred veteran of the Reclamation Wars, he literally has a steel right eye as he lost his real one fighting half-orc mercenaries in Myratma.

- The elderly Father Rajam (LG hm CS—Eldath) is the owner of the Oakfather's Boon, and he is also one of few nondruidic priests of nature in Mosstone. Nevertheless, he is friends with everyone in town, and his kind admonitions are heeded by all.



Local Lore: Mosstone is unique in that it recognizes no immediate central authority, and it is governed by a compact of the townspeople and the druids. The communal nature of the town allows that when the wall around town needs repair, those with the skills to do so repair it; in exchange for these services (which everyone knows of, given the small town size), other merchants and businessmen donate free goods or other services to those working for everyone's aid. Of all the settlements of Tethyr, Mosstone is most like the original clan colonies of Tethyr's early years, where everyone was treated as kin.

Unlike most of the other settlements near and around the Dragon's Neck Peninsula, there are no ghosts in Mosstone. Some attribute this to their balance with nature and their lack of strife, while others believe the proximity of so many druids prevents the unnatural ghosts from remaining in that place.

PORT KIR (TOWN)

Many fishermen, whalers, and shellfish trappers call Port Kir home, making this "the Seacity" of Tethyr. While the larger ports to the south make their money on trade and travel, Port Kir's docks are utilitarian and simple, made for those whose lives are linked to the sea. Many in Tethyr's large cities look down on this smaller community permeated with the smell of fish oil, but they also rely on its supplies of fresh or salted fish to provide revenue in the local markets or through caravan trade.

Population: 3,700 people live in Port Kir (88% human, 10% halfling, 2% other), and that number rises to near 7,000 with the summer fishing and trading seasons.

Major Products: Fish and shellfish (both fresh and canned, cured, pickled, and salted for caravan travel); shipbuilding.

Places of Note:

- Berringer Shipyards is a major employer here, owned by the duke of Kamlann, Lord Hhune, through blinds and bogus mercantile companies. During the Tethir Conflicts of the Year of the Wave, a private fleet of swift, heavily armed ships was built at Lord Hhune's insistence; these ships later became the backbone to restoring Zazesspur's coastal defenses against piracy. While workmanship and employment levels are high, Berringer is looked down upon by others as he is the only shipbuilder in Port Kir or Zazesspur not of the Unified Shipmasters' Guild.

- The guild warehouses all collect in a major block with over a dozen three-story buildings acting both as major warehouses and guildhouses at the same time. The block face at the harbor is dominated by the double-warehouse for the Fishermen's and Fishmongers' Guild. Secretly kept at the center of the block is the Thieves' Guild headquarters, which is reached only through secret doors in the guildhouses of the Whalers' Guild, the Salters' and Packers' Guild, and the Shippers' Guild.

- The Gilded Dagger appears to be a ramshackle tavern on the outside, but it is actually an important meeting place for the guildmasters of Port Kir (and of Zazesspur during the Interregnum), where the guildmasters meet quietly to plan out deals and alliances among themselves without having to work with the full guilds themselves. Quality/Price: Good/Moderate.

- The Dusty Throat is among one of Port Kir's roughest taverns. The coarse crowd, bitter ale, and cheap but palatable food are all favored by the dockworkers. Quality/Price: Poor/Moderate.

- The Race is a dark, dangerous dive at the edge of Firedrake Bay for sailors and smugglers. Quality/Price: Poor/Cheap.

People of Influence:

- Mayor Talmon Chonn (N hm F0) is a fat, doddering puppet mayor, who is ruthlessly bullied by Lord Denaad. He is known in jest as "the Walrus" for his size, his large and poorly trimmed moustache, and his appetite for shellfish.

- Lord Paoltor Denaad (CE hm C4—Iyachtu Xvim) is a corrupt, mean-spirited, middle-aged man of means thanks to his family's fisheries and pearl-exporting businesses. While the public knows of his frightening temper, he is ingratiating and polite to a fault to the right people, and thus few suspect his truly evil nature (or the dark rites he celebrates within Denaad House).

- Lady Kyva Chaammos (NG hef R4) is another major family head in Port Kir, and her father's salting and packing business allots her the guildmaster's post in that town guild. Kyva, while quite adept at maneuvering the guild and business politics, prefers to spend her time with the family's lesser interests in caravan mastering and guiding them north to Trademeet. This allows her time to continue her studies of nature which were interrupted with her father's untimely death.

- Reth Berringer (N hm F0), the alleged owner and main foreman of the Berringer shipyards, maintains the shipyard for Hhune, since his debts to Hhune forced him to sell it 15 years ago to the then-Guildmaster in Zazesspur; as far as anyone knows, he still owns the shipyard, but all the profits (aside from an amount to keep up the blind around Berringer) are funneled quietly to Hhune.

skinned Lantanna Indull Sarvann, a cleric of Deneir and the town's premier cartographer and map-seller. If given coordinates, logs, plumb markings, and other basic information, Indull can generate a most exacting map of underwater or overland terrain for a fair price. Currently, he is away to Battles' End at the request of the Countess Starspur, who wishes to commission sounding maps of the bays and straits around Tethyr's coasts for the royal navy.

Local Lore: Shielded from rough storms by the Dragon's Neck and Starspire Peninsulas, Port Kir's harbor is very calm and capable of holding 100 ships at its docks. In the calm waters of Firedrake Bay, Port Kir's shellfish harvesters rake in many large lobsters, clams, and shrimp. A delicacy of Zazesspur and the Calishite cities are the star lobsters known only from this area.

As Lady Chaammos left a great impression on Zaranda Star early in the Reclamation, Lord Denaad has spent the past few years planning a foolproof murder of his only rival. If he can arrange Kyva's death as cunningly as he did her father's, he will be free of suspicion and open to subtly take control of the rest of Port Kir and rule as a minor lord. This plan was his father's dream during the Interregnum, but Paoltor is far more cunning and ruthless than his father ever was.



Duchy Noromath

While the elves themselves make no distinctions over major territories within the Forest of Tethir, the queen insisted on having a representative each from the Elmanesse and the Suldusk. The central and western forest being the old immigrant Elmanesse lands, they chose to call this area Noromath, the "Legacy of the North."



The Duke of Noromath: Duke Allain Kevanarial (NG em R12); Bowlord of Her Majesty's Bowmen. Known to friends as Foxfire, after his russet hair, this 201-year-old elf lord is undoubtedly the finest archer among the elves of Wealdath. He is a third-generation Elmanesse who fled the destruction at Myth Drannor's fall to resettle here. His title of "duke" is meaningless to him, but he shoulders the responsibility of being one-third of the elven contingent at court admirably and calmly, often providing the voice of reason and compromise to mitigate the Treespeaker's stubbornness. This is a surprise to the humans, who hear of Foxfire as a war leader. [For details on Foxfire, see DRAGON® Magazine Annual #1, "Rogue's Gallery," page 43.]

Intrigue: Confusing to his non-elven constituents is the duke's resistance to any place being named his ducal keep or home. He prefers to travel about the forest with his elven comrades and some friends he has made at court, choosing only a separate tree dwelling in Suldanessellar to the east or some cleared areas within ruined Talltrees to conduct any ducal business that he must attend to. He is not avoiding his responsibilities, but he sees the bureaucracy of humans as wasteful, if slightly amusing. They view him as a speaker for the warrior elves of the forest, while he tends to talk for the other sylvan races, leaving the elves' views to Rathomir.

Intrigue: Foxfire has grown to like the folk of Brost and Mestone, and visits these two human towns quite often (for an elf, that is—perhaps every three years). He and his fellow duke, Mirthal Aendryr, and Silvanus Moondrop of County Uluran, have made some tentative trade ties between the elves and these towns, and welcome the trade of forged weapons (rather than the bone-and-sinew and wooden weapons more common to the elves). However, they have not forgotten the years of trouble, and still forbid any expansions or any logging into the forest.

People of Note

As the former homeland for the transplanted Elmanesse tribe, Noromath was once home to over 800 elves in the past four centuries, not to mention the previous thousands during the time of Keltormir. Now, the major tribes here are goblins, hobgoblins, satyrs, and centaurs. The duke Allain Kevanarial maintains a constant patrol of roughly 20 elves through here, but the majority of the elves have gone east around Suldanessellar. While he and his band of elves return twice yearly to the elven settlement, some rotate out of his band to stay a while and others, like Tasmin Oakstaff, join up for a time.

- **Faunalyn Kevanarial** (NG ef R4) is another of the duke's warrior scouts, and a distant cousin of Foxfire. She is young in elven terms, and her ability to mimic birds' calls and bring them right to her shoulder is rare even among the elves.

- **Annelwin Toralynnsyr** (LG hef R5) is the wife of Katyr, formerly from Brost, and a full member of the Elmanesse tribe, despite her half-elven status. She is a sober guardian of the lesser animals of Tethir who cares for wounded creatures and deals harshly with irresponsible hunters or adventurers in the wood.

- **Katyr Toralynnsyr** (NG em R7) is a scout of the Elmanesse tribe, though he often now acts as a guide for lost travelers, silently stepping out of the shadowed trees in times of need. He and his wife Annelwin also guard the Trade Way north of Mestone from poachers and trouble-makers. He is mute, but he uses a simple sign language that his wife translates for others.

- **Wistari Stargazer** (NG em C4—Rillifane) is a deeply devout religious elf who spends much of his time entranced in the glades of Noromath.

Brost (Town)

The Mushroom Village, as many to the south call it, is a small trading village with its major trade in mushrooms and tending caravans on the Tethir Road. While most older natives enjoy the idyllic peace and their alliance with the elves of Wealdath, the young are leaving Brost in droves and heading south to the cities. Outsiders see Brost as pleasant and friendly.

Population: 3,000 (85% human, 10% halfling, 5% half-elf), and an equal amount of people in the outlying areas; can reach up to 7,000 at limited times during the caravan season.

Major Products: Mushrooms, peaches, wagons, saddles, local ale and cider.

Places of Note: Druids, rangers, scouts, wheelwrights, and brewers all share equal status here in Brost, but the largest buildings are the temples to Mielikki and Silvanus Oakfather.

- **Oakfather's Glen** was once a living oak, but it was petrified centuries ago, after the tree was carved and shaped into this temple and safehold for the faithful of Silvanus. Its stone leaves and boughs still provide shade in the surrounding park and glade at the city's center. The druid Acrull Northshield (N hm D9) is the ranking priest of the glen, and he is attended by four other druids and a score of lesser attendants.

- **Rangers' Refuge** is a three-story manor that serves as the main temple to Mielikki as well as the town hall and central



meeting hall for all town business. Within the walled courtyard is an elaborate stone garden with a field of white, blue, and black pebbles arranged like a mosaic into Mielikki's symbol; a Kozakuran craftsman made it over 15 years ago in thanks for a ranger having saved his life from brigands.

- **Alix Wagons and Caravans:** This warehouse and wheelwrights' workshop never seems to cease its labors. Its owner, the Calishite Hakamir ibn Alix (LN hm W4), enjoys his craft and creates many unique and custom-ordered wagons with minor touches of magic, such as plank seats comfortable as cushions.

- **The Whippoorwill** is an inn that has recently been repaired and refurbished after a fire destroyed its old site. The food is exceeded only by the fare found in Esmeltaran's finest eateries, but it is of decidedly Northern bent rather than local cuisine; the cook is Cidden (formerly of Red Larch), and he takes great pride in his inn's quiet reputation for quality food and lodgings in this isolated area. **Quality/Price:** Excellent/Moderate.

- **The Oakbarrel Tavern** is the locals' tavern of choice, though it is friendly enough for caravan travelers. This tavern is attached to the Oakbarrel Brewery, which sells beer and ale to caravans running north or east. **Quality/Price:** Good/Cheap.

People of Influence:

- **Ieval Boralail** (LG hem R6) was elected the mayor of Brost over 10 years ago, and there is no one alive in Brost who can speak ill of him, save his own son. A lesser attendant of Mielikki's temple, he gained the use of the upper level of the Ranger's Refuge for the town offices after the town hall burned down with a number of other buildings in last year's fires. Ieval is one of the primary contacts between the elves of Tethyr and the town, and his role here has been favorably noted at court.

- **Kal Boralail** (CN hem T1) is the mayor's youngest child and only son, and this status is all that has kept him from being thrown into the town stocks or jail. He has a mischievous streak that often results in damage to people and places alike, such as placing an *eversmoking bottle* in a home, then watching as they douse it with water until they realize the joke.

- **Barnas Trufflehunter** (NG halfm F5) is Brost's most noted and expensive guide, whether you're going into the foothills of the Small Teeth, the Tejarn Hills, or near Tethyr's edge in search of mushrooms. Barnas is friendly to all he meets, but for unknown reasons, he cannot abide the company of gold elves or Sune worshipers and will not work for them.

- **Ivas Oakbarrel** (CG hm F0) is one of the richest merchants in town, thanks to his successful brewery and his trade agreements with the Thousandheads caravan company in Ritavin, where he ships more than half his annual stocks of Tethyr's Shade Ale. He is jealous of some merchants' ties with the elves, and has been ingratiating himself with them to gain the ear of the duke and thus gain better trade deals.

Local Lore: Brost is named for its first settler, a woodsman and hunter named Kehlad Brost, early in the Lions' Dynasty. After years as a hunters' lodge, it became a caravan stop and small farms popped up around it. Isolated and relatively autonomous, Brost is like many self-sufficient small towns farther north, though its isolation is less now with its new, closer ties



to the elven duke who represents it at court.

A few years after the fall of the House of Tethyr, Brost's citizenry briefly considered separating from Tethyr and becoming an Amnian city. While the political boundaries were more feasible, Brost was of little true value to Amn, save as another caravan stop. The Council of Six and a number of powerful merchant families rejected the proposal, and Brost remains an isolated Tethyrian outpost. Over the past 10 years, some merchants of Brost have cultivated small trade relations with the Elmanesse elves, trading forged metal weapons and some foodstuffs for rare herbs and other elven items from the forest. These relations have served to make Brost a stepping-stone for human-elven relations in Tethyr. Furthermore, the town's location near the Duke of Noromath's stronghold makes it an ideal meeting place for those wishing to meet with Foxfire.

Myth Rhynn

This is among the oldest of the mythal-cloaked cities of the Realms. Not even the elves know its age. It was created during the height of Keltormir's civilization and had been the Tomb City of that empire. As the elves died fighting dragons, giants, dwarves, or any monsters, they were brought here, amid somber ceremony, and buried within great sepulchers and shrines. The mythal was to protect their spirits and allow them to remain among the trees they loved. Given the corruptions of the necromancers even then, one of the primary powers of Myth Rhynn wa to prevent the dead from being raised or animated;



it was also one of the few safe havens during an all-out dragon onslaught, as the mythal was proof against all living dragons.

Now, centuries later, the Tomb City rests at the heart of the Mytharan Woods, its mythal bleeding magic into the surrounding trees and land, corrupting it as it has degenerated over time. Once carefully and respectfully kept lanes are uprooted by the trees that grow unchecked, their limbs black and twisted like claws. Ground crawling flowers (with unique purple and red flowers never seen elsewhere) and ivies have overrun nearly every tomb, statue, lane, and memorial font, though the central fountain still pumps water and remains clear of overgrowth.

The only active, intelligent creatures within the ruins of Myth Rhynn are four will-o-wisps and one floating undead wizard that calls itself Mallin. The will-o-wisps remain in the western quarter of the city, leaving the rest to Mallin. Formerly one of the bound to a Chessentan wizard, Tashara of the Seven Skulls, Mallin was swept into the depths of Tethir and the ruins of Myth Rhynn when Tashara was destroyed by the god Azuth in the Year of the Majesty (760 DR). Over 600 years, the skull and skeletal hands of Mallin have gained the ability to affect the mythal, just as it has affected Mallin. Mallin has total control over all undead within the mythal; dead elves cannot be affected, but other creatures killed within the mythal become zombies or skeletons. Mallin has swarms of human and animal skeletons and zombies at its command.

Mallin has all the abilities of a 20th-level invoker and all the spell immunities of a lich. While it slowly weaves about the trees, it has a maximum flying movement rate of 16 (A) when it chooses to move faster. Its skull and arms are Armor Class 2 and can be hit only by +1 or greater weapons; it has 6+6 physical hit dice before its skull and arms are shattered. Within the mythal, however, Mallin can reform itself over the course of 1d6 months unless its remains are fully immersed in holy water.

Under no circumstance will any elf venture within more than 100 yards of the edges of this place. Within the corrupt mythal, elves now become nauseous at the very least, and the closer to the central font they move, the more violently ill they become (-1 on all ability scores, rolls, and checks per 100 yards into the mythal). Mallin can detect when an elf enters the mythal and he can teleport to that location within 1-10 rounds.

Duchy Durmista

At the insistence of the Treespeaker, the duchy tentatively named after the old tribe Suldusk became Durmista, the "Forest of Twilight." In the past, this eastern area of the forest was the most isolated and monster-filled, but with the unification of the elves here, many monsters moved farther west, and may cause problems for Trademeet and Brost in the future if not watched.

The Duke of Durmista: Duke Mirthal Aendryr (N em W 10/T10), Scoutlord of Her Majesty's Scouts. Mirthal is short for an elf (only 5 feet tall), and his quiet, lilting voice is less what folk expect. Due to these misconceptions, his opponents are caught off-guard, and his talent for diplomacy often ends conflicts far better than his dagger or spells once did.



Intrigue: Despite the fact that his family is quite small and lowly placed among the Sy'Tel'Quessir (green elves), Mirthal Aendryr was nominated as the duke of Durmista due to his close friendships forged among the Company of Eight. It is also a measured move by the queen, since he, of the three elfen forest representatives, is the only elf with any extensive contact with humans. Mirthal complements the harsh political views of the other Suldusk elf, Silvanus Moondrop, the count of Uluran.

Intrigue: Duke Mirthal's wife of 40 years died during the battle at Zoastria's Stand against the forces of Bunlap six years ago. While the duke has made it clear among his own people that he does not wish another mate, the human and half-elf women who occupy the galleries at court believe he needs help raising his twin seven-year-old girls, whom he brings to court.

The Eight's Tree: This former stronghold and safe house for the Company of Eight rests in the southeastern Forest of Tethir, between Suldanessellar and the Moonglade. This was the site where the original eight adventurers of the Company made the pact to come together for justice and peace in Tethyr. Duke Mirthal uses this huge hollowed tree and subterranean chambers when he needs a place for ducal business such as hosting a noble who has little experience among the elves and has need of some human comforts. Otherwise, Mirthal lives at Suldanessellar, where his girls (if not he) are happiest.

People of Note

It is hard for many humans in Tethyr to accept that the elves live in the forest without houses. A crook of a tree branch is sometimes all that an elf might call home. Thus, when humans want to know where the Treespeaker or his dukes live, they are surprised to find only one "manor" here, a former adventurers' stronghold.

One thing that is most shocking for many people who have dealings with elves around the Realms is the relative youth of the elves of Tethir. The two clan elders, of whom the Rhothomir has become the senior Treespeaker for both tribes, are only just starting their third centuries—young adults, by elven standards! This is due primarily to the constant attacks by goblins, dragons, humans, and other monsters over the past few centuries. By the time Bunlap chose to attack and try to kill all the elves, he might



have succeeded if not for aid from Evermeet in the form of Arilyn Moonblade and the other sylvan folk of the Wealdath. Even so, Bunlap's sorties and cowardly attacks at the elves' main settlements reduced them by nearly 70%.

The Suldusk clans have been reduced to the three minor families of Aendryr, Sultaasar, and Dhorinshyl. As the original native tribe of this forest, the tribe once numbered over two-score families at their height of 40,000 elves (more than 800 years ago). The Elmanesse clans consist of the major families Kevanarial, Oakstaff, Rhothomir, Toralynnsyr, and about seven other lesser families. Many of the clans were decimated during the last century's persecution by the royalty of Tethyr. With the unification of the tribes; their chances of survival are much greater, though it will still be a struggle. Elves of note among the unified tribes are:

- **Treespeaker Rhothomir:** (N em C9—Rillifane) The Rhothomir, as clan chief and elder of the Elmanesse after the destruction at Council Glade, overcompensates for what he sees as the regal behavior of a leader (which others see as obdurate arrogance). A tall, dignified elf of over 200 winters, he is still quite young in elven terms and the "elves first" stance he often takes in court will pass as he learns more of humans and learns to let his long, dark brown hair down a bit. Unfortunately for Queen Zaranda, this takes about 300 years for most elves.

- **"Ferret"/Shalana O Rhothomir** (CG ef F9/T9) The younger sister of the clan leader Rhothomir, Shalana knows a lot about humans, but that increases her distrust. She became "Ferret" at the School of Stealth, and she uses her skills to eliminate enemies of her people. She plans to marry Duke Kevanarial in the next 10 years, as they have been betrothed almost since birth as the scions of the two major families of the Elmanesse. [For more details on Ferret, see the *DRAGON Magazine Annual #1, "Rogue's Gallery," page 42.*]

- **Korrigash Oakstaff** (NG em R8) This taciturn elf has been Foxfire's closest friend for all of his two centuries. As the senior member of the Oakstaff clan, the next-largest clan among either the Elmanesse or Suldusk, Korrigash was chosen as the leader for Suldanessellar. He manages the settlement well, establishing solid hunting patterns and opening trade discussions with human farmers on the outskirts of the forest for grains and other goods, much to the distaste of the Treespeaker.

- **Tamara Oakstaff** (LG ef R3) This peaceful elf woman warrior is the little sister to Suldanessellar's chief Korrigash, and she is the twin of Tamsin. While she enjoys roaming the forest, she has settled into being Korrigash's chief aide.

- **Tamsin Oakstaff** (CN em F3) A rare twin, Tamsin is everything his sister is not: brash, impetuous, impatient, and prone to temper. Still, he enjoys life as a roving warrior in the forest, hunting the monsters and keeping the elves safe. Unlike his hero Foxfire, he avoids humans whenever he can.

- **Kivessin Sultaasar** (NE em F4/T5) This Suldusk elf is head of his own family at 170 winters, and his hatred of humans is almost tangible. He disagrees with the elder of the Suldusk clan (Duke Aendryr), and he looks for secret ways to revenge the loss of his parents and others by the humans.

- **Tarasynora Aendryr** (LG ef W6) This Suldusk elf woman of 175 years has recently returned to Wealdath from her studies of magic in Silverymoon in the far north. She felt the need to wander and travel, seeking adventure as her cousin Mirthal had. Now, she is among the premier mages of the forest, and while she is happy the clans have united as one for safety, she is chafing under the commands of Rhothomir to teach all the children of magic, when she is hardly old or experienced enough to teach anyone. Her pleas to send those with aptitude to Count Idogyr to the immediate east fall upon deaf ears.

- **Captain Uevareth Korianthil** (CG em F10/W 11) This Evermeet-transplanted moon elf is the primary commander of the small force entrenched near the Moonglade. His staunch resistance to alliances and friendships with humans makes the Treespeaker Rhothomir seem like a partisan of them.

- **Lord Jhaan Ahmaquissar** (NG em W13) This Evermeet moon elf was also sent here with the forces to protect the Moonglade. An inveterate curiosity seeker and student of magic, he has struck up a friendship with Count Gamalon Idogyr and his family, much to the amazement of his comrades. Of all the elves from Evermeet, Jhaan is the only one to make himself accessible to Tethyr's court.

SULDANESSELLAR (Elven Forest City)

While there is a primary area where the tribes come together to aid each other and create an elven community, it is even more hidden than that of Talltrees. All of the elves of the forest call Suldanessellar home at one time or another now, but they are all citizens of the forest first, their families and clans second, and the settlement third.

Nestled around and above the Swanmay's Glade, the settlement's lowest dwellings are 50 feet above the ground, and the first bridges among the branches begin another 50 feet above that. There are only three entrances to the settlement above from the forest floor, and these tree-trunk secret-doors are well-hidden (-1 on all chances for all who are not SyTel'Quessir) and well-guarded (interior stairs up to low guard posts; stairs and posts defended by at least 8 F4 or R4 and 1 or more W4). Alarms are easily sounded among the elves to warn of intruders or approaching dangers, though to many outsiders, the alarm sounds like they disturbed a flock of birds.

The elves maintain constant patrols of 8-12 elf warriors (2nd level and up) against intruders for up to a 10-mile radius about the glade. They do not prevent animals or their allies (centaurs, satyrs, dryads, etc.) from approaching the glade, but no orc or goblinoid has set foot near this glade in six years. Between the patrols set by Korrigash and the roving bands of Foxfire to the west, few monsters have ventured near the elven lands, and none have successfully ended any lives but their own.

In all, Suldanessellar consists of over a dozen huge trees hollowed out for homes (or built-up huts attached to the trunk), and all are connected by branches or rope bridges. The settlement ranges from 50-300 feet above the forest floor, and if the fortunes of the Tethyr elves increase, it may yet grow great





Principality of Ankramir

Though it contains Tethyr's largest city, this duchy still appears to have a sparsely populated countryside, even more so after the Myratman sieges. In flavor and architecture, it is heavily influenced by Calimshan to the south.

The Princess of Ankramir: The Princess Cyriana Rhindaun (N hf F0) is an infant; her regent is the duchess Vajra Valmeyjar of Ankaram. The Queen's Minister Harlaa Assumbar is hard-pressed to stay away from the baby Cyriana for more than a few hours each day. The little girl's golden eyes, according to the priestess, is a sign that she may become a holy prophet of Siamorphe when she reaches the age of majority, and Harlaa wants to teach her of the goddess as early as possible, much to Warlord Vajra's annoyance.

Intrigue: A number of groups, including some of the clergies of Cyric in Amn and Bane/Xvim in Mintar, plan to kidnap Cyriana, as some of their religious predictions involve their downfall from a child with gold eyes.

Duchy Kamlann

Duchy Kamlann, with Tethyr's largest city in it, is one of the richest duchies in Tethyr by the trade that passes through its western end. Of course, the duchy is also known as the secondary producer of wine and pipeweed outside of the Purple Marches. The agricultural flatland along the northern river that marks the edge of the duchy comprises most of the settled lands, though many foresters, hunters, and shepherds live among the lightly forested mountains in isolated hamlets and villages.



The Duke of Kamlann: Duke Inselm Hhune (NE hm F8); Lord Watch Chancellor. This mainstay of political life in Tethyr managed to be in the right place at the right time and gain a duchy out of it. Lord Inselm Hhune has always had the well-honed ability to never be caught in a direct lie, always have something up his sleeve, and somehow come out smelling like a rose, no matter what. His people respect him, as all they hear is what good he has done, but rumors abound, from claims that he is love with the queen to his being the son of Bane!

Lord Hhune is a secret landowner (through proxies and agents) in Athkatla, Murann, Myratma, and Baldur's Gate. Only in the city of Zazesspur are many of his holdings known, as would be expected of a former guildmaster, member of the Council of Lords, and the current Duke over the city. Hhune's major estate south of Zazesspur is still his primary residence.

Intrigue: Lord Hhune truly hates King Haedrak for a number of reasons. Only his consort Lucia and his apprentice Hasheth Balik know of his hatred, but not the reasons why.

- He knows that Haedrak used to be someone in Shadowdale, and he suspects someone close to Elminster, for the past few decades. He has known this for years, but he cannot use that information (and has shared it with no one), since Haedrak has more than enough incriminating evidence placing at least three plots of Hhune's out into the open, and these would damage Hhune far more than the king. For now, the situation is set at detente, a situation Hhune only enjoys if he has the upper hand.

- Lord Hhune originally backed Zaranda as the future queen in the hopes that he could marry her and gain a kingdom to be controlled by him for the Knights of the Shield. With Haedrak's arrival, Hhune's star began to fall, and all the Knights' plans went slightly awry.

- Hhune's extravagant gifts of long-lost Tethyrian treasures were all outshone by Prince Haedrak's return of numerous, far more important pieces of lost regalia. While Zaranda and Haedrak both were grateful for her bridal crown, the gift's impact was lost (as was Hhune's political payoff).

- And finally, Hhune's appointment as the royal spymaster aggravates him to no end. He knows that Haedrak and Zaranda rely on him for information, and they know it is easy for him to procure, but he does not know how much they know about him or his contacts and agents. He is trapped by having to provide intelligence to royalty, but he does not know how little he needs deliver (nor how much to withhold to keep them off his trail), nor has he been able to uncover their agents who may dig up information on how he does his work.

Intrigue: The true purpose of Duchy Kamlann was to give Lord Inselm Hhune a title and lands without truly giving him anything at all. Most folks in Tethyr see this area as little more than one long mountain range with one city of note. In reality, Duke Hhune is ecstatic over his appointed duchy. It allows him limited control over the busiest section of the Trade Way south of Amn, and it requires little administration that would take him away from Zazesspur and his intrigues therein. Hhune also realizes that he is put in the position of political pawn for the monarch, as he must police the borders of Wealdath and prevent anyone from exploiting the forest and ruining the newest alliance with the elves of Tethir.

Duchess-Consort Lucia (Thione) Hhune: (CE hf F0) The coldly beautiful duchess-consort now acts as Lord Hhune's second and proxy guildmaster of the Shippers' Guild of Zazesspur, which keeps her in the thick of Zazesspuran politics from her manor in the Garden District. Since Lord Hhune's fleeting plan to woo Zaranda Star to gain the throne failed, he took Lucia, a distant cousin of the old royal line, as his consort, though theirs is a marriage whose only passion lies in intrigue.





Tresper Hall: Though the duke of Kamlann still maintains his primary residence on his estate just south of Zazesspur and handles most business there, his official ducal castle granted him by the Crown is the rustic Tresper Hall. Located among the Starspires 20 miles east of Uluran Keep, this former mountain castle of the former duke of Alemere is almost fully restored and staff have been hired simply to maintain this as a place for Hhune to stay during long court visits. He has also allowed its use by other nobles of Tethyr as a hunting lodge, a move to ingratiate some of the more naive lordlings.

County Starspur

The Starspire Peninsula, unlike much of the lowlands west of Darromar, is still heavily populated with monsters for one simple reason: It is too difficult to travel through the mountains, sea caves, hills, and cliffs to ferret out creatures that want to survive. As long as the diligence of the countess's guard keeps them limited to the minor peninsula, Tethyr is content to leave the monsters to their own business. While a few rumored dragons apparently lair out among the western peaks, the majority of the creatures here include goblins and hobgoblins, urds, perytons, hippogriffs, bugbears, a few warring tribes of cyclopskin and flinds, and the firedrakes (after which the northern bay draws its name). In the waters and sea caves beneath the cliffs are mutually hostile tribes of sea elves, sahuagin, and sea trolls.

The Countess of Starspur: Countess Corinna Dezlentyr (LN hef W5/F5); Royal Admiral. Countess Dezlentyr is her majesty's commander of the navy, and she is responsible for a major increase in ship production in and around Zazesspur. Lady Dezlentyr commands respect from many of the other nobles, her queen and king, her father and relatives in Waterdeep, and even the pirates of the Nelanther.

Intrigue While most others in court admire and respect the laughing daredevil countess, her duke, Lord Hhune, is said to be dissatisfied with her, since she has swiftly grown more popular among the Zazesspuran social circles and he has lost standing.

Intrigue: Lady Corinna's sammafar and farsann have been pressuring her to find a suitable mate, get married, and have children so the county will have heirs to rule in the future. Lady Corinna is not cooperating, but the two plot on.

Battles' End: Atop the high foothills 25 miles south and slightly west of Port Kir, this old castle (once called the Fortress of Navaq al-Loren) blocks the passes leading to the Starspire Peninsula from the south. Built during the Second Calimshan Empire, it was among the major defenses of early Zazesspur. It was rebuilt for a favored ally during the reign of King Olosar. This small castle is inundated with Calishite and Tashalar decor.

Zazesspur (Fortified City)

The largest city of Tethyr for nearly 12 centuries, Zazesspur has always been important to Tethyrians. The first and primary port city of Tethyr, Zazesspur (locally called "Zaz") has been the center of many major events in Tethyr's history, as well as being its capital city at various times in the past. Most folk expect a city

similar to Waterdeep or Baldur's Gate, but Zazesspur is unique in mood, architecture, business, and recreation, as it is an amalgam of Tethyrian, Calishite, and other cultures.

Most outsiders forget that there are distinctly two major sections of the city, discounting the usual district patterns. The High City is north of the river and is the largest, most populous part of it. This is generally what folk talk of when they refer to Zazesspur. The Low City south of the river is the older city, built over the ruins of older Zazesspurs and Fort Karlag. In the Low City, there are no districts, but two boroughs stand out: Karlaggar, the mercenary's quarter, and the smithy/warehouse district called the Fortress, after its ancient stone walls.

Who Rules: The Council of Lords has ruled the city of Zazesspur for well over a century, at least in name; other forces are constantly at work to influence the Council, if not control it outright as a puppet government. For centuries, the city was ruled by rajs, then by the greater land-holding dukes, and for over a decade by the Pasha Balik. Now, after the traitorous former Councilors were dismissed or executed for their actions' during the Reclamation, the Council has been reduced to eight members, one from each district of the city:

- Samnilith Simonne Whitebrow (LN gf C5—Gond; The Bindery) was elected to represent the population of gnomes, many of which congregate among this district, and she serves that purpose both here and on the Queen's Privy Council.

- Lord Exar Civulteq (LE hem C7—Shar; Wainwrights District) is a rich landowner and caravan organizer throughout the South and Sword Coast. He also has minor contacts in the Underdark and Skullport, as he supports much of his other caravan business with profits from secret slaving runs.

- Brother Hikar Bartaen (CG hm C6—Lathander; Garden District) is an influential clergyman among the young of the Garden District, just as he is the third son of the richest gem-and-jewelry merchant in town, Lord Nasmal Bartaen (NE hm F0).

- Dolam Coincatcher (NG halm T6; Market District) is a reformed thief, Civic Guard retiree, current guildmaster of the Guild of Marketcarters and Grocers, and impromptu halfling representative on the Council as well.

- Jinjivar the Sorcerer (LN hm W11; Carpets District) is the stem, powerful, but often-absentee Lord of the Council for his home district. For reasons unknown, Jinjivar was missing for the entire last year of the Reclamation, and returned at its conclusion to trap and hold his former fellows-gone-traitor for justices. He is the senior member of the Council, and ostensibly rules, but allows Lady Hhune to overrule him by her status.

- Duchess-Consort Lucia Hhune (CE hf F0; Ships District) sits among the Councilors to represent her own and the duke's still-controlling interests in the Shippers' Guild.

- Arbos Fullstein (N hm F0; Karlaggar), a popular innkeeper who seems to know everybody down in the Low City (and is secretly being blackmailed into working for Peldar Armsmith).

- Robar "Thumbbreaker" Daren (LN hm F9; The Fortress) is a retired Civic Guardsman and current guildmaster of the Smiths' and Armorers' Guild, whose colorful nickname comes from his usual method of disabling thieves he catches.



Who Really Rules: While this is the province of the Countess Starspur, Duke Hhune of Kamlann wields a steady influence over many businesses, government officials, and landowners, not to mention allowing his consort to loosely control the Council. While Lady Dezlentyr seemingly manages the navy's refitting, she keeps a close eye on the Hhunes' activities in Zazesspur and reports back to the queen (as the duke and duchess well know) with any incidents of interest.

Population: 170,000 (70% human, 12% halfling, 6% gnome, 4% half-elf, 8% other) natives at all times; during its peak trading season, the population averages around 375,000 people but can briefly go as high as 500,000. Before the Days of Terror in 1367, the population was above 200,000.

Major Products: Like Waterdeep and Athkatla, anything can be found moving into or out of Zazesspur, and one only needs know where to look. In terms of native specialties, Zazesspur is known Realms-wide as a center for rugs and carpets of the highest quality (both mundane and magical).

Armed Forces: 900 Civic Guard protect the internal peace, while another 300 act as the external army, keeping the city safe from the outside.

Notable Mages: Strangely enough, very few wizards remain in Zazesspur for any amount of time. Many wizards fleeing Amn want more distance between them and their former governors, while visiting Calishites are always more than happy to hire a wizard for a comfortable salary south of the Memnon River.

- Nyadnar (N "ef" / dragon "W?") was Zaranda Star's original mentor, who revealed during the Crowning Day that she was a gem dragon (then flew off to the west). Many within the Exotics Quarter feared her, and she was the only mage among them. Nyadnar's shop and home remain empty, sealed by powerful magic that no one can breach.

- Mier the Wavewizard (CN hm W8) is an arrogant mage of Karlaggar, hired by merchants to help them avoid pirates.

Notable Clergy & Churches: While there are quite a few operating temples in the Carpet City, there are also an astounding number of ruined and abandoned (or converted) temples that have yet to be restored. With recent drops in population, the space hasn't been needed, so the restorations await either funding, the need for the real estate, or the fits of religious fervor for clerics to rebuild the temples themselves.

- The House of Tears is the temple of Ilmater in the Market District, and the Order of Ilmater's Brethren also maintains its impeccable three-story Tashalar-style chapter house on the same site. Father Akkar Donatus (LG hm P9—Ilmater) leads the 60 clerical brethren and over 200 lay brethren in daily rituals.

- The House of the Steadfast was the original Home of the Stalwarts, the Helm-worshippers who created the Monocle of Bagthalos in 1141. After storms and a massive fire damaged the structure in 1240 (and many other buildings in the Bindery), the order moved to Velen, selling the temple and attendant buildings to the Council of Lords. Today, the buildings still have Helm's hand over every door (in external stonework and internal woodwork), but they are used for the courts of Zazesspur.

- During the 10 Black Days of Eleint, the local temples to Lathander and Bane in the Carpets District were set afire and partially looted by some mobs in Zazesspur. The mobs believed the Banites harbored noble worshipers and those found were pummeled to death by the maddened crowd. However, the House of the Dawn Lord was put to the torch after its holy brethren attempted to quell the riots. While no sympathy or activity surrounds the burnt-out Hall of Doom, Lathander's temple is alive with ghosts every morning just before sunrise.

Notable Rogues & Thieves' Guilds: Of course, the Carpet City's criminal element is all firmly in the grasp of the Shadow Thieves, and it is easier in this city than others to dodge the law. (Civic Guards are assigned by district, and they will not cross into other districts to pursue thieves and such unless the reward is suitably high.)

- The School of Stealth for Zazesspur's Assassins' Guild has never lacked for work, given the many intrigues and political assassinations needed over the past 30 years. Now, with the new lawfulness spreading throughout Tethyr, the Assassins are keeping a lower profile, but their notoriety still is enough to prevent any serious interference with the local authorities.

- Despite the normal hierarchies and divisions among the subguilds of the Shadow Thieves, Zazesspur's Thieves' Guild combines the burglars, cutpurses, pickpockets, and racketeers all under one guild and one Guildmaster: Tulmara Zir Bharann (NE hf T16). [See *The Complete Thief's Handbook*, page 84.] She has capably led them for several decades and is grooming candidates for her replacement, playing each against the others to see who is ruthless enough to seize the reins of power.

- Swordswreath is the Herald of Zazesspur, and he lives quietly in the Bindery, dutifully cataloguing the deeds and movements of the local Red Wizards from his rooms above Alaundo's Books.

- Nikdemane Birdsong (CN halfm T6) helped break the child-slaving rings of the Zhentarim in Zazesspur during the Days of Terror. He now is one of Lord Hhune's primary informants in Zazesspur, though he deals most directly with Hasheth.

Equipment Shops: Full.

Adventurers' Quarters: While many a diversion can be found within the High City, the Low City south of the river is far more suited to those of adventurers' mettle. The ancient streets of Karlaggar and the Fortress are less well kept than those in the High City, and they are riddled with thieves and cutthroats, but they also hold more taverns, inns, and other businesses catering to adventurers and mercenaries than in all of Amn.

- The Purple Minotaur. Inn: The finest, most expensive inn in Zazesspur is surrounded by white marble walls and entrants find a garden-filled courtyard before entering the main doors. Within the walls are stables, servants' and slaves' dwellings, and the main four-story palace. One does not enter this Garden District establishment without references or a few trade bars, as it protects its richer clientele from any and all interruptions. Quality/Price: Excellent/Expensive.



- The Hanging Garden. Tavern: This Calishite-style spot was built during the Pasha Balik's tenure in the northern Market District near the Garden District. It attracts clientele with its silk-clad tavern maids, good food, good wine (both local table varietals and more exotics), and a reputation for hosting excellent bards. Quality/Price: Good/Expensive.

- The Winsome Repose. Inn: One of the larger waterfront inns of the High City, this building's four stories loom over the western streets of the Ships' District, but its well-kept interior and fair meals make it a welcome stay for many merchants or arriving adventurers. Quality/Price: Good/Moderate.

- Firehawk. Inn: This sits in the far eastern corner of Karlaggar facing the southern wall, providing a decent meal at a cheap price. The large stables often host an entire caravan for a good fee. Gullac Forh (N hm F0) and his family own and operate this two-story inn. Quality/Price: Fair/Moderate.

- The Smiling Centaur. Tavern: This Fortress tavern in Low City is owned by Berdak the Centaur. It is a typical Sword Coast tavern, distinguished only by its accessibility for larger-than-human patrons. Quality/Price: Fair/Cheap.

- The Breaching Whale. Inn: This lies on the western Fortress waterfront, its noisy taproom full of hard-drinking seamen and hard-currency girls. Sandusk Truffledigger is the half-ling proprietor/barkeeper. Quality/Price: Good/Expensive.

Important Characters: There are hundreds if not thousands of merchants, adventurers, nobles, and folk of all sorts that should be considered "important," especially if one asked them. However, it takes quite a bit to stand out from the crowd in Zazesspur, and a few of those are noted here.

- Members of the Civulteq family are among Zazesspur's major caravan organizers, and they have political pull in cities up and down the Sword Coast, including Zazesspur. The family owns numerous properties, including an estate in Garden District, four inns in the Ships' District, and a few smithies, wheelwrights, and carters' shops in the Fortress. The flamboyant Tehlas Civulteq (NE hm F7) is the family member every Zazesspuran knows, thanks to his taste in purple silk clothes and his unerring eye in throwing the hand axes he keeps on his belt.

- While he does little to attract personal attention, the olive-skinned Tethyrian Ytar Zehjik (N hm F0) is known throughout the city as the Pleasure Prince, an embarrassing title to Ytar himself. He simply wishes to continue owning and managing his seven festhalls and four bathhouses in all corners of Zazesspur without interruption or fuss. However, he has covered enough indiscretions for those in power that he has influence among the city's politicians and patricians that he rarely calls upon.

- Major Kantis (LN hm F7) is a popular figure among both the reformed Civic Guard and many of the varied interests of the improving ward of Carpets District. For the past two years since the Days of Terror, more people have returned to Carpets District, reclaiming it from the slums and run-down harlots' quarter that had developed during the Interregnum. As an impromptu rallying point, the charismatic and handsome major could become an increasingly stronger politico in the future.

Important Features: The accesses into the Carpet City are

sevenfold, with four gates into the High City (Sea Gate (W), Trade Gate (N), Dung Gate (NE), South Gate (SE)), the river/port entrance for either side of the city from the docks, and the two lower gates for the Low City (Karlag's Gate (E), Hill Gate (S)). All of the gates are barbican gates with double portcullises (though the Dung Gate and Karlag's Gate only use one, as the other is beyond repair), and each is guarded by six guards with more available by sounding alarms. All gates of the city are closed from sundown to sunup.

Thellaqar House was a palatial manor built by Amahl II over 13 centuries ago and it was used as the royal palace during the Shoon Traitorurn. The five-story house has over 100 rooms and two grand halls, and often was a place in which visiting Calishite pashas could stay when it was not a royal residence. Named for its builder, the famed Thellaqar of Zazesspur, few folk know he was bricked up in the crypts below the west wing of the house by King Amahl II, so he could never design a greater work. Oddly enough, he doesn't seem to haunt the grounds, though no Shoon has walked its halls in centuries.

Alisande Court is another royal palace in Zazesspur's Garden District. Its central hall was constructed during the reign of King Strohm I for a royal residence in the city not associated with the Shoon (once called *Sa'Tel'Qussiar*, or "home of the elf-friend," but corrupted over time to Sateleksirar House). Over the centuries of the next two dynasties, it became flanked by additional wings that enclose the Great Gardens, and finally the stables that close off the Great Gardens to face the Wainwrights' District and an attendant track and corral (now a park). The palace gained its current name from the tomb of the little princess Alisande, sister to Queen Cyriana, who died of a fever here at age 13 in the Year of the Burning Tree (890 DR). Her tomb rests in the Great Garden, and her spirit, some say, still walks the flowered paths.

Built as a summer palace by King Alemander III, the Minaret Palace was always a minor royal residence, but it and its outbuildings have served as residences for the controllers of the Lords' Council (such as Pasha Balik and Baron Hardisty) as well as a central meeting hall for the Council of Lords after the pasha's death. Lush gardens surround the walled estate, and its security makes it a likely residence for visiting court nobles (and Lord Hhune is glad that his aide Hasheth knows all the hidden doors of the complex, allowing him access).

The Docks cover the entire southern coast of the High City and the northern coast of Low City from the Trade Way to the sea. There are more docks here than in the City of Splendors, though the majority are privately owned, unlike those in Waterdeep. The Chain Towers that flank the opposing shores of Karlaggar and Ships' District are used by the Civic Guard to raise chains across the mouth of the river and cut off access to and from the docks from sunset to sunrise.

Local Lore: The largest city in Tethyr for centuries, Zazesspur had grown accustomed to considering itself the center of Tethyr and its most important site; with the recent shifts of power and social influence toward Darromar, Zazesspurans have begun worrying about shifting trade and other changes in the wind. Its no-



tority as the unofficial seat of both the duke of Kamlann and the countess of Starspur helps offset some of the ire, but Zazesspur believed it deserved to be the country's capital.

The city's long history shows many instances of a council of leaders established to rule the city equally, but that council soon became little more than a mouthpiece or puppet for one major lord. The Pasha Balik became a major figure early after his arrival soon after the Black Days subsided, and he soon controlled the Council of Lords and ruled Zazesspur as its Pasha in the Year of the Dragon (1352 DR). While his rule was rather benevolent, many of the new buildings and social order were based on Calimshan rather than native Tethyr, accounting for much of the new Calishite architecture in the Bindery and Ships' District. While many whispered the Knights of the Shield may have helped his rise to power, they definitely brought the Pasha low, as he was found assassinated in his bed in the Year of the Wave (1364 DR) with Knights' coins resting on his eyes and covered by a scarf left by the assassin. A more recent example of this was the power play of the corrupt but charismatic Baron Faneuil Hardisty, who attempted to become ruler of Zazesspur and king of Tethyr in one fell swoop; thanks to Zaranda Star and her comrades, the baron and his fell allies were exposed and brought low. Since then, Zazesspur has shied away from any single figures of politics, preferring to continue the Council of Lords without its usual puppet masters.

County Uluran

This is the Shepherd's County, and most of the people are shepherds; trappers and farmers also abound. Some also refer to this county as the Tomb Hills, after all the hidden royal tombs herein. (By tradition, the tombs of nearly all Tethyrian royalty are hidden to prevent enemies from looting them and animating their bodies.)

The Count of Uluran: Count Silvanus Moondrop (N em F9); Magistrates' Chancellor. While the Suldusk elf and former member of the Company of Eight swore he never wanted to see a unified Tethyr ever again, he has constantly been forced to reassess his objections as he watches the country heal and renew itself. As many of his objections centered on justice and equality among the races in all things, his surprise at the evenhandedness of the queen's rule is of constant amusement to his friend, Paddy Stoutfellow (NG halfm F8/T9). Furthermore, his role as chancellor over the judges allows Silvanus to keep a sharp eye on the justice of the realm and step in when things shift away from what he sees as right.

Intigue: Silvanus has asked his friends Paddy Stoutfellow and Manny Arbustle to remain with him at his county seat, ostensibly as his companions. In truth, he wishes to reform the Company of Eight as his agents to go ruffle some feathers among Tethyr's distant counties and test the mettle and rightness of the human-dominated sheriffs and judges. As he is sure neither the monarch or his old friend Tardeth the Just Chancellor would approve he has not asked permission for such "rogues' work."

Intigue: Despite a number of summons to court, Silvanus

has yet to oblige his old comrade Tardeth Llanistaph, the duke of Suretmarch and the Lord Just Chancellor. He does not wish to be an irritant, but he absolutely cannot stand either the smells, looks, or people of Ithmong due to the many troubles and tortures suffered there at the hands of the Gallowglasses and their men. The count's insistence on meeting nobles away from Darromar and Faerntarn is drawing suspicion and gossip.

Uluran Keep: Most recently known as Bunlap's Fort during the Tethir Conflicts in 1364, this smallish manorial keep is now Uluran Keep, the county seat and home of Lord Silvanus Moondrop, the count of Uluran. Wedged on the western shores of Hawkwing's Brook, the keep commands a low cliff overlooking a good stretch of the waterway and a clear view to the tree line of Wealdath a few miles north. While a bit spartan, the count spends more time outdoors and within the forest and only one day in four actually inside the keep, much to the dismay of his sammafar (whose attempts to get court work out of him are met with snorts of amusement).

Other Sites

Cloister of St. Ramedar: This cliffside complex on the southern coast of the Starspire Peninsula was built millennia ago during the days of Shanatar, but the Ramedaran brethren only occupied this place and dedicated it 18 years ago to St. Ramedar, the Ilmatran priest who advocated rehabilitation and healing rather than punishment for prisoners. This religious structure is the premier secure prison and sanatorium in Tethyr, and its cells have housed many of Tethyr's notorious, including Julian Gallowglass, the last tyrant of Ithmong. Its remote location and the 700-foot sheer cliff outside the prison cells deters successful escapes, and the monks keep an efficient reformatory.

Fortress Faithful: South and west of Zazesspur lies the cliffside Fortress Faithful, a fortified castle, abbey, and garrison complex dedicated to Tyr. It was here that the many traveled clergy of Tyr rallied to join the side of Prince Haedrak the Returning Lion, and they helped turn the tide of battle at the Storm Siege of Myratma. While its membership was waning only a few short years ago, due to baronial abuses and the many brethren lost during the Interregnum, the influx of many of Tyr's faithful for the Reclamation and the settlement of many after the war's end has made this a thriving and healthy temple and abbey of paladins and priests again.

The Purple Marches

The duchess is wont to say to arriving guests, "Welcome to the Wine Country," as grape vines are common in this duchy. She does not slight the cattle-farmers of Bardshyr or the traders of Myratma intentionally, but the few times a year she is not off on an ambassadorial mission and is in her duchy, she favors County Vintor with her time and attentions, making some in Myratma sure that they are yet shunned due to the Jhannivars' treachery during the Reclamation.





The Duchess of the Purple Marches: Duchess Marilyn Haresdown (NG hf F13); Lady High Ambassador. Ever since she abandoned the burning walls of Castle Tethyr, the Lady Marilyn sought to bring Tethyr back from the chaos and see it reunified under a new dynasty. Now, the blonde duchess is part of the new order as its primary foreign representative. She uses her contacts and friends whom she made during her years of adventuring to gain friends among city and country rulers to ensure that Tethyr becomes a viable ally and integral part of the Lords' Alliance. Her passion for her homeland and her energy and drive to make alliances work have many among the foreign courts strive for her hand, all of which she has deftly and diplomatically declined.



Intrigue: Duchess Haresdown and Duke Hhune have become quite bitter political enemies among the Queen's Privy Councilors. While she strives to strengthen Tethyr's trade and diplomatic relations with Amn, Cormyr, and Waterdeep, his agents and their counterintelligence actions are sabotaging the goodwill she tries to bring and break past their prejudices of Tethyr as an unstable political and social body. While the queen has mitigated some of these disputes, each marks the other as an enemy and only uses the barest of courtly politeness in public.

Intrigue: As the duchess's skills lean more toward warcraft (and now diplomacy), her lesser councilors have taken control over the trade aspects of her duchy, some to their benefit more than to the folk of the duchy. While her sammafar and farsann are capable and trustworthy, the officials below them are quite versed in bureaucracy and hide many pockets among their ledgers. While the corruption among the Vintners' Guild and a number of lesser ducal officials is slight, it will grow and grow more unscrupulous unless it is caught. Numerous discrepancies have begun cropping up, noted by Lord Ellem Sunsphear III (LG hm C3—Lathander), but he has said nothing to the duchess or any other, as they connect to his grandfather's Trade Chancellory and a few powerful Bardshyr landholders.

Intrigue: On a recent trip to Vineshade, the duchess seemed to grow quite interested in a human brewer named Pollan. Unfortunately, the man lives in Vineshade among halflings to get away from his past life. He is a widower still grieving for his re-

cently lost wife, who died at brigands' hands on the Old King's Road over five years ago.

Krennasar: The former keep of the count of Tellyshal now belongs to the duchess, though she lives here but three months out of the year, discounting court and ambassadorial duty. Given the recent restructuring of boundaries, the castle lies atop some low hills in southwestern County Bardshyr just 2 miles east of the Trade Way near the headwaters of the Red River. After an attack late in the duchess's adventuring career, she has a paranoid fear of doppelgangers, and thus she had Krennasar warded by Count Gamalon Idogyr against their entry.

The Purple Cliffs: Obviously, where the high hills meet the Sea of Swords will hardly be a peaceful beach. The Cliffs range from 50 feet above the waves beneath the walls of Fortress Faithful to over 200 feet near the center of the Purple Hills. The name of cliffs and hills comes from numerous purple flowers that creep over the edge of the cliffs and among the rocks. In addition, many quartz deposits in the cliffside give it a purplish hue as well, further cementing the name.

County Vintor

The geologic aberrations that formed the Purple Hills provided them with a number of exceptions to the standards of Tethyrian agriculture and topography. There are only three major products that come from these hills: wine, cider, and pipeweed. Many travelers in Tethyr are surprised by the seemingly unspoiled nature of the Purple Hills, though this is more a hallmark of the halflings' efforts to live within nature than evidence of untouched wilderness. Unless folk are looking specifically to find halfling burrows and settlements, only the primary towns of Barrowsmom and Vineshade are noticeable to the human comprehension of towns. Wild lavender and a wide variety of violets and purple lilies all grow in abundance among the hills, and from such colorful plants they derive their name.

The Count of Vintor: Count Krimmon Amethystall (LE halfm F5/T5); Fleet Chancellor. This gruff, short-tempered halfling almost seems more dwarflike in his greed, his manners, and his diligence to his work. While he has little love for the sea, his location along the Purple Cliffs, his proximity to the Royal Admiral in the adjoining county, and his knack for handling and moving massive amounts of money and goods make him ideal for his role in ruling Vintor and managing the treasury for Tethyr's navy. Still, as long as he doesn't break his word as given, he is a rather ruthless financier and ruler.

Intrigue: The count is searching for a wife, but his particular nature makes him reject many suitors for many trivial reasons. He searches for a countess who may improve his standing at court, enrich his personal fortunes, provide him with foreign contacts and accounts (both for his naval and personal business interests), and be a native Tethyrian halfling woman of poise, grace, and beauty. After two years, he is considering seeking a spouse from outside his county.

Intrigue: Count Krimmon talks with the two other halflings of Tethyr's court, and he wishes to make an issue of their repre-



sentation. While the Hills' Voice is reluctant to complain, he will present the notion that one halfling representative on the Privy Council compared to three elves is too few, since they outnumber the elves by more than 5 to one. Krimmon wants a seat on the Privy Council to improve his social standing.

Amethyst Hall: The count's newly renamed manor lies just outside the walls of Vineshade. The former home of the tyrant Count Romar Miklaas suits the new count well, though he dislikes the high ceilings (built high even for humans). He has installed a number of smaller, halfling-sized hidden stairs from his offices to his chambers on the second floor, and only shorter-than-average halflings like himself can use them easily.

Vineshade (Town)

The largest settlement among the Purple Hills, Vineshade is the vintner's capital of Tethyr (and, most agree, the Sword Coast).

Population: 3,200 persons (85% halfling, 10% half-elf, 5% human) with little fluctuation during the trade seasons.

Major Products: Wine, beer, cider; pipeweed, nuts, wood carvings and toys.

Places of Note:

- The Town Hollow is, of course, the town hall and the central meeting place for the town's mayor and advisors. Situated in a burrow entered through a large crack in an ancient hollow tree, the Town Hollow is the site of all major official meetings, though it is a tight squeeze for anyone taller than 4 feet.

- The Vintners' Guildhouse is the largest building in Vineshig, and it is the social and business center as well. On any given night, nearly every native of town comes through the taproom on the main floor of the Vintners' to catch up on business or other gossip. The second floor contains the offices and private meeting rooms for the guild, while the third floor holds the living quarters of the guildmistress and the staff of the house.

- Among the four inns built to house greater than halfling sized guests, the best and most well-known is the Purple Pillow. At the north end of town, it stands two stories tall, but the entry rests at a cellar door, creating three levels. The taproom and winery within the cellars create a friendly atmosphere that permeates the whole structure with warmth (and the heady scent of grapes). The main floor above the taproom is the Pillow's restaurant, which serves excellent dishes from their stocks or anything a traveler and hunter might bring in fresh. The top floor has six rooms for travelers and a suite of rooms for the owner, Raaln Fylliim (NG hem F0), his wife Ysaa (LN hef F0), and their three daughters and two sons (ages 7-17), who opened the inn 32 years ago. Quality/Price: Excellent/Expensive.

- Rath's Grapes is a burrow tavern that specializes in a wide selection of wines, from Rath's own vineyards and many wines beyond (including rare elven *elverquisst* and the rice wines from the far-off East). Quality/Price: Excellent/Moderate.

People of Influence:

- Lord Mayor Lyrminor Vineshig (LG halfm F0); Hills' Voice of the Privy Council. This quiet, humble leader more often leads by his own industrious examples rather than orders or plans. He never asks any halfling or "biggun" to do anything he would not himself, and his neutral respect for all creeds and races is rare in Tethyr. He is rightly confused by Count Amethystall's objections to the halflings' voice on the Privy Council, and suspects the count's motives, but he will speak his mind as he always has, and quietly go about his twice-yearly business at court. Lyrminor sees little reason to cause waves, as it will only upset the far-more-volatile humans and make them seek to horn in on the halfling-controlled business interests of wine and pipeweed, which are far more important to the Hills' Voice (and others) than putting another of his people before the Queen.

- Guildmistress Sunni Talltankard-Vineshig (LG half F0) is the younger sister of Master Cumber Talltankard, one of the Hills' largest vintners (in both the size of his business and belly). Her sharp business acumen and her pleasant nature has made her among the most popular of people in town, and her recent wedding to the Lord-Mayor was celebrated with parties of halflings that roamed from Vineshade to Darromar.

- Captain Arex Speartall (NG halfm F9) is a sunny, good-natured halfling who takes his job as Vineshield, the town's primary defender, quite seriously. Once a month, he trains his volunteer militia to defend Vineshade from attack, and this is often the only exercise some of his men ever see. They only suffered two attacks by brigands during the Interregnum, and the captain's system worked well.

- Speartall's most unlikely deputy is the wagonwright Urm





Saajor, a huge black-haired bear of a man who hefts full kegs of wine, one under each arm, or holds up wagons while their wheels are replaced. Unknown to all but his friend Pollan and Arex, Urm is also a lycanthrope (NG hm/werebear F8), and he lives on the western outskirts of town, away from the Hillstrail.

- Pollan (NG hm F0), the human brewer who caught the eye of the duchess, is third-in-command of the Vintners' Guild, but the loss of his wife years ago still haunts him.

Local Lore: Primarily a halfling town of clustered burrows and tree-hollow homes, there are some more standard dwellings for human settlers and the wineries. While few of the nobility ever bother to visit this town, they would be poorer if it weren't there, as Vineshade's vintners and distillers provide 40% of the total wine supplied to the nobles' wine cellars and the export trade that brings Tethyr money and eminence.

The visitors that come to Vineshade marvel at the industry and workmanship put into every building, business, and product in town. The western quarter of town is dominated by the wineries and the pipeweed-drying shacks, while the bulk of the few human-sized buildings and homes are located on the north. Most of the other buildings are partially subterranean burrows carved out of the sides of small hills and are the halflings' homes. The largest building in town, the Vintners' Guildhouse, stands three stories tall and is Vineshade's social center.

Despite the great amounts of money generated herein, there are no walls raised around the town perimeter; however, the town militia uses tunnels that lead from hidden armories to select secret locations around the town's outskirts. As some of the humans and half-elves engage any trouble-makers above ground and within the city's edge, the halfling defenders can often surprise them from behind. After one night in Vineshade's halfling-sized subterranean jail, most perpetrators beg to be placed into the custody of jailers in Zazesspur or Myratma.

County Bardshyr

This sprawling, wide-open flatland county is home to the larger cattle and horse merchants of Tethyr, and many of whose wide-open ranches are spotted along the Ithal Road to Darromar. The county is also noted for its tombs of royal personages, few of which survived the Interregnum (e.g., Alemander's Needle, the fallen burial marker of King Alemander II), and the overgrown, haunted rubble of Castle Tethyr (the "Tethyruins").

The Count of Bardshyr: Count Ellem Sunsphear I (LN hm F5); Trade Chancellor. This once vibrant, electric man is now aged, bitter, and sickly. While few in Bardshyr outside of the count's castle realize it, their ruler is failing fast, as is his wife. Count Ellem has left the bulk of his duties to his studious second son, Lord Lhorik Sunsphear (LN hm W5). The Trade Chancellor does only the minimum necessary to keep the trade moving, allotting much of his responsibilities here on the Purse Chancellor Count Ondul Jarduth of Firedrake. While he appears at court for the Trade Chancellory, most are aware that his already-grieving mind is far away. As such, the monarch has taken to asking Lord Lhorik to attend his father at court, so that he may become used to the position he may soon inherit.

Intrigue: If Count Ellem could shake off his melancholy momentarily, he might notice the discrepancies in the books among some of his less-scrupulous landholders. As such, they are stealing funds from both the county and the duchy, and it is being funneled somewhere untraceable.

Intrigue: While they both hold a great deal of respect for each other's skills and nobility, Count Sunsphear cannot be in a room with Duke Hembreon without dredging up an old feud that lingers between him and the Royal Chancellor and has some ties with the Battle of Nightflames.

Countess-Consort Vyma Sunsphear (CG hf F0): Lady Vyma fell in a carriage accident upon returning from Greencourt in the Year of the Tankard, and she has not regained consciousness throughout the year, despite the best efforts of priests and healers. She has wasted away to a shadow of herself.

Saharkhan: This old granite keep formerly belonged to the corrupt Count of Bashyrvale. Resting only a half-mile east of the conjunction of Soldiers' Road and the Old King's Road, this keep was one of few left untouched during the Ten Black Days, its poverty-stricken count slain in a riot on the Old King's Road after he and his forces rode to aid the beleaguered Castle Tethyr. The traitorous Captain Sharboneth planned to adopt the keep for his own. During the Interregnum, it came under siege a few times by bandits, including the Black Baron's forces, but was intact (except for its riches and furniture) when used during the Reclamation Wars as a Loyalist camp after the First Siege.

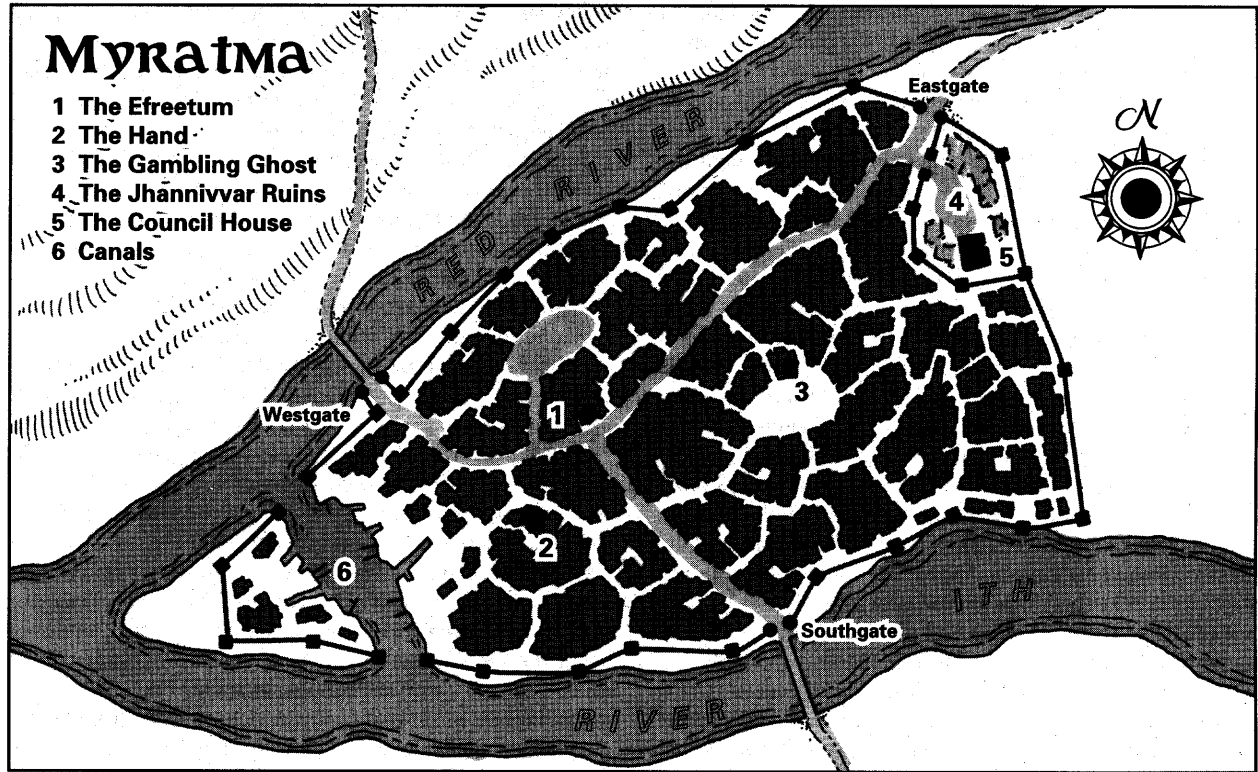
County Elemetar

The smallest county of Tethyr was once a barony. This county is very rich as it has Myratma (Tethyr's second largest city), the Trade Way, and the best grain crops in southern Tethyr.

The Countess of Elemetar: Countess Perendra Raslemtar (CG hf W13); Court Vizera. The vizera is initially abrupt and defensive, though later many find the countess refreshingly unbiased about anyone's race, creed, sex, or monetary worth. They also quickly notice her moon-shaped dusky face with almond shaped eyes and her close-cut raven-black hair. Daughter of the last Baron Elemetar, Perendra was a longtime native of Voonlar until she allied herself with the returning Prince Haedrak and found herself wrapped up in a war.

Intrigue: Her budding relationship with Lord Zelphar Thann, the count of Rivershire, is troublesome, due to both parties' shyness and workload of rebuilding the country. The few times they do see each other, despite many barely noted royal schemes behind the scenes, they tend to be in crowds at court functions. Still, the few times they have been alone have proven to both that there is a spark between them. Despite all their influence and power, it is difficult for them to conjure more time.

Intrigue: Despite Perendra's obvious talent for the position of Vizera, many vicious rumors suggest mean-spirited reasons for her to have gained this prestigious post. In truth, the countess Raslemtar got the job as Vizera because she was King Haedrak's longest ally, her aptitude and quick thinking during the wars saved both king and queen on at least two occasions, and she was



the only purely Tethyrian-born wizardess among those close to the court. Despite her greater credentials as mage and heroine, the now-duchess consort Lawantha Blackthorn was Calishite by birth, and thus disqualified for the new, high-profile, restored position of the Tethyrian monarch's Court Vizera.

Intrigue: As expected, the minute Countess Raslemtar became the Vizera and Count Idogyr became the Court Sage, a number of older courtiers and nobles objected, with all the same arguments against the post that were voiced for centuries before their dissolution. Many nobles simply disliked the amount of contact and influence the mages' posts had over the monarch, and to give such a post to mere counts and countesses was an affront to the higher nobles. Queen-Monarch Zaranda has made it clear to the court that she expects their cooperation with both of the court mages, as their court will have a tough few years ahead, and their presences will protect them all the better.

Khaarysaim: This large mansion lies within Myratma, and is one of the older estates that once belonged to the Aldhaneks of Myratma. It, like many parts of northeastern Myratma, is still being rebuilt and refurbished as Perendra's county seat. As the queen requested her seat be placed in Myratma, the countess asked that the old keep near the eastern border of the county become a school for wizards and scholars of magic, which it may, after a few years of preparation. Since Lady Perendra spends 90% of her time at Faerntarn, she leaves much of her county's ministrations and refurbishing to underlings.

Myratma (Fortified City)

The Textiles City of Tethyr, Myratma is the port through which the bulk of Tethyr's agricultural products flows. It is more highly noted for its production of fine textiles, silks, and canvas. Of all the cities of Tethyr, this one is most like Calimshan in its feel, architecture, and social habits. While its social status among the other cities dropped with the Jhannivvar Rebellion during the Reclamation, it remains one of Tethyr's more important cities.

Who Rules: The Myratman Town Council; the Council's seven members, like those of Zazesspur, each represent one of the six districts of the city, while the Councilor-Vizer (either male or female) presides over the Council, breaking tie-votes and keeping order for all of Myratma, not just a particular area. The current Councilor-Vizer is Jamil al-Ferasi (N hm F0), a powerful merchant controlling several sea-trade guilds.

Who Really Rules: Rhanghaun of the Twisted Rune [see Book Three] rules Myratma, as he rules its Council through its leader. Rhanghaun has a number of subtle, magical charms and controls over Jamil al-Ferasi, just as he controlled the five generations of Ferasis before him. None of them know that this powerful lich has hidden lairs beneath their familial estate in Myratma any more than they realized that he manipulates them through many disguises, including his current alias as the aged wisewoman and the family's financial advisor, Jaheira ibn Akkar.





Population: 75,000 at all times (96% human, 3% halfling, 1% other), peaking at around 180,000 at the height of trade season.

Major Products: Textiles (canvas and silk), agricultural shipping (fruits and vegetables).

Armed Forces: 150 watch members keep the general city peace, and a garrison of 400 royal soldiers protects the city from outside invaders. The majority of Myratma's armed forces have been involved in the reconstruction of the city's walls and the East Gate, and reconstruction is finished in 1370.

Notable Mages: There is a noted lack of mages and sages in this city, given its population, since their fortunes are more easily improved to the south among the magic-loving Calishite pashas.

- Dedess Wandomn (LN hm Div8) is a mage with an incurable curiosity and fascination in any mysteries large and small. His grasp of seemingly trivial knowledge serves him nearly as well as his magic in solving a number of crimes for the watch.

- Even though he is missing his right hand, Farid al Huqani (NG hm W13) has adapted his spells, making many useful despite his limited one-handed gestures. His signature spells are Bigby's hand spells altered to mimic his left-hand hook.

Notable Rogues & Thieves' Guilds: Like many of the cities south of the Cloud Peaks, the Shadow Thieves dominate Myratma's rogues. Unlike a number of other cities, the four Shadowmasters of Myratma actually work together to coordinate their efforts and consolidate against the law such that only one of the quartet is even suspected of illegal involvements. From the Biinazol estate, these four control Myratma's underworld:

- Lord Mahmud Biinazol (NE hm F0);
- Repil Acrimon (LE hem F6/T7);
- Lady Khadiga Ralasa (CN hf F0); and
- Thuriya Eyadivar (CE hf T9).

Equipment Shops: Full.

Adventurers' Quarters:

- The Efreeteum. Festhall: A red-tiled Old Calishite-style building, The Efreeteum's floors are heated from below by massive hot-water pans. All employees wear red diaphanous silks and efrete masks, and their services (as well as the food and rooms) are beyond compare. Quality/Price: Excellent/Expensive.

- The Hand. Tavern: The central support "pillar" in the taproom is a permanently petrified and enlarged fighter whose shoulders bear up the two floors above. This fool attempted to slay the Emperor Shoon IV as he relaxed in the taproom, and the wizard first enlarged the man then turned him to stone for daring to interrupt his reverie. No attempt has been made to restore the man, as he was an ill-tempered assassin; his broad shoulders and support make this the strongest building on its block. Quality/Price: Good/Moderate.

- The Gambling Ghost. Inn: This is famous for its comfortable rooms and fabulous meals but is notorious for its ghost. Cards appear in front of one patron per night, and a chair pulls itself closer for the ghost; refusal to play results in permanent aging of the challenged patron (+1d20 years) and possible

death. The bet is a century-old platinum trade bar that appears with the deck. The ghost draws a card and waits for the patron to draw a card and place a bet of equal worth. Both cards flip, and the higher card wins the bet. If the ghost wins, the money disappears, but all patrons' mugs are magically refilled. If the ghost loses, the table shakes as if hit by an angry fist, and all mugs are filled with brackish water. The winner is expected to buy a round for the house, which still leaves quite a profit. [DMs who want to add further risk to this gambling game can use a deck of many things from the DMG.] Quality/Price: Excellent/Moderate (prices reduced because of the ghost but made up by volume).

Important Characters:

- The Jhannivvar clan founded this current city centuries ago, and their family's manor dominated the northeastern quarter all during that time. As it covered nearly 10% of the city therein, much of the damage done during the Sieges of Myratma was limited to their estates and the nearest city gate. Now, even though the malefactors have been punished, few of the far-ranging Jhannivvar family are openly welcome here due to the punishments visited upon the Myratmans during the Sieges.

- The Errlyk mercantile clan deals in herbs, spices, and wines, and is now among the more prominent families due to the fall of the Jhannivvar and Aldhanek clans. Other rising clans include the family Urok (barge traffic, shipping), the Fraljal clan (textiles), the Onajam family (navigation, cartography), and the Benisitt family (shipwrights).

Important Features:

- Three barbican gates lead into Myratma: Westgate, Southgate, and Eastgate (the latter destroyed in the Storm Siege and since rebuilt). These are manned by 20 guards at all times. The Southgate is the most heavily used "Trader's Gate," as the plains between it and the River Ith are caravan-rallying areas and places to collect barge-delivered produce and goods. For foot traffic and such heading north, the Eastgate is more appropriate.

- The Council House was once a smaller building at the city center, but with the abandonment of the massive Jhannivvar estates in the northeast quadrant of the city, the City Council has appropriated a number of the buildings for public works and functions, including the badly damaged Jhannivvar Palace. The palace's two wings were damaged beyond repair, but the central structure survived and is now the four-story Council House and secure meeting place of the city councilors.

- The Tethyr Mills on the River Ith just outside the walls of Myratma is among the largest textile mills in Faerûn. This water-wheeled mill produces some of the finest silks outside of Kara-Tur, and its tightly weaved waterproof canvas is always in great demand by travelers (for tents) and ship captains (for sails). While outside the city, it is well-protected by private soldiers and those of Myratma's watch, since it employs many Myratmans.

- The Kraljaom Distillery constantly fills the air of western Myratma with the smells of their ciders, ales, beers, wines, and stronger distilled liquors. Purple Hills Cider is prepared here, made from the apples, cherries, plums, quinces, and other fruits



from the Purple Hills. Many of their more famous wares, from the jealously hoarded agis wines indigenous only in County Calimmon to the light, golden Shanale lagers and many others, are sold locally and through Aurora's Wholesalers.

Local Lore: The previous Council that ruled Myratma died at the hands of the Four upon the orders of the Jhannivvar clan. With the Council out of the way, the Jhannivvars were the most powerful political entity in Myratma, and they promptly took over the city. Of the previous Councilors, only the Head Councilor Reshtiva Gullifort (LE hf T5) escaped, and she remains in exile in Calimshan at the court of the pasha of Calimport. Her attempt to return to power in Myratma failed due to Countess Raslemtar's discovery of Reshtiva's Interregnum plans to take over Tethyr and return it to the status of a vassal state of Calimshan in deference for their help. This plan became public knowledge, and Reshtiva would be slain by a mob if she entered the Textile City today.

The Jaguar Guard was a small group of Maztican Jaguar Knights employed by the previous Council of Myratma after bringing them over from Maztica. Miquiztl Manik still leads the noble warriors, though more than half of them fell during the assassinations of the previous Council. With their original employers dead at the hands of the Four and the Jhannivvar clan, Manik and his 35 remaining warriors fought against the Pretender Prince both alone and alongside the Loyalist army during the Reclamation, as their honor demanded. The Jaguar Guard now resides in garrisons around Shoonach and the 36 fierce warriors finally are treated nobly and as worthy warriors, as they help defend Tethyr from the horrors of the Cairn City.

Other Sites

Convent of St. Rhynda: County Vintor's Ilmatran convent has been a sign of peace and sacrifice for nearly 400 years. Its service bells bring comfort to fishermen out on the seas below. Overlooking Ithalyr's ruins on the cliffs to the south, the isolated convent is also a training area for Painbearers (specialty priests of Ilmater). The convent was named for Rhynda Tornamul, the first Tethyrian priestess, Vizera, and saint of Ilmater who founded this convent. It was the site of the wedding of King Haedrak and Queen Zaranda and Siamorphe's visitation.

Duchy Ankaram

The fragile peace between Tethyr and Calimshan has been balanced for centuries among the hills and plains of Ankaram. This sparsely settled area between the Rivers Ith and Memnon, including the sometime-contested Alzhedo-named area of Monrativi Teshy Mir, forms a neutral territory through which traders and diplomats pass, but rarely soldiers. And that's the way both countries want to leave it. Thus, even though the duchess is oft away at court, Calimshan should take a second thought before ever invading the domain of Tethyr's lady warlord.



The Duchess of Ankaram: Duchess Vajra Valmeyjar (NG hf F12); Royal Warlord and the Regent Royal for Princess Cyriana. Vajra is a native Tethyrian who has been a fighting slave of Manshaka's Arena of Blood, a mercenary warrior, an adventurer, and the savior of Waterdeep on numerous occasions. She still wears her slaves' manacle, which marks her as a Warrior of Blood, though she keeps it as a warning to foes and a reminder to herself to oppose all slavery and injustice.

Vajra and her companions' return to Waterdeep was fortuitous as they signed on with Prince Haedrak to go to the aid of her home country of Tethyr and only later found out that they were coming to the aid of an old friend, Zaranda Star. Vajra's battle skills and her stubborn refusal to accept defeat, no matter what the odds, helped her to rally and organize the final siege of Myratma, unlike the previous commanders whose failures bathed the plains in blood. Now granted a title and job she doesn't feel suited for (like the king and queen), Vajra is adjusting to her new responsibilities and has taken well to it. She changes her habits and mode of dress very little, despite the constant henpecking of her courtiers about her need to marry and dress appropriately; she is thankful her position as Royal Warlord keeps her in Faerntarn as often as possible.

Moonblaze: Vajra's long sword was a simple well-made blade from Brian the Swordmaster of Waterdeep, but it was enchanted by the goddess Selûne herself to aid Vajra in a battle against a tanar'ri. In the dozen years since then, Vajra has christened the blade Moonblaze and defined its powers. The blade generates a magical cold flame (affects foes despite immunities to cold or fire), which deals double damage against Shar's worshipers and triple damage against extraplanar creatures (not native to Faerûn). The flames wax and wane with the cycle of the moon's light, generating from a bare flicker equal to candlelight to a roaring blue-white flame as bright as daylight. The flames and the power of the blade alter as per the phases of the moon:



<u>Moon Phase</u>	<u>Hits Targets as /Initiative Bonus</u>
New	Silver weapon/-1 initiative
Quarter	+ 1 silver weapon/-2 initiative
Half	+2 silver weapon/-3 initiative
Three-quarter	+3 silver weapon/-4 initiative
Full	+4 silver weapon/-5 initiative

Intrigue: Duchess Vajra and Queen Zaranda both laugh about their new status as heroines of the South, but though they don't take such accolades seriously, their people do. Since Vajra is now one of Tethyr's famed saviors, every mother in Ankaram pushes her sons into the army to meet (and marry) her. Vajra is glad that many are flocking to the army, as they are needed on three fronts by late 1370.

Intrigue: Despite attempts by lesser nobles to dredge up some dark actions from her past, the people of Ankaram and all of Tethyr do not look down upon Duchess Vajra's checkered history. In fact, the people applaud her more for defeating everything Beshaba inflicted upon her and triumphing. Thanks to her, more men and women came home from the Storm Siege than the other battles, and that alone is worth raising a commoner to the nobility, in most eyes. While the nobles are at least glad she is Tethyrian, quite a few courtiers would love to see her die a tragic hero in one of the upcoming campaigns.

Timoth Eyesbright: (CG centaurm F10); A centaur native of Chondath, Timoth has spent many years abroad as an adventurer and friend of Vajra and Onyx. Now a hero of the Reclamation Wars, this all-too-trusting, good-natured warrior has taken a commission at the request of his friend the warlord, and he has found himself as a major commanding a contingent of troops entrenched at Trailstone, making sure its people are safe until the governments of Amn and Tethyr can work out new borders.

Onyx the Invincible: (NG dm F8/T8) The nearly 50-year-old dwarf Onyx, Blood of Placidor, and a dwarf from Eartheart at the edge of the Great Rift to the south, has spent much of his life as the brash, gruff, and ill-tempered Onyx the Invincible. He and his friends have adventured across much of the North and the Heartlands and even traveled the planes a short bit. Now, with their reputations as heroes well known along the entire Sword Coast, Onyx wouldn't mind settling down at some point (not that he'd admit this or wish to abandon his friends). Recently, at a gala at Faerntarn, Onyx crossed paths with Kiira Ghalmrin, daughter of Arduke Obar Ghalmrin of Morndivver, and the two fell hopelessly in love. Unfortunately, she is betrothed to another, and the Arduke does not wish his daughter to marry a "foolhardy lackwit, hero or no!" In order to distance himself from the situation, he accepted a commission from Vajra and he is now a major out among the soldiers at Riatavin, helping shore up the city's defenses in the event of an attack.

Maratimmir: This Calishite-style castle/palace was the former residence of the duke of Ankramir, the land's previous title. Some of the outer fortifications and lesser outbuildings fell during treacherous attacks from some Calishite garrison commanders after the Storm Sieges of Myratma, which Vajra, the cav-

alry, the paladins of Fortress Faithful, and the Order of the Silver Chalice nullified, holding the borders of Tethyr firm. Maratimmir lies south of the River Ith and 30 miles east of Myratma.

Country Calimmon

As the primary border county between Tethyr and Calimshan, this county needs a strong military leader, and they have that in her excellency, the countess Kyrin Hawkwinter. As she gained both the county and the permanent post as Her Majesty's Horselord, County Calimmon will always be filled with horses, cavalry, and iron-willed people who wish to keep their freedom.

The Countess of Calimmon: Countess Kyrin Hawkwinter (CG hf F6); Horselord of Her Majesty's Cavalry. Lady Kyrin is the second daughter and sixth child of the Hawkwinter clan, and one of a set of fraternal twins (her brother Jornos). She has grown up among strong, forceful personalities and can easily hold her own against most anyone. She has channeled her passion into her work and now into managing the county. She is honored that Queen Zaranda gave her and her descendants the cavalry command in perpetuity, and she strives to make sure the queen's confidence never flags over her choice.

Intrigue: Rontal Qirattar (CN hm C3-Deneir), the countess's farsann, has been left in charge of planning and organizing the countess's wedding just after the beginning of the Year of the Unstrung Harp (1371 DR). Unknown to all but him, he believes himself to be the perfect mate for his countess, and he is plotting ways to eliminate Master Ersemm before or during the wedding, so he can console her in her grief and become her husband.

Garron Ersemm: (LG hf Pal5) The countess's consort-to-be is the young paladin Garron Ersemm, who traveled with the Lady Hawkwinter from Waterdeep. The captain of horse and primary horse breaker (after his countess, of course) for the cavalry, the ebullient and ever-optimistic Garron excels best with the younger soldiers, as many older veterans are far more cynical about their work and combat than this cheerful paladin. Still, he has made a number of very strong contacts at the Fortress Faithful, and spends time there at least every three months.

Geiron Hawkwinter: (NG hm W2) Favored nephew of Countess Kyrin Hawkwinter, Geiron is the 14-year-old second son of the countess's twin brother Jornos, and he shares his aunt's impetuosity since he stowed away aboard her ship to join her on campaign against his mother's wishes. While she worried about his safety throughout the campaign, he came through with flying colors and a few commendations from his tutor, the Lady Perendra. Now, he is among the troops of Trailstone as an aide and scribe, and he hopes to learn more of spellcraft from the Court Sage, Count Gamalon Idogyr, even though the sight of the one-eyed wizard makes him nervous.

The Cliff/Daraqadim: The lesser keep of the old duke of Ankramir lies 25 miles due north of Memnon on the coast. These breezy lodgings are very much Calishite in nature, with wide windows and balconies and wide-open gardens and halls. The countess has added at least one new addition to her estate: a



larger stable for her horses (and those of her guards). She also has her old friend Lord Zelphar Thann working on a plan to reinforce her outer defenses to make The Cliff (as she named it, disliking its old name) better defended, as this old manor could easily be overrun. The outer defense walls were poorly shored up, and her only other avenue of escape from the estate is over the cliff.

The Calimmon Garrisons: Four major garrisons dot the frontiers of County Calimmon. All four are huge, stone-walled enclosures set on small hills with trenches dug around the base. While unimaginative in structure, their age of over six centuries proves their designs are sound. Each garrison has a complement of 200-300 troops under the command of 10-15 junior officers and one commander of captain's rank or above. The four are Fort Agis, Fort Tufenk, the Iltakar Garrison, and Fort Calim.

County Monteshi

This county has always been a mixture of pastoral peace and farming and the raw, chaotic dangers of ruined empires and magic that come from Shoonach. The count's (and his peoples') opinion of his duty is to be Tethyr's Guardian against the evils of Shoonach, just as his neighbor protects the people from the drow and other evils from Mir. His other duties pale before his nearly holy responsibilities.

The Count of Monteshi: Count Oxsal Keeneyes (NG halfm P7—Arvoreen); "Shoonach's Guardian" and Guild Chancellor. The popular and religious Count Oxsal is pleased that he has the chance to prove to the "biglings" that he and his folk are capable of defending Tethyr. An asset to Ithmong's civic guard for years, Oxsal's spirit and drive to defend his homeland kept many Loyalists going after the disastrous First Siege of Myratma.

Countess-Consort Ranna Keeneyes: (LN half F0) This small but steady woman is the strength behind the count, and her down-to-earth sense keeps him from losing himself in his ardor. With the consent of the royal durbland, Lady Ranna has taken on the duties of her husband's Guild Chancellorship, and thus she is traveling constantly (often in disguise as a simple merchant) to keep tabs on the guilds and keep her and her kin in touch between Monteshi and the Purple Hills. She is always attended by her three daughters and two sons (two F3, one T4, one T2/F2, and one C2—Arvoreen) for protection.

Pelmarin: This large fortified manor house was originally built as a country home for the Duke of Ankramir among the Clovis Fields. Within four tendays of the Black Days of Eleint, this was the notorious home of "Duke" Lantan of Pelmarin, one of the first "Carrion Counts" of Tethyr's Interregnum. After the squatter-lord's death in the Year of the Arch (1353 DR), the manor was tended by, villagers, its walls and manor used to keep them safe from bandits. The manorial home was bequeathed to the Count of Monteshi, though he is an absentee count, as he spends more of his time at Fort Teqlar.

Fort Teqlar: This fortress was named by Count Keeneyes for a comrade killed at the Storm Siege of Myratma. The garrison was restored and manned to watch the ruins of Shoonach and make sure nothing from it attacked the capital. This fort rests

inside the perimeter walls on the north side of Shoonach, and its 150 troops keep in contact with the count's roving patrols of 25 soldiers (of which he has one during the day and two at night). This spartan post is the count's current residence.

Shoonach (Ruined City)

As Undermountain is for Northerners' nightmares, Shoonach is for Southerners; even though it lies exposed to the sun. Site of many settlements over the centuries, Shoonach is the name by which this massive ruin of cities is best known, and for good reason. The core of its evil emanates from the Imperial Mount, the high hill at the center of the Shoon Empire's former capital, Shoonach. Over the centuries since the overthrow of the Shoon emperors, the Imperial City's ruins have grown to encompass the ruins of many of its satellites.

Organization: Attempts have been made over the centuries to contain the evils of these ruins, and some parts of the perimeter still have a standing wall keeping the evils in. While the perimeter wall once encircled the ruins when it was built during Strohm the First's reign, it now has breaks 3-30 feet wide along the eastern frontier of the ruins.

There are at least eight major regions of Shoonach, which used to be two cities with three towns and a number of villages on the outskirts. The following are the names of old, what the Shoon called them, and the relative locations of where they lie within the ruins of Shoonach.

- The Fedhiyajar (the Granary Towns): These were support villages where food was grown for the hundreds of thousands that lived among Shoonach's elite. These are now the outskirts of the western, central, and southeastern arcs of Shoonach, and they are wild areas of open lands, only a few small buildings, minimal dungeons, and wild vegetation (some of which might eat you!).

- Iltakar (the Warriors' City): This was one of the surviving cities of the First Kingdom of Mir and Calimshan's early empires, and the Shoon kept the name and the basic layout of the city the same. This northern area has barracks, arenas, and smithies all over, as well as numerous entrances to underground garrisons and far less moral or legal fighting arenas.

- Debukher (the Town of the Tombs): This is a ceremonial town covering the eastern arc of the Shoonach ruins. This town grew out of an increasing need both for burial space and for commemoration and decoration. Debukher thus is an area of wide-open statue-lined avenues leading to opulent tombs, shrines, sepulchers, and temples. There are temples to lost gods here, and those who believe themselves those lost gods.

- Mamlukkar (the Slaves' Village): This was a separate walled village between the Imperial City and the western Fedhiyajar where the imperials kept their slaves. The walls were initially extended after Shoon fell, to contain the evils loose in the city, but those 15-foot walls only surround Mamlukkar and the northern face of Shoonach's Imperial City.

- Agis (Port Town of Shoonach); this area of Shoonach is bracketed easily within the first loop south and then north of the River Memnon, and this town filled that area as the major





river port for Shoonach and the Imperial City. Now, the docks and the warehouses are filled with abandoned and rotten equipment as well as the spirits of Agis' dead.

• The Imperial City of Shoonach is the heart of the ruins, set between Mamlukkar and Debukher a few miles north of the first eastern arc of the River Memnon. Elaborate city planning went into this city, such that the paved streets and walkways are on a grid system, though nature has disrupted the grid and the paving stones with grasses and flowers and other plant life. At the center of the City is the Imperial Mount, wherein all the major temples, palaces, government buildings, and places of power for Shoonach reside.

Physical Details: While many dangers lurk among the ruins of Shoonach, lack of water is not one of them. Even after millennia, dwarven-built pumps still operate in many fountains among the Imperial City, Mamlukkar, Iltakar, and Agis, bringing fresh water to the surface. One of the things that brought the city low and began its curse after the death of King Silvir was the placement of a dead black dragon into a wellspring beneath the Imperial City, and that water is still mildly poisonous.

Within the cities of Shoonach most everything was built of stone and survived the centuries relatively well; some buildings provide basic shelter. Outside the two major cities and the tomb town, there is little shelter beyond that built from scrub trees and grasses. Only in the cities are there egresses to the crypts and the secrets below, and the dangers down there are even greater than those above.

Magical Details: While the bulk of the magical barriers and effects reside either at the walls or on the Imperial Mount, there are wild-magic effects all around the ruins of Shoonach. Here is a time stopped soul still fighting to free Tethyr from the Shoon, There, beneath the temples of Bane and Myrkul, are three noble genies trapped in a huge crystal, imprisoned 1,000 years ago by Shoon IV. A permanent wall of fire burns in the ruined art gallery of Debukher, with mortuary paintings and carvings shredded all over the walls; three skeletons have been trapped against a corner for centuries.

The major magic most sages know about Shoonach's ruins are defensive in nature, and set by the Strohms and their elven allies and vizera. A type of *ward* or *mythal* reinforces the walls around the ruins, preventing the escape at ground level or by air of any undead from the city ruins. Fire-based spells work at maximum effect in Iltakar, and cold-based spells at minimum.

For centuries, mysterious magic has plagued the souls that braved Shoonach's dangers. After much study, sages now know that there is at least one *mythal* or *mythal*-like field in Shoonach, and a distinct possibility of three more in various locations in Debukher and Mamlukkar. Thanks to the diligence and bravery of certain adventurers over time, the *mythal* around the Imperial Palace of Shoon has been partially explored. The following are some but certainly not all its powers:

- Centered on the palace, the *mythal* has a 1-mile radius.
- Only wizards' necromantic spells work within the *mythal*, but magical items still operate as normal.
- Any missiles (thrown or fired) fly within this *mythal* as if

fired into molasses: 1/10 normal range, -2 to hit or damage, +2 on 1d20 Dexterity check to dodge.

• The paving stones of the streets and buildings are proof against passwall, stone shape, polymorph, transmute rock to mud, and like spells, blocking easy access to the ruins.

Monstrous Details: As many monsters inhabit these ruins as live among the Marching Mountains and the Forest of Mir.

• Thanks to the Necromancers' Corps of the Shoon Imperium, there are thousands of undead creatures shambling about, many without intellect and others with little reason to take control of them. A squad of undead soldiers still fights to exterminate the orcs in Iltakar (General Haraqimn and the Last Patrol, avenging Lady Serisa many decades later). Many orcish zombies shamble about the ruins of Mamlukkar, with 300 orc skeletons dead since the Year of the Black Horde. The undead orcs seem to have a lich commander using tactics similar to those of the wizards of Mulsparkh. Other undead monstrosities include many vampires, crypt things, and lock-liches of Debukher, and a few living walls among the restraining houses of Mamlukkar.

• Of the pack-mentality monsters to expect, the most numerous are, as always, goblins, followed by hobgoblins, and surprisingly, an odd variant of lizard man with a harder, chitinous shell. The most successful among the smaller packs are the gnolls, who have ruled the grasslands around Agis for 40 years. The most feared are the greater firebrakes of Iltakar.

• Magical creatures and denizens of the dark are among the most fearsome of Shoonach's citizens. Drow have infiltrated the underhalls and sewers beneath the Imperial City, only to be trapped once inside; they rule more than 30% of the Imperial City's underside. Lamia nobles, lesser lamias, leucrottas, doppelgangers, and more inhabit this place as well.

Other Sites

Memnonnar: While not as expansive as the ruins of Shoonach, the ruins of Memnonnar are far older. The current city of Memnon lies across the river from the fallen city that was built by efreet and later rebuilt by dwarves (and at least twice by humans before being abandoned). This once-magnificent city of stone was the capital of an empire long since swallowed in the fury of the Calim Desert, and magic and mystery remains there still. The ruins riddle the cliffs and sea caves along the coast, and some remain after more than two millennia.

This is a favored site for bandits and any sort of monster. About once a year, Memnon sends a heavily armed contingent of guards and stonemasons into the ruins to scavenge stone for decorative uses or building repairs, just as they have done for centuries. At least one casualty never returns home each year. Aside from cursory border patrols, troops in County Calimmon rarely approach Memnonnar closely.

Qian Hillfort: This fortress among the foothills of the western Marching Mountains is a major defensive post against Calishite incursions. The commanders at Qian constantly drill their soldiers and use specially bred mountain ponies for cavalry attacks among the uneven foothills. This is the best posting in Tethyr for military training when there isn't a war.



The Crown Lands

The four central counties of Tethyr are the Crown Lands, a protectorate which adjoins all but one duke's borders and helps to keep the peace. This area is the bulk of the agricultural land as well, and the Crown ensures the equitable distribution of the all-important grains and goods across Tethyr. These four counties only have one major city and an important portage town as population centers. There are many people among the Crown Lands, but they remain in the fields and hills at work, rather than congregating to the cities to be counted.

The Monarch of Tethyr: Queen Zaranda Star Rhindaun (CG hf F7/W6 (Dual)). This woman, whose innate heroism brought her up from mercenary and merchant to queen and monarch, is the founder of the newest dynasty to rule Tethyr. She fought for the past three years for the people of Tethyr, and now she fights the day-to-day battles of rulership and motherhood.

Self-possessed and calm in most situations, Zaranda loses her temper still over prejudice and violations of personal freedoms. However, with her new outlook and acceptance of Siamorphe's faith, she is more at peace with her place on the throne. She found a love in an equal mate she never dreamed existed, and while the duties of a monarch are long and exhausting, Zaranda sleeps well knowing she does her best at the will of the people. The recent upsets in the status quo have Zaranda aching to get out onto the battlefield, but she finds, to her chagrin, that this is no longer a place where she can get the job done.

Despite many councils telling her how to mitigate the current problems with Amn and Kzelter, she is playing a wait-and-see game. Should Amn request help, she will grant it unless the hostiles of Amn focus on Tethyr, which immediately will put the entrenched forces into action. She wants Amn to accede to the two rebel forces' wishes, and should they choose to return to Amn, that is their right until established in one realm or another. Amn's economy will be sorely taxed with wars against both Tethyr and the monsters besieging Murann. Zaranda does not want war with the Merchants' Kingdom, but she does want Riatavin to be free to choose its own path. And secretly, she prays that it becomes part of Tethyr, as that would cement the new unification with nearly as much trade influence in the South as Amn or Calimshan, rather than settling for less.

[For details on Zaranda, see her entry in Heroes' Lorebook.]

Intrigue: It is readily apparent that both Haedrak and Zaranda were profoundly affected by their blessings from Siamorphe at their wedding and coronation. While both are in their mid- to late-30s, both of them are now physically 15 years younger. This is no more apparent than in the sudden appearance of children to further the dynasty's hold on Tethyr. All of Zaranda's facial scars from past battles have disappeared, though her shock of white hair remains amid her brown locks. Both are in the same physical shape as before, and are simply younger and far better suited for starting a dynasty of long life and love.

Intrigue: While she hasn't shared as much of her history with husband Haedrak as he with her, Zaranda keeps few secrets from her. When Haedrak found her in Shoonach, she fell in

love with a trusting, noble soul unlike her past paramours. Now, her only fear is the specter of her husband's last lover, Storm Silverhand. While she wants to believe that Storm is honorable, Zaranda holds some fears and jealousy over the Harper's affections for her husband. It is a moot point, since Storm, a Harper, is not welcome in Tethyr—and Zaranda is glad of that.

The Duke-Protector of the Crown Lands: King Haedrak III (NG hm F2/M6 dual). His Royal Highness Haedrak Errilam Alemander Olosar Lhorik Rhindaun of Tethyr at long last has taken the throne, but he abdicated the monarch's crown in favor of the peoples' choice, his wife Zaranda. He surprised many with that move, and still others were astounded as he became a scholar and diplomat rather than a warrior-king.

As he did using his previous alias, King Haedrak has many people underestimate him and thus reveal more than they know to him (and certainly more than they should). The only courtier who knows the full measure of the king (or believes such) is Lord Hhune of Kamlann, due to their behind-the-scenes detente. The king often appears inattentive, playing absent-mindedly with his familiar rather than listening to court business. In truth, Haedrak is thoughtful and tolerant, and has a flawless eidetic memory that served him well at Elminster's side.

Intrigue: While many wonder exactly where the crown prince was hiding during the Interregnum, none can track down his old alias of Lhaeo, as his full royal name has yet to be uttered in public. Only a few court scribes have seen "Haedrak Errilam Alemander Olosar Lhorik" written out before them. Just as his mother planned when she named him Lhaeo (an anagram of his royal initials), only someone with such knowledge could track backward to find the clues. Haedrak does wonder how Hhune knew that the heir was in Shadowdale years ago.

Intrigue: To reinforce the legitimacy of his position, Haedrak made many breaks with his old life. In particular, he ended a relationship with Storm Silverhand because of his duty to Tethyr and the throne. He first planned a simple political marriage to Zaranda, and he did not want any lingering doubts about the legitimacy of that marriage. However, he found he truly loved Zaranda Star. Ironically, while Storm has walked away from love for duty many times in her life, this is the first time anyone walked away from her for the same reasons. Frankly, this bothers her a lot more than she thought it would.

Prince Sybille: The heir to the throne's full royal name is Her Royal Highness Princess Sybille Zaranda Rhinda Chenowyn Alisande Rhindaun. As a royal tradition of millennia-standing, the first daughter shares the mother's name for its second name.

Prince Coram: The full royal name of this baby boy is His Highness Prince Coram Haedrak Errilam Vander Silvam Rhindaun. Following tradition, Prince Coram's second name is his father's name.

Princess Cyriana: The littlest royal's full name is Her Highness Princess Cyriana Raisa Marela Vajra Eralea Rhindaun.



Purlakhonthiis: Haedrak's platinum pseudodragon familiar is unique, enspelled with permanent abilities such that it looks like a miniature platinum-scaled dragon. She has the characteristics of a standard pseudodragon, with an improved armor class (AC 0), an ability to detect and neutralize poisons (75% chance to smell poisons within 10 feet), a hissing spray from her mouth that turns any poison jet-black and inert, and a flame breath from her snout (30-foot cone, 7 feet in diameter at its maximum extent; 1d8+1 points of fire damage in area of effect).

While Purl is a favorite among many at court, she exhibits an extreme dislike of Lords Hhune, Riiklass, and Amethystall for reasons unknown to the king (anything from smell to attitude). She constantly growls and hisses until she (or they) decides to leave. She also delights in tormenting the royal farsann Corwin Vineshigh, whose fear of dragons is not abated by her buzzing him whenever he enters a room she inhabits; however, should anyone bully the farsann in her presence, she intervenes and growls menacingly until politeness is restored. Should anything or anyone ever threaten King Haedrak or any he holds dear (the queen, the children, and a number of favorites at court), Purlakhonthiis will become a dangerous foe.

The Royal Palace of Faerntarn

Building on this royal palace began immediately, after the coronation of Queen Alisande, and was completed two years later in the Year of Amber (843 DR). It was to be the castle for royalty in the King-Consort's familial city of influence, Ithmong. Aside from its sacrilege during the tomb-robberies in the Year of the Shattered Altar (1264 DR), this royal palace suffered no tragedies and no ill activity until the Black Days of Eleint, when it was put to the torch and looted simply for being a former royal residence. Two years later, the Gallowglasses appropriated the castle and restored its destroyed wing, renaming the castle and adding on further wings to make it Gallowglass Hall. Damage occurred to a newer wing when Zaranda Star and the Company of Eight had to attack Gallowglass Hall and the nearby Krimmevol Hall in the Year of the Shield (1367 DR) to unseat the tyrant Julian Gallowglass from power.

Once Julian was imprisoned and Zaranda was accepted by the people of Ithmong, she chose to place her own money (from a gem hoard in Zazesspur) into restoring the castle to its original splendor as Faemtarn. This, along with her proclamation to move the capital to this city to be renamed Darromar, suddenly gained her many more happy craftsmen willing to work under awful time constraints to have the castle ready for a coronation in less than a year's time. Despite the short time and the later appropriation of Krimmevol Hall as part of the palace substructure, Faerntarn stood gloriously ready for the coronation of the first royalty of Tethyr in two decades.

Faerntarn, as a palace, sits on a hill overlooking the city below it. In its new form, the palace consists of the main keep (the original castle), a garrison building (old Krimmevol Hall),

and other support buildings within a curtain wall. The stone of the palace walls is granite, but color is added by the flower-laden Garden of Rhinda, which surrounds and covers the hill the palace sits upon. To get to the castle, one travels a winding path around the base of the hill and through the Garden, and the main defenses are at a barbican gate with a triple-portcullis. Each building has additional defenses, as do the surrounding walls, which afford an easy view of all of Darromar.

While Krimmevol Hall and the wall towers provide shelter for the guards and court staff, the 70 rooms of Faemtarn are all for the royalty and their immediate councilors and friends.

Darromar (Fortified City)

Formerly the "Tyrants' Town" of Ithmong, Darromar is now the Queen's City and the capital of the new regime of Tethyr. While its history is checkered with tyrants and paragons alike, Darromar is swiftly becoming the premier city of Tethyr among up-and-coming society (as opposed to the older social circles of Zazesspur). Its central location suits it as the capital, and the queen's armies are never farther than five days' hard ride from any trouble in her domain (barring poor weather).

Who Rules: Lord-Mayor Ternan Grannox (LG hm F0), only child of deceased town councilor Valsin Grannox and nephew of Count Malcor Grannox. Queen Zaranda disbanded the old town council, stating that one among them should rule as Lord-Mayor and such a post should be appointed (or voted upon by landholding citizens) every three years.

Who Really Rules: Consort Brenna Grannox (NE hf F0), wife of the mayor and a greedy, manipulative woman whose every lie is naively believed by her husband, resulting in some improper treatment of her social or political foes.

Population: Through the Interregnum, the city of Ithmong rarely grew larger than 60,000 people. Now, with the peace and prosperity of Darromar as the new capital, the people surged toward it from their farms and villages, swelling its numbers up to 100,000 (85% human, 6% half-elf, 5% halfling, 4% other).

Major Products: All (just as Athkatla and Zazesspur), but dominated by agricultural trade and mercenary employment (due to rebuilding armies and current unrest).

Armed Forces: The internal Darromar Watch consists of 200 full-time watchmen, while the standing army of the realm (also garrisoned here if not on maneuvers) numbers around 5,000. Both can supplement their numbers by mercenary recruitment and reservists who help out as needed (many of these are ex-adventurers or are currently monster hunting to the east).

Notable Mages:

- Xaxinnar the Seer (LG hm W7) wishes more folk remembered his full name, but has become resigned to his local nickname of "Old Xax." He and his black cat familiar Gyrican are familiar patrons of the Bridge Grill tavern, and he is noted for his knowledge of Tethyrian antiques (and would give his teeth to visit the royally protected Tomb of Zahyra).



- Jimena (N he W7) is not only a known wizardress of the Black Quarter, but also an accomplished singer and songwriter.

Notable Rogues & Thieves Guilds: None known; the Shadow Thieves went underground with the arrival of royalty. They will undoubtedly return, but for now the worst crimes are some minor pickpocketing or drunk mercenaries disturbing the peace (ignoring the major intrigues of court).

- Blue Velvet is the Herald's position and title here in Darromar; its holder, Uriel Honnice (NG hf R6), is often at court aiding the Title Chancellor and others of note.

Equipment Shops: Full.

Adventurers' Quarters:

- The Sea Lions' Pride. Feshall: This claims to have opened its doors during King Mhoaran's reign, though no proof exists for this. This three-story establishment is well kept, and its food and services are great. Quality/Price: Excellent/Expensive.

- Asdefk's. Inn: This is noted for its fiery-hot Calishite and Tashalaran foods. Quality/Price: Good/Expensive.

- The Deep Guilders. Feshall: This gaming establishment has a piratical theme, as the owner misses his days in Velen as a pirate-fighter. Pirate-waiters swing from rafters or slide down poles into the noisy, crowded main floor, while the upper rooms are rarely empty and never quiet due to the business below. Table-top swordplay is an hourly occurrence, as is getting a pocket picked. Quality/Price: Good/Expensive.

- The Anvil's Ring. Tavern: This provides simple fare, large

common tables, and plenty of good drink and conversation. Games of chance, from knife throwing to dicing, are frequent in this rowdy tavern among the blacksmiths' shops of the city's center. Quality/Price: Good/Moderate.

- Ith-Side Inn. Inn: Riverfront. Quality/Price: Poor/Cheap.

Important Characters:

- The Kelson clan always provided loyal groom servants and stable hands for the last two centuries of the old regime, though most died with the castle's fall. Three smaller Kelson families fled to the Convent of St. Teresa where they lived throughout the Interregnum, and all of them returned during the Coronation to offer their services once again to the Crown. The 17 members of the three Kelson families now work the stables for Faerntarn and the Darromar watch.

- The Minorson mercantile family of Darromar was the former blood-feud enemy of the Gallowglass family. After 60 years of jockeying for power and feuding over the accidental death of a young Gallowglass, the Minorsons were reduced to only a few holdings in Ithmong during Ernest's rulership of the town council. Lhar Minorson (N hm D4) is the current patriarch of the family. He is also the husband of Syrinna Gallowglass (NG hf R2) and the founder of peace between the remnants of both families, though most Gallowglasses have moved from Darromar.

- The corrupt Trosbann family formerly dealt in mercenary hiring and military supplies to a number of southern "barons" and others during the Interregnum while they continued their



long-held positions as caravan masters and blacksmiths in Ithmong. Now, they are trying to improve their family's image and fortunes by cozying up to the many folk at court, promising much to gain influence a little at a time among lesser nobles.

- The blacksmith Pylur Twohammers (LG hm F1; Str 18/98) is a massive giant of a man whose arms rival many folk's legs, and he is among the most noted blacksmiths in town. It's easy to find his shop, given the ringing hammers and the belated singing of Pylur at work just off of Star Street in Black Quarter.

Important Features:

- The Ithal Bridge is a massive bridge at the center of the city, and it was built in the long-misted past by Shanatar's dwarves. As wide as four wagons, the bridge is the primary and only truly safe crossing over the River Ith for hundreds of miles around. There is a toll of one donsar per cart or two per wagon across the bridge, to support the efforts in Ithal Pass and Riatavin.

- The Ithal Road/Star Street surprisingly runs north and south, quartering the city where the river halves it. This major trade road sees many wagons and travelers to the walls of the city, around to the west and its southern gate, then across the Ithal Bridge, and out the northern gates where it continues on northwest to Zazesspur.

- The quarters of the city are formed by the river and Star Street. Two market areas of Darromar are along Star Street, with the Queen's Market west of the road in the Royal Quarter, while the Wheel Market lies east of the road and just south of the river in the Caravan Quarter. The other two quarters are Black Quarter (the smithies' and dockworkers' area), and Temple Quarter (with its temples, bakeries, etc.).

- Ithal Crag is the hill upon which Faerntarn and the Garden of Rhinda sit. This promontory looms on the western side of Darromar and north of the river, and here is where Darrom Ithal broke the Calishite overlords and created the free land of Tethyr.

- The Watchtowers, numbering four in all, were built during Ernest Gallowglass's rule of the city. Placed within the city, they afford the posted watchmen an unobstructed view of the city, major trouble spots, and the immediate areas outside the city. They still act as primary watch posts and minor garrisons, but no longer are they used to spy on select citizenry.

- Krimmevol Court, with its nine infamous statues, lies in the Temple Quarter. It is an informal place to meet folk and discuss matters of the day, and the statues simply add to the decor (many already forgetting these stone warriors were once their evil neighbors). The statues are almost universally ignored now.

County Ithmonn

The heart of Tethyr's agricultural lands starts here in County Ithmonn. Wide varieties of crops and farms blanket this county, from cattle and dairy farming to grain fields and cash crops such as pipeweed plantations. If it grows or can be raised, County Ithmonn may have it.

The Count of Ithmonn: Count Malcor Grannox (LN hm F3); Law Chancellor. A fair, open-minded man who could wield far more influence and power than he does, but his integrity prevents him from pulling family strings. He truly enjoys the company of the Just Chancellor Lord Tardeth Llanistaph, but he cannot abide Lady Aalangama Gulderhorn, as her constant chatter on religion and nobility wears thin on this atheist lord. He is the majority landholder of County Ithmonn, aside from the Crown, and is among the richest of nobles in Tethyr from his investments and trade contacts.

Countess Consort Shyrr Sunspear-Grannox: (LG hf F0) The eldest daughter of Lord Ellem Sunspear, count of Bardshyr, is the normally light-hearted Countess Consort of Ithmonn. While she spends much of her time attending her husband's court, she still enjoys riding too much to be cooped up, and often collects a contingent for a two-day ride west to her father's castle to cheer him and visit her ailing mother. Still, her father and husband quarrel publicly, which greatly distresses her.

Loranse: Despite the abuses the building suffered over the decades of the Interregnum, the former county seat of the Count of Ithmonn was an easy purchase for Malcor Grannox long before he ever knew he would be the next count. He simply bought up many abandoned and ruined properties around Ithmong and fixed them up, as one of his passions was some minor carpentry. The manor lies along the River Ith just west of Darromar.

County Rivershire

Another of the major agricultural centers of Tethyr, Rivershire also supplements its coffers with table wines, pipeweed, and some small river fishing industries. Of all the counties, this one is the most stable, but it is like Amn in its control by only seven families dividing all the lands and business. Only two out of the seven families like the new count, and they continually try to sidestep or trip up the count's activities against them.

The Count of Rivershire: Count Zelphar Thann (LN hm F5); Estate Chancellor. As the fourth of six sons of the noble Thanns of Waterdeep, Zelphar is a quiet, contemplative man, contrary to his many take-charge relatives. His ability both to design monuments and buildings for the realm is almost as surprising as his leadership abilities, which many expect to be poor due to his reservedness. Like the king, he prefers to have people underestimate him and then use their misconceptions against them; this is how he is keeping the seven primary landed families of Rivershire from running roughshod over him and his staff.

Intrigue: Lord Zelphar's ongoing romance with the Court Vizera should be smoother than it is, due to their proximity, but their equal tendencies to bury themselves in work preclude their happiness. Also, Lord Thann's aides report that the Qon sir family is trying to influence other nobles against him, suggesting that he is wooing the Vizera to gain the favor of the queen rather than from any honest emotion. Lord Tedeo Qon-sir made himself a slow-burning enemy with this maneuver.

Intrigue: With Lord Thann on maneuvers and advisory duty at Riatavin, the merchants are using the time to place spies among the count's staff and ferret out more information that they can



use. The Shadow Thieves are making inquiries subtly about which of the families they might manipulate into killing their hated enemy for them, but this could take months or years.

Lhestyn's Hearth: Another sacked manor restored by the efforts of the Grannox clan, the former manor of Freelmanse lay abandoned or abused by numerous squatter "lords" for nearly the full Interregnum until bought by the Grannoxes three years ago. When the Crown purchased the property 12 miles north of Darromar for the count of Rivershire, he began designing better defenses for the manor, renaming it after his grandmother, knowing full well of the threats of the Shadow Thieves against his family and thumbing his nose at them all the same.

County Varyth

This county is usually one of agricultural bounty with its wines, grains and barley, and pipeweed. However, like the Highlands, it suffers under greater pressure from more monsters than usual (many ejected east out of the Forest by the resettling elves).

The Count of Varyth: Count Dancon Riiklass (LE hm Inv8); Duties Chancellor. While he is not the most pleasant person, Lord Riiklass is useful in his duties for the realm. This confident and pious Mystra-worshiper has a singular drive to get to the heart of any problem or mystery and solve it, though quite ruthlessly and selfishly. He believes his superior, Duke Blackthorn the durbland, is too weak and scatterbrained to handle the job's chores; Dancon wishes to get Blackthorn's job.

Intrigue: Among the nobles, Lord Hhune admires the enthusiasm of this young count, and would like to work with him. Unfortunately, he cannot entice the mage-count with any of his usual lures, as the count has little interest in money or influence, savoring only a problem to solve. Still, Lord Riiklass might just be amenable to one of Hhune's scheming offers.

Countess-Consort Iimvara Riiklass: (N hef Div5) The countess knows her husband is often quite brusque and insensitive in his singular approach to life. She helps mitigate his drive when it may take him outside of propriety again, and she manages the day-to-day affairs of the county, as her lord has usually found another problem with which to wrestle.

Tor Arcana: The two mages reside in the former riverside keep of the count of Timbershire. The keep is still being rebuilt with Northern features rather than the old Calishite style, and the central tower for the mages' library gives it its new name.

County Spellshire

This minor county has a number of small farming villages, but its main political concern is protecting the forest to the west and thus ensuring the alliance with the elves. Of course, the monster situation is tense, as is the sudden shift in political strength given the rebel settlements of Amn to the north.

The Count of Spellshire: Count Gamalon Idogyr (CG hm W20); Court Sage. This amiable yet formidable wizard, a noted expert on magical items and artifacts, is among the oldest of the nobles at court. Recently returned after decades on the Rock of Bral, Gamalon's welcome aid at the Sieges of

Myratma regained him his family's old title of count of Spellshire and the manor of Shildamere (which he had cleaned out firsthand). While his expertise and connections make him an excellent Court Sage, his tendency to think for extended periods of time without producing any advice or comment is exasperating to the queen.

Gamalon's Eye: Gamalon's left eye was lost in a long-ago owlbear attack, and it has since been replaced with a massive emerald in his eye socket. The gem operates as a *gem of seeing* and provides him with *infravision* and *detect magic* at will as well.

Intrigue: As royal contact with the greater mages of the Realms, Count Idogyr can act in his capacity as a Harper ally and funnel information to them from Haedrak or the queen. They have yet to do this, as Lord Hhune is watching for any connections to exploit and gain leverage over either the queen or king, and frankly the Sage worries him not at all.

Countess-Consort Mynda Idogyr: (NG hf F0) A merchant's daughter on the Rock of Bral within the Tears of Selûne, Mynda spent four years avoiding the advances of a newly arrived mage from the Realms before she would even give the "odd-looking boy-wizard" a second look. After 30 years of marriage, the pair are inseparable, though the recent move down to the Realms and into unpredictable weather and events has upset Mynda. However, the rise in status and a courtly title is almost enough for Mynda to accept Tethyr as home, since she could never convince Gamalon to live opulently on Bral.

Shildamere: The manor of the count of Spellshire, this building was recently restored after a squatter bandit gang was run out four years ago. Shildamere lies 20 miles south-southeast from the former location of Castle Spulzeer. The manor has numerous wings and hidden chambers, designed long ago by a spellcaster to have privacy in work and worship, a private shrine to Mystra within the walls of the manorial estate.

Seminary of St. Ostus: Dedicated in the Year of Shambles (1088 DR), this seminary has long been a center of learning and education for the area now called County Rivershire. Aside from its general education school, it also has the best scriptorium outside of Candlekeep and Silvermoon. It is found in central Rivershire about 30 miles northeast of Darromar.

Principality of The Iltkazar Highlands

The eastern Highlands have always been a wilder area than the rest of Tethyr, and despite the uneven and rough terrain, this has always been the area through which many armies have marched. Soon, if the situation in Riatavin settles to Tethyr's benefit, this may become the greatest principality rather than the least in terms of money, influence, and prestige.

The Prince of the Iltkazar Highlands: Prince Coram Rhindaun (N hm F0) is an infant. His regent Vander Stillhawk is quite protective of the boy.





The Golden Marches

The Upper Highlands have always been rife with excitement, vigor, and hardy folk who march to their own beats. After 20 years without an army squelching the monster populations, that statement now applies to humans and monsters alike here.



The Duke of the Golden Marches: Duke Alaric Hembreon (LN hm F10); Lord Royal Chancellor. This grim, serious man lives his life by laws and literal interpretations, and that is how he chooses to remember the lawful prince who saved his life: Alaric Hembreon was Prince Rythan's 14-year-old standard bearer at the tragic Battle of Nightflames. After bringing the corpse of his hero home, he spent 36 years worshiping Helm and searching for what he saw in Prince Rythan: a noble spirit worth serving loyally and well for the good of the people. He has finally found that in his new queen and king. Though his title of duke came from his uncle's lands and titles in Duchy Draknor, Duke Hembreon requested a duchy from his mother's Highland homelands, in hopes that he might cure the blight left by the former Duchy of Dusk.

Tatrina Hembreon: (LN hf F0) The duke's sole surviving child is his daughter, upon whom he dotes. She is the royal corlann of the nursery, and her job of attending the royal princelings keeps her from having recurring nightmares about the deepspawn and the Darklings of Zazesspur. She refuses to ever set foot in that city again, and this was another reason for the duke to move his influence elsewhere.

Shklshyr House: This former manor of the baron of Shelshyr (Banite Lord Challas Barstonn) rests in southern Valashar, and though it is quite below the duke's station, no other residences had survived that were not accounted for by familial ties. He has spent great sums of money to build up the manor to the proper level of a keep or castle, and lives at Hembreon House in Darromar for the immediate future. The duke still maintains other manorial residences in Zazesspur, Port Kir, and Darromar.

County Valashar

This "Gate to the Highlands" is overrun with troubles, between the defection of Riatavin shuttling many of the armed forces of the county north to that city, and the current monster problems. Anyone willing to show up and lend a hand is sure to be adopted as a Highland clansman at heart.

Technically, a number of holdings attributed to Riatavin [like the estate of Rhianna, described in Book Two, "Riatavin"] are on the lands of County Valashar from 1370 DR on. During the Interregnum, none could say who owned what, but this will become a problem eventually. Riatavin's defection and the subsequent transfer of said lands into Tethyrian hands may render this point moot, but the count of Valashar and the duke are watching the situation carefully.

The Count of Valashar: Count Holver Roaringhorn (NG hm F13); Siegelord of Her Majesty's army. His eyesight is legendary, and it helps make him one of the best siege engineers on the Sword Coast. His optimism and easy-going nature have helped ease much of the tension and fear among the rebel leaders of Riatavin, though his constituents in Valashar want him to handle their problems, rather than Riatavin's, first.

Tannithall: This is the refurbished former manor of the baron of Valshall and it rests 5 miles south of Riatavin and 60-odd miles due east of Spulzeer Vale. Tannithall is the count's new residence since the count of Lathmarch's small keep was destroyed during the Black Days. (Its ruins are 2 miles northeast of the headwaters of the Sulduskoon.) The manor used to be called *Caer Kytolamn*, after its former family owners and in imitation of their duke's "Caer Dusk." Still, despite any rough edges, this is finer than his home in Waterdeep.

County Hazamarch

Folk welcome monster hunters with open arms here, given the creatures that congregate around the Gorge and among the fields. If there were more settlements or trade roads, there might be more patrols to winnow down the monstrous population. Until then, this agrarian land of barley, millet, and livestock is lousy with hobgoblins and goblins.

The Count of Hazamarch: Count Rikos Dughol (LG hm Pa17); Marchlord of Her Majesty's troops. One of the middle-aged lords who managed to maintain his holdings and the relative safety of his people during the Interregnum, Lord Dughol now trains the royal foot soldiers. Those not used to the gruff-then-giddy mood swings of this Highland lord are constantly off balance till they know to expect anything from one moment to the next from him. He's a passionate monster fighter, but some wounds from the wars nearly cost him his left leg, and he needs a cane to get around now.

Iltarghal Keep: This cliffside-keep sits along the high northern bank of the River Ith 10 miles west of Survale Ford. From his garrisoned fortress, he and his soldiers kept central and southern Hazamarch safe and free of bandits for 20 years,



though constant forces from the Gorge of the Fallen Idol harassed the keep at least twice a summer. The count's keep is also a secondary holding of the Order of the Silver Chalice, as he is one of their high-ranking senior members.

Chevanguard

One of the largest buildings and complexes in Survale Ford, Chevangard is the stone temple compound dedicated to Helm. However, its name comes in honor of one of Velen's greatest priest-heroes, Chevan. This Helm-priest gave his life during the Shoonach Conflagration so Strohlm the First might live to overthrow Amahl VII, the last emperor of Shoon, and restore Tethyr. Chevan is buried within a crypt-tomb within its own small building, and this (aside from the main temple) is the most visited site in Survale Ford.

This garrison of priest-knights was nearly destroyed by banditry and usurper lords during the Interregnum. It was temporarily held for months by Harfour's Raiders, a bandit gang that troubled the area from 1355-1358. Thanks to the work of the remaining Helm knights and the Order of the Silver Chalice, Chevangard was restored to the order's rule and the temple was resanctified by 1359 DR. While the Knights of Chevangard managed to keep the peace in Survale Ford after that time, they could only patrol about 5 miles in any direction without overtaxing their chances of support or aid. Now, after the Reclamation, the priests of Helm both patrol the lands of Hazamarch fighting monsters and they also form a band defending Trailstone.

Gorge of The Fallen Idol

Long before Tethyr was even a dream among the slaves of Coramshan, around -3778 DR, hobgoblins or other large goblinoids settled around the deep gorge at the confluence of the Wurlur. By -3400 DR, the creatures (along with a number of enslaved dwarves) had built a mammoth statue to Nomog-Geaya, the patron god of hobgoblins. Over the next centuries, the Gorge of Nomog-Geaya the Warrior became a gathering place for at least three tribes of hobgoblins. The shaman leaders and their tribes began building in strength, despite many efforts by the dwarves of High and Deep Shanatar to cull their ranks.

For 1,500 years, the power of Nomog-Geaya seemed strong among the eastern hobgoblins, and they always proved to be difficult for the dwarves, elves, or humans to kill. However, in -1931 DR, the forces of the Calimshan Empire destroyed the idol of Nomog-Geaya, breaking the spirit of the hobgoblin tribes. The humans then killed all hobgoblins in the Gorge.

Since then, many entities have used the power that lingers in the remnants of the Fallen Idol to speak to their worshippers. Thus, many claim the Fallen Idol belongs to their god. The cliffside caves have now become hideaways for young dragons to avoid the notice of the wyrms. Some dragons attempt to enslave humanoids that approach the Idol reverently; others whisper from the caves, giving the humanoids a religious experience and themselves a laugh (or an easy lunch).

County Morninggold

While this county has had decent rulership for more than 10 years, it hasn't had organized patrols to cull monsters, communication among the settlements, or a chance to better its trade with either the cities of Tethyr or Erlkazar. It is hard to determine who rules this once-happy domain: the Marquise Scion of Siamorphe, or the trolls, gnolls, and ogres lurking among the eastern foothills and Kuldin Peaks.

The Countess of Morninggold: Countess Aalangama Gulderhom (LN hf P7—Siamorphe); Title Chancellor and commander of Siamorphe's Order of the Silver Chalice. The Marquise Scion is a driven missionary of Siamorphe, and she loves that the queen embraced her religion. However, she sees many older nobles simply mouthing words of piety, and patience has never been her strong suit. The countess has made a few political enemies at court, but few dare to cross her, given her religion and a full knightly order at her back.

Intrigue: Aalangama is a widow with her son and daughter learning what they need to inherit her titles in a few years. Still, her impatience and drive to see things done makes her work all that much harder, and she is becoming older before her time.

Morninggold Keep: This small keep up among the Highlands and the Shining Stream was well-kept and refurbished by Zaranda Star during her tenure as Countess Morninggold. Now, Countess Gulderhom splits her time between this towered keep as her county seat and Mount Noblesse, from which she manages the Order of the Silver Chalice.

Mount Noblesse

In the 10 years they fought to restore order to Tethyr, the Silver Scions had successes and setbacks, all of which drained the nobles' resources. The Gulderhom lands of Morninggold, along with the titles, were sold to the mercenary Zaranda Star in the Year of the Helm (1362 DR) in exchange for needed operating money, though they kept one fortified manor in southern Morninggold. This manor, called Mount Noblesse, is the order's chapter house even today. The order's major feats range from freeing Survale Ford from Harfour's Raiders, ousting four usurper "barons" from the Golden Marches of eastern Tethyr, and aiding Zaranda Star's ascension to the throne of Tethyr. The order was nearly destroyed during the First Siege of Myratma, killing all the noble members of Tethyr's old order save Aalangama Gulderhom, Ellem Sunspear I, and Rikos Dughol.

Now, the rebuilding order has full run of the Morninggold lands, though their primary work and training is done at Mount Noblesse. The group is aiding the Countess Gulderhom as the unofficial Crown Ecclesiastic, while training and inducting new younger members of the nobility. Currently, the bulk of the younger members are Highlanders, due simply to proximity. The impetuous youths cannot wait to get the call to assemble and march into battle either north to the Amnian border or south to Ithal Pass; no matter how many abject lessons on the costs of war they are given, it dampens their spirit very little.



Other Sites

Rrinnoroth: A dwarven ghost town sits on a high plateau within the southwestern Kuldin Peaks a few miles south of the headwaters of the Swimstar Creek. Built as a garrison and lookout post during the days of High Shanatar, it was named Rrinnoroth, "place over enemy land," referring to the former goblin-choked lands below. Rrinnoroth is reachable only from below, through the blocked dwarven caves of Deep Shanatar.

For the past 2,000 years, no dwarf has even set foot within the post, but it is not uninhabited. The venerable red dragon Charvekannathor has made this his home for the past 800 years of his life, and he enjoys his isolated perch where he can overlook Erlkazar, eastern and southeastern Tethyr, and the Lake of Steam. "Charvek" is one of the main reasons orcs have never been a major problem here, as he acquired a taste for them. Charvek is one of the older dragons in these parts, and he and Balagos the Flying Flame clash over territory, though the past century has seen detente between them. Charvek recently allied with a dracolich, Sapphiraktar the Blue, and he tells it of the dragons above while the lich grants him more magical knowledge that he lacked. For now, it is a beneficial situation, but Charvek plots to manipulate the dracolich like he bullies the lesser dragons around him. [For more, see the *Twisted Rune* entry among the "Power Groups of Intrigue" in Book Three.]

Survale Ford: This river ford is a devout town dedicated to Helm, the god of guardians. Survale Ford guards Tethyr as well, since the ford is one of two easterly places where the river can be crossed. The Champions Vigilant of Chevangard guard the Helmbridge over the river, and they demand a minor donation to their church or city of either one of two things: a copper piece per person or beast to the city, or a pilgrimage to the House of the Loyal Fury in Chevangard. Either of these donations of time or coin gains the crosser a copper badge with Helm's gauntlet on it. People in any part of Survale Ford for a time without a badge are labeled infidels and shunned or ousted from businesses, perhaps even run out over the bridge again and stuck across the river from where they need to be.

The Tethir Road: This entire road was built in the Third Century DR by King Dalagar "Longwalker" of the long-lost Shining Plains domain of Andlath. From 230-239 DR, Andlath's forces built the road from Athkatla to Ormath in an attempt to unite the South by trade and expand his kingdom. The road lasted 1,000 years longer than Andlath did. It stretches from Murann to Lheshayl on the Shining Plains, then continues on to Alaghon in Turmish on the Sea of Fallen Stars.

Duchy of Suretmarch

This southern duchy has always been a feast or famine area in terms of excitement and danger. Decades go by with no more problems than wolves among the sheep, until a spate of years occurs with invading armies coming from the south. This makes the folk of Suretmarch quite adaptable and ready for anything. Poised on the brink of war, many march on Ithal Pass to ensure that Tethyr's newly won unification lasts more than one year.



The Duke of Suretmarch: Duke Tardeth Llanistaph (NG hm R16); Lord Just Chancellor. The former leader of the Company of Eight is seen as a just and noble hero by many across Tethyr. He acts with confidence, yet seeks proof of all things, which makes him a suitable choice to police the laws of Tethyr.

Veaddakar: Once the mansion of the baron of Kestrellar, this lies in the county of Alonmarch about 60 miles northeast of Barakmordin. The mansion, like the residence of Duke Hembreon, is under reconstruction and expansion to make it a ducal seat, despite the duke's protestations that it suited him fine. (His local advisors wish their duke to be kept in the proper manner and custom.) For now, the duke resides either at Faerntarn when at court or in a rented manor in Saradush.

County Alonmarch

Another of the stable areas during the unrest, County Alonmarch's trusted ruler permitted as many of his tenant farmers into his castle as he could for their protection from brigands, and his patrols helped keep much of the county brigand- and trouble-free up through the Reclamation. Now, this county which is both among the Highlands and the sloping lowlands suffers the monster population problems of the other eastern counties, especially with troops pulled out of the heartlands to go south and north toward larger trouble spots.





The Count of Alonmarch: Count Vartan Thrynnar (LG hem C5—Ilmater); Lord Historian. This witty, gregarious, and ever-curious half-elf historian is a fast friend of the Scholar King, and curiously is the sole noble at court who has no immediate political enemies. His easy-going diplomacy and infinite patience has, in fact, made him a bridge between many different factions.

Thrynnar's Hold: This small keep rises at the peak of Komar's Hill, and its spacious curtain wall surrounds the base of the hill, allowing nearly the full contents and complement of a village to be contained within the walls. As such, there are more than 300 folk around and among the Hold, as they have been for almost 24 years. Komar's Hill is 2 miles south of the river and 10 miles west of Survale Ford.

Barakmordin

Barakmordin means "the Shielding Mountains" but refers to the three corner towers of the fortified abbey that rests at the Ithal Road where it splits to go to Ithal Pass or Saradush. Its individual towers each act as a temple to the individual gods, while the attendant buildings and the central keep are the collective temples for the Triad and the marshalling area for the Knights Kuldar of Barakmordin (holy warriors of all three faiths who vow to heal the sick, help the weak, and avenge those harmed by injustice).

Barakmordin was founded during the reign of King Samyte the Martyr in the Year of Ten Atonements (839 DR) as a partially fortified garrison and shrine for Torm. Seventy years later, the complex was damaged by a goblin horde out of the Omlarandin Mountains to the east. With the reconstruction, the three corner towers were added for stability. In the Year of the Spawning (1070 DR), during the year-long reign of Teremir II, a shrine to Ilmater was also adopted within Barakmordin to aid the steadfast Tormish who remained loyal to the Lions' Dynasty and Alemander, brother to the slain King Coram II. King Alemander I made royal donations to the orders, and Barakmordin gained its outer walls and a new central keep, all of which stand 300 years later. Lastly, the worship of Tyr built slowly here, but the valiant stand of a quartet of Tyr-sworn paladins during a monster attack from the Forest of Mir proved Tyr's worth to the insular orders here. By the Year of Three Faces (1198 DR), Barakmordin became what it is today: a tripartite religious abbey and garrison.

Mirkazar/The Mir Protectorate

Long considered a military posting, the Mir Protectorate has been responsible for keeping the dangers of the Forest of Mir and the Marching Mountains out of Tethyr since the reign of King Strohm the Second. This is the only part of Tethyr where the humans claim sovereignty over major woodlands, and Mirkazar allegedly stretches down to the Marching Mountains, though few patrols ever penetrate that far. With the military problems of Kzelter atop his attempts to start a druids' enclave, the Druid-Count of Mirkazar may be in an untenable position early on.

The Lord Protector and Count of Mirkazar: Count Yuldar Llistiin (N hm D7); Lord Surveyor and First Druid of Mir. Having adopted the guise of a druid to save his life in hiding from the mobs of the Black Days, Yuldar's life in the North taught him this was his true calling. Still, the chance to right wrongs (and possibly restore the Forest of Mir in honor of Silvanus) made Yuldar join Prince Haedrak for the Reclamation. Now a count, Lord Llistiin relies heavily on his advisors. He wants to found a druids' circle in the Forest of Mir.

Mistletoe Keep: The former Yuldar's Keep and Haddarm Keep has a new name yet again, and this one suits its druid count well. Count Yuldar has the keep maintained as the county seat and as a place for guests, but he is more comfortable in some of the outbuildings closer to the forest. The keep stands at the edge of a light grove about 4 miles from the Forest and a few miles south of the Ithal Road (almost 60 miles west of Barakmordin).

Ithal Pass (Fortified Town)

This crossroads community of dairy farmers was hardly of note until the fall of Kzelter in the Year of the Gauntlet. Now, with more than half the town leaving, this village is a tent-city and garrison for the duke of Suretmarch's army.

Population: 400; with the influx of soldiers to defend Tethyr's border here, the population is currently at 6,900.

Major Products: Cows and dairy products; now, it is refortifying and becoming a military town for Tethyr's defense.

Places of Note: All of the buildings in town are relatively nondescript wooden structures, with only three or four higher than two stories (one of which is the only inn). As many of the locals have sold their homes and moved northward, the military uses the former homes to garrison troops. Even with many buildings housing troops, more than half the buildings in town are now tents and shelters for the army.

- The oldest and only inn in town, Vales' Rest, is run-down, but the warm taproom now hosts its regulars and army's officers for the duration. Quality/Price: Fair/Cheap.

- The Soldiers' Slake is a new tavern in an old converted barn near the town wall under construction. While there are no rooms for rent, the upper hay loft is available for a warm, dry bed for a copper piece. Quality/Price: Fair/Moderate.

People of Influence:

- Mayor Gathell (N hm F0) is a nervous, sweaty little man who is unused to the amount of activity. As the mayor of a sleepy village whose worst trouble was an ornery cow, he was fine, but military invasions have him starting at every sound. He takes his cues from General Paulus, repeating every order to maintain some illusion that it's still his town.

- General Paulus (NG hem F4/W3) is almost glad for the invasion of Kzelter, as he disliked the idea of standing down much of the army after the Reclamation. Given the command by his friend the count of Mirkazar, he controls an army of 6,000 men and 500 officers from Mirkazar, Surkazar, and Alonmarch. After nearly a year of work, Ithal Pass stands at least partially ready to repel an invasion force.



- Ennig the Blacksmith (LN hm F4) has quite a business now as the sole town blacksmith, after a few years of adventuring during the Interregnum. For decades, he's made no more than shoes for horse and oxen and fixed plows and the like. Now, he's got more business than he can handle, and he has taken on four apprentices. He and the army's blacksmith are training the boys on the finer points of repairing armor and forging weapons.

- With the new stability, available real estate, and the sudden influx of soldiers, Tomas Tapperson (LE hm F0) is among the richest men in town, having opened three more taverns to attend the soldiers and rake in money.

- Ternan Foxx (NG hm III10) is a young illusionist and painter who creates marvelous but expensive paintings and statues that move in preprogrammed ways. He has been recruited by the army commanders to lend a magical hand in Ithal Pass's defense.

Local Lore: The long-ago garrison of Akkabbel fell to ruins centuries ago, and its grass-covered ruin had been a place for cow drovers to rest. This peace has now been shattered. While many folk are moving north to Sardush or other safe parts, quite a few are making a stand at Ithal Pass against the forces from Mintar.

Count Llistiin has granted safe haven to any who wish to move toward Mistletoe Keep, and more than half of Ithal Pass's citizens have sold their homes and have moved there, building new lives to the northwest. The village of Yuldar rises at Mistletoe Keep by year's end, with 500 new settlers.

Kzelter (Fortified Town)

Kzelter was once a small agrarian community at the southern extent of Tethyr's borders. Its garrison was looted and abandoned with the fall of House Tethyr, and it has since become a run-down fortress, home only to rats of the two- and four-legged kind. Many citizens of Kzelter moved north, having lost their livelihood with the desertion of the garrison troops; others remained to farm the land. This was a peaceful area during the Interregnum because there was nothing here to fight over.

The town fell to the Knights of the Black Gauntlet in early Mirtul of the Year of the Tankard (1370 DR), the second city conquered by the Knights after Mintar on the Lake of Steam. Lord High Imperceptor Teldorn Darkhope plans to conquer large areas of the Sword Coast South, all in the name of Bane (but most believe his power comes from *Iyachtu Xvim*). Unlike other would-be conquerors, he works slowly and methodically, lying low with his troops in Kzelter. Since the capture of this Tethyrian garrison town, few hostilities occur between Ithal Pass and Kzelter, as both towns refortify and plan for the future.

Dallnothax, Holldaybim, and Iskasshyoll

These three drow settlements were once four, but a concerted effort by the Tethyrian army and a later ambush by elven forces from Shilmista and Tethir fully destroyed Allsihwann, the drow enclave closest to the forest's northern edge by Ithal Pass. These three are all that remain. A few buildings dot the surface where

these three cities reside, providing access to the deep realms below. These buildings also allow the drow to stable small, swift ponies with which they can reach Ithal Pass, Kzelter, or other cities in the area. All three sites are among the foothills of the Marching Mountains beneath the tree cover of the forest (north, northeast, and east of the eastern end of the range). Their caverns were once the Clan Velm lands of Deep Shanatar.

Of the hundreds of drow among the settlers in the three cities, about 75% are ardent Vhaerun-worshippers, while the others are atheistic or worship darker gods still. The northern sites of Dallnothax and Iskasshyoll are patriarchal societies; Holldaybim is an egalitarian city where males and females rule. A select guard in each settlement is chosen every 10 years to remain on the surface and become acclimated to the light, so they may serve as guards against the creatures above. Of Dallnothax's guard, a drow named Tleobar (CE of F13/W8) hates the Company of Eight's members with a passion; they prevented her and her band from killing Garlokantha the gold dragon of Tethir. She has vowed that she will personally slay each of them, but Silvanus Moondrop, for whom she has a personal vendetta, she will drop into the Spiders' Maw, a deep crevasse far below the undercity of Dallnothax.

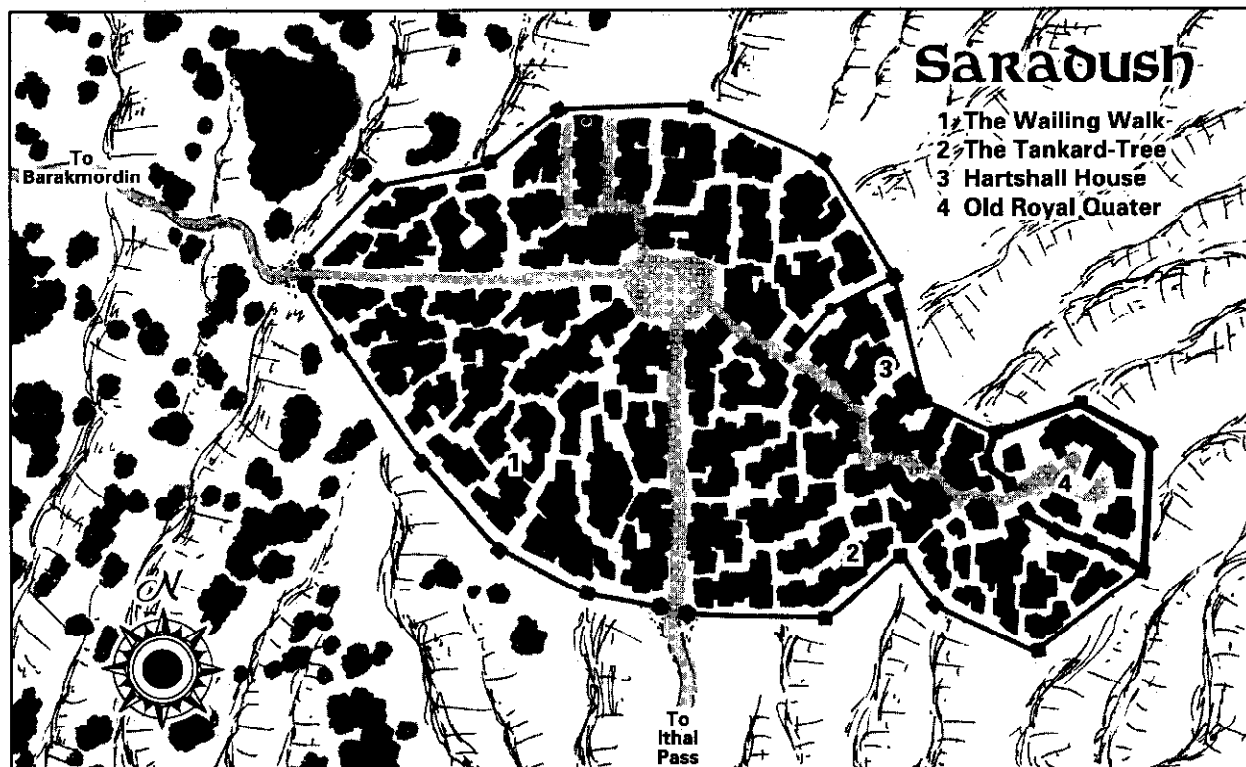
Myth Dyraalis

Created as a safehold for elves and gnomes, Myth Dyraalis is a thriving town more than 14 centuries after its creation. This long-fabled town saved elves during their strife against Coramshan and allowed a few of Alondath's elves to escape the slaughter of their people by the Shoon Empire. It also absorbed a few gnomish settlements from Iltkazar when they were abandoned or run out during the Eye Tyrant Wars. The few who know of its existence call it the "Phantom City of Drollus," since it briefly fades into existence each decade. (The name "Drollus" was written down by a hard-of-hearing scribe who recorded the only mention of it in the Folio of Brass, a 120-year-old tome from the School of Wonder, detailing the Realms' cities of high magic. The book is now on a high shelf in Blackstaff Tower.)

Myth Dyraalis is a mythal-cloaked city founded in the Year of Clutching Dusk (-375 DR), with the magical field established as the foundation of the city. The mythal is an oval 3 miles in diameter extending 200 feet above and below ground. The mythal is centered on the highest structure, the Mother Tree, at Myth Dyraalis' heart. The mythal, as noted by an elf expatriate in the Folio of Brass, has these abilities (though it certainly has more magical effects than these):

- An elaborate illusion that cannot be dispelled cloaks the town, making it totally undetectable in all ways to the senses (magical, psionic, or mundane) of humans, beholders, undead, giants, goblinkin, ogres, orcs, and duergar. Half-elves can see the town as a hazy outline in moonlight through the trees.

- The mythal teleports any creature incapable of seeing the city to the opposite side of where it makes contact. The teleportation is instantaneous and unnoticeable, so a person can seemingly walk straight "through" the city without noticing its existence.



- All creatures of animal intelligence or lower are automatically calmed upon contact with the mythal. The creatures do not attack out of fear or hunger, though they still attack others to protect their young or themselves from harm.

- The mythal protects those in the town by projecting a constant feather fall effect on anyone falling from ramps, suspension bridges, or other areas more than 8 feet above ground.

- Those inside the mythal of Myth Dyraalis cannot be located by any means short of a wish spell or by a summons from the gods.

- A creature capable of seeing the town can pierce the mythal at any point and enter. Once it leaves again (after any amount of time inside), that creature cannot perceive or find the city for 10 years, and is then subject to the general defenses of the city. This affects all creatures, but gnomes and elves can find their way back in five years.

The town is broken up by low walls among its ringed sectors, which are often used as roads by nimble elves and gnomes; more than half of the town's surface area is dedicated to farms and gardens. The town streets are impeccable, except for the tops of the garden walls and streets close to the smithies and mines. There are also innumerable statues, murals, and wall carvings of all races, shapes, sizes, and materials present.

The Mother Tree dominates the town's center, its massive hollow central trunk ringed by the upper paths and suspension bridges leading to other trees. Buttresses shaped from former

branches arc down into the ground and support the tree's weight by becoming rooted there. There is no place within the radius of the mythal where the Mother Tree's roots do not spread. Some hollow trees follow the Mother Tree's example as major buildings, but they are much smaller and have no buttresses.

This town of approximately 1,000 gnomes and 800 elves has a wide mix of architecture, from gnomish ground buildings and burrows to elaborate elvish tree houses or stone halls on the ground. Roads circle and connect the land areas, then join ramps that spiral up and around (or down and beneath) the city center and the Mother Tree. The town of Myth Dyraalis extends into mines, shops, and dwellings beneath the roots of Mother Tree. There are many libraries, a magic school teaching lost arts, and buildings for use by visitors; current guests include the missing wizards' circle, Magis Mir, made up of elves and half-elves.

At the edge of the town, a stone wall encircles the mythal's dimensions, and archways at major compass points mark the official exits. Anyone choosing to leave Myth Dyraalis after more than a tenday stay becomes a guest of honor at a two-day-long grand gala in one of the many festhalls near the exits. The only way to avoid such an affair is to leave unannounced, (a severely rude gesture, especially if treated hospitably in the town) or be run out forcibly (as enemies who wander in often are).





County Surkazar

Encompassing the western foothills and slopes of the Omlarandin Mountains, County Surkazar is noted for its pastoral beauty and danger. It is Tethyr's largest area for raising sheep and is now important as a military county to block Ithal Pass.

The Count of Surkazar: Count Oon Santele (NG hm R7); Battalion Chancellor. The former Lord Mayor of the agrarian city of Saradush finally has a position of great influence and power, though he finds that managing the county of Surkazar continually gets the better of him. His councilors support him and cover any serious blunders. He is less a warrior than an aging organizer (as was proven during his kidnapping two years ago), and he hopes his generals can keep the land safe.

Colbertann: High in the foothills south of Saradush is Colbertann, the former manorial hold of the long-deposed Baron of Mirann. The count spends half his time here, where he hosts a number of senior army officers from entrenched Ithal Pass each tenday. The rest of the count's time is spent in Saradush at his old family home in the Royal Quarter.

Saradush (Fortified City)

This city, once the bureaucratic center of the previous royal dynasty, now produces agricultural and dairy products for trade. The city is readying for war after a year of peace.

Who Rules: Lord Mayor Tanithe Beyross (NG hm F0).

Who Really Rules: Lord Oon Santele, Count of Surkazar.

Population: 39,000 (79% human, 9% halfling, 7% half-elf, 5% other); may increase soon with an influx of armed forces.

Major Products: Pipeweed, cotton, tea, barley, millet; cows, goats and sheep; cheese (major export: pepper cheese).

Armed Forces: The 200-member Saradush Guard is usually more than enough to quell civic disturbances. Additional help is provided by mercenaries or ex-adventurer citizens.

Notable Clergy & Churches: Strangely enough, there are only personal shrines within homes in Saradush, though some temples are out among the hills and roads, like Barakmordin and Beshaba's temple in the eastern mountains.

Notable Rogues & Thieves' Guilds:

- The Shadow Thieves have their usual fingers in the pies of their choice, despite the best efforts by Lord Santele. Lord Santele and Lord Mayor Beyross know that a halfling trader and scout, Avimmuck Wanderfoot, has connections to a local assassin, Kiser Jhaeri (NE hm T10), whom they fear also heads up the Cat's Claw assassins all over Tethyr.

- The local Herald's representative of Shining Helm is held by the halfling scout and scholar Jhessar "Oldeyes" Talltankard (LG halfm F7/T8), formerly of the Purple Hills. He resides in a townhouse in the Royal Quarter, where his cartography studio and library provides information for a price.

Equipment Shops: Partial (depleted from supplying the army down in Ithal Pass).

Adventurers' Quarters:

- The Wailing Walk. Tavern: wedged next to the city's eastern wall, where wind whipping between the wall and the windows of the tavern create a moaning sound. Quality/Price: Good/Cheap.

- The Tankard-Tree. Tavern: The owner/barkeeper mourns the death of his only child. While the food and drink are still good fare, the tavern is neglected. Quality/Price: Fair/Cheap.

Important Characters:

- Sara and Miial Hartshall (both LN hf F0) were cleared during Lord Hartshall's trial for his actions during the siege of Myratma. Back in Saradush, Miial is betrothed to Colnar Beyross, a match her father always forbade due to a long-standing feud with the Beyross clan. Unfortunately, Colnar is also a lieutenant currently in Ithal Pass, so the wedding must wait until he returns.

- Yves Porwal (LN hm F0) is one of the major dairy farmers of Saradush, and he is also a primary cheese producer, selling his Porwal's Pepper Cheese to Aurora's Wholesalers.

- Pyrgam Aleson (LG hm F0) is the owner of the Tankard Tree. The mysterious recent death of his son has made him distracted and listless. His own Acorn Ale and Treeshade Porter are the standard drinks.

- Victoria "Tory" Brinnar (LE hf/vampire F0) died on the last day of Tarsakh 1370, and she rose soon after that as a vampire. However, she doesn't know what she is or why she's "alive." When her instincts force her to act as a vampire, she doesn't remember the acts later.

Local Lore: The fourth of Tethyr's Big Four, Saradush could become more important as trade shifts through Riatavin to Saradush and on to the Lake of Steam. Until then, it builds up good trade relations along the southern frontier with Erlkazar.

Other Sites

Dragons' Lairs: Black dragons always loom about the duchy, though most move south to the Spider Swamp to avoid conflict with the two great reds of the area: Charvekannathor the Crimson and Balagos the Flying Flame. At least seven long-abandoned dragons' lairs are within the Omlarandins and the Marching Mountains, but some may have temporary inhabitants.

The Vorpall Tower: Named such by a ranger of Survale Ford, it fits its name, as some force cleanly sliced away nearly a third of the entire structure diagonally across its top two floors. The ruined tower is long abandoned, its open areas exposed to the elements and now well covered in lichens and small forest growth. As its subterranean exit is nearly 1 mile away in the foothills of the Marching Mountains, few suspect that Ralayn the alhoon [see Book Three] has made a lair in the dungeons beneath the ruins. Ralayn is a major agent within the Twisted Rune, and its lair is linked by gates to at least three other meeting places of the Rune. The Vorpall Tower is 45 miles east-southeast of Magis Tor, or due north of the headwaters of the River of Ice that runs in Calimshan.



The Nelanther Isles

The Nelanther is a chain of hundreds of islands of varying sizes just west of Tethyr and Amn on the Sword Coast. The islands were named for the first Calishite explorer to sail and chart the waters around the islands early in the Third Age of Calimshan. Today, the shoals and islets are more commonly called the Pirate Isles, since they have harbored corsairs and cutthroats for many centuries.

Among the hundreds of islands, only the largest of the islands are named. Only a few of those names are known to the mainlanders, but the pirate captains know them as well as an Amnian moneychanger knows his coins. One of the reasons that the bulk of the pirates of the Nelanther have never been captured is the multitude of hiding places among the islands. Mainland maps show the major and many minor islands, but fail to note shoals, currents, small exposed or submerged islets, and other hazards among the inner Nelanther. Any pirate captain worth his salt knows four different routes to his base by memory, and at least two of them direct pursuers to their deaths; no captain ever maps these routes, and any long-used base and the knowledge of its routes might be passed down from one captain to another over time. [For particulars on captains, crews, and ships, see Book Three.]

Isles & Ports

This information is known only to a handful of folk along the Sword Coast. With each island or port is its geography, what the pirates know of it, and what (usually false) rumors abound along the Sword Coast about each of the major isles.

Carcathen

Geography: This small isle is among the westernmost Nelanther Isles, and it is riddled with caves. No major ports mark its coast, and it is populated mostly by sea gulls.

What Locals Know: Most sailors avoid this island, as they must navigate a tight, winding path along the northern and eastern shores to avoid running aground. One port exists on the isle, and it is found through a little-known, illusion-cloaked entrance.

Rumors: Carcathen's port is protected by a wardmist that allows only evil human males inside, thus protecting the pirates from attack. Carcathen's port rests inside a great cavern with enough room for four large ships to dock.

Secrets: Raurivyl Ornshield, after months of hunting for a safe island refuge west of the Gull Rocks and the Moonshaes, has returned to the Nelanther. He hides with his ship in the cavern harbor. After months of laying low, he and his crew of the Scimitar of Fire are restless, and look at the disarray in Amn with growing interest.

Ioma

Geography: One of the larger islands of the Nelanther, Ioma is dominated by the low peak of Mount Ioma that forms the majority of the sloping island's surface. High up near the peak and surrounding the mountain on all sides is a curious band of purple crystal.

What Locals Know: The purple rock is quartz. This isle has been used as a pirate's base by over 100 different bands in the past seven centuries, and it now harbors 12 bands of pirates at various small bays along its eastern and northern shores, including Captain Bahija's band and the pirates of the Sea Witch.

Rumors: The purple crystals, if removed from the mountain, are effective against spells and magic, and can even reflect spells if polished into a mirror. The peak of the mountain holds a sleeping dragon placed there by Shoon VII to guard the empire's magical treasures!

Secrets: There is a cave atop Ioma, but it is the lair of a pair of harpies that come out at night to prey on the pirates here and on nearby islands. The legend about the magic-warding properties of the rock come from a device, the Amulet of Ioma, worn by the first Black Alaric; its faceted pur-





ple medallion caught spells in his vicinity and absorbed them or reflected them. The amulet lies now at the bottom of Fire-drake Bay.

Irphong

Geography: This lonely island is utterly lifeless. Its only feature of note is its Sea Tower, on the north shore 150 feet above the sea.

What Locals Know: This island is used only as a marker to show the northern end of Asavir's Channel, but none approach it due to the curse: Whenever a pirate puts down anchor here or even approaches the shoals around it, the ship is cursed to sink within a tenday.

Rumors: The magical light in the tower is a wayfarers' mark, to prevent ships from crashing into the islands or the peninsula. The magical lights are the defenses the Shoon wizard-emperors put around buried treasure here. A dragon lives on the island of Irphong, and it attacks anyone who dares set foot there. This place is a hideout for the evil Knights of the Shield.

Secrets: The Curse of Irphong was really a dragon turtle, one of the oldest and largest of its kind. It was slain by a kraken seven years ago. The Curse of Irphong now is that kraken, which has appropriated the dragon's treasures and moved into its lair through a sea-cove entrance to the north. The lair is at the island's center, reached by following a 1,500-foot underwater tunnel that cannot be located magically. The kraken attacks only lone ships at night, when discovery is unlikely, and steals any treasures in the ship's hold.

Nemessor

Geography: This island has a freshwater spring, groves of fruit trees, and hills that shelter the settlement and docks from the sea winds. This island could support an independent colony, though the swift winds and currents of the Race make its harbor difficult to enter. It has another of the Sea Towers, which rests on a 100-foot cliff on the northeast face of the island. Only the children of Nemessor enter the tower, for fun.

What Locals Know: The caves beneath Nemessor lead deep into the earth, and clan members enter them during the summer's worst storms. Many ruined stone walls have been found on the island, indicating an earlier colony was once here.

Rumors: The magical lights are the defenses the Shoon wizard-emperors put around their treasure; they might also be ghosts or will o' wisps. There could be Shoon riches buried all over the island. The pirates of the Race are not the blood-thirsty bunch they used to be, and in fact saluted Lady Dezleny after they failed to catch her flagship in the Race.

Secrets: The caves beneath Nemessor were a part of Deep Shanatar; if the tunnels had not been collapsed to defend the heart of the dwarven nation during its fall, one could walk from Nemessor to Zazesspur or Shoonach underground. The tunnels still connect from Nemessor to deep caverns beneath the Starspur (including the partially flooded caves and tunnels that open beneath the Cloister of St. Ramedar). Unfortunately, the caves and tunnels are also riddled with monsters.

Black Skull Cove: This small community huddles in a central dell, sheltered from the sea winds by hills on both sides near the eastern half of the island. The Black Skull clan includes 600-900 individuals, of which 200 are pirates by trade. The community was started nearly 75 years ago by escaped slaves, shipwrecked corsairs, and political prisoners and exiles from Calimshan and Tethyr. The Black Skull pirates are among the most skilled sailors and navigators among the bands of the Nelanther.

The Rookery/Pelath's Isle

Geography: This low island has a thin grove of trees, a stone cottage with a garden, and numerous large rooks.

What Locals Know: A lonely woman once lived there, but now the cottage is used by an old hermit mage named Pelath. His notorious hatred of pirates makes many skirt well around this small island, as he has cast fireball spells at ships that got too close. Pelath is responsible for sinking over 40 pirate ships over the past 18 years, and the pirates cannot defeat him.

Rumors: The Rook Widow was a witch who knew the secrets of the last Shoon Emperor, and she was exiled there. Some say she still lives, and she can tell you the words that will show you the secrets of Shoonach. Others say she is dead, walking only as a forlorn shade with a lantern in hand as she walks one circuit around the island on Midsummer's Night. Still others say a pirate built a home there for his wife, and she pined away to nothing when he did not return; Pelath was her lover. Pelath is really a disguise for Khelben "Blackstaff" Arunsun, who is simply waiting to conquer Tethyr and found a Harpers' homeland.

Secrets: The Rook Widow existed, as does her ghost, but she'll speak no more. Pelath is actually a mature adult bronze rogue dragon of 530 years, and his hatred of pirates is actually recent. He once helped pirates recover sunken treasure here, but one group attempted to slay him 20 years ago and he vowed revenge. He shows mercy to all drowning victims but pirates. [For details on Pelath, see the Draconomicon, pages 61-62.] The rooks are real, and they never attack Pelath in any of his forms. Pelath survives on seafood and an occasional pirate or two.

Skaug (Fortified Town/ Island; Pirates' Major Port)

Skaug is the only major island settlement that has reached the size of a town and welcomes others to it. Skaug can handle up to 40 ships at its docks, in addition to the 15 ships of the Skaug Corsairs, its defenders and primary hosts.

The founder of this pirates' port was Captain Skaug, a hook-nosed pirate who used his money and three ships full of stolen lumber and supplies to build the settlement on a small island north of Ioma. Two hundred years later, this port is now a thriving town, making its money by catering to other pirates.

Population: 1,400 permanent residents (96% human, 4% other), though visitors can add up to 1,000 more people to the city; 300 others live elsewhere on the island.



Major Products: Shipwrights, mercenaries; port amenities (rum, beer, ale, money-changing, gambling, feshalls, etc.).

Places of Note:

- The Crow's Nest Cliffs: These watch points on nearby islands are manned by well-paid scouts. Each of the six watch a separate sea lane that leads toward Skaug, and they each have identical magical horns that sound a larger horn set in the center of Skaug. By blowing different signals, the entire port knows of oncoming friends or foes. Since the inception of the Crow's Nests 50 years ago, not one ship of Amn, Tethyr, or Calimshan has successfully penetrated the islands to the port of Skaug.

- The Corsairs' Docks: Separate from the main docks, these are only for the Skaug Corsairs and their cutters and caravels.

- Maliceprow Manor: The largest building on the island, the manor belongs to the richest and most influential person in Skaug, the hook-handed Portmaster Burlor. Set on a slope on the east side of the port, the manor has high walls and a gate; no one enters without an invitation. Every building within the walled manor (main house, stables, servants' quarters, guest house, armory) is made of stone, while 90% of the other buildings on Skaug are constructed from wood.

- Asavir's Launch: This is a well-kept inn and feshall inside a beached ship on the western edge of town; more floors are built up between the masts. Quality/Price: Excellent/Expensive.

- The Apple Barrel: This tavern is owned and operated by "Parrot" Rockskipper (CN halfm T7), known for his gossip and apple brandy. The tavern is attached to the Appleheart Distillery, which provides ale, rum, brandy, and other drinks; beware the low ceilings, Quality/Price: Good/Expensive.

- The Crossbows: A three-story gambling hall, boarding house, and feshall, run by the mysterious "Lady Corsair" (LE hef W 12) who wears various magical disguises. She secretly owes a blood debt to Laeral Silverhand and acts as a minor informant for the Harpers when needed. Quality/Price: Excellent/Expensive.

- The Keelhaul: A popular rough-and-tumble tavern in which troublemakers are seized by patrons and bouncers alike and thrown down a central well in the taproom, which leads to a magically generated wind tunnel that blows the offender out the prow-fronted building and into the harbor 20 feet down the hill. Quality/Price: Fair/Moderate.

- The Gibed Sail: This is a filthy tavern with a bad selection of drinks. Quality/Price: Poor/Moderate.

People of Influence:

- No one rules Skaug, but Portmaster Burlor Maliceprow (LE hm F9) is the most affluent landholder, businessman, and provider of services, as he owns half the taverns, feshalls, and boarding houses. Burlor's left hand was replaced by a mithral hook with a razor's edge (damage as dagger) that he uses to gut troublemakers in "his" town. He and Captain Oxall Covaanar (below) share dock tariffs from visiting ships that pays for the Corsairs and provides a healthy profit for them both.

- Captain Oxall Covaanar (NE hm F10) is the commander of the Skaug Corsairs; he and his men are paid by the dock fees of visiting ships. Even after paying the upkeep for

his ships and equipment and generous pay (to prevent bribery and betrayal) to his men, Oxall clears a tidy profit. He and the Corsairs go out once a tenday to harry and weaken the coastal navies.

- Asim ibn Q'hulhr (CE hm W6) is a moneychanger in the northern part of Skaug's port and a slaver contact with connections in Volothamp, Skullport, and the Tashalar.

The Sea Towers

These maritime landmarks are nearly identical in look and function. The empty, towers are well built, 40 feet high and 25 feet across. Each has a simple door that opens to a winding stair against the outer wall. Each has three levels with empty rooms at each level; the central and top levels have rotted wood furniture, suggesting they were manned long ago as watch posts. The top rooms of the towers are open to the air with windows all around. The air within the top room glows with continual light, as does the roof of the tower. The magical light is clearly visible for miles, given the heights at which the towers rest.

The twin Sea Towers were built during the Shoon Empire by the wizard emperor Shoon IV as lighthouses to mark the Channel and the Race, and to allow his imperial ships safe passage at night. The *continual light* spells were cast with permanent effects, so they cannot be dispelled or even dimmed short of using a wish. The towers still light the channel and make it safe for passage.

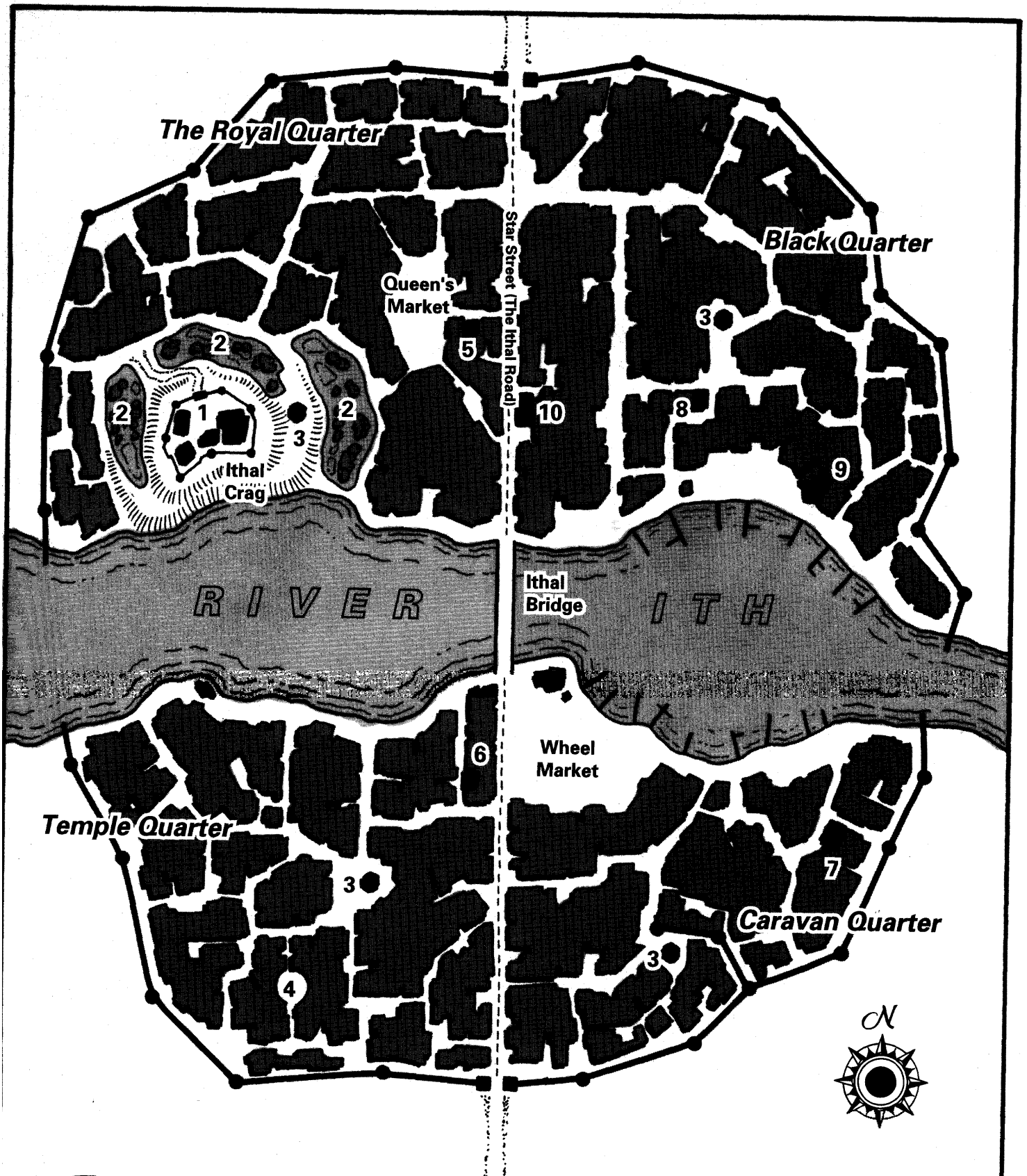
Thordentor

Geography: This island, among the largest of the Nelanther, is the southernmost major island, located 240 miles west of Zazesspur. The island has numerous large bays suitable for landing ships, and the entire coast is rimmed with white sand beaches. The inner island, however, is covered only with low shrubs and bushes, with no trees to act as windbreaks. The only inhabitants are 50 Tethyrian naval guards, who use the ruins of an old Shoon-era signal tower as a watch point over a growing naval shipyard in the western bay.

What Locals Know: This island's name means "hill of bones" in dwarvish, but few know this. The pirates of the Race and most Tethyrians superstitiously avoid this island. Each year, 5-30 whales beach themselves and die on the eastern and southern shores of the island, an event recorded as far back as the waning years of the Shoon Empire. No one knows why, but the beaches are often covered by the bleached bones of dead whales.

Rumors: A foul sea witch here, Samalli, sends out whale songs that drive them up on the beaches, where she takes their eyes for secret rites of power. The "white sand" is powdered whale bone!

Secrets: In large caverns over 300 feet below the island's surface is one of the major strongholds of the Twisted Rune; one of their first magical experiments as a group created a magical field that attracts whales to the shores each year. The Rune members still find uses for all the dead creatures, including animating some smaller whales as skeletal guardians near the undersea tunnel entrances.



DARROMAR,

The Capitol City of Tethyr

- | | |
|------------------------|-----------------------------|
| 1 Faerntarn | 7 The Deep Gulders |
| 2 The Garden of Rhinda | 8 The Anvil's Ring |
| 3 The Watchtowers | 9 The Ith-Side Inn |
| 4 Krimmevol Court | 10 The Twohammers
Smithy |
| 5 The Sea Lions' Pride | |
| 6 Asdefk's | |

Duchies and Counties of Tethyr



- | | | | |
|---|--------------------|---|------------------------|
|  | Cape Velen |  | The Purple Marches |
|  | Wealdath |  | Ankaram |
|  | The Crown Lands |  | Suretmarsh |
|  | Kamlann |  | Areas Under Contention |
|  | The Golden Marches |  | Non-Tethyrian Lands |

Advanced
Dungeons & Dragons

FORGOTTEN REALMS

CAMPAIGN EXPANSION

BOOK TWO:

LANDS OF INTRIGUE

AMN





The Rebel City of Riatavin



- | | |
|----------------------|-----------------------|
| 1 Riata's Needle | 5 The Flipping Coins |
| 2 Firehair Hall | 6 The Lodge of Coins |
| 3 Ghalmrinnar | 7 The Rook's Treasure |
| 4 The Yoxen's Burden | 8 The Vilhound |



Lands Of Intrigue

Book Two: Amn

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1159XXX1502

ISBN 0-7869-0697-9

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Amn: An Overview

Known the Realm over as “The Merchants’ Domain,” Amn is among the youngest of nations on the southern Sword Coast. If the adage “Follow the money, and ye shall find answers to many mysteries” were true, every investigator and adventurer would end up in Amn, since money flows there as to no other country. (Sembians might take umbrage at this point, but it is true.) Nearly every merchant either does business with Amn or passes through it during the course of a year’s business deals. Amn’s location benefits its mercantile nature, as it is the springboard for Calishite and Tethyrian products heading north to the Heartlands. The country’s rich natural resources and its peoples’ knack for business soon led Amn to seize its premier status as one of the most important centers of trade in the Realms. Amn is as important as Sembia and Waterdeep even in their own respective geographic markets, and all three countries have long-established rivalries.

Amn’s future is uncertain at best, with bright and dark strains. Its merchants and priests have discovered a new country to the west, Maztica, which Amn is colonizing and exploiting—producing trouble at home and abroad. Amn’s neighbor to the south, Tethyr, has finally stabilized into a rich, promising trading partner. However, some Amnian cities are on the verge of rebellion, aiming to join Tethyr. Rumors of monstrous armies are often heard of late. As always, power groups inside Amn and elsewhere vie for supremacy, so much so that outsiders view Amn as a stew pot of conspiracy and chaos. For the natives, however, it matters little who is in power so long as business continues to run uninterrupted.

Country & Climate

The borders of Amn have remained stable for the past few centuries, though recent events within Tethyr have brought some areas into contention. For now, Amn’s southern border is still taken to be the Tethir Road. (Two cities, Riatavin and Trailstone, are preparing to make surprising defections to Tethyr in early 1370 DR. This will have many questioning where the Amn-Tethyr border should be—the Tejarn Hills or the Tethir Road—which will infuriate the Council of Six, Amn’s government.) Shilmista, the Forest of Shadows, marks the easternmost expanse of Amn’s territory, and the Sea of Swords, of course, borders Amn on the west. The northern extent of Amn officially ends at the northernmost slopes of the Cloud Peaks and the northern farms of Nashkel on the Green Fields.

While not nearly as mild as Tethyr and the lands farther south, the climate for most of Amn’s territories is pleasant nearly all year around. It is slightly warmer along the western and northwestern shores of Lake Esmel, at the rectangular country’s center, because of the hot springs that heat the ground water around the lakeside city of Esmeltaran. The majority of Amn is exceptional for agriculture of all types, from root crops to grains and fruits, providing more than enough surplus each harvest to guarantee lucrative trade agreements with needy or populous countries.

The country is geographically diverse, with highlands and three mountain ranges directing runoff water toward Lake Esmel and the flood plains along the coast. An elevation around Amn-water and Crimmor in the north created Lake Weng. Amn’s highest point, Mount Speartop, is nearly 3 miles above Amn’s lowest point at the seaport city of Murann.

Bracketed by mountains on nearly all sides, Amn has a comfortable climate except during the rainy season from Uktar (late fall) through early Tarsakh (spring). Rainfall averages 25-30 inches per year; summers have the least rainfall of any season. Winters are mild, with short freezes and minor snowfall expected in all cities but warm Esmeltaran. Rivers freeze over in the midwinter month of Hammer, but it is risky to travel across the ice with wagons. Melting mountain snow feeds the many rivers of Amn all year long, and the higher passes of the northwestern Cloud Peaks can become blocked by blizzards during winter, isolating Nashkel from Athkatla, the coastal capital, for months at a time, resulting in the former city’s reputation for self-sufficiency.





Civilized Races

Based on the best guesses of Amnian tax accountants and sages across Faerûn, Amn has a total population of about 3,600,000 adults. About one-sixth of this total lives in Amn's cities and major towns; the rest inhabit villages and scattered farms across the country, with two-thirds of this group living between the Sword Coast and Lake Esmel.

Amn is mostly peopled by humans, accounting for 84 of every 100 persons. As in its southern neighbor, Tethyr, nearly anyone of any nationality can be found in Amn simply by its nature as a trade center. Native Amnians are primarily of old Tethyrian and Calishite stock, since both countries conquered and settled the wilderness of the Calishar Emirates that is now called Amn.

Halflings are the next most populous race in Amn (as in Tethyr); their many clans make up 15% of Amn's people. As their skills in business are highly praised, halflings are treated as equals by humans. Furthermore, halfling clans rarely allow a single family member to determine its trade successes. Success is viewed as the result of teamwork and the hard work of all, rather than the result of the business director's efforts alone, as in human companies. Oddly, Amnian halflings rarely live west of Esmeltaran. They tend to segregate themselves inside the cities of Esmeltaran and Riatavin in halfling-only neighborhoods. Most people rightly suspect that halflings gather in the east because it was the site of the long-lost halfling realm of Meiritin.

The above two races make up 99% of the population. Shield dwarves and wild elves appear in Amn only as rare individuals; the latter are isolated in Shilmista's or Snakewood's boughs, and the former live under the mountains. A few enterprising dwarves and elves live in the cities of Murann, Athkatla, Nashkel, and Eshpurta, but the only others seen or heard from regularly are wandering adventurers passing through Amn, heading north or south. Quite a few shops that claim to carry "dwarf-forged weapons" or the like are really human-run businesses attempting to gull customers. Gnomes are never seen in Amnian cities, and the arrival of one is certainly a curiosity.

While Tethyr's disorder created quite a few half-breeds, half-elves and half-orcs are nearly unknown in Amn. The city of Purskul is an exception, as over 20% of its labor force is made up of half-orcs. While not treated as slaves or monsters as they would be in other countries, half-orcs are second-class Amnian citizens, rarely accepted by others no matter how rich they get.



Social Customs

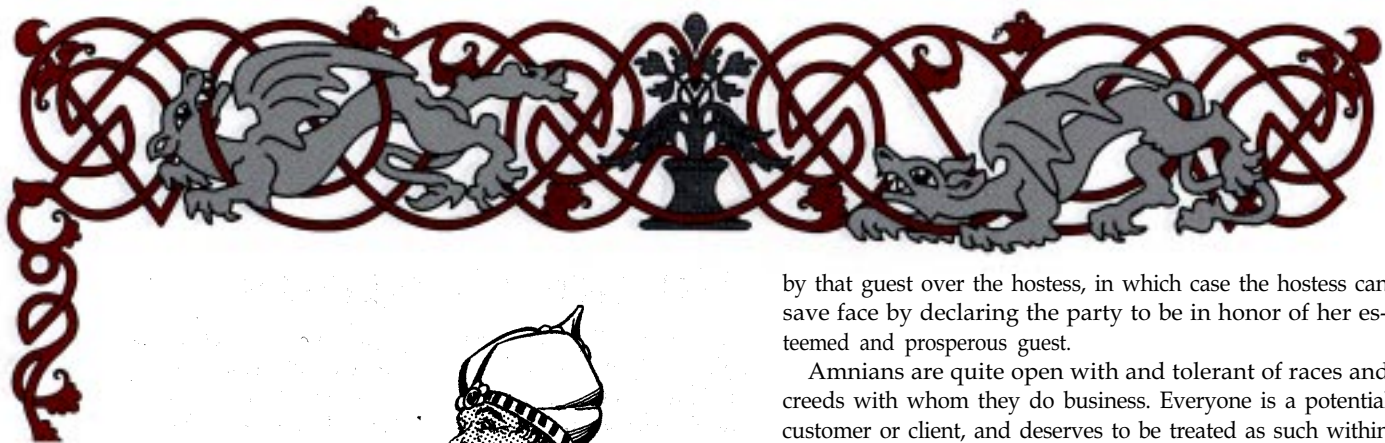
Money talks. If you understand that, you understand the principle that drives Amnian society. Siamorphe, the demigoddess of nobility, does not grant an Amnian power and status (*money* does!), but nobility can be gained if one has enough gold and perseverance. Success is measured by the amount of material wealth a person has or displays through action and example. Throwing lavish, expensive parties and celebrations are a standard practice for Amnians who wish to commemorate successful business years or other events. It matters little that someone nearly bankrupts himself on such a gala, as the party-giver's status is raised and cemented in place for the immediate future in everyone's eyes. Those from elsewhere in Faerûn think Amnians spend too much time having parties to honor given events, with the sole apparent purpose to throw money at people. Other examples of exhibiting wealth include giving opulent gifts, exorbitant samples (to potential customers), and overblown gratuities for services rendered or during trade negotiations with clients.

Another of the most important status symbols in Amn is where a person lives. The center of all activity in Amn is its capital, Athkatla, and having an address within its walls is a sure sign of superiority. Landowning itself is not a mark of status as it is in Tethyr; which land, where it is located, and what is done with it are all factors that determine land's status potential. For example, a woman buys lakefront property on Lake Esmel away from the main roads, close to the Fishery District of Esmeltaran. Her friends lament her loss of status until (surprise!) she opens an upscale underwater festhall with seafood delicacies. Multiple dwellings are expected of a successful merchant family, and multiple estates are the norm for each of the major merchant houses. The finest dwellings are in Athkatla's Gem District, while the best estates surround Lake Esmel.

A person can also display status and rank by the gaudiness and complexity of his apparel. Befitting the population's Calishite roots, ornate turbans are common on women and infrequent on older men; the more elaborate the turban, the better (i.e., the higher the implied status). Embroidery of gold, silver, or platinum threads is a status symbol used by many up-and-coming merchants and traders. Capes, cloaks, sashes, and decorative baldrics of the finest metal-embroidered silks and satins are popular with both sexes. A recent affectation in Amnian fashion is the use of rare furs from the far north, worn in stylish open vests or as cloaks, regardless of how warm the weather is.

Jewelry also represents affluence. In fact, it is unusual for an Amnian to wear less than two precious metal rings, usually with inset gems. The preferred jewels in fashion among Amnians of late are pearls: the smaller and more numerous, the better, though an exceedingly rare black pearl can outdo any number of white pearls. Despite this pomp, the richest Amnian merchant houses disdain "petty status-climbing," dressing instead in simple but perfectly tailored garb with a minimum of jeweled decoration (meaning one or two rings per hand).

Education and knowledge, physical prowess, artistic talent, and other signs of success known elsewhere in the Realms are



unimportant here, unless they serve to gain monetary wealth. If a person with such skills does not use them to gain money and power, an Amnian considers that person a failure or a fool. Even the idea of performing hard work and constant labor to gain wealth is met with a touch of contempt, since the pursuit of money is seen primarily as a task of negotiation and strategy rather than a chore of exertion and dedication.

Amn is a class-based society wherein those with the most money are accorded the best treatment. Wealth “proves” to society that a person deserves better treatment solely on the merit of having such riches. Rather than using terms such as “noble” or “high-born,” people in Amn refer to social status in terms of precious metals, from the lowest (“ore”) to the highest (“mithral”). Despite their preoccupation with wealth and status, Amnians of vast means use charity donations as yet another sign of status: The more you give, the better off you (and the poor) are. Of course, some charities put their effort toward helping the destitute, while others help themselves to profit.

Etiquette and protocol in Amn are highly involved and difficult for outsiders to discern. However, like all else in Amn, they follow the Golden Rule: “The one with the gold makes all the rules.” Social gaffes are common if one doesn’t follow the quick changes in status, such that more weight is given to those with the most recent and liberally spent fortunes. If a hostess was recently outbid in business by one of her guests, the dress and behavior for the party is established

by that guest over the hostess, in which case the hostess can save face by declaring the party to be in honor of her esteemed and prosperous guest.

Amnians are quite open with and tolerant of races and creeds with whom they do business. Everyone is a potential customer or client, and deserves to be treated as such within the normal bounds of propriety. A richly dressed illithid gets better treatment than a shabby dwarf any day. Of course, this openness is guarded, and an Amnian of means always has an escort of at least two guards. Tolerance for the sake of business is never overshadowed by fear of the dangers of a deal gone wrong.

Languages

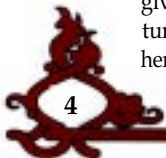
As a merchant nation, Amn hears every tongue of the Realms (and some other worlds and planes) in its markets. It rarely takes more than an hour in Amn to find someone who can translate any language spoken in the past few centuries—for a fee, of course. Still, merchants doing business in Amn must brush up on the ancient trade tongue of Thorass, long abandoned elsewhere for today’s common language. All documents, contracts, court proceedings, and official scripts and speeches used by Amnian merchant houses or the government use Thorass. While an understanding of many languages is certainly helpful, the further one goes in Amnian politics or trade, the less one needs any tongue other than Thorass.

Agrarian folk living outside Amn’s cities, being simple laborers and farmers, rarely use Thorass and speak a pidgin form of common, like the common tongue in Tethyr. “Amnian common” is frequently and indiscriminately peppered with Thorass constructions and terms, most often those referring to cities or the merchants therein.

Religion

While the focus of every Amnian’s life is the procurement of wealth, religion still plays an important role that is free of direct government control. Amn’s rulers, the Council of Six, act against churches in Amn only when a temple or a member of it speaks out against the Six or interferes with business at hand. Guilty parties are dealt with swiftly and with extreme prejudice, a fate that goes unquestioned in this land. Despite this, all religions known across the Realms can be found here with temples, shrines, and holy places of all sizes. No official state religion exists, nor do elite merchant families have a consensus on the most proper gods to worship. Unless it disrupts business or the Council’s will, religious freedom is paramount in Amn.

With the wide range of religious beliefs found in Amn, it is not surprising that nearly every Amnian pays lip service to every god known. Gods are commonly invoked without ceremony to give them their due in whatever business one conducts. As in other lands, sea traders mutter prayers to the





gods Valkur and Umberlee for protection and appeasement, while caravan workers whisper personal prayers to Shaundakul for safe travel, Waukeen for good business, and Helm for protection on the road. This does not make an Amnian a worshiper of all gods, but a shrewd person who covers all the angles of his actions. The following gods are the most popular in Amn, those for whom the majority of Amnians bear true piety and devotion.

- Waukeen, despite her current divine difficulties [see *Faiths & Avatars*, pages 176-177], has lost little ground in Amn as its premier deity. With their church under Lliira's regency, the faithful are now more fervent, as the style of worship led by the priests at Goldspires lends itself directly to an Amnian's social upbringing. Temple services are now almost all parties, with the faithful contributing to far more lavish banquets and revels than any could afford alone.

Lliira's power in Amn has risen due to her regency over Waukeen's church. Though Lliira is the goddess granting spells to the priests, Waukeen is still the primary venerated power. Despite this, Lliira's influence and true worshipers are on the rise and could supplant Sune's worship among the hedonistic upper classes of Athkatla and Esmeltaran.

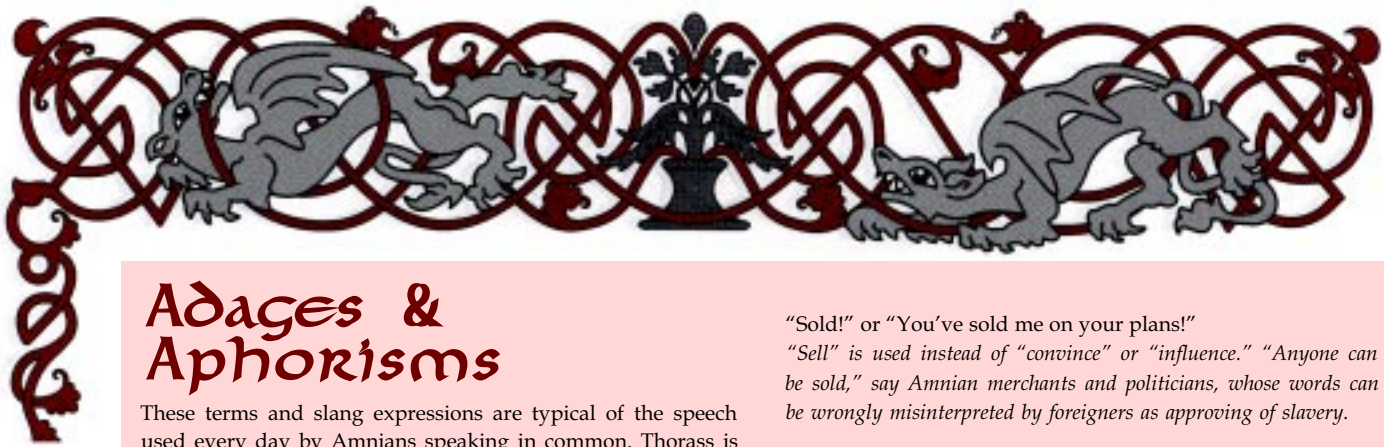
- Sune, the goddess of beauty and love, fits easily into the superficial, status-driven society of Amn. With the weight of importance placed on showing wealth through clothing and accoutrements, Sune's followers feel more at home in Amn with their typically flamboyant mode of dress than they do in other countries. Due to the warmer climes and the need to have their beauty noticed, Sune's Amnian clergy are often found in more provocative, revealing silks and satins than they might wear in Waterdeep.



- Amn, like Tethyr, reveres Chauntea because the backbones of their economies rest on agricultural surpluses. Bad harvests hurt everyone, and Chauntea's few temples see much merchant-house traffic in the days approaching the harvests each year. While most merchants acknowledge Chauntea's gifts infrequently, the lower class and farm workers fervently revere her. In Amn, as in Tethyr, the bulk of Chauntea's worship takes place in small shrines among the fields or beside trade roads. Itinerant priests of Chauntea wander across the south to aid crops where needed.
- Selûne's power, overshadowed in Amn by Waukeen and Sune since the country's early centuries, remains steady. Her place of power and reverence in Amn is in the port city of Murann, where native and foreign sailors and sea traders always pay a visit to the city's Moonmaiden's Hall.
- Cyric became an Amnian power with the deaths of Bane, Myrkul, and Bhaal, whose worshipers Cyric took for himself, though it took years to gain any cooperation between them. The Shadow Thieves' influence as Cyric worshipers permeates Amnian society. Many temples of Bane fell to Cyric's followers when the zealous Dark Master Tellvon Bloodshoulder, formerly of Tethyr, heard of the Banedead in 1362 DR (a year after it started in the North). He killed or converted many high-ranking clergy to Cyric before dying himself during his crusade.
- Helm and Ilmater are revered but not worshiped in most cities in Amn. Worship is limited to the city of Trademeet and lands east of the Tejarn Hills. These faiths are often seen as offshoots of Tethyr's strong love of these deities.



Note: In the brief, parenthetical NPC descriptions, the letter C indicates the person is a standard cleric; the letter P indicates the person is a specialty priest.



Adages & Aphorisms

These terms and slang expressions are typical of the speech used every day by Amnians speaking in common. Thorass is used when engaging in formal, polite business. Players with Amnian characters are free to develop similar expressions derived from phrases used in modern business (e.g., “let’s do lunch” used for “let’s meet” or “let’s attack”), as such terms accurately reflect a typical Amnian mindset and speech patterns.

Term	(Quality); Implied Meanings
Ore	(Bad) Lowest rank, worst quality, unrefined, filthy, criminal.
Bronze	(Poor) Working class; also, low-rank imposter posing as high, cheap alloy.
Copper	(Acceptable) Good worker, low but “pure” status, potential for business.
Steel	(Good) Highest rank for working class, used in reference to elite military units; reliable, tough (“solid as steel”).
Silver	(Very Good) Up-and-coming merchant, potential for greatness.
Gold	(Fine) Inherited money (or higher rank with little business sense).
Platinum	(Very Fine) Heads of mercantile houses, consistently fine quality.
Adamantine	(Excellent) Self-made successes’ highest rank, first-generation money at highest rank; alloy status implies that, despite wealth or success, it is not the best.
Mithral	(Exceptional) Highest quality and rank, untarnished, “old money” with great talent, pure and perfect.

The “low” terms are often used in curses thrown at enemies; favorable terms are often used in reference to persons or items valued by the speaker. These terms can also be used in commentary on a person’s status (“You were born steel, and that’s the best you’ll ever be!”), skills (“Your swordplay is as solid as platinum!”), or value to the speaker (“Your word’s gold with me.”). Strangely, an “adamantine” item is taken to be of less worth (in conversation only) than a “mithral” one, though the former is more valuable on the actual market. Adamantine items, however, are alloyed with steel, and mithral ones are usually pure metal—hence the distinction in speech.

Typical Phrases

The following quotes use common Amnian phrases or terms; the text in *italics* explains their meaning.

“Good business!”

This is a general greeting used by everyone for “Hello,” “Good-bye,” “That’s nice,” or (in abrupt dismissal) “Good day!”

“Sold!” or “You’ve sold me on your plans!”

“Sell” is used instead of “convince” or “influence.” “Anyone can be sold,” say Amnian merchants and politicians, whose words can be wrongly misinterpreted by foreigners as approving of slavery.

“Bought it!” or “Did you buy that?”

“Buy,” like “sell,” is influenced by a mercantile mindset; it indicates acceptance of a deal, explanation, or plan.

“You’re only as tall as your last deal.”

A person can’t coast on fame or notoriety for long. Loosely translated, it means: “What have you done for me lately!”

“I found the pearl!” or “Lost the pearl, did you?”

Euphemisms for good and bad luck, respectively. Pearls are so strongly identified with luck in Amn that clerics of Tymora use coins and pearls (preferably black) as their goddess’s symbols; Tymoran clerics elsewhere regard this practice as bordering on heresy.

“I’d like to foreclose on that topic.”

One of the most overused words in Amn, “foreclose” can mean virtually anything, depending on its context. Generally it means to stop, rule out, take over, take from someone else, steal, or hijack, but it can also refer to killing. The now-dead deity Myrkul was once known in this country as the Black Forecloser, though never in jest.

“He took delivery of the entire New Amn pottery trade.”

To “take delivery” is to gain, receive, or acquire by skill or work. Gains by chance are “delivered by pearl.”

“She’s a dragon, isn’t she?” or “He spends like a dragon.”

To Amnians, a “dragon” is a rich miser who spends money rarely but well. Though used with a modicum of respect, the term carries a subtle hint that the person isn’t showing enough wealth to maintain his or her current status, and thus lacks spirit or is uncooperative.

“What a kobold!” or “He has a kobold’s heart.”

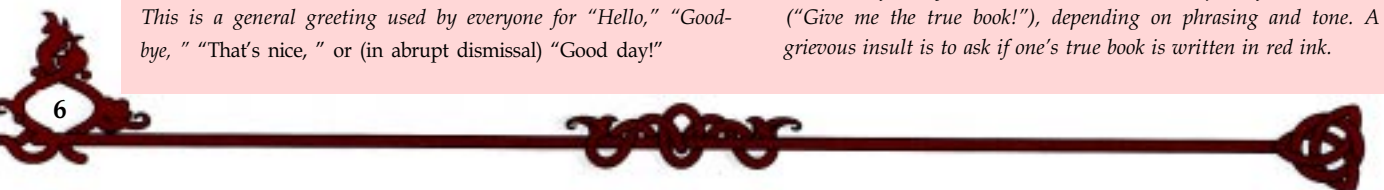
A “kobold” is a miser who hoards money, spending little or none of it. “Kobold” is a derogatory term implying stupidity.

“My life is written in red ink.”

“Red ink” is bad luck; “crimson ink” is the worst possible luck. “The ink couldn’t get redder” means “Things can’t get any worse.”

“So, what’s in your other books/clean books/true book?”

These terms refer to a corrupt business practice in which embezzlers keep a second set of account books containing unaltered, actual figures. In conversation, such references can express astonishment and disbelief (“True book?” for “No kidding?”), derision (“Yeah, what’s your clean book say?”), an accusation of lying (“Right-now read from your other books!”), or a request for the truth (“Give me the true book!”), depending on phrasing and tone. A grievous insult is to ask if one’s true book is written in red ink.





Politics & Power

Unlike other countries in the Realms, the games of power over the county of Amn are played by all, since everyone has money, and money is the true power here. Only the Council of Six has final say over the country as a whole, but various power groups have influences all their own that affect Amn in smaller ways. The Council's mandate to keep trade and money moving at all costs forces it to grant some power to others, who then try to build that power into something greater.

The Council Of Six

The mysterious, crepe-shrouded faces of the Council of Six inspire respect and fear in those who manage to gain an audience with this body. The anonymity of the six leaders was paramount to establish peace 30 years ago, but the Council, like the Lords of Waterdeep, soon found that order was best maintained when people don't know who they can kill, bribe, or manipulate (especially in Amn, where a handshake deal without a palmed coin is tantamount to an insult). The deception is now law, and to write or speak the name or reveal the identity of a Council member results in slow torture and death, usually before the eyes of the Council.

Few ever see the inside of the drab, windowless, fortresslike Council House in Athkatla, an extremely old building dating from the days of the Shoon. Extensive dungeons and tunnels lie beneath it, leading all over the city and to estates in the countryside.

Council Structure & Members

The Council members are each known by particular titles, not their names, even when they are among themselves and know each others' true identity. While the public believes the Six represent the most powerful merchant houses and families, no one (aside from the Council and their advisors within their old houses) knows for certain which houses or families have seats on the Council. Thus, all the merchant families and houses are accorded respect beyond that normally given for their status.

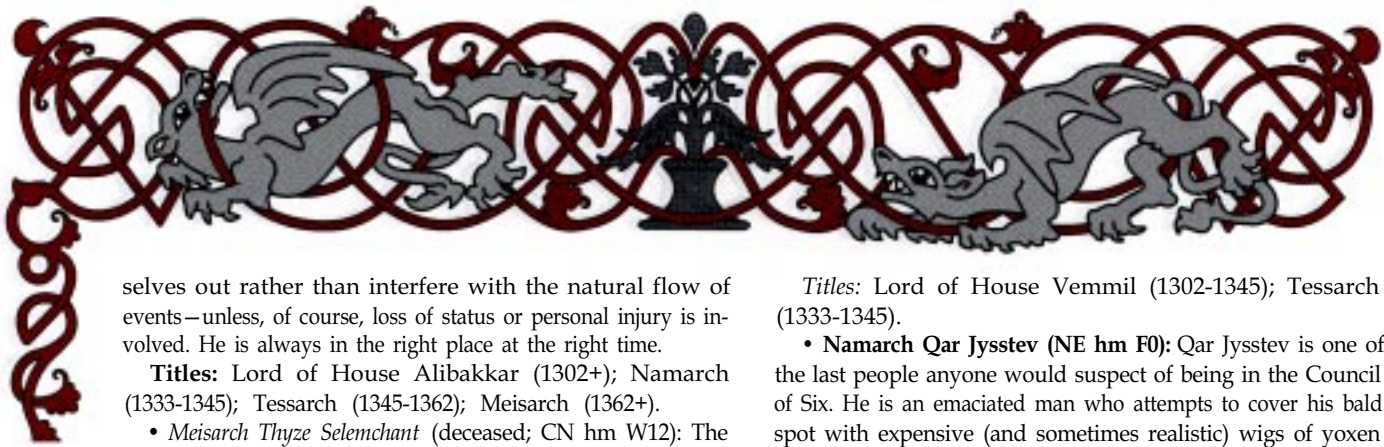
The members of the Council from highest to lowest rank are the Meisarch, the Tessarch, the Namarch, the Iltarch, the Pommarch, and the Dahaunarch. Each rank's heir is the following rank, so the death of the Meisarch moves everyone up one rank, and a new Dahaunarch is elected to join the Council from the ranks of the powerful houses of Amn (though a new Dahaunarch is not always from Athkatla, which would surprise many an Amnian who believe this city to be the pinnacle of success). The Meisarch is the primary speaker for the Council and his seat is subtly perceived as the senior, leader's position. Still, despite the deference to the experience and craftiness of the Meisarch, each of the six has important roles to perform within the government, as noted below.

Though the Council's membership has changed dramatically of late, Amn has only had 11 rulers in 30 years. Strong rule, steady trade, and peace supports the practices of the Council. The following are the past and present Council of Six members. Bear in mind that extraordinary measures are needed for anyone to ferret out the Six's identities. This information is provided for Dungeon Masters to establish hidden villains and plot threads.

- **Meisarch Erlranther Alibakkar (LE hm F11):** Though in his late 50s, the Meisarch still cuts an impressive figure (provided he tightens his belt sash to pull in his growing belly), just as he did when he was an active caravan organizer and fighting man. Erlranther has the annoying habit of staring down opponents with whom he argues, tensing his massive arms and appearing to be on the verge of physical violence. One of two original Council members to survive 30 years of rule, Erlranther rose from his initial rank as the first Namarch up to the Meisarch's seat.

The Meisarch, having learned from the mistakes of others, makes sure that the whole Council is in accord with its plans for Amn. Erlranther thinks it is better to wait for things to sort them-





selves out rather than interfere with the natural flow of events—unless, of course, loss of status or personal injury is involved. He is always in the right place at the right time.

Titles: Lord of House Alibakkar (1302+); Namarch (1333-1345); Tessarch (1345-1362); Meisarch (1362+).

- *Meisarch Thyze Selemchant* (deceased; CN hm W12): The first Meisarch and the founder of the Council, Thyze Selemchant became a petty, jaded laggard once he gained power. His debauched lifestyle hearkened back to the days of the emirs of the Calimshan Empire in Amin. He was also a high-ranked member of the outlawed Cowled Wizards, though his duplicity cost him when his secret was revealed. He died during a power-play involving two other Council members whom he was blackmailing. Some within the Council House swear that Thyze still walks—as a ghost!

Titles: Lord of House Selemchant (1332-1362); Meisarch (1333-1362).

- **Tessarch Phaen Colwyvv (CE hm T5):** The wiry, hawk-nosed Phaen Colwyvv acknowledges little in life beyond the piles of coins he always seems to have before him. An inveterate miser, only his wife's spendthrift nature kept him from losing status in society, of which he has little understanding or desire in which to participate. His mind is constantly working out figures and facts, finding shortcuts to profits that very few would ever comprehend or contemplate—such as the slave trade of the Underdark through Skullport.

One of two surviving members of the original Council of Six, the Tessarch's cold and detached manner make him the hardest to predict or understand of any of the Council. He is the Council member who best knows (and least trusts) the current Iltarch, having worked with him when a Shadow Thief. As a youth, Phaen was a spy for the Shadow Thieves in Athkatla, and there gained a reputation for subtlety and clandestine action; he was mockingly referred to as "Shar's Gallant" (after the evil goddess, Shar). He learned enough, however, to kill his five older brothers and become his family's head. This ruthlessness convinced Meisarch Thyze Selemchant to invite Phaen to join the Council, since Phaen's own family's power was ebbing in the Year of the Striking Falcon.

Titles: "Sharamour" (1287-1315); Lord of House Colwyvv (1315+); Pommarch (1333-1345); Iltarch (1345-1362); Tessarch (1362+).

- *Tessurch Quorl Vemmil* (deceased; CE hm P8—Talaona): The first Tessarch was a cruel man with not-so-secret connections to the malignant narcotics trades to the south and east, which he cloaked in his family business of alchemical supplies and ale- and wine-shipping. In the Year of the Saddle, he and a few of his fellow priests, the Talontar, attempted a power play against the Meisarch by creating and releasing a virulent plague into the city of Keczulla, leaving evidence that would finger Meisarch Thyze Selemchant for the deed. The plan failed thanks to the Meisarch's intelligence network, which eliminated the "evidence" but allowed the plague to happen as planned. The Tessarch and his priests were "persuaded" to visit Keczulla, where they died of their own plague— or by other means, if they proved immune.

Titles: Lord of House Vemmil (1302-1345); Tessarch (1333-1345).

- **Namarch Qar Jysstev (NE hm F0):** Qar Jysstev is one of the last people anyone would suspect of being in the Council of Six. He is an emaciated man who attempts to cover his bald spot with expensive (and sometimes realistic) wigs of yoxen hair. His family recently lost much money and prestige in its backing of the Jhannivvar Pretender to the throne of Tethyr; they fell from the social calendar and lived in near poverty. After selling all family assets in Athkatla and Murann, the Jysstevs moved their holdings to Eshpurta where, even with their losses, they are well ranked because some families there are in honor-debt to them. Though he maintains the facade that he is the head of that house, Qar's power remains undiminished as Namarch.

The Namarch is currently the only Council figure fully embracing the ideal that the Council exists to keep trade moving in Amn. He hopes to manipulate the import strategies of Amn to move more trade through Eshpurta and north to Priapuril, rather than run it along the safer routes to the coast, since Maztican goods draw more profit at isolated cities.

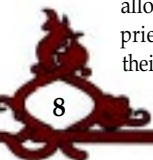
Titles: Lord of House Jysstev (1321+); Dahaunarch (1345-1362); Namarch (1362+)

- *Namurch Curkon Gheldieg* (deceased; CE hm F6): Most Amnians remember Curkon Gheldieg as a figure of excess, both pecuniary and culinary. A grossly fat individual, he traveled only by pillow-strewn litters carried by muscular servants who also performed most physical activities for their lord. This was surprising because of his history as a skilled fighter, but his success bred laziness and a taste for finer things in excess.

Despite his corpulence, Curkon had a clever mind for intuitively linking together disparate pieces of news into information that he used to keep lesser families in line or sold to other families to bring down their rivals. This information-brokering was done with his own agents, though he often used the Shadow Thieves as well. This led to his downfall, since Rhinnom Dannihyr, the current Iltarch, had the same talent for discerning facts from the least of clues.

Most Amnians recall that the Gheldieg clan is a relatively new family in Amn, but few know that it came from Water-deep as the exiled Gildeggh family of the dead Lord-Magister Ehlemm Gildeggh. When the few remaining Gildegghs married into rich lesser families in Amn, they became the Gheldiegs and eventually built its central power base in land holdings. Immediately after the death of her father, Vyma Gheldieg (NG hf PS—Lliira), the daughter and sole heir of Curkon, married her secret love, a young and promising heir to a far-lesser family ("far-lesser" because they were not Athkatlans) against the wishes of her mother and uncles. With the union of the two land-holding houses, Vyma and her husband, Pehllus Tanislove [see later], control nearly 10% of the entire country's land! Unfortunately for the other Gheldieg relatives, their power now falls under the control of the Tanisloves.

Titles: Lord of House Gheldieg (1317-1362); Iltarch (1333-1345); Namarch (1345-1362).





• **Iltarch Rhinnom Dannihyr (CE hm dual W4/T20):** The Grandmaster of the Shadow Thieves has connived and tricked his way into not only being one of the rulers of Amn but also the leader of the only group the other rulers fear. This young, muscular, dashing figure has the looks and manners of a valorous hero despite his vile nature. His vanity forces him to keep himself magically young, so he seems to be about 30 when he is actually 132 years old. The Iltarch's gift of gathering knowledge from unlikely sources (garbage, dust in a room, etc.) could have made him a great detective or scout on the side of law and good, but he chose to become a spy and sneak-thief after an aborted career as a wizard of the School of Wonder. He uses his spells mostly for eavesdropping and personal defense.

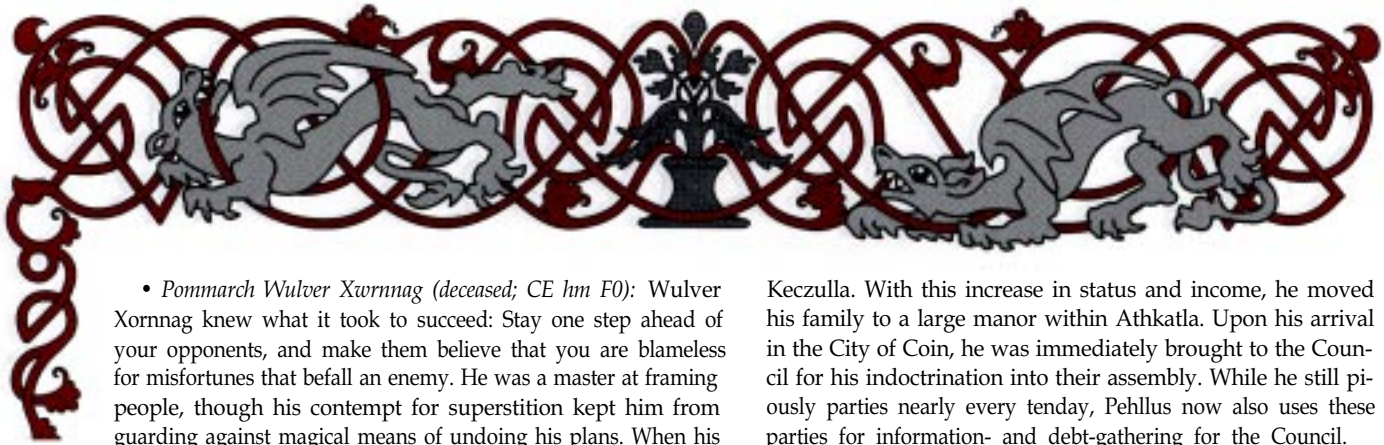
Rhinnom Dannihyr keeps his two roles wholly separate. The Shadow Thieves have no clue that their Grandmaster is now among the Council, and Rhinnom doesn't share any Shadow Thief business with the Council beyond basic intelligence gathered. He knows how precarious a role he plays here, but he is quite smug about how easily the two groups fit together without even knowing it, and how fearful all his fellow Councilors are of his power over them. He wants the Meisarch's seat, but he is patient enough to bide his time for a few decades to see it happen "naturally" before he takes an active hand.

Titles: Low Shadow (1280-1287); High Shadow (1287-1311); Master Spy (1311-1358); Grandmaster (1358+); Iltarch (1362+).

• **Pommarch Tyrda Q'Helvor (N hef W14):** The first woman among the Council of Six, the newest Pommarch was "suggested" by the freshman Iltarch as a suitable candidate. To their horror, the tradition-bound elder Council members found Tyrda was merely the head of a moderately successful family of pottery merchants from Esmeltaran (of low social status and non-Athkatlan residence). She was also a wizardess, a secret so well kept that only five living people, counting Rhinnom, knew of her talents. (She nearly blasted him for revealing it when first received by the Council!) Rhinnom argued that she was needed as a mole among the Cowled Wizards and would be easy for the Six to control. She would have her own good reasons for not betraying the Council, especially given her boost in status and income that her family could never provide on its own.

Though she does not realize the extent of the manipulations, Tyrda does know that she is on the Council primarily to act as the government's control over the Cowled Wizards. The human-appearing Tyrda seems to be in her early 30s but, like the Iltarch, is decades older than that. Her father taught her to suspect everything, trust nothing except coin and herself, and use any means to stay ahead of "the game." Viewing it all with that detached aspect, Tyrda enjoys the new levels of intrigue she is being shown, and she plots to seduce or otherwise gain secrets and leverage from the Council in due time.

Titles: Lady of the Q'Helvor family (1359+); Pommarch (1362+).



• *Pommarch Wulver Xwormnag (deceased; CE hm F0)*: Wulver Xornnag knew what it took to succeed: Stay one step ahead of your opponents, and make them believe that you are blameless for misfortunes that befall an enemy. He was a master at framing people, though his contempt for superstition kept him from guarding against magical means of undoing his plans. When his plans in Maztica were uncovered by the Namarch and he stood accused before the Council, he professed to being framed, but pressure mounted against him. Wulver then secretly plotted with the Meisarch (Thayze) to eliminate the troublesome Namarch, but he meant to leave the Meisarch holding the bag for this kill, getting rid of two foes with one shot. Though he and the Meisarch succeeded in killing the Namarch in a private meeting that cost them a number of guards, Wulver's attempt to kill the Meisarch failed when the latter's guards stopped four of the former's assassins. Wulver was soon captured and prepared for torture, and the Meisarch smugly toasted his apparently undone foe with wine set out for their meeting. Wulver's wicked chuckle panicked the Meisarch, who then realized that he'd been poisoned; at least eight deadly substances were in the wine. The dying Thayze struck back with magic and destroyed the still-laughing Pommarch and many of Thayze's own guards, leaving the smoking carnage for other Council members to find.

Titles: Lord of House Xornnag (1337-1362); Dahaunarch (1342-1345); Pommarch (1345-1362).

• **Dahaunarch Pehllus Tanislove (CN hm C7–Lliira)**: The youngest Council member, Pehllus is a curiosity among his five associates. He is by far the best looking among the higher family lords and Council members; his jet-black hair, kept in a tight braid, trails well past his shoulders, and his muscular form is clad in his church's usual skin-tight red and orange silks. He is the least dishonest in his business and personal dealings, as he had little need of intrigue early on and gains more money through honesty and his knack for structuring his assets. He is also the hardest to predict or second-guess, as his frivolous nature hides a razor-sharp mind that many underestimate because of his religion. Even with all his contradictions, his success and status made him the perfect choice for Dahaunarch. What Pehllus can do from this lofty seat remains to be seen, but it promises to be unexpected yet profitable for many.

The second unorthodox choice of the Council for membership, the young Pehllus had been a hedonistic party-goer and cleric of Lliira, funded by his family's gem mine north of Keczulla. Though he never applied himself to the business until the untimely death of his father (by natural causes) in 1361, Pehllus had a natural knack for streamlining his assets and doubling his profits. These profits often go unreported even in his books, the money either donated to churches of Lliira and Waukeen or used to sponsor great parties in Keczulla that rival the celebrations in Athkatla. With his marriage to the equally controversial "party-girl priestess" Vyma Gheldieg (NG hf C5L–Liira, mentioned earlier), Pehllus Tanislove suddenly found himself in control of two family fortunes whose holdings, assets, and estates gave him near-direct control of large areas of land in Esmeltaran, Murann, Athkatla, and

Keczulla. With this increase in status and income, he moved his family to a large manor within Athkatla. Upon his arrival in the City of Coin, he was immediately brought to the Council for his indoctrination into their assembly. While he still piously parties nearly every tenday, Pehllus now also uses these parties for information- and debt-gathering for the Council.

Titles: Lord of House Tanislove (1361+); Lord-Consort of House Gheldieg (1362+); Dahaunarch (1362+).

• *Duhaunarch Kirsoph Vinson (deceased; CE hm T7)*: Impatience killed this young Councilor. Only nine years after the Council's establishment, he ordered his agents to slay the Pommarch above him so his rank and prestige would rise within the Council. Known as the "Kobold Lord" for his stinginess, he was undone when the Pommarch bribed young Vinson's guards with twice their annual salaries to turn their knives on their master. The Vinson family has since slipped into obscurity in Trailstone, clutching their vineyards and estates.

Titles: Lord of House Vinson (1299-1342); Dahaunarch (1333-1342).

The Council's Duties

The Council's primary duty is to maintain avenues of trade within and outside Amn, which requires enormous time and energy from Council members. While they technically control their old, respected families, Council members appoint skilled managers to work within the Council House. These managers anonymously handle most of the family businesses of the Six, freeing the latter to deal with the ruling of Amn. Among its duties to maintain Amn's standards of living and trade systems, the Council oversees and manipulates the following factors:

• *Internal Defense (Adventurers, Wizards)*. The Meisarch oversees this area, keeping a sharp eye on unregistered adventurers, outlaw wizards, etc. Wizards who align themselves with the Council work through a sub-Councilor who answers only to the Meisarch. By manipulating how much information his fellows could overhear, former Meisarch Thayze Selemchant kept the bulk of the Cowled Wizards' activities secret for years.

• *Internal Defense (Judges, Local Rulers)*. The Tessarch oversees the judicial branch, and he also is the Council's contact with the heads of the major families, should they need to speak to the Council. The Tessarch keeps the influence of the families in check by sending his magistrates or militia to resolve problems, making it "Council business" rather than "family business."

• *Intelligence/Espionage*. The Iltarch's position as primary intelligence agent for the Council fell to one who knew it best: Rhinnom Dannihyr. In addition to those spies working for the Council, the Iltarch uses free-lance operatives among the Shadow Thieves to ferret out information or provide a screen for counterintelligence, especially to cloak Council secrets.

• *Military*. The Dahaunarch has the least prestigious but still important task of commanding the military forces the Council maintains within Amn. The official army is only half the force the Council controls, since the Six have many hidden agents among mercenary companies and families' personal forces. Still, Amn's internal military structure is not very good.



- *Economics (Import Trade)*. The Namarch's responsibilities here have mushroomed as a result of the influx of gold and goods from Maztican colonies. This post is the one to which Governor-General Cordell of New Amn (in Maztica) answers, though the entire Council is often involved in import decisions. In addition, this post determines which countries have favored trade status and thus reduced tariffs within Amn.

- *Economics (Export Trade)*. The busiest and most time-consuming task of the Council—the management of Amn's export goods, creation of trade agreements, and maintenance of caravan and trade-road security—falls to the Pornmarch.

- *Economics (Tariffs, Taxes, Exchange/Interest Rates)*. This group of tasks is split between the Namarch and Pommarch. The levying of taxes and tariffs and the setting of exchange rates is rarely used beyond the basic tariffs mentioned below.

- *Economics (Trade Route Maintenance)*. This task, technically shared by the Namarch and Pommarch, is left open for the whole Council to vote upon when it becomes an issue once or twice each year. While Amn makes the greatest use of the Trade Way along the coast, it has paid the least (compared to other nations of the Lords' Alliance) to maintain and protect it.

- *Economics (Monopolies)*. A province observed by the Meisarch, whose diligence keeps any one group from wholly dominating a particular market. Never has one Amnian family or merchant house (even those of the Council itself) had a monopoly over any goods or services, since that would leave little room for the Council's influence beyond that of the control-

ling family. Playing off smaller businesses against one another is a time-honored and long-supported tactic of the Council.

Any issues that cannot be decided upon by a single Councilor or that infringe on another Councilor's purview go to a Council vote. As the highest seat and undisputed leader of the Council, the Meisarch can break ties among his fellow Councilors when the Council is split over a particular problem.

In general, the Council does not need any more power than it currently has. However, what it needs is a closer hand in its businesses and intrigues, which is difficult without endangering the anonymity of the Six. They hope to gain better control over the mercantile houses and families to keep the peace, since feuds are growing again in the east. The Six do not wish to remove the autonomy of the families, which allows them to gain great profits, though it threatens to erode the tenuous peace unless political games are played to defuse the feuds.

The Merchant Families

The rich merchant families of Amn, by virtue of their wealth, hold far more power in their country than the law suggests. Given the nature of Amnian society and the status that comes from great wealth, the heads of merchant families are accorded respect equal to a landed noble in Tethyr or Waterdeep. Few families wield any true governmental power (aside from those



families whose heads sit on the Council of Six), but they can use subtle powers beyond what the law allows.

As a major holder of wealth in a settled area, a merchant family gains automatic respect. To maintain that respect and admiration, it shares its wealth with its neighbors and friends to prove its prosperity is deserved and in accord with its status. Such generosity leads to the building of an intricate web of contacts, allies, informants, and trading partners, all of which increase that family's authority and money. A merchant family generally has a limited scope of influence, usually one town or a part of a city. Within that area of influence, however, its word is law, provided it does not contradict the Council's decrees. Very few families are large enough or hold enough wealth to extend their direct influence over a number of towns or more than one district in a great city, though families rich enough to succeed in Athkatla generally have lesser relatives and their own families under them who act on their behalf. There are about 10-30 families of this caliber in each major population center of Amn; Athkatla has the largest number of them, with 42 families here controlling Amn's greatest trading houses.

The strongest bond and greatest power a family wields is the favor debt or honor debt. In fact, a handful of families in Amn control all others in part through debts of money or honor. If a minor merchant or poor friend of a family needs a favor, the request is often granted with little question. Agents of the family see to it that the request is acted upon swiftly and fairly. If a young merchant's shop is ransacked and his stock ruined, the family's contacts find those responsible and exact vengeance upon them, with a warning that the avenged party is now under the family's wing. Amnians prefer to rely on someone they trust or admire, and thus go to families who can best help them. This unfortunately weakens the authority and power of local guards, watches, police, and militia, making Amn weak internally.

Depending on the size of the favor debt, a lesser Amnian might later become an indentured servant or agent for a family, or he might remain independent as an allied merchant in the hopes that his skills increase his fortunes, which he then shares with the family to whom he owes the debt. While all Amnians follow decrees from the Council of Six, their next most crucial loyalties lie with their own families and the families to whom they are indebted, then to the settlements in which they live.

This social structure is similar in many ways to the methods used by the nobles of Waterdeep to conduct business. However, a feud between two Amnian families is never limited to the hired mercenaries and guards of the families; local people and total strangers may join in the tavern brawls, street fights, or pitched battles to defend "their" family's side of the feud. Because of this, the Council strictly censures families that allow feuds to go beyond their counting houses and private chambers. Should anything more than a fistfight, tavern brawl, or duel between two individuals result from family business clashes, the Council threatens to use broad measures to keep the peace and maintain the flow of business. This has happened only once before, but the Murann Spice War set an example that has not been forgotten for 32 years. No family wants to give the Coun-

cil any reason to interfere with its business or trade, so peace among the families is kept out of mutual fear that their power could be easily taken away by the mysterious Council.

The Murann Spice War: A 100-year-old feud among the spice merchants in Murann led to the first humbling of the families by the Council. Street fighting between guards of the Ulvax and Ophal houses resulted in a pitched battle covering two entire neighborhoods, many of the residents filling the streets to fight for "their" families. After the Night of Spiced Spears, over 400 people lay dead and a thousand were wounded. Only 250 of the dead had been hired guards or assassins of either family.

The Council's punishment was severe. The root of the feud—House Ulvax's dwindling spice trade with Zakhara at the hands of House Ophal—was noted, and rights to this trade were completely taken from House Ulvax, the proven instigator of the battle. The monetary value of Ulvax's spice business was placed in other businesses away from the areas of influence traveled by House Ophal, such as real estate in Esmeltaran. Though no Ulvax speaks to any Ophal to this day, their businesses no longer conflict, little coin was directly lost, and both families maintain their social status as per the fortunes of business. However, the Ulvax family's influence and status fell with its forced transplant to Esmeltaran, while the Ophals grew in prominence and soon moved among the most powerful families in Athkatla.

The Mercantile Houses

Mercantile houses or companies are formed by the lesser merchants and merchant families of Amn. Two or more traders or their families put money into a partnership or consortium in which the profits are shared according to the percentage of ownership each group has in it. The collective power of the mercantile houses, while little more than the sum of the lesser merchants' influence, allows them to compete in many markets against the great merchant families.

The Council of Six and the Shadow Thieves both support the existence of the mercantile houses. They buy small shares of many of these companies to more easily monitor the business and intrigues of the guilds [see later] and lesser families, and to pick up interesting rumors concerning the greater families.

Mercantile companies are closed down most often by mutual consent of their members. If a company takes major losses, members may opt to break up the company or have their interests bought out by other members. If a company suffers disastrous losses, the owners usually lose their percentages and unanimously choose to abandon the business. On the other hand, a successful company can give great status to its owners. With luck or an arranged marriage to fuse two lesser families, a mercantile company might soon become a major family. The Kriisschant Mercantile Coster became the Kriisschant family when the sole male heir of the Krintors of Murann and the sole female heir of the Belshants of Trademeet married and fused the two family fortunes and businesses into one house.





Coinage & Commerce

"Oh ho, a more important topic you'll not find in Amn. Coins are in their eyes, their thoughts, and their hearts, even when they sleep. I would have tremendous respect for Amnians, were it not for their obsession with money – unless, of course, they share some of their obsession with me."

-Sammereza Sulphontis, Calishite expatriate and secret Lord of Waterdeep

Currency

Amn is very nearly the crossroads of trade for the entire Sword Coast, though Waterdeep's presence prevents it from being completely so. Still, nearly every coin known across Faerûn appears in the markets of Amn. The Merchant Kingdom's own currency is still likely the most common coinage found in any Faerûnian merchant's money belt. (Amn's Council-mandated coins and trade bars are minted in its capital, Athkatla.) Any tender is legal in Amnian marketplaces, and barter is commonly practiced by all; on any day, a farmer can bring a prize cow to market and leave with a donkey pulling a cart filled with various goods.

Currency	Slang	Worth	Used by
• Fandar	Red Ink	1 cp	Lower classes and the poor
• Taran	none	1 sp	All but merchant houses
• Decime	Centaur	1 ep	All (major Amnian coin)
• Danter	Little Pearl	1 gp	All (major Amnian coin)
• Roldon	Pearl	1 pp	Houses, families (shown off for status)
• Trade Bars	Great Pearl	varies	Council of Six, houses, families
• Jewelry	none	varies	Council of Six, houses, families

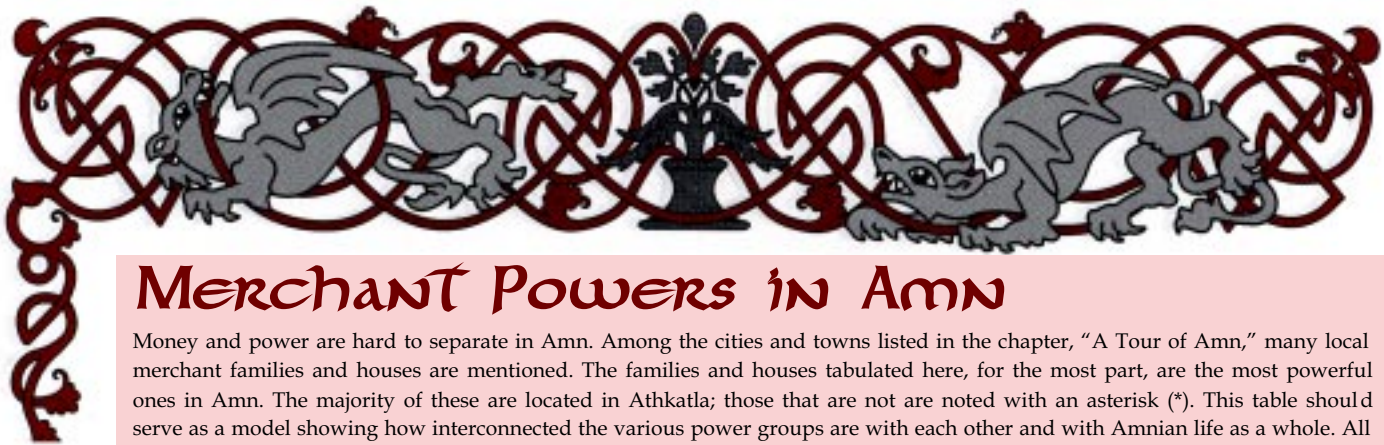
In the status-driven society of Amn, one improves one's position by using high denomination coins or unique forms of high currency. While monstrous trade bars worth millions of danters have been forged to cement deals, a "platinum" way to do business is to use rare gems and jewelry as a form of barter. The Lady Todevvel once bought an entire shipload of precious Shou Lung silks (to be traded farther north at high profit) for 2,000,000 danters, in the form of a chain-mail shirt made of solid silver with hundreds of inset sapphires. Lately, however, a form of paper currency-actually written contracts in a standard format listing items traded-has appeared, as high profits pour in through the trade in lucrative Maztican precious metals, spices, and foods. Trade bars cannot be made large enough to handle the huge amounts of money changing hands in this new market.

Money Lending & Money Changing

Controlled primarily by the Council of Six's offices in the Council House, moneylenders are highly respected in Amn. They are often the best connected as well, as few businesses could survive more than a decade without a few speculative loans on which to gamble the delivery of loads of precious cargo. Changing one currency to another is another constant business of the moneylenders, who clear a 10-20% profit from these basic transactions. (However, changing old Tethyrian money to Amnian coinage exacts a 20-30% charge, since these coins have been completely supplanted by Tethyr's new legal tender.)

Loans can be for any amount, but the receiver must put up collateral against the loan. A contract is signed between the moneychanger and the receiver naming the loan amount, its collateral (property worth at least the cost of the loan), the time limit for repayment, and all terms of interest. Loans are taken for periods of one month, three months, or one year, with interest rates varying from 12% for small amounts (principal under 100 gp) to 40% for very large loans (principal over 10,000 gp). Nonpayment of a loan allows the loaning office to foreclose and claim the collateral. If inanimate property or livestock is used as collateral, proof of ownership must be shown by the receiver at the time of the loan.





Merchant Powers in Amn

Money and power are hard to separate in Amn. Among the cities and towns listed in the chapter, "A Tour of Amn," many local merchant families and houses are mentioned. The families and houses tabulated here, for the most part, are the most powerful ones in Amn. The majority of these are located in Athkatla; those that are not are noted with an asterisk (*). This table should serve as a model showing how interconnected the various power groups are with each other and with Amnian life as a whole. All information is accurate as of the end of the year 1369 DR.

Major Families of Amn

This list shows the 10 most important families whose influence cannot be directly traced to the Council of Six. (The families of the Council of Six, not given here, have separate concerns and might not even be considered powerful enough to lead.) "Holds/Estates" shows the primary family residence, followed by major settlements where each family has property and influence, whether in its own name or through a subordinate family such as a son-in-law's family or lesser brother's clan. Because of Riatavin's odd status as a rebel city in 1370 DR, only families having specific mention of it here have any influence there (e.g., the Krimmevols and the Coprihs), not those families marked as having influence in "all cities" (the six major cities of Amn after Riatavin's defection).

#	Name	Patriarch/Matriarch (Stats)	Trade Interests/Assets	Allies	Enemies	Holds/Estates (primary; secondary)
1	Argrims	Lord Ketlaar (CE hm F4)	Gold mines; shipwrights	4, 6	2, 3, 10	Athkatla; all cities
2	Lurraxols	Lady Ximora (LE hf T2)	Gold mines; navigators	5	1, 3	Murann*; all cities
3	Bormuls	Lord Crynos (CN hm F0)	Silver mines; wineries	5, 10	1, 2	Athkatla; Murann, Trademeet
4	Ophals	Lady Zhamn (CE hf T7)	Spices; North food trade	7, 10	5, 6, 9	Athkatla; Crimmor, Trademeet
5	Vymmars	Lord Orgost (NE hm F0)	Land-owning; Textiles	2, 3, 10	1, 4, 8	Athkatla; all cities & towns
6	Zoars	Lord Tannyr (LN hm F0)	Weaponsmithing, armor	1, 7-9	4, 10	Athkatla; Eshpurta, Imnescar
7	Bladesmiles	Lord Rhor (CE hom F8)	Mercenaries, lumbering	4-6	1-3	Keczulla*; Purskul, Imnescar
8	Krimmevols	Lord Aernos (CG hm F5)	Caravan mastering	6, 9, 10	-	Crimmor*; Athkatla, Riatavin
9	Crytrappers	Lady Lamia (NG hf R6)	Furs, trapping, monsters	6, 8	4, 7	Athkatla; Crimmor, Eshpurta
10	Coprihs	Lady Aura (LN hef P 11—Waukeen)	Banking	3-5, 8	1, 6	Athkatla; Riatavin, Trademeet

Major Amnian Mercantile Companies

Numbered owners of these companies and trading costers are given in the table above. Those families not so numbered rank below the top 10 but are still influential, in ways determined by the DM.

#	Name	Trade Interests/Assets	Owners (with % ownership)
1	Lathander's Estates	Land-owning, colonies	5 (40%), 7 (25%) 10 (10%), Ulvax (10%), Gheldieg (15%)
2	Giant's Eye Traders	Caravan mastering	7 (20%), 8 (30%), Akhmelere (20%), various (30%)
3	Crymmar's Holding Company	Caravans; mercenaries	5 (40%), 9 (30%), 10 (22%), Basilayer (8%)
4	Rose's Bounty Food Company	Bulk foods & shipping	4 (45%), 9 (5%), Gheldieg (45%), Ulvax (5%)
5	Ysnomm Carriage Company	Carriage/harness makers	3 (10%), 10 (44%), Yhliivast (30%), various (16%)

Major Foreign Mercantile Companies

These are the top-grossing mercantile companies whose owners (or majority ownership) are not Amnian. Trading costers with over 50% foreign ownership pay an additional 10% (20% in Athkatla) atop the normal fees given in "Taxes & Fees."

#	Name	Trade Interests/Assets	Owners (with % ownership)
1	The Thousandheads	Caravans, guards	Bhaerkantos (Riatavin) (40%); Ruldegost (Waterdeep) (60%)
2	Green Fields Consortium	Caravans, horses	Akhmelere (Esmeltaran) (40%); Cormyrean nobles (60%)
3	Sybar Spices Company	Spices; luxury items	Ulvax (Esmeltaran) (35%); Sembia consortiums (65%)





Taxes & Fees

Below are the Council of Six's basic fees, standard throughout Amn. At present, Amn's government is supported by these fees (collected by city governments and delivered semi-regularly to Athkatla), tariffs on imported goods, and fines and impounded goods from the courts. Discrepancies between these standards and the practices of individual cities are noted in italics.

- 1 fandar (cp) per market stall per day, collected with receipt between sunrise and sunset by Council militia or licensed mercantile-house militia. This buys the exclusive use of said location from dawn to dusk, and the ability to sell wares at whatever the market will bear and in whatever tender.
Athkatla: In Waukeen's Promenade here, stalls are cheaper as they get farther from the ground floor: ground (1 decime (ep)) , 1st level (5 tarans (sp)) , 2nd level (1 taran), 3rd level (5 fandars) , top level (3 fandars) .
- 2 danters (gp) per caravan wagon (empty or full) leaving Athkatla or Murann; 1 danter in other Amnian cities.
- 5 danters per ship entering any Amnian seaport, collected from the captain. This buys a dock berth, ballast maintenance, and fresh water for a tenday. If the ship leaves the dock and returns, additional fees apply.

Direct taxes are few and simple, collected once per year on various days in each town—e.g., Athkatla's taxes are collected on the last day of Flamerule (summer), while Murann's taxes are due on Highharvestide (early fall). Taxes include:

- a "home tax." This is 1 danter per single-dwelling house, store, or acre of city land. Folk in multiple-dwelling homes and buildings pay 3 tarans per major room (privies and closets under 4 feet square are exempt). For estates (multiple buildings within encircling walls) or ranches outside of a city, taxes are 2 danters per building and 1 danter per 20 acres.
- a "harbor tax." This is 1 roldon (pp) per business or merchant family that uses Amn's harbors, to pay for needed repairs or expansion.

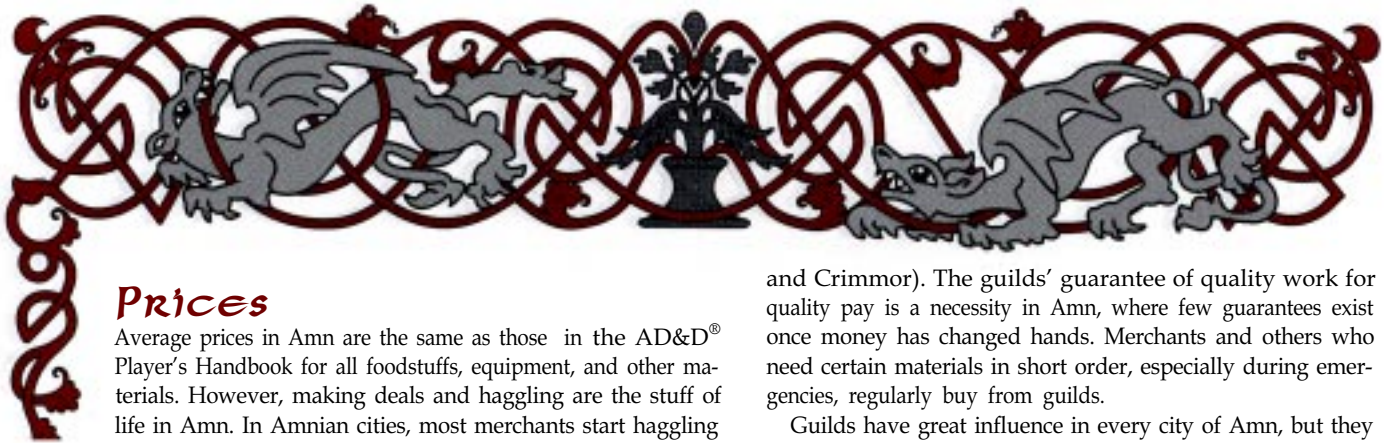
The latest fees for the trading community involve the new world of Maztica, whose very mention sets danters awhirl in the eyes of Amnians within earshot. These taxes are only incurred by those who petition the Council for inclusion in the expensive but lucrative trade.

- 250 danters for a working berth on a westbound ship; 400 danters for a working berth on an eastbound ship from Maztica to Amn (or confiscation of an equal value in property, as determined by the ship's captain). If an additional 50% is paid, the berth is compensatory and no work is required while on board ship.



- 2,000 roldons per ship heading west toward Maztica, plus 10% of the net worth of any trade goods on board.
- 4,000 roldons per ship returning from Maztica. Half the return fees must be paid up front with a loan contract left for the balance, payable to the Six.
- 5,000 roldons for an official Centaur Charter (one round-trip voyage to Maztica) from the Council, for a predetermined number of ships.
- 100,000 roldons for an official Pearl Charter (unlimited voyages to and from Maztica) from the Council, for an undetermined but large number of ships.

If a merchant or ship captain does not pay these fees, the expedition does not receive the Council's official charters for safe passage to Maztica. If it tries to drop anchor at Helmsport, a ship that does not have a Council charter is impounded with all crew and cargo (but not passengers) by the Grand Assessor and the Governor-General. This makes for a lucrative market for forgers, but the Grand Assessor has never been fooled. The few captains caught with forged charters are now plantation workers in Qoral.



Prices

Average prices in Amn are the same as those in the AD&D® Player's Handbook for all foodstuffs, equipment, and other materials. However, making deals and haggling are the stuff of life in Amn. In Amnian cities, most merchants start haggling at three times the prices stated in the AD&D rulebooks. Muranni and Crimmori traders have markups 350-400% above normal, and Athkatlans start at five times the base price. Food prices can be haggled over, but they aren't subject to the excessive price markups of other merchandise. Outrageous prices are a part of Amn's trade mentality, and make haggling a necessity.

Haggling

Haggling—the art of convincing a merchant to reduce his offering price for an item—offers role-playing opportunities for DMs and players alike. DMs can use it to “show” players the world of Amn—fast-paced, cutthroat, and prone to gossip, rumor, and innuendo. (“But enough of this—we must get back to the sale at hand, yes?”) One can haggle in all Amnian markets over any product; failure to haggle is considered uncouth and a sure sign of idiocy. Haggling, which the Amnians see as enjoyable and natural, lasts anywhere from 10 seconds to 10 hours, depending on buyers, merchants, and products. Abrupt drops in prices during haggling are rare, done only if either the vendor or buyer wishes to leave quickly. If a vendor reaches his lowest price but a buyer pushes further, the vendor is likely to shout, “Thief! You are from Waterdeep, no? Take your business there if you do not like my prices!” The deal is then quickly sealed.

The only Amnian group that rejects haggling over prices (most of the time, anyway) is the guilds, which sell items for fixed if slightly inflated prices. However, guilds also ensure a high standard of quality in their products, and Amnians who are in a great hurry to get something will buy from a guild first.

The Guilds

A guild is a diverse group of tradesmen and craftsmen dedicated to championing a certain craft or service—and its associated political agendas. It serves primarily to mandate standards of quality in service and products. A guild is often controlled, directly or indirectly, by its affiliated merchant family or the Council. Most guilds get steady business—particularly from non-Amnians—by having a standard of quality at a standardized, “nonhaggling” price, set at 10% above AD&D rulebook costs (20% in Athkatla, 15% in Murann

and Crimmor). The guilds' guarantee of quality work for quality pay is a necessity in Amn, where few guarantees exist once money has changed hands. Merchants and others who need certain materials in short order, especially during emergencies, regularly buy from guilds.

Guilds have great influence in every city of Amn, but they are politically stronger where they do not compete with powerful merchant families and houses. A guild's influence varies according to local needs and its perceived value. Wheelwrights, leatherworkers, and carters are quite powerful in Amnwater and Crimmor, which lie on caravan routes, while ship owners and builders are obviously strong only in port cities.

Most political power for a guild comes from its ranking members' status and family connections. High-ranked families may usher their “lesser” children into a guild simply to have an interest in that guild; expanding that involvement can lead to family control of a guild. Service guilds cannot threaten to strike or withhold services, as this would cause too many problems and restrictions in business—something for which the Council might revoke a guild's charter and impose further penalties.

Guilds must be chartered and recognized by the Council of Six. Applications for guild formation are seldom recognized, though a separate chartered subguild may be created within a larger guild. Applications to create rival guilds within a single trade are habitually denied, keeping rivalries within a guild's membership rather than on the streets. On two occasions, the Council has allowed a rival guild to be formed, then revoked the charter of the original guild to reduce the influence one merchant house or family held over that particular guild.

Every guild has a central meeting place for its members: the guild hall, which also showcases the guild's trade or products. The hall is also a central clearinghouse for guild business and the location of all guild offices including the guild master. The guild hall may even be the guild's place of business, with a portion of its profits benefiting the guild master.

No list of Amnian guilds is provided here because of space limitations, but it can be assumed that nearly every basic trade (carpentry, shipbuilding, mercenary work, baking, etc.) has a guild within the cities of Amn. All major Amnian guilds that have direct connections to caravan and ship trades have guild halls in Athkatla. Most every guild also has a secondary (if not primary) guild hall in Esmeltaran, where all guilds meet once a year to compare fees, do business, and discuss the state of their trades.



History & Current Events

"Ask an Amnian to recite his country's history, and you'll get a stare as blank as the mind of a zombie. In their relentless pursuit of all things monetary, Amnians have forgotten their past to live for the present. The only history that mutters to them are the family annals telling how each merchant house got where it is today. Instead of honoring its war heroes or great mages of the past, Amn celebrates deal-makers, accountants, and those Waukeen favors. Pity them."

—King Haedrak III of Tethyr

Amn of Long Past

Though no archives record it, the land now called Amn has been the home of native human tribes since elves arrived on Faerûn millennia ago. During these early centuries, the land was ruled by elves, dwarves, giants, dragons, and even goblins for short periods of time. By the Third Age of the Calimshan Empires, the "Lake Lands among the Mountains" (as it is called in Akabar ibn Hrellem's 11-volume *Empires of the Sands*) held a few Calishite garrisons and hunting lodges, built by pashas using the wilderness as game lands. The scattered villages of native and immigrant farmers and fishermen were ignored by the Calishites to the east of the great lake, until the Shoon appeared.

With the rise of the Shoon Empire, the Calishar Emirates (which covered what is now Amn, Tethyr, Erlkazar, and the Green Fields) saw an influx of immigrants, as Calimshan grew crowded and expanded northwards. The Trade Way from Athkatla to Calimport was completed during the Shoon Empire, as was the Ithal Road in Tethyr. The South Road and the Imnescourse were established as trails to reinforce the important frontier garrisons, and the South Road once forked south into Tethyr as well, providing access for troops from Shoonach, the capital, to the Tejam Hills. This trail vanished long ago from disuse, though buried trail markers and abandoned equipment can still be found.

There is no doubt among historians that the Shoon Empire brought the mantle of civilization to "the emirate of Amin," and a few small cities and states rose and fell during the Shoon Empire. Starting in the Year of Greybeards (100 DR), the cities of Athkatla, Crimmor, and Murann were founded by the Shoon with mostly Calishite immigrants. Meiritin, a halfling realm, was founded in the Year of the Raised Banner (227 DR) in the Tejam Hills and areas east of the great lake. The small folk had been forcibly moved from their vineyard homes among the Purple Hills of Tethyr. Minsorran was a short-lived conclave of different religious orders (to Selûne, Lathander, Shar, and Mystra) that settled around Lake Weng starting in the Year of the Late Sun (300 DR). It was one of the first attempts at theocratic rule in western Faerûn and one of few attempts at a pantheonic theocracy outside of Mulhorand. These countries fell during the Shoon Empire's 150-year decline. Meiritin collapsed due to abandonment in the early 500s. The "Lands of Balance" survived until the Year of Fire and Frost (600 DR), when a freak blizzard buried the Lake Weng area for months in snow; when the passes were cleared, the four holy cities of Minsorran were deserted, with no evidence of a slaughter or plague to explain their people's disappearance. (They were eaten by a white dragon.)

The great elven civilizations in the Forest of Shadows and the Snakewood suffered during this time under Calishite axes. Worse, the elves of the Snakewood were nearly exterminated during the last century of the Shoon Empire. They had tried to save a small herd of unicorns from the magical clutches of the Wizard-Emperor Shoon VII; the headwaters of the Serpent's Tail ran red with the blood of fallen elves as a result, as the efficient Shoonite legionnaires drove all the elves from the Snakewood at the emperor's bidding. Over a third of the two elven tribes of the forest were captured and turned into slaves in Shoonach, though just as many became the subject of horrific magical experiments of the emperor. Even today, the name "Shoon" provokes rage or fear when mentioned to an elf from any of the forests south of Durlag's Tower.





The Rise of Amn

With the collapse of the Shoon Empire in 450 DR, its vassal states began to rule themselves. Many Shoonite loyalists migrated to the region that became Amn, their influence seen even today in the architecture of cities such as Esmeltaran. The Emirate of Amin became a secondary port and trade center for Calimshan. Military commanders of Shoon-placed garrisons soon fought among themselves over who would rule the rich western cities.

By the Year of Scorching Suns (460 DR; see "Timeline"), the embattled emirate fell under the rule of King Esmel, the only native general among the old Shoonite forces; his dynasty unified Amn, as it became known. A small country with vast resources, Amn grew to more than twice its size in 150 years, reaching from the western side of the lake to surround it. The great cities of Athkatla, Crimmor, and Murann continued to grow, but fantastic Esmeltaran became the capital when it was completed in the reign of Esmel's grandson, King Imnel. It took another 150 years to completely conquer the embattled lands to the east, but Amn reached its current borders in the late 760s.

Amn remained a peaceful and prosperous nation, unmolested except by chaotic goblin hordes of the fields to the north and east. The Year of the Tomb (1182 DR) saw completion of its great trade roads. Now, Amn's Trade Way connected with routes along the coast to Baldur's Gate, Dragonspear Castle, and Lord Aghhairon's great city of Waterdeep. Amn furiously expanded its trade with the North, its primary partners being Tethyr and Calimshan. Within 100 years, trade had made many rich, but wealth corrupted the honesty of the majority of Amnian merchants and weakened the monarchy's old strength.

The only major problems that erupted during these years involved evil wizards, as a number of wizards' schools and isolated conjurers unleashed many a monster or plague into the lands of Amn. While no one today remembers the specifics of these past actions, the consequences live on: Wizards in Amn are viewed with suspicion at best, and persecuted at worst. Amnian folklore and aphorisms have a distinctly anti-wizard bent.

Amn of Recent Past

The Coming of The Council

From the Year of the Lone Candle (1238 DR) forward, Amn suffered regular, debilitating trade wars every three or four decades, each lasting at least two or three years. This served to turn the king into a puppet whose strings were pulled by near-independent city-states with their own agendas. By the Year of Thunder (1306 DR), the last heir to the throne of Amn died of poison at the hands of his vizier; the last seated king had died 30 years before in the Year of the Crumbling Keep. At the start of the Year of the Striking Falcon (1333 DR), the Great Amnian Trade War erupted. Almost no trade traveled out of or into

Amn due to sabotage, raiding, or high-profile assassinations in the smaller cities, all organized by the greater merchant families and houses vying for power. For all intents and purposes, each city in Amn was at war with most of the others.

There came on this chaotic scene a young merchant who had just inherited a rich spice-importing business and the most affluent trading house of Athkatla. The young man, Thayze Selemchant, refused to let the Trade War block his profits and power. At his disposal were his intelligence and charisma, his family connections in Athkatla and beyond, the third largest private fortune in Amn, and his secret skills in magic. Thayze contacted, coerced, and connived five other mercantile-house and merchant-family leaders into creating a new government for Amn to guide them out of "these ridiculous conflicts that waste our time, lives, and fortunes" (said Thayze).

To compel the divisive Amnian public into compliance with his newly formed Council of Six, Thayze Selemchant and his allies spread hundreds of rumors throughout Amn, from talk of an elven invasion from Shilmista or the Forest of Tethir to imminent attacks by Nelanther pirates or Waterdeep's navy. All such rumors were baseless, but "a lie spread often enough with money to attend it becomes as much truth as a coin is round" (as the Amnian saying goes). The internal strife faded in the face of the perceived threat. Blood feuds still raged between the families, but to a far lesser degree than before.

To mitigate continued family rivalries and political problems resulting from an open coup, Selemchant and his five allies all dropped the use of their family names in their positions as the heads of Amnian government. This anonymity made it easier for Amn to accept the "Council of Six" that promised to reunite the country, rule for all the families and houses rather than a few favorites (as was often true under the monarchy), and restore the peace that would bring increased profits. By the year's end, the Council was the accepted government of Amn, its mercenaries and militia crushing any groups that resisted it.

Within five years, the Council's control over Amn was unshakable. Though large portions of their personal fortunes were sacrificed to form a government treasury, Council members gained far more through fines, fees, and the impounded fortunes of houses seen as troublesome to the Council. Removed from the thrust and parry of Amn house politics, the Council forged a compact with the Shadow Thieves of mutual nonaggression; the Shadow Thieves retained their power in Athkatla, and the Council was declared off limits to their intrigues.

Thus protected, the Council set about to improve Amn's image and lot on the Sword Coast. Though they endorsed trade embargoes against their major rival on the coast, Waterdeep, the Council also aided Waterdeep and other cities of the coast against hordes of baatezu. From Tarsakh through Uktar and the Feast of the Moon, the Year of the Worm (1356 DR) saw Amnian forces valiantly fighting hordes of orcs, baatezu, and other ungodly creatures pouring out from Dragonspear Castle. Rumors still fly today that a number of creatures escaped the slaughter and now influence events in Amn from dark hideaways, though few believe these tales.



Maztica & The Age of Gold

With the discovery of Maztica by the Golden Legion, new troubles appeared on the horizon for the Council. Within weeks of the news being made public, merchant leaders in Murann and Athkatla were assassinated by rivals trying to keep them from fronting expeditions to the new world. The Council placidly watched the intrigues from the sidelines until valued allies were struck. After the seventh slaying of a high-ranking mercantile house lord, the Council acted; major trade deals with Cormyr and Baldur's Gate had collapsed due to the infighting.

The Council restricted all transoceanic trade, requiring that such trade be approved and licensed by the Six. The Namarch soon revealed that the Pommarch had covertly financed a personal fleet through a series of holding companies and allied mercantile houses, to forge his own conclave of allied interests and control all settlements in and all trade from the new world. With this power, he planned to break from the Council, take over New Amn, and reveal the Council's identities to the highest bidders. This news was revealed over the course of several months to the three highest members of the Council.

When the evidence was too strong to ignore, this matter was brought up in Council. The Pommarch denied it, claiming he was framed. Suspicions arose about the accusing Namarch, whose acts were equally suspect regarding Maztican trade. The Meisarch had planted hints over the preceding year that implicated both the Namarch and the Pommarch in secret deals that ran counter to the common work of the Council of Six. The Council remained at detente over these accusations for months until actions forced the conflict to resolution.

It is unsure what exactly happened in Marpenoth (fall) 1362, but it seems the lure of new gold to the west and the prospects of losing face and a seat of power forced at least two members of the Council into action. Poisons, blades, and magical items came into play among the Council members, as the Pommarch and Namarch attempted to slay their accusers and claim the higher seats on the Council. They succeeded in exposing the Meisarch's long-term duplicity as a high-level Cowled Wizard. All of these facts and murder attempts came to a head during a Council meeting, during which the Meisarch died of multiple poisons and stab wounds, while the charred remnants of his accusing Council members illustrated their deaths by fireball. No less than 120 guards also lay dead at the scene, victims of either the Meisarch's magic or other poisons, gases, or sword thrusts.

The three surviving Council members took their new positions in the Six, but before they could replace the fallen members, they received a visitor: Rhinnom Dannihyr, the Grandmaster of the Shadow Thieves. He revealed that he knew the full identities of the entire Council, both fallen and present, and had full details on their holdings, controls, and personal hideaways. He also showed that he and his guild were the informants who set the Council against itself. He was more than happy to keep this information secret if he were granted a seat

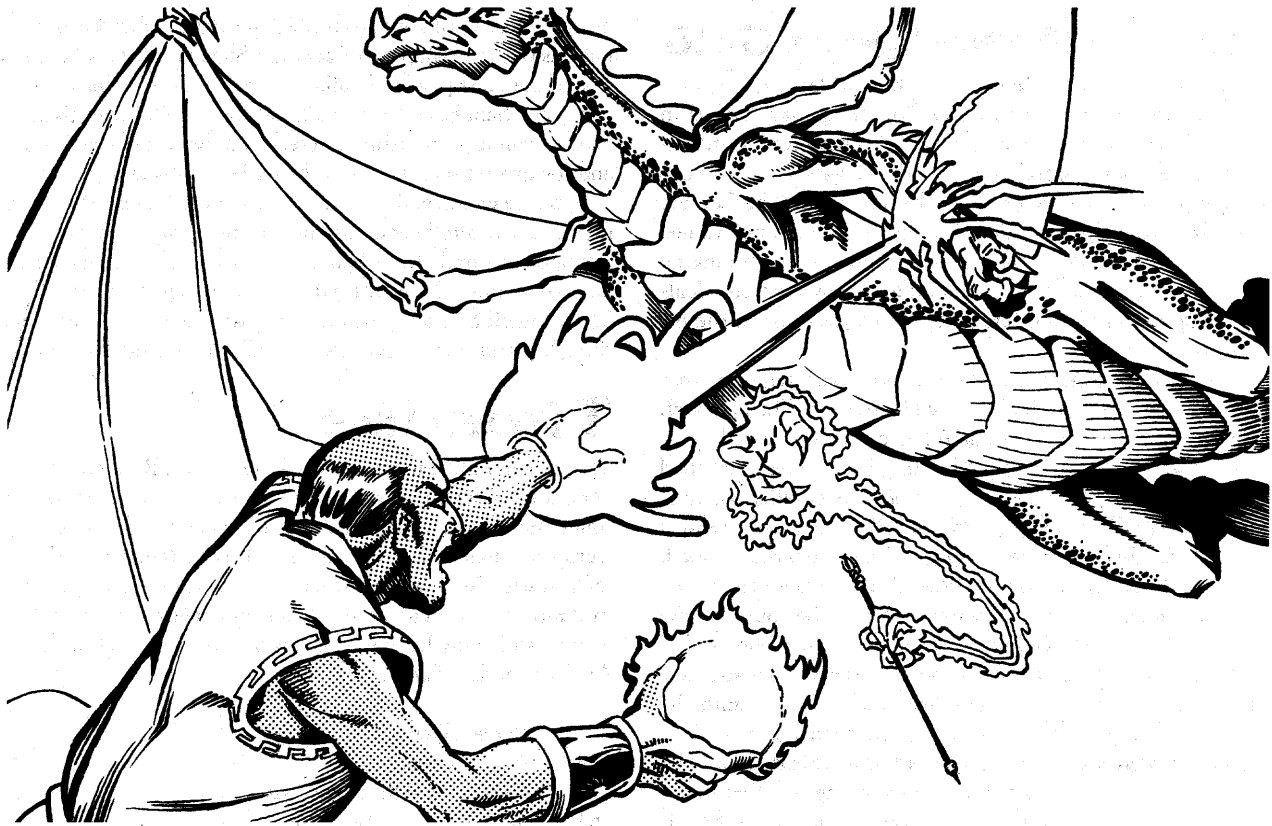
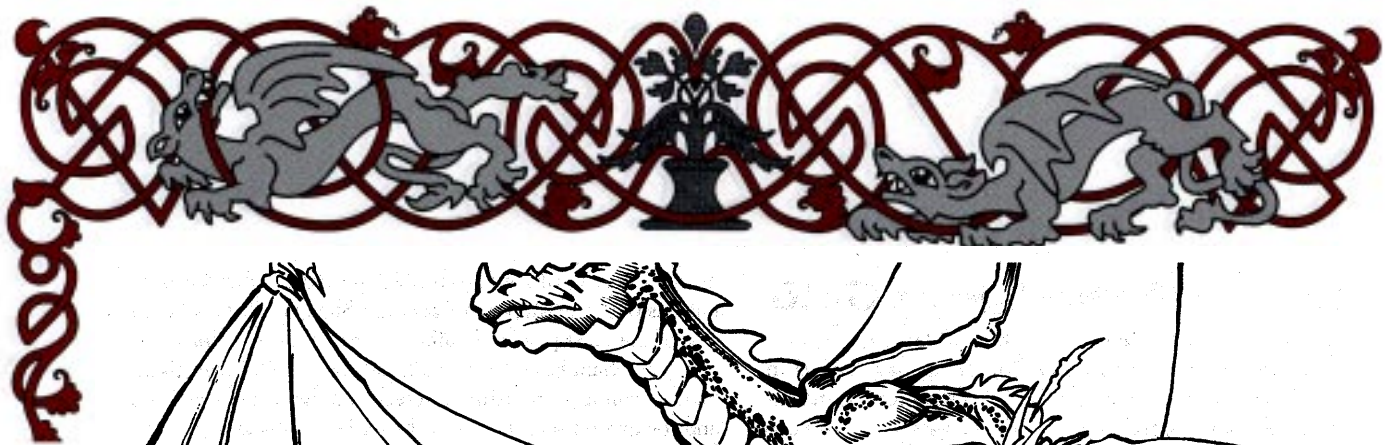
on the Council, which (he said) was his right. After the assassinations over the Maztican trade, the Shadow Thieves became one of the most powerful guild consortiums, controlling many small merchant houses and families through debts, extortion, or familial connections. Rhinnom received the seat of the Iltarch, and the quartet soon filled out the ranks of the Council.

In the years since, the Council's power has increased greatly, thanks to the intelligence afforded by the Shadow Thieves and the booming trade from Maztica. However, the Six have not become depraved laggards whose underlings do their work. The Council Schism of eight years past remains fresh in their thoughts, and they do not wish to suffer such a setback again.

Timeline

This timeline, like many in core FORGOTTEN REALMS® products, uses Dalereckoning to make it easy to cross-reference times and events. Officially, Amn has its own calendar whose "zero year" marks the opening of its first market, in Athkatla (Shieldmeet, Year of the Greybeards); however, almost no one in Amn uses this calendar except on certain official documents, so it may be easily ignored here. Dalereckoning is Amn's calendar of choice.

Year	Name; Events
100	<i>Year of Greybeards</i> The city of Athkatla is founded.
163	<i>Year of the Screeching Vole</i> The city of Crimmor is founded.
212	<i>Year of the Awakening Magic</i> The port of Murann is created.
223	<i>Year of Dark Dreams</i> Trademeet is established as the caravan mustering point for Tethyr and Amn. Ihundyl, the Mad Mage, is exiled from the Calishite city of Volothamp for his monstrous experiments and his inability to control creatures he summoned from the Abyss.
224	<i>Year of the Flaming Forests</i> Several Tethyrian garrisons in the Tejarn Hills are destroyed by Ihundyl the Mad Mage.
227	<i>Year of the Raised Banner</i> The halfling realm of Meiritin is established north of the Tejarn Hills, along the eastern lake.
231	<i>Year of the Mist Dragon</i> Ihundyl the Mad Mage conquers Meiritin's largest settlement and declares himself ruler of the Calishar Emirates. Mild unrest farther south near Shoonach delays a military response from the Shoon Empire.
238	<i>Year of Many Mushrooms</i> A wandering apprentice, Elminster, and his tutor, Myrjala Dark-Eyes, destroy Ihundyl the Mad Mage this summer.
300	<i>Year of the Late Sun</i> The theocracy of Minsorran, the "Lands of Balance," consecrates its lands.



321 *Year of the Blessed Sleep*

Southern invaders again “conquer” the hinterlands east of Meiritin. Lord Ashar Tornamn, the youngest nephew of King Karaj Tiiraklar II of Tethyr, takes the lands east of the Tejarn Hills and north to the Amstel River, as well as a few other lands south, and calls this realm Valashar.

335 *Year of Seven Stones*

Ashar’s March: Lord Ashar Tornamn, acting without orders from the Shoonite emperor or the king of Tethyr, moves his armies north, reaching the High Moor by late summer. The overzealous lord claims the Sword Coast from the Moor to Shoonach for the Shoon Empire.

King Azoun I of Cormyr finds trade routes to the west blocked by Shoonite troops demanding tariffs for “passing through the empire’s lands.” Azoun orders a weapon made with which he can fight Lord Tomamn; the short sword Ilbratha, “Mistress of Battles,” is ready by year’s end.

336 *Year of the Whipped Cur*

King Azoun leads his army on a forced march to battle Shoonite forces on the Fields of the Dead. The overextended Shoonite army is easily broken. Cormyr’s knights then march on Ithmong, putting it to the torch as a warning to never again impede trade in the Sword Coast North. The Shoon Empire (also called Calimshan) moves its northern border to the northern end of Valashar. Lord Tomamn is executed for antagonizing King Azoun and other dignitaries along the coast.

358 *Year of the Battle Talons*

Emperor Shoon VII fights a blue dragon, Iryklathagra “Sharpfangs,” on the plains of Valashar. The dragon flees but Shoon VII loses his Staff of *Shoon* to the dragon.

390 *Year of the Half Moon*

Myth Lharast is established as a “purer” temple city, with worship solely to Selúne rather than the orthodox theocracy of Minsorran.

450 *Year of the Solitary Fist*

The Shoon Empire begins to fall apart after King Strohm I of Tethyr sacks the capital, Shoonach, and kills the last Shoon, Emperor Amahl VII.

460 *Year of Scorching Suns*

The Western Emirate of Amin becomes the country of Amn under King Esmel Torlath, an ex-Shoonite general and native of the area. Amn exists as the three major city-states west of Lake Esmel.

Note: General (later King) Esmel is sometimes referred to as “Serrus the Great” [see *FR4 The Magister*, page 58]. “Serrus” means “great general” in a local Amnian dialect, and this title has been taken to be the general’s name by some historians. *Namarra*, the king’s sword, was a noted weapon of considerable magical power.

Major droughts bake southern Faerûn and cause many forest and brush fires along the Sword Coast.





- 479 *Year of Forestsfrost*
Prince Imnel Torlath and his armies clear the ogre-held passes through the Small Teeth, reopening trade between Murann and Crimmor. The major battle site, once called Imnel's Scar, is now the town of Imneskar.
- 491 *Year of Faltering Fires*
Unnaturally heavy precipitation falls all year long.
Cortryn is founded by Tethyrian and Calishite immigrants and a powerful noble family of Calimshan to restore the Shoon Empire's lost glory. Cortryn absorbs and consolidates the bulk of the former realms of Valashar and Meiritin while extending its northern border up through the Troll Mountains. Eshpurta is founded as Cortryn's northernmost city and fishing center.
- 500 *Year of the Flame Tongue*
Citadel Amnur is completed and garrisoned this year.
- 512 *Year of the Wyvernfall*
Esmeltaran is completed and established as the new capital for the kingdom of Amn during the second year of the reign of King Imnel, grandson of Esmel.
- 523 *Year of Trials Arcane*
Meiritin is abandoned due to abuses and enslavement at the hands of the Duke of Cortryn.
- 554 *Year of Waving Wheat*
Purskul is founded as a Amnian granary clearinghouse and caravan stop.
- 575 *Year of the Breaching Bulette*
Keczulla, a mining town, is founded by the Keczull family during the height of local gold fever.
Thennaris Trollbann uncovers the secret of the "Pyramid of Magar's Hill": It is an account of the elves' clan names and migrations at the time of the sundering of the great forests.
- 600 *Year of Fire and Frost*
Minsorran's four cities are mysteriously abandoned after being snowbound by a freak midwinter blizzard. (No one knows the white dragon Icehauptan-narthanynx ate them.)
- 661 *Year of the Tusk*
Ogres from the Cloud Peaks and Small Teeth sack the towns of Imneskar and Trademeet, and nearly lay siege to Esmeltaran until stopped by General Rashturl's armies.
- 692 *Year of the Crawling Crags*
The Tejam Purchase: Tethyr, due to financial troubles, sells the lands between the headwaters of the Sulduskoon and the Tejarn Hills to King Brinnaq of Amn.
- 720 *Year of the Dawn Rose*
Myth Lharast is overrun by evil lycanthrope hordes; "lightning bolts from the moon" blast Myth Lharast out of existence.
- 731 *Year of the Visions*
The Ring of Eyes, a group of beholders and beholder cultists originally from the Lake of Steam, destroys the ruling house of Cortryn and conquers its territories. The elves of Shilmista fight the Ring constantly from this year until the Ring's end in 757 DR.
- 755 *Year of the Enigma*
Construction of Castle Spulzeer begins. Keczulla becomes a ghost town after its mines play out.
- 757 *Year of Lost Wayfarers*
A Chessentan mage, Tashara of the Seven Skulls, slays the five beholders of the Ring of Eyes and scatters their human lackeys. She then wanders north to the Tundland, where she is slain by Azuth.
- 760 *Year of the Majesty*
Amn conquers the former land of Cortryn, bringing its borders almost to their current state.
- 795 *Year of the Firehawk*
Castle Spulzeer is finally completed south of the Tethir Road in the Purchase Lands.
- 836 *Year of Twelve Bells*
The archmage Kartak Spellseer "the All-Seeing" is found guilty of the murders of at least 14 people around the Tejam Hills. He escapes punishment and flees south into the Iltkazar Range.
- 897 *Year of the Calling Shrike*
In reaction to increased monster activity in the mountains over the past decade, Citadel Rashturl is built this year as a log fort, replaced by stone in four years.
- 920 *Year of Great Riches*
The goddess Waukeen appears on Shieldmeet and establishes the Merchant's Peace at Trademeet.
- 1000 *Year of the Wailing Winds*
Riatavin is established as a trading post and temple city with the backing of the Spulzeer, Krimmevol, and Coprith families.
- 1090 *Year of Slaughter*
The Imnel Concession: Numerous monsters in the eastern grasslands and financial troubles (including paying the army) forces King Imnel IV of Amn to forge a treaty that returns all lands south of the Tethir Road to Tethyr in exchange for military and monetary support.
- 1095 *Year of the Blushing Star*
The Skeletal Finger thieves' guild wreaks havoc across Tethyr and Amn from hideouts in the Small Teeth.
- 1107 *Year of the Skulk*
Amnwater, once a tavern and trail stop, becomes a village of local farmers and caravan drovers.
- 1141 *Year of Eyes*
The Monocle of Bagthalos is created by Bagthalos Deszhummer, High Priest of Helm, in Zazesspur, Tethyr. In 1142, the Monocle is stolen by the Skeletal Finger.



- 1162 *Year of the Prancing Centaur*
The Skeletal Finger is slain to the last thief by the venerable blue dragon Iryklathagra, in the guild's own hideaway, after the thieves disturbed her rest. The dragon moves into the guild's vacated hold, keeping the Monocle.
- 1182 *Year of the Tomb*
Trade roads now link Amn and Tethyr to the Sword Coast cities of Baldur's Gate, Dragonspear Castle, and Ahghairon's city of Waterdeep.
- 1219 *Year of Prideful Tales*
The School of Wonder, a mages' academy, is built in the hills northwest of Hillfort Ishla by the mages Myrdon and Salasker.
- 1235 *Year of the Black Horde*
Amnian armies fighting humanoids this year capture many orcs, bringing them to Purskul where they are forced to work in a series of agricultural and stone-working labor camps.
- 1238 *Year of the Lone Candle*
A major trade war occurs between Amnian houses. This dispute over rights to the Zakharan spice trade fuels future conflicts between the Ophal and Ulvax families, and ignites numerous other trade wars in its wake.
- 1241 *Year of the Lost Lady*
Amnian armies, back from the great war against orcish forces, bring additional orc slaves to the labor camps near Purskul. Many orcs legally gain their freedom in 30 years; they and their half-orc children become Amnian citizens.
- 1242 *Year of the Yellow Rose*
The ruins of Keczulla are cleared of trolls and other monsters. Keczulla is resettled as a caravan stop.
- 1257 *Year of the Killing Wave*
Bowgentle's Book is created at the School of Wonder,
- 1266 *Year of the Leaping Frog*
Tanar'ri and power-mad students destroy the School of Wonder, killing nearly every other student and Master within its walls.
- 1276 *Year of the Crumbling Keep*
King Dhanar of the Parhek Dynasty is assassinated, and merchant families squabble over the succession, each with an heir to the throne (legitimate or otherwise) in its control. The merchant families begin a long war over trade and succession.
- 1299 *Year of the Claw*
Shadow Thieves settle in Athkatla after their ejection from Waterdeep in the previous year.
- 1306 *Year of Thunder*
The last heir to the throne of Amn, the self-styled Exile Prince Rohav, dies of poison at the hands of his vizier, Arlen Bormul.
- 1316 *Year of the Gulagoar*
The dwindling Spulzeer family establishes the Spulzeer Inn, which later becomes the foundation for the village of Trailstone on the Tethir Road. The family split in late Nightal 1315.
- 1333 *Year of the Striking Falcon*
The Great Amnian Trade War erupts; Amn is locked in a broad civil conflict. Thayze Selemchant founds the Council of Six and ends the war with Amn reunited.
- 1338 *Year of the Wanderer*
The Murann Spice War occurs between Ophal and Ulvax holdings and is suppressed.
- 1345 *Year of the Saddle*
The Coast Plague infests Murann, Athkatla, Purskul, and Crimmor, killing 20% of the people. The plague spreads by caravan, infecting folk in Beregost and Zazesspur.
- 1348 *Year of the Spur*
Lord Chardath Spulzeer awakens his ancestor, the lich-lord Kartak Spellseer.
- 1356 *Year of the Worm*
(Tarsakh) Amn's armies move to the Green Fields to guard against the forces of Dragonspear Castle. A vapor cloaks the lands, hiding skirmishes and people; Khelben Arunsun cannot dispel the strange mist.
(Mirtul) Amn's armies turn back the baatezu and pursue them north. All trade traffic heading north from Amn or west of Iriaebor stops.
(Uktar) The war against Dragonspear Castle ends in late summer, but straggling troops and deserting monsters delay the army's return. By the Feast of the Moon, Amn's armies come home to victory parties.
- 1357 *Year of the Prince*
(Tarsakh) The Tome of the Unicorn is stolen from Ruathym's Green Rooms royal library.
(Eleint) Shairksah, an evil merchant and mage, is banished from Amn for threatening to kill other merchants with magical creatures he controls or conjures from his home in Murann.
- 1359 *Year of the Serpent*
Trails are broken for a new route linking Esmeltaran with the now-prosperous city of Keczulla.
- 1361 *Year of Maidens*
Maztica is discovered and "conquered" in the name of Amn. The colony of New Amn is established.
- 1362 *Year of the Helm*
(Marpenoth) The Council Schism results in the deaths of the Meisarch, Namarch, and Pommarch of the Council of Six, who are soon replaced.
- 1366 *Year of the Staff*
Sponsored primarily by the Council of Six and Lord Pulth Tanislove of Keczulla, the Gem Road between Keczulla and Esmeltaran is completed.





1369 *Year of the Gauntlet*

Seven ships of the Vemmil clan of Amn return from a mission to Zakhara, but four are attacked and looted by the Sea Reavers in late Eleint. The remainder arrive at Murann amid much ceremony.

On Higharvestide, a huge, manlike juggernaut created from ship parts is gated into the Sea of Swords at highsun and attacks the pirates' port of Skaug. It sinks a few ships, concentrating its attacks on the Sea Reavers' ships and their recently gained goods from Zakhara. At dusk, the juggernaut collapses into wreckage that is scavenged by Skaug natives for building materials and loot.

In early Uktar, some Tethyrian exiles and former Amnian families return to Amn, accused of war crimes or continued malfeasance against the regime in Tethyr. Women of the Basilayer clan settle in Esmeltaran and Eshpurta. Women of the Krimmevol clan from Ithmong arrive at Trademeet and scatter from there; some enter Waukeonar temples in Murann and Esmeltaran, two join Loviatar's temple, and three become clerics of Cyric.

Amn of Today

The following events occur in Amn during the Year of the Tankard (1370 DR), with updates through the month of Eleint.

1370 *Year of the Tankard*

Hammer

- More Tethyrian exiles and former Amnian families reappear in Amn, expelled from Tethyr for their families' misdeeds. The bulk of the exiled families congregate in Esmeltaran, Keczulla, and Eshpurta.

Alturiad

- Despite sea storms throughout this month, over a dozen ships set sail for Maztica, loaded with mercenaries and Helm-priests to reinforce those at Helmsport, New Amn. The influx of Waterdhavian interests has forced the Six and some landholding families to bulk up their army over there and remove the Waterdhavians before the latter turn the natives against New Amn (or, worse, arm the natives with metal and magic).

Ches

- Of 16 ships that left Murann and Athkatla last month, only 11 arrive at Helmsport. Two lost ships were of the Church of Helm, one was a colonial ship, and two were mercenary ships, reducing the influx of troops (both ecclesiastical and mercenary) by almost 1,000. Instead of disrupting the settlements of the Waterdhavian colonists, the newly arrived mercenaries are sent inland to put down growing rebellions at Qoral and Drakmul.
- The Rebellion begins: Riatavin and Trailstone defect from Amn, citing many objections to their social and economic treatment. Both petition to join Tethyr.

Amn and the Council are shocked; the Council's intelligence network gave no warning of the disaster. The Council immediately sends arbitrators to Riatavin to discuss the "hostage-taking of loyal Amnians against their will from the protection and profit provided for them by the Council." Additional agents are sent to Darromar to prevent the involvement of the Tethyrian government.

Tarsakh

- The arbitrators' talks with both Tethyr and Riatavin collapse. While western Amn got rich on Maztican gold and goods, Riatavin's and Trailstone's influence and importance were minimized; they did not get any benefit from the Council or the Maztican trade to funnel east, as the trade all went north or south. The two communities choose to ally with Tethyr to gain more important trade (and higher social) links. The Council cannot deny that the Merchants' Chosen of Riatavin own 90% of the businesses there, nearly 85% of the people support the move, and it's more profitable for all concerned! (More profitable for all in Riatavin, that is, but not for the Council of Six and Amn—just the way the Six treated Riatavin with regards to the Maztican trade.) By the end of the second tenday, Amn's officials quietly abandon hopes of regaining Riatavin and Trailstone.
- Queen Zaranda of Tethyr is offended that the Council of Six treated Lady Haresdown curtly—and, by association, her country—so she accepts the rebellious cities' petitions, making them Tethyrian. [*Lady Haresdown, Tethyr's ambassador and Duchess of the Purple Marches, is described in Book One.*] The Council is further outraged by Tethyr's claim to land south of the Tejarn Hills. The Six stop all trade by land or sea from Amn to Tethyr.
- The Cyricists of the Twin Towers of the Eternal Eclipse secretly meet with the ogre mages Sythillis and Cyrvisnea. In exchange for aid later against the Mountain of Skulls' "heretical" Cyricists, Blackwill Akhmelere places a large contingent of his faithful priests and warriors at the disposal of the "Sythillisian Empire" for the attack on Murann. The Blackwill believes he can easily wrest the reins of power away from Sythillis, should this gambit prove successful; he can otherwise abandon his ogre magi allies to their fates.

Mirtul

- Riatavin receives the first caravans from Erlkazar and parts east. Despite some caravan merchants' protests, the city's rulers purchase all the shipping contracts, caravans, and goods coming into the city, making many happy with quick profits but curious over the future of this caravan route. Riatavin, with the escorts of the Counts of Valashar, Hazamarch, and Spellshire, moves the caravans down to Darromar and on to Zazesspur for sea passage, or down to Saradush and on to the Lake of Steam.



- A tenday after hearing of Riatavin's buying-out of caravans from the Sea of Fallen Stars and the Vilhon Reach, the merchant families of Amn demand the Council go to war against Riatavin over lost profits and the worst crime in Amn: disruption of trade.

Kythorn

- The Council of Six and the major families Argrim and Lurraxol hire mercenaries in Athkatla and Eshpurta to besiege Riatavin and reclaim their trade-route access. By month's end, they have over 10,000 mercenaries mobilized outside their cities.
- Shadow Thief assassins attempt to kill the rulers of Riatavin and their Tethyrian advisors by poisoning their meals, placing scorpions and asps in their rooms, and ambushing them on nighttime streets. All such attempts fail, and seven severed feet are found in alley ways about the Gateway City within two tendays. As a result of this, martial law is established in Riatavin.

Flamerule

- The mercenaries at Athkatla are ordered by the Council to march to Eshpurta and join General Craumerdaun, who will lead the full army against Riatavin. On the march, these forces gather additional troops from the Citadels and from the garrisons along the Eshpurta and Gem Roads. The army collects in Eshpurta at month's end, then marches toward Riatavin.

Eleasias

- Day 7: Fort Ishla falls under the onslaught of the Skullgnasher giants-Spearbiter goblins army from the Small Teeth. No Amnian soldier escapes the slaughter.
- Day 8: Thanks to the Sythillisians, Gambiton is no more, its few buildings trampled flat and its people fled west and north. The King's Arch is shattered by giants after their army crosses, to prevent folk from escaping Esmeltaran. Heavy rains begin, out of season, and storms continue for the next five days; some Talos worshipers see visions of widespread destruction and rejoice. The rains slow Amnians down and keep them from patrolling far and discovering the fate of Hillfort Ishla.
- Day 9: The Skullgnashers and the Spearbiters descend on Esmeltaran, quickly destroy the few organized defenders of the city, and occupy the castle of Dahaundar and large parts of the city, including the docks. The only armed forces in Esmeltaran by nightfall are giants, goblins, and a few Cyricists or traitor soldiers who joined them to save their lives. Among them is the ex-commander of Hillfort Ishla, Captain Amlos Xomnag!
- Day 11: The army of Amn reaches Hillfort Keshla, pulling in more than half of the fort's contingent and assimilating them into the army. Commanders are assigned and battle planning begins. They plan to continue in three days toward Riatavin.





- Day 12: Riders from the army reach Hillfort Torbold, ordering a third of the fort's troops east toward the army marching on Riatavin. Just after the scouts and the legions leave the fort heading to Keshla, a squad of wounded riders arrives from beleaguered Esmeltaran, alerting Major Olehm of the dangers to the west. Sending his fastest scouts to catch up with the eastern army, he readies his troops and fort for full-scale war.
- Day 14: Word of Esmeltaran's fall reaches General Craumerdaun at Hillfort Keshla. Within a day, half of the army is pulled out of the planned attacks on Riatavin to immediately march toward Esmeltaran despite the poor condition of the roads. The remaining troops are ordered to remain in Keshla until the return of the general and the rest of the army.
- Day 16: The kobolds and the rest of the goblin tribes, under the command of a female ogre mage named Cyrvisnea, march on Imnescar. The forces of the Twin Towers lead the attack just before dawn, as they are closest to the objective. By highsun, the second army arrives, and by day's end, the town is in ruins, its equipment and food stores claimed by the invaders. Hydcont Hall is nearly all that survives of Imnescar; over half the town's citizenry remain safe behind its walls.
- Day 18: The army arrives at Hillfort Torbold after many delays and mishaps on the march through the hills. It continues on toward Esmeltaran with the original third of Torbold's troops added to their own. Major Olehm is left behind, with orders to collect and command more forces should the strike against Esmeltaran's invaders fail.
- Day 19: The rest of the forces, under the command of Sythillis the ogre mage, march on Trademeet. As they are not intent on capturing the town, most of it is set aflame; the fortified Kapparthall and a number of other stone buildings allow about 40% of Trademeet's citizens to survive. Lord Logan Coprith is nearly killed by ogres while protecting children escaping from an orphanage. The weakened paladin survives and collects forces to resist the siege at Murann. He works directly with the Citadels and Hillfort Torbold rather than the Council, as its poor strategies helped cause these massacres.
- Day 20: A lone scout who escaped the slaughter at Imnescar staggers into Hillfort Torbold, with information that the monstrous armies' primary target is Murann. The information is sent along immediately to Hillfort Keshla, with the command to abandon the attack on Riatavin in favor of preventing the loss of their country's secondary port. Despite the orders of Major Olehm, some officers ignore the orders and remain in place for a few days.
- Day 21: The Amnian army enters Esmeltaran, believing itself the superior force, but the giants and goblins, with the assistance of the traitor Captain Xornmag, utilize their entrenched positions and the city's plundered armories to slay half the army in the first day's battles. By dawn, General Craumerdaun is resigned to a siege, using the Scimitar as his primary camp; he and his battle-ravaged troops settle in. A third of the city is ruined.
- Day 22: All remaining Sythillisian forces arrive at Murann, which gained enough advance warning to fortify the gates and man the walls with defenders. Although the city expected a major offensive upon the arrival of the armies, Sythillis simply sets in for a siege, apparently leaving the Muranni escape routes by sea.
- Day 23: Subsequent reports from Imnescar and Esmeltaran force many lesser army officers nearly to mutiny; they coerce their commanders to march out with their forces from Keshla to support Major Olehm's offensive rather than watch Amn fall. Taking up a forced march, the troops reach Torbold within 30 hours and continue on toward the Tethir Road as the quickest route to Murann.
- Day 24: The Black Alaric and a number of unmarked pirate ships tighten a blockade around Murann's port, having spent the early days of the siege capturing ships fleeing the city. Now, with Murann closed off on all sides, it only seems a matter of time before it falls.
- Day 25: A locally conscripted army of peasant soldiers, mercenaries, and adventurers meets the Sythillisian forces outside Murann. While it reduces the number of kobold troops on the perimeter, Amn's forces are likewise reduced and suffer worse losses. The Council and army learn that many priests and followers of Cyric are among the forces here, as well as in Esmeltaran.
- Day 26: The army led by Major Olehm and others arrives at the smoldering ruins of Trademeet, where they build encampments. Given the previous day's attacks on the Sythillisian forces, they choose to wait, both to rebuild their strength after the forced march and to coordinate with the Citadels and any other forces so they might free both Murann and Esmeltaran rather than waste lives.

Eleint

- By the first day of the month, the Council of Six is in disarray: Tessarch Phaen Colwyvv is trapped in the besieged city of Murann! While they can control Amn among the five of them, not a few worry that he might grow desperate and reveal more than he ought in order to save himself (just as they would themselves). Two separate efforts by the Council to get the Tessarch out of the city (one by the Shadow Thieves, the other by magic) fail, and even communications are blocked. His fate is as yet unknown.



A Tour of Amn

This section guides you through the sights, sounds, and sensations of Amn, the Merchant's Kingdom. The tour sets out along the Cloud Peaks, circles Lake Esmel, goes up the Troll Mountains, then down through the Small Teeth. Major geographic features of each region are covered first, then the civilized places therein. (Note the updated population figures. The last census taker took bribes to boost the numbers; these are the true figures!)

Information herein is updated for events early in 1370 DR, but the Dungeon Master should read the previous section's "Amn of Today" to fully understand the order of events before and during that tumultuous year.

The Cloud Peaks Region

The northwestern quadrant of the Merchant's Kingdom is marked by highlands and the lofty pinnacles of the Cloud Peaks. With the exception of some parts of Shilmista, this is the coolest area in Amn, thanks to its elevation; the mountains are snow covered much of the year. The elevated ridge that forms the drainage to Lake Weng usually keeps the Eshpurta Road dry and passable, though early spring floods along the Alandor River make this sloping road muddy and treacherous.

The region is best known for Amn's largest city, Athkatla, the City of Coins, and the business it brings in by caravans or ships. The lands south of the Alandor River provide much grazing land for cattle and horse ranches. Other major products of the area are fish from Lake Weng, sheep's wool and lamb meat from the highlands around the lake and north of the river, and distilled ciders from the berries and fruits in the mountains.

The Cloud Peaks

While they are not the highest mountains in the area, the Cloud Peaks form a respectable wall on Amn's northern border. The view from the cliffs overlooking the enclosing hills and the bluffs, on which many sheep and goats graze, caps an exciting afternoon of rock climbing for the idle rich of Athkatla.

Nashkel and the two Citadels are relatively autonomous in their day-to-day operations, thanks to the nature of the high, twisting passes through the Cloud Peaks. Many steep ravines and sudden drops lie along the paths in the Cloud Peaks, and flight is not advised unless one can tame the winds that whip through these mountains. The rolling hills also hide many pleasures. Few experience the kind hospitality of the pious folks in St. Carwell's Vale or the springtime beauty of the Sharyn Bluffs.

Dragons' Lairs: Two dragons' lairs in the Cloud Peaks are known. In the high reaches of Mount Speartop is the cave of Icehauptannarthanyx, a 1,270-year-old ancient white wyrm that rarely leaves its lair. A great red used to live north of Citadel Amnur, but its recent assault on the Citadel left it exhausted and open to attack; Araugauthos the Bluetalon slew the red and absorbed its treasure [see "Citadel Amnur" for more].

The Fangs: The Fangs are a pair of steep crags along the Trade Way. Fang Pass runs directly between the two sheer stone needles, and a smaller standing stone on the western cliff face marks "Fang Pass: Border of Amn" though Nashkel is still considered part of Amn. Two decades ago, adventurers slew a remorhaz in the mountains just to the north of the pass, though its lair remains a mystery to this day. However, reports over the past few winters mark that remorhaz attacks (or something carnivorous that only acts during the winter) are on the rise along this pass.

The Hamlar Hills: The hills around the Cloud Peaks are sparsely forested and used by farmers for grazing. Many abandoned vineyards have gone wild in these hills, after Lord Vol Qirger failed to breed new sorts of grapes from transplants from the North and the Purple Hills over 40 years ago. Now, the hills are home to many poor vagrants chased out of Athkatla, living in caves and stealing sheep to survive.

Though "Hamlar Hills" is used by cartographers to refer to all the foothills of the Cloud Peaks, it properly refers only to the hills south and west of the range itself (the old House Hamlar lands, of which House Qirger was a lesser family).





Mount Spartop: Mount Spartop is the highest mountain in the Cloud Peaks and among the 20 tallest in southern Faerûn, stabbing into the sky nearly 15,000 feet above sea level. Easily spotted 20 miles away in Athkatla, the spire is such an impressive sight that “I swear on Spartop!” is a common oath among Amnians. A white wyrm, Icehauptan-narthanyx, lairs here in a cave within 800 feet of the peak. He has left this perch only 15 times in the past 800 years, and his excursion into the mysteriously icebound lands of Minsorran centuries ago gave him four cities’ worth of people to feed on for one winter—an act that has never been attributed to the dragon, who prides himself on his craftiness.

The Mountain of Skulls: This place is reached only by walking at ground level 10 miles east of the Fangs and 4 miles into the ridge through a long, twisted, illusion-cloaked path. From here, entrants walk into the bottom of a 100-foot-wide, 1-mile-deep ravine, to face the Mountain of Skulls, a skull-shaped cave entrance into the Cloud Peaks. Within the central chamber of this new temple to Bane (which fell into Cyric worshipers’ hands when the Banedead arrived here in 1362 DR) is a literal mountain of skulls, set as an idol to worship and a warning not to cross the church.

At present, there is a power struggle between this and other temples to Cyric in Amn, though the Watchful Skull Tynnos Argrim (CE hm P12—Cyric), a ruthless sadist and zealot, has recently defeated and slain the high priest of the Dark Redoubt. He plans to force the other priests of Cyric under his sway.

The Ridge: This miles-long exposed fault line is little higher than many foothills, reaching no more than 300 feet, but its craggy surface and sparse vegetation make it a difficult walk. The Ridge is the most extensively mined area in Amn. Every major metal and mineral strike was made here; even veins of gems are found, mostly diamonds of a blue-purple hue, though unexpected strikes of rubies and garnets have occurred in past years.

Lake Weng

A rocky ridge rising north of Crimmor and arching east and slightly south around Amnwater created the small freshwater Lake Weng. The most famous sites here are the three ruined cities of Minsorran, old temple-towns dedicated to Lathander, Mystra, and Shar from a centuries-dead theocracy. Minsor Vale is the fourth city and the former Minsorran capital, on the southwest side of the lake; this temple-town of Selûne regained a quarter of its population centuries after its fall and is still inhabited, becoming the most visited ruins of the four.

Over a half-dozen fishing villages surround Lake Weng, but they are rarely visited. Few travelers thus see the remarkable carved stone docks in Shatar, the mysterious glowing bell tower of Ediva, or the blue glowing waters of Ideepton (believed to be sacred to goddess Eldath). None of the Lake Weng villages, including Minsor Vale, has more than 200 residents. All make a subsistence living off root crops and fishing, with surplus for sale to travelers or to the military’s Citadels.

Alandor River: This slow, wide river empties from Lake Weng into the sea, running past Crimmor and Athkatla. The barge traffic from Minsor Vale is light, though the traffic between the two cities downstream is constant, even during wintertime.

Amnurflow: The northernmost tributary into Lake Weng, this river is named after the legendary general Amnur, the younger brother of Amn’s second king.

Comassur Creek: This tiny eastern creek merges with the Amnurflow and the Rashturiver about 5 miles northeast of Lake Weng. This is a fabulous fishing area and an annual spawning ground for salmon.

Rashturiver: This northeast tributary starts directly west of Citadel Rashturl, flowing from the higher peaks to the north as a waterfall to its twisting course below.

Wengwater: This swift river flows past Amnwater. It always floods heavily during the spring thaws, leaving small ponds north of the town (these evaporate each summer) before rushing down to Lake Weng. Every other year, some daredevil tries to run the rapids down to the lake, but no one in 300 years has survived the ride.

Amnwater (Town)

This town is the major stop for travelers between Crimmor and Keczulla along the Eshpurta Road. It caters to the caravan trades, though guides here will lead parties into the Cloud Peaks for climbing or exploring.

Population: 7,500 permanent residents (60% human, 25% halfling, 15% other). This number increases to 15,000 in the summer and peaks at 26,000 during fall harvests and the final caravan run of the season.

Major Products: Caravan trades (wagon building and repair, wheelwrights, coopers, carters, general trade), fish, horses, mercenaries for hire.

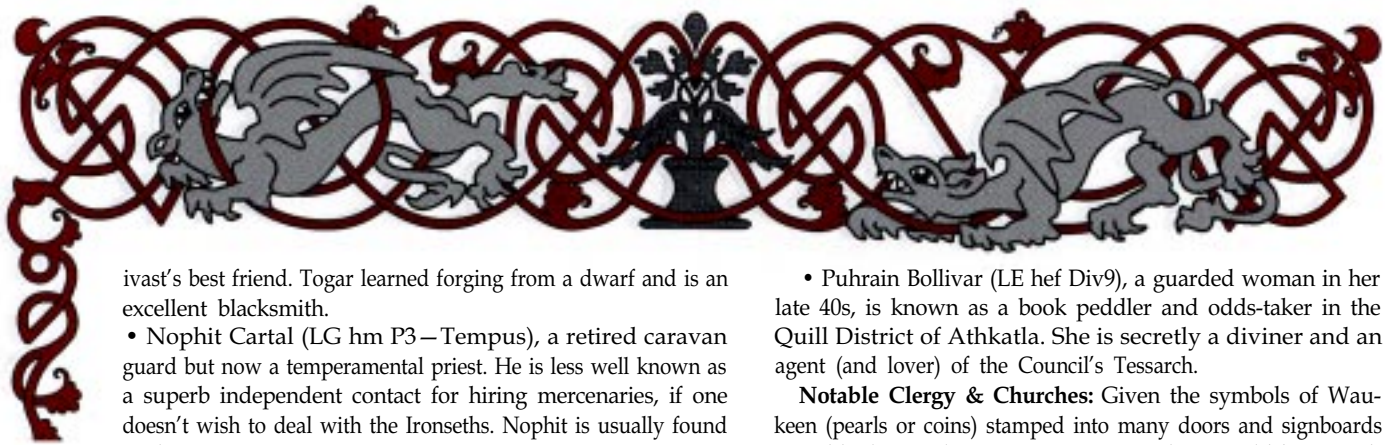
People of Influence:

- High Wheel (town leader) Liam Lenter (LN hm B3), a well-liked but powerless figurehead under the three families who have controlled the caravan and mercenary trade, and thus the power, in Amnwater for nearly 50 years. The High Wheel has the “official” job of maintaining the town’s defenses and welfare.

- The Yhliivast family (horse breeding and training, wheelwrights, various caravan trades), led by the smug, self-centered Lord Jhanos Yhliivast (N hm F6). He is the most powerful man in town and the head of its richest family. Whatever Jhanos wants, he takes; if stopped, he takes covert steps to eliminate the problem.

- The Wheelarit family (caravan interests, wheelwrights), led by Master Coram Wheelarit (NE hm F0), whose financial debt to Lord Yhliivast, thanks to Coram’s gambling at the Gilded Spur, forces his family to follow the Yhliivasts’ lead in all things.

- The Ironseth family (horse training, mercenary hiring and training), led by the loud, crass Lord Ghaark Ironseth (NE hm F12), who owns over half the land around town. His third son, Togar Ironseth (N hm F4), is a burly, dark man and Lord Yhli-



ivast's best friend. Togar learned forging from a dwarf and is an excellent blacksmith.

- Nophit Cartal (LG hm P3—Tempus), a retired caravan guard but now a temperamental priest. He is less well known as a superb independent contact for hiring mercenaries, if one doesn't wish to deal with the Ironseths. Nophit is usually found at the Prayer Stone.

Places of Note: Amnwater is a spread-out town with low stone walls around it. Major gates control the trade-road traffic into town, with minor gates for foot traffic.

- Amnwater's only permanent temple is the Prayer Stone in the western sector of town, a monolithic granite slab (the remnant of a long-gone stone circle) where all faiths are welcome to worship if they don't disrupt others.

- The Gilded Spur (Quality/Price: Excellent/Expensive) is Amnwater's largest and newest inn, owned by the Yhliivasts. Its gambling facilities attract many caravan customers, though few locals frequent it. Mistress Krigar (CE hf T6/W3) is the Spur's secretive, raven-haired hostess who uses her many wiles to gain information for her lover, Lord Yhliivast.

- The Lake Spirits (Quality/Price: Excellent/Moderate) is an old stone-and-wood, three-story inn with baths on the ground floor and luxurious feather beds in rooms above. The proprietor, Tehrinna (NG hf F5; Str 18), is a muscular 4-foot-6-inch human woman with flame-red hair and a sweet nature, but she can easily eject most troublemakers who disturb her inn's peace.

Athkatla (Fortified City, Capital)

Athkatla, the City of Coin, is the capital, oldest city, and mercantile and social center of Amn. As the seventh busiest port city of Faerûn, business is its lifeblood, and anything or anyone can be bought or sold here. The law here is often blinded by the glint of gold.

Who Rules: The Council of Six [see "Politics & Power"].

Who Really Rules: The Council and the Shadow Thieves [see "Politics & Power" and Book Three].

Population: Varies by season: minimum of 130,000 natives during the winter and spring, with well over 400,000 in the summer (90% human, 10% other).

Major Products: Every product traded in the Realms Above (and many from Below, the Underdark) is available in this city-for a price.

Armed Forces: A garrison of 4,000 men led by Captain Be-lars Orhotek (LE hm F15), with the small Council Navy (eight ships and crews, 900 trained sea-warriors). Each of the major mercantile houses and families of the city controls from 100 to 500 (legal maximum) guards.

Notable Mages: Any wizards of notable skill are either puppets of the Council or are well hidden.

- Vynmarius (CE hm W 11), one of few wizards openly known in Amn, emanates an aura of distrust and menace. He is feared as a well-known agent for the Council of Six (and, some say, for the Cult of the Dragon).

- Puhrain Bollivar (LE hef Div9), a guarded woman in her late 40s, is known as a book peddler and odds-taker in the Quill District of Athkatla. She is secretly a diviner and an agent (and lover) of the Council's Tessarch.

Notable Clergy & Churches: Given the symbols of Waukeen (pearls or coins) stamped into many doors and signboards in Athkatla, nearly every street corner there could be considered a shrine to the Coin Goddess.

- Arbalest's House, monastery and temple to the god Milil on the hills north of Goldspires and the harbor. The mysterious Patriarch of Song (NG unknown P20—Milil) oversees developments. This temple is significant for three reasons: It was Milil's place of rest during the Time of Troubles; it houses the mighty organ called the Bellows of Milil, which can be heard well out into the harbor; and Milil himself made a gate linking this temple and the bards' college of New Olamn in Water-deep.

- The Dome of the Rose, monastery and temple to Lathander in the city's Gem District. Mornmaster Thaddin Dawnhunter (LN hm P11—Lathander), a quiet, pious priest with little trade-sense, oversees other priests, monks, and followers. The three-story temple hall is capped with a dome of rose-tinted glass that glows at dawn during morning song and prayer services.

- Moonhall, seven-sided conical temple to Selûne in the Wave District near the waterfront. High Priestess and Lunar Aryn Gallowglass (LG hf P14—Selûne), an aged half-sister of the tyrant Ernest Gallowglass of Tethyr, is a shrewd businesswoman with three trade ships to her name. She puts most profits back into a temple fund.

- Many small, opulent shrines honor Chauntea, Talos, and Umberlee; one lone shrine is Ilmater's. Quite a few hidden cellar-shrines are for Cyric, Mask, and Ibrandul.

Notable Rogues & Thieves' Guilds: The Shadow Thieves [see "Politics & Power" and Book Three]. Also, the Harpers, the Rundeen, and the Zhentarim keep agents posted in the city [see FOR4 The Code of the Harpers, TSR#9390, especially pages 118-120].

Equipment Shops: Full [all items on PHB/DMG lists of 500 gp or less].

Adventurers' Quarters:

- The Mithrest. Inn: old, cultured, stylish, with much pride and attention lavished on the comforts of each guest. Quality/Price: Excellent/Expensive.

- The Five Flagons. Tavern: new, clean, busy drinking establishment with every known drink on Faerûn served here. Quality/Price: Excellent/Expensive.

- Den of the Seven Vales. Feshall/inn: new, clean, large establishment that caters to adventurers and foreigners. Queries on the confusing name of the inn (no seven vales are nearby) are met with a wry smile: "It served to bring ye in, no?" Quality/Price: Fair/Expensive.

- The Seas' Bounty. Feshall/inn/tavern: old but kept up, prides itself on poor service, flat beer, and cold sandwiches (but good hot fish stew). This is the place of choice for monied





Amnian youths to go slumming; the hook-handed owner, "Thumb," raised his prices to fit his new clientele. Quality/Price: Poor/Expensive.

- Silverale Hall. Festhall/inn/tavern: one of the oldest in Athkatla, stone four-story building, good food and company, very clean and well-kept, busy but never crowded. Quality/Price: Excellent/Moderate.

- Delosar's. Tavern: old, well-kept, short-staffed and frequented by town guards. Quality/Price: Fair/Moderate.

- The Adamantine Mug. Tavern: established crowd of up-and-coming mercantile folk, clientele wary of new faces (until a round is bought for the house), a place to talk of noncommercial things. Quality/Price: Excellent/Cheap.

- The Copper Coronet. Tavern: decrepit meeting place of smugglers and pirates. Quality/Price: Poor/Cheap.

Notable Characters:

- Prominent families: As in Waterdeep, powerful merchants here influence, control, or own nearly every business interest in the city. Among the most powerful Athkatlan families are the Alibakkars, Argrims, Bormuls, Colwyvvs, Gheldiegs, Jysstevs, Lurraxols, Ophals, Selemchants, Tanisloves, Vymmars, and the Zoars [see "Coinage & Commerce"].

Of course, the Council of Six counts as the most influential "family" in Athkatla. It controls most of the trade in Maztican gold, silver, spices, and food.

- Terlan Mereggar (NE hm F0), property owner and agent in Athkatla, Murann, and Eshpurta. He sells property to anyone with no questions, though said property may lack a roof or complete walls. Terlan also sells good-quality property, but rarely for less than double-normal price.

- Hansol Ynnilross (LN hem C2–Milil), the proprietor of Silverale Hall: a skilled negotiator, able peacekeeper, failed bard, and expatriate scribe from Silvermoon.

- "Ebon" (LE hm T4), a young man formerly of Amnwater, younger brother of Mistress Krigar of the Gilded Spur. "Ebon" (real name: Hepaq) has recently joined the Shadow Thieves and hopes he may soon return to Amnwater to kill the ever-smug bully Lord Yhliivast.

- The Herald's office of Stars is held by Ankem Nhril (NG hm B6), a young, golden-tongued bard on his first major posting.

Important Features: Athkatla is one of the busiest and oldest trade ports on the Sword Coast. Its buildings are generally well kept and rarely betray their age before they are eventually repaired or tom down and replaced.

Of all the sights to see in the City of Coin, the most impressive is its huge marketplace. Twice the size of Waterdeep's Market and built as an open, oval stadium surrounded by terraced 50-foot walls, Waukeen's Promenade lies at the city's center and provides four 75-foot-wide levels for consumer and mercantile traffic. The upper levels provide some shade for lower ones. The most expensive areas for merchants are at the entry level on the ground or on the first terrace over the entry arches; these are often monopolized by the greater guilds and merchant houses, if not the Council's allied interests. Wide



ramps lead up to the successive terraces where additional stalls and booths provide anything and everything from across the Realms. As the Promenade is constantly patrolled by the city guards while open, few illegal or magical items can be found here, though contacts for such abound; clandestine meetings are often planned here for unlawful business that takes place elsewhere. (It may be cheaper to shop or sell items elsewhere, but it lowers a person's perceived status to do so.)

The Citadels

These citadels, the strongest fortifications in Amn, were built centuries ago as Amn's primary northern defenses. Abandoned during times of peace, they have been rebuilt or improved twice in the past 800 years. Though the southern Citadel, Rashturl, is 400 years younger than its counterpart, their refurbishing in the late 1340s (against anticipated orc and baatezu attacks from Dragonspear Castle) made them nearly identical.

Both citadels have outer walls 400 feet high, topped with crenelated walkways from which defensive troops can fire missiles. The lower 350 feet of each wall is carved from the mountain itself; the upper 50 feet is of fitted stone 6-10 feet thick. A gate or bridge on the narrow pass leading to each citadel blocks any chance of using the pass without the okay of the citadel. Each citadel garrisons 700 soldiers, 20 officers, and a citadel commander on permanent assignment, with room for an additional 1,500 soldiers if needed.





Citadel Amnur: Though named for the legendary general and prince, Amnur, who led Amn to freedom at the fall of the Shoon Empire, Citadel Amnur has not been a proud place of late. The previous commander was Endrick Hardlm (N hm F5), a bumbling, indecisive fool whose family's political connections got him the post. The best thing anyone could say of him was that his armor was well made and expensive (*scale mail +4, shield +4*). In autumn of the Year of the Gauntlet, this Citadel was attacked by an ancient red wyrm who toyed with the soldiers but ultimately ate only a few brave crossbowmen and seven horses while waiting for the cowardly Commander Hardlm to show himself.

Immediately after the surrender and consumption of the commander, the red dragon was slain in a brief but savage battle with a blue dragon. The blue dragon ripped through the red's wings with her hind claws, and the red fell into a deep crevasse about 1 mile from the Citadel, impaled on shardlike rocks. The victor flew to the Citadel after the battle and introduced herself as Araugauthos the Bluetalon to Captain Arilan Krimmevol (NG hm F6). Araugauthos had recently escaped a centuries-long imprisonment and now simply sought information, which Captain Krimmevol gladly provided. After two tense tendays of daily discussions and recitations of history, the soldiers of this Citadel were relieved when Araugauthos left after clearing out the red dragon's lair and thanking the soldiers for their news about the Realms. Captain Krimmevol and his men approached the lair later to search for any missed items, and discovered a *portable hole* in a crack that held 12 *short swords +1* and 12 *shields +1* of dwarven make. Captain Krimmevol has spent the past year whipping his troops into shape, and they may soon rival the crack troops of the other citadel.

Citadel Rashturl: The only difference between the Citadels is Amnur's barbican gate and Rashturl's drawbridge across a 50-foot-wide chasm as the first lines of defense. Citadel Rashturl's commander is one of Amn's greatest heroes of the Dragonspear Wars of 1356 DR: Commander Reyni Delapond (LN hm F10), a noted ogre- and baatezu-fighter with a never-say-die attitude that infects his troops. His leadership skills and personal charisma (Charisma 18) endear him to his troops, who would gladly die for him. The troops of Rashturl are the best in all of Amn, thanks to their commander's effective training in strategy, tactics, and history. Citadel Rashturl, though spartan, is a "pearl" assignment for any soldier.

Crimmor (Fortified City)

Crimmor is the Caravan Capital of Amn. Many caravans are sponsored and arranged in Athkatla, but the goods are loaded onto barges there and towed up the Alandor River by horses and mules on River Road until they reach their mustering point at Crimmor. Some folk say nearly every caravan in Faerûn passes through Crimmor in time.

Who Rules: Mayor Corl Braen (NG hm R4), a fair-minded, pleasant man with a smile for everyone on his face. He is thoroughly devoted to the betterment of Crimmor, despite the snobbishness of certain Athkatlans.

Who Really Rules: Mayor Braen, backed by his cousin Lady Lamia Crytrapper and her family, and his best friend, Mikaaal Krimmevol, a young nephew of Lord Aemos Krimmevol. Another Athkatlan power, Lady Zharnn Ophal, has tried to oust Braen for years and install a puppet mayor to control Crimmor and more efficiently load and ship her wagons. Other families are represented in Crimmor, but they defer to either the Ophals, Krimmevols, or Crytrappers, preferring the latter two because of Mayor Braen's popularity.

Population: 20,000 permanent natives (85% human, 12% halfling, 3% other). At the height of the summer trade season, the population can reach 80,000.

Major Products: Caravan trades (wagons, leather harnesses and saddles, etc.), barges, jewelry and precious metalwork, and local brews (ale, beer, cider).

Armed Forces: The 125 Bargemen of Crimmor patrol the River Road constantly, acting as supplementary drovers as well as guards and police. Within the city are the Crimmor Guard, 500 well-disciplined F2s and F3s armed with chain mail, slings, long swords, and daggers. All Bargemen and Guardsmen are loyal to Mayor Braen and his family. If needed, House Crytrapper can supplement the Guard with 400 troops from its estates east of the city; this rarely happens as there are more than enough mercenaries around to add to defenses.

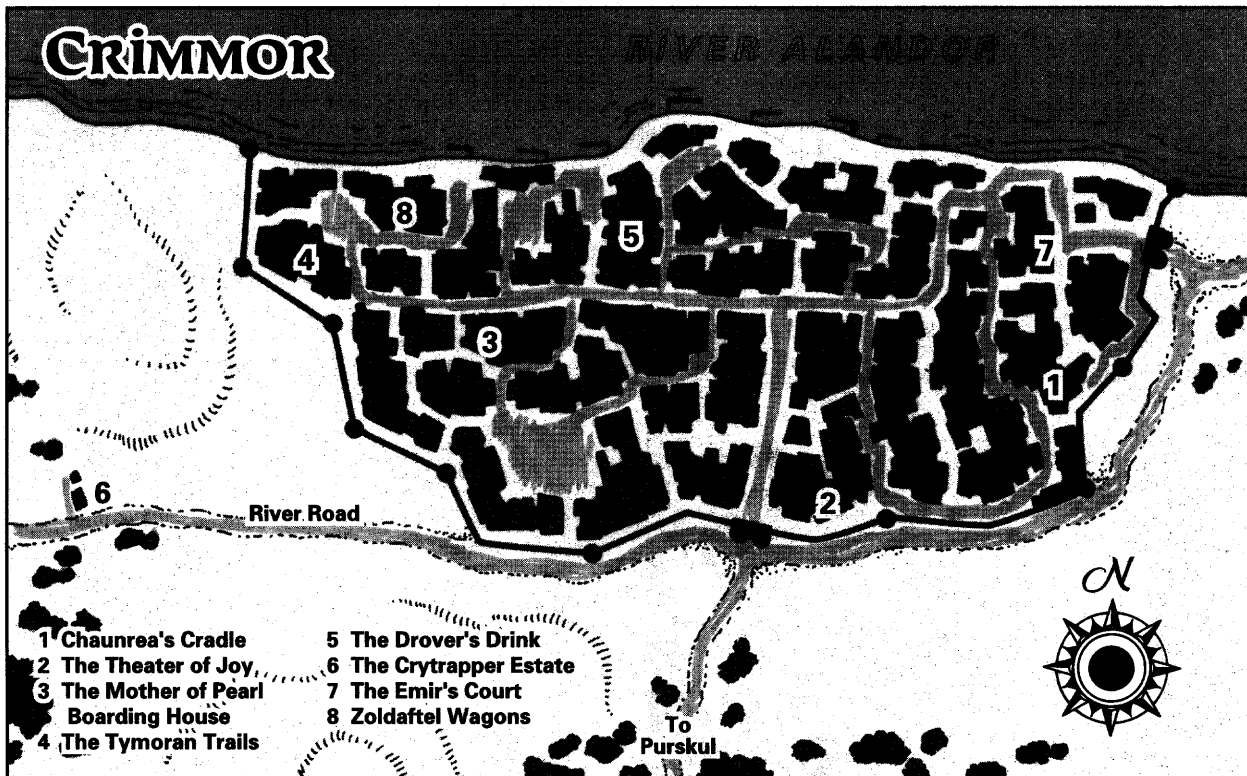
Notable Clergy & Churches:

- Chauntea's Cradle, temple to Chauntea. This is run by Trueseed Rillifar Barleman (LG hm C8—Chauntea) and Harvestmistress Senora Barleman (LG hf P9—Chauntea), an aging couple devoted to their family and their small, cozy church and gardens just outside of town.

- The Theater of Joy, a shared amphitheater complex from the Shoon Empire on the north end of the city. This is now used as an informal temple for Lliira, Milil, and Sune, with the old actors' outbuilding behind the stage storing reliquaries for all three faiths. By tradition and mutual agreements, Sune is worshiped from dawn till highsun, Milil's faithful perform afternoon concerts and services till dusk, and Lliira's joybringers dominate the theater at night. Sometimes shared services are held, when Lliira's aspect as Waukeen's regent is also invoked and the theater erupts in a wild party for all four deities, especially after the caravans roll out for another season.

Lliira's priestess is Chynna Crytrapper (CG hf P4—Lliira), the white-blond, impish sister of Lady Crytrapper and favorite cousin of Mayor Braen. Sune's worship attracts the most attention, thanks to the charismatic, amber-haired Raven Sommertrace (LG hef P8—Sune) and her soliloquies on beauty. Milil's faithful are tended by two half-brothers: the singer Tahrun Harpson (LG hm B7) and the studious poet Shyrros Harpson (LN hem C5—Milil), whose combined works have created many memorable songs and ballads for the folk of Crimmor.

Notable Rogues & Thieves' Guilds: The Herald Sable is known to be based in Crimmor; his identity, job, and abilities are known only to a few, such as the mayor and Lord Aemos Krimmevol. Mikaaal Krimmevol (NG hm Div8) is actually Sable. He keeps an eye on who trades what to whom and why (and finds



what goods are smuggled). He plays an idle hedonist well.

The Shadow Thieves have a number of spies planted in town to keep tabs on the comings and goings of caravans and traders. However, the Guild Master of Thieves has declared Crimmor a theft-free zone, due to some unknown favor owed to the Crytrapper family. In fact, the Shadow Thieves keep an eye out for independent thieves and thwart their attempts at thievery to protect their bond.

Equipment Shops: Full [all items on PHB/DMG lists of 500 gp or less].

Adventurers' Quarters: Crimmor has many inns, taverns, boarding houses, and other establishments for the caravan trade. The following are typical.

- Mother of Pearl Boarding House. Inn: exclusive place for caravan owners, rich mine owners, and upper crust of Crimmor. Quality/Price: Excellent/Expensive.

- Tymoran Trails. Inn: fun-loving, rustic, caters to caravan guards and adventurers with its own cider and ale. Loud and boisterous crowds prevent sleep in rooms above. Quality/Price: Good/Moderate.

- Drover's Drink. Tavern: run-down, seems to be on last legs, but has seemed that way for 30 years. The locals like its coziness. Quality/Price: Fair/Moderate.

Notable Characters:

- The Crytrapper family has a small estate on the edge of the city and a few town houses near the Wheel Ward. Lesser

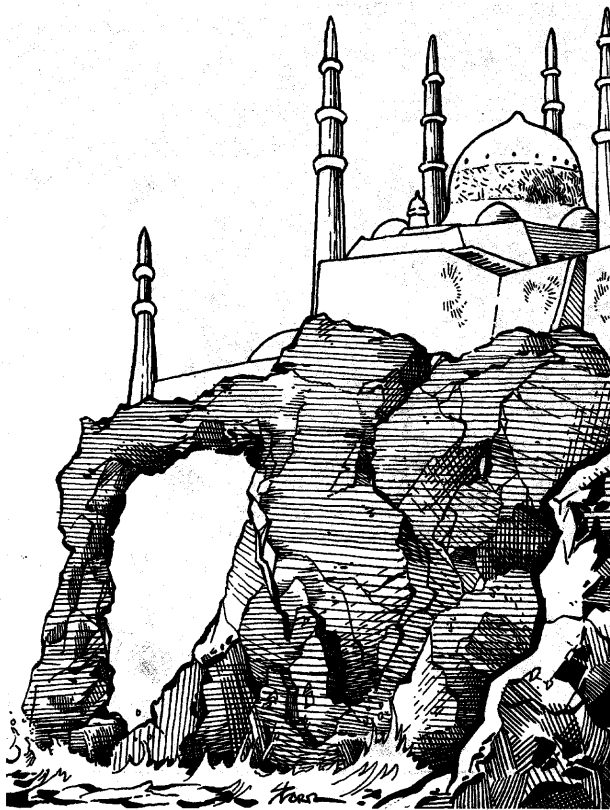
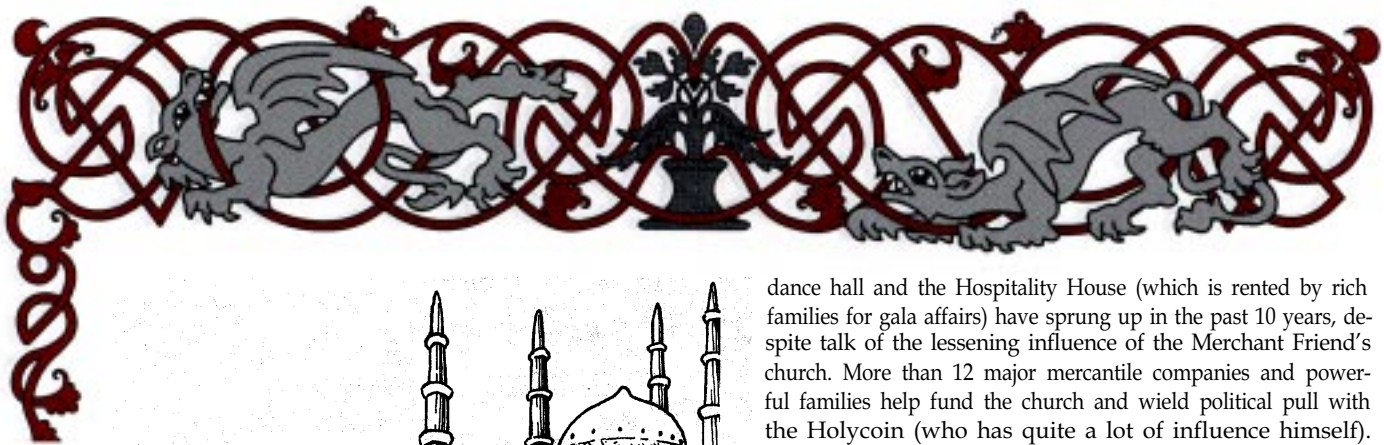
members of the family own a number of taverns, inns, and smithies as well. Even though the Lady Lamia Crytrapper (NG hf R6) has her main manor in Athkatla, she spends as much time here as she can.

- The Krimmevol family is the majority landholder in Crimmor, owning nearly half the city's businesses that tie to the caravans. Unlike many families, the Krimmevols of Crimmor support, rather than undermine or supplant, the elected mayor of the city, and that support keeps the peace and business flowing through Crimmor.

- The Ophal family, while providing a number of luxuries to Crimmor, including its spice trades, is seen as a family to be respected but also feared. Lady Zharnn (CE hf T7) is used to having her way, and the only person ever to gainsay her in public was the mayor. Many whisper that Corl Braen may not be long for this world, should he continue to cross "the Dragon Lady."

- Rythanis (NE hm T4), a one-eyed bartender for the Emir's Court (Expensive/Excellent tavern) whose unerring aim with a thrown dagger is well-known, is also a hidden spy for Lady Ophal, for which he receives 10 danter's a tenday for any trade information or secrets he hears.

- Tehrinna the Towering (NG hf F5; Str 18), a majestic 7-foot-tall woman with red hair and a personal fortune. The owner of the Tymoran Trails, she is also known as a former adventurer with many tales to tell, though folk prefer to talk of her relationship with Mikaal Krimmevol.



• Zan Zoldaftel (LG hm F2) is a renowned master carter and wagon-maker whose wagons bear a magical ZZ mark to distinguish his work from counterfeits. Many of his apprentices also remain in town, making Crimmor one of the best places for excellent wagons in Faerûn.

Important Features: The docks on the Alandor River are set lengthwise along the shores to allow easy access. If barges continue upstream, they can temporarily dock at the central docks at the midpoint of the river, which are used most often as swimming platforms by local children than by overnight barge handlers.

Goldspires

"The Merchant's Friend is on a Great Caravan, but her coin shall turn up soon enow. Till then, dance in honor of the blessed Regent who keeps watch on the Counting House and grants us hope that the Golden Lady shall render to us profit for our faith in her and her Regent." While many faltered at the thought that Waukeen had left the Realms after the Godswar, her priests at her major temple Goldspires were among the first to accept Lliira's regency and restore the active faith, albeit in altered form. [For details on her worship in Amn, see "Religion" in the Overview chapter.]

Overlooking the Merchant's Bay of Athkatla, the abbey of Goldspires looms over the rooftops of the City of Coin from its seacoast promontory. With over 15 buildings within its fortified walls, Goldspires is nearly a small town in itself, all dedicated to Waukeen's (and Lliira's) church. New buildings for a

dance hall and the Hospitality House (which is rented by rich families for gala affairs) have sprung up in the past 10 years, despite talk of the lessening influence of the Merchant Friend's church. More than 12 major mercantile companies and powerful families help fund the church and wield political pull with the Holycoin (who has quite a lot of influence himself). Within the church are over 1,000 lay followers and acolytes, 150 priests, and Goldspires' six senior clergy:

- Holycoin Voice of the Lady Tharundar Olehm (N hm P24—Waukeen), a heavy man whose age has only sharpened his wit, piety to Waukeen, and bearing. As the high priest of the entire Faerûnian faith of Waukeen, Tharundar's acceptance of Lliira's regency formed the linchpin for the major transfer of faith and church practice. Given his age and bulk, Tharundar cannot participate in the dances in the worship services, so he compensates by diverting much church money into lucrative ventures in Amn and elsewhere.

- Barasta Cleeth (N hf P13—Waukeen) is the oldest, most trusted confidante of the Holycoin at Goldspires. She is the daughter of Lord Lurraxol and wife to Lord Cleeth of Athkatla. As a part-owner of at least seven estates in the Realms, including one in New Amn, she has proven her faith to anyone who doubted her.

- Daerea Ethgil (NE hf C12—Waukeen) is the second-most senior Fury of Goldspires, identical twin sister of Lady Zharnn Ophal, and wife of Lord Ethgil of Athkatla. Greedy, vindictive Daerea Ethgil compensated for her lack of tradesense with a skill for intrigue unmatched within the temple. Where others get their money by deals, she gets hers through rumor-mongering and extortion.

- Faerthae Garblueth (N hf P11—Waukeen) is the only daughter and heir of Lord Garblueth of Athkatla. With her father's passing in the winter of 1366, she bequeathed her family's fortunes and holdings to Goldspires, allowing a major expansion of investments and the funds needed to improve the churches around Amn. She has adopted many young acolytes as her proteges, and she has taken the role of educator in the temple, teaching them commerce along with doctrine.

- Halanna Jashire (N hf P9—Waukeen) is unique among the high clergy at Goldspires, since she is not a native Athkatlan. Worse, the pride the Holycoin takes in his youthful prodigy (who shot up through the ranks quicker than any priest since Goldeye Istor of Sembia) and her humility sickens the other Furies. Though young and a believer in "no deal unless a fair deal," Halanna's business skills, memory for details, and ability to read people leaves her with few illusions but strengthens her hopes that Waukeen will return.

- Sariila Tebrentan (CE hf C8—Waukeen) is the eldest daughter of Lord Tebrentan, a lesser cousin of the major Argim family of Athkatla. Sariila either hopes to rule the temple some day or move some of its vast holdings into her family's hands.

The "Five Furies" are the Holycoin's assistants, fervent believers in the new worship among the Waukeenan. Their danc-



ing has converted many folk among Athkatla's greater houses to Goldspires. These five constantly use their religious and family influences to gain the favor of the Holycoin and thus earn higher status in the church. The rumors of straying clergy in the eastern cities are not unfounded, but Daerea stretched the facts when reporting the incidents, to implicate relatives of Halanna Jashire.

The shift in Waukeen's worship has begun to worry the Holycoin. While Amnian churches often sponsored grand galas to celebrate Waukeen, some clerics seem to have taken Goldspires' example to extremes. Unsettling rumors reach the Holycoin's ear of debauchery and lasciviousness among his clergy in Esmeltaran and Eshpurta—rumors spread by some of his Furies for political reasons. Still, as the Holycoin wrestles with the problems of his faith, he manages the church in true Waukeenar fashion, buying into many number of mercantile houses and consortiums (often with the sly help of his Furies' and his own family connections) and making sure the purest form of worship is maintained. He hopes that finances will eventually be such that Goldspires can afford to buy a Pearl Charter and establish a missionary temple in New Amn.

Nashkel (Fortified Town)

Nashkel is the northernmost city of Amn, actually resting north of Amn's established border in the Cloud Peaks. It is 2,000 feet above sea level, 500 feet above the cities of lost Minsorran and 200 feet higher than Imnescar. These factors give Nashkel the nicknames of the Cold City, Windy City, or Sloping City of Amn, as it rests on the low northern slopes of the Cloud Peaks. Nashkel is almost autonomous, as roads to it are often blocked by snows, but it still considers itself a part of Amn.

Population: 3,000 in town, 1,500 more in outlying villages and farms (98% human, 2% halfling, some shield dwarves).

Major Products: Caravan equipment, guides; local game and pelts, sheep and wool, barley, beer.

Places of Note:

- Cloud Peaks Outfitters, an equipment shop for those traveling through the mountains (prices fair, products excellent). Salla Pitontoes (CG halff C4—Tymora) has special supplies (spidersilk ropes, a *ring of feather falling*, rock claws, etc.) for friends.

- Icedawn's House, a shrine to the winter goddess Auril, is a small cabin up the slopes from Nashkel, wherein lives Jasha Istor (NE hf P8—Auril). She will greet all travelers heading into the peaks, seeking donations to keep Auril's wrath away. Jasha is also one of the best guides through the Peaks from Nashkel, and her fees, while steep (twice any other), gain a party or caravan her spells' protections from the wintery gales and snow. Jasha would be richer and her temple more opulent if she didn't scatter danter's in the snow to assuage Auril's wrath. Many who wander the passes in summer find these gold coins; those who pick up one usually catch chills easily, and those who take more than one coin die of frostbite the next winter.

- The Northern Light. Inn/tavern: magically lit tavern, lantern-lit inn; all but private rooms constantly lit, as the owner Ries Kensiddar (LN hm W5) fears the dark after once meeting both drow and the Nightbringers of Shar. Quality/Price: Fair/Moderate.

People of Influence:

- Mayor Berrun Ghastkill (CG hm R6), the second son of one of its leading families. Berrun is an adventuring hero who saved many Nashkars from a tribe of goblins from the Cloud Peaks.

- The Ghastkill family, led by the sickly but stubborn Lord Evan Ghastkill (LN hm F2), who has long been ill and is not expected to live through 1370. His son is anxious to take over, but his mother Cara and his uncle, the mayor, are worried that Evan the Younger (LE hm F1) is too arrogant, headstrong, dull, and impatient to effectively manage the family fortunes.

- Nearly every family of Crimmor, Athkatla, and Murann has rotating agents (if not relatives) here to receive northbound caravans, fill them in on news at their destinations, and make sure the caravan is equipped properly with a written manifest made for delivery to the house's lord or his accountant.

Purskul (Town)

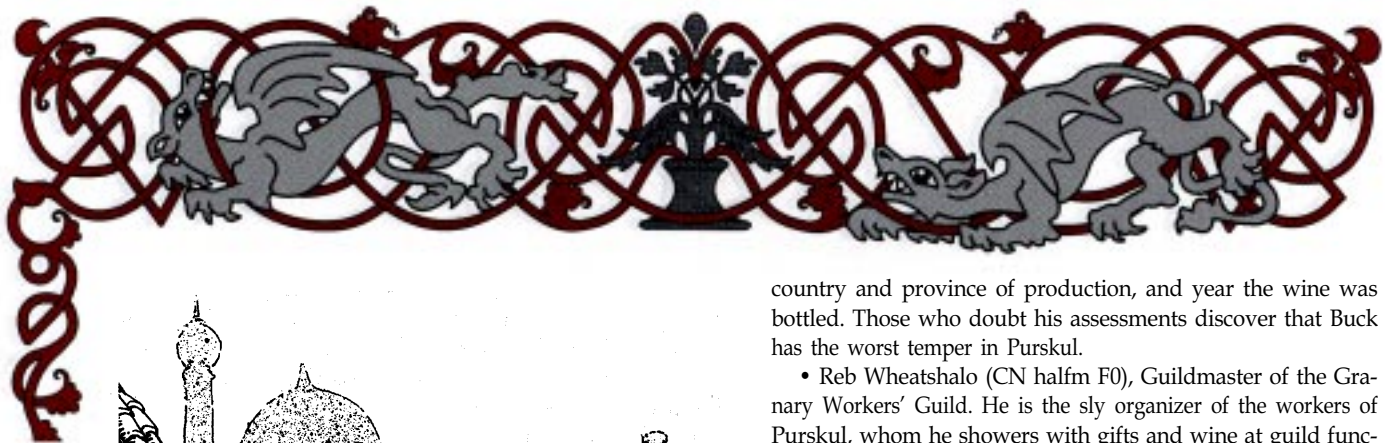
Purskul is the Granary City, the clearing house for the bulk of the grain produce grown in Amn. It is a significant caravan stop despite its small size. Its surprisingly large half-orc population dates from the enslavement of many orcs by Amnian armies in the Year of the Black Horde (1235) and the Year of the Lost Lady (1241). Many hard-working orcs gained their freedom and stayed in the area, where they were at least tolerated; they married poor humans and started businesses, most performing heavy labor or acting as mercenaries and caravan guards. As the child of a half-orc and a human or half-orc is always another half-orc, half-orcs are seen here as just another race. Few "pure-blood" orcs are left, as marrying into humanity is regarded as the key to wealth and success.

Population: 12,000 natives (40% human, 30% halfling, 29% half-orc, 1% orc). The population increases to 20,000 with short-term labor and travelers during the harvests.

Major Products: Grain, corn, flour; barge workers, caravan guards (latter jobs primarily held by half-orcs).

Places of Note: Purskul has few major landmarks, aside from Granary Row, which has the largest grain-storage warehouses in southern Faerûn.

- The Grainhouse, a tall, ancient granary, reputed to be among the first built in Purskul. It has been renovated and is now the guildhall of the Granary Workers' Guild of Purskul and Outlying Villages. Located on the eastern end of town, the Grainhouse's waterwheel powers a millstone and water pump leading from the river to Chauntea's Font in the center of town. The ground floor of the Grainhouse has a bakery and miller; the upper floors are offices and meeting halls for the Granary Workers' Guild.



- Chauntea's Font and the Rose House, forming a small, run-down chapel complex at the center of Purskul. The temple to Chauntea was abandoned two years ago after the seven priests who tended the grounds fell ill and died. No itinerant priest of Chauntea has taken up this parish, and it lies vacant. Chauntea's Font is a small fountain before the gates of the chapel, a stone rose that shot water from its petals into the sun-shaped basin.

- Tankardstall Hall is a small manor house owned by the Hamlar family over a century ago, but is now the property of halfling wine merchants and a main stop on the road north. The Tethyrian Talltankard family has established itself as "gold" among the locals with its generosity and lavish parties when the first wines of the season travel north. Master Cumber Talltankard (NG halfm F0) is fueling a minor feud with the Thonoks [see following].

People of Influence:

- The Thonok family, owners of much land surrounding Purskul, three out of four local granaries, and the best homes, taverns, and inns. The hunchbacked Lord Rhinnom Thonok (CE hm P3—Loviatar) is a cousin of Lord Orgost Vymmar of Athkatla, and gets more attention and respect than his personal wealth might normally accord. Rumors say he leads a dark cult in his cellars.

- Buck Flagnsrich (NE halfm T4), Guildmaster of the Distillers' Guild, a snobbish halfling merchant and maker of wines. He can identify a wine with a sip, naming the grape,

country and province of production, and year the wine was bottled. Those who doubt his assessments discover that Buck has the worst temper in Purskul.

- Reb Wheatshalo (CN halfm F0), Guildmaster of the Granary Workers' Guild. He is the sly organizer of the workers of Purskul, whom he showers with gifts and wine at guild functions. He has a loyal following among his mostly half-orc workforce. He plans to use that loyalty to gain both better wages for the granary and grain-dock workers, thus reducing the effectiveness of Lord Thonok and increasing Reb's coffers by raising the guild dues.

Other Sites

The Bitten Road: This is the local name for the Trade Way between Nashkel and Crimmor, since it runs through the Fangs. Past history and local lore suggest that remorhaz have hidden lairs along its length, but the few attacks on travelers here are "clean" (no animal tracks, bodies are stripped of wealth, etc.). Trackers hired by Lord Krimmevol of Crimmor have not located the creatures or people committing these crimes.

The Eshpurta Road: This, the main east-west trade road to Athkatla from Eshpurta, is heavily traveled nearly all year long. It is patrolled by Council-sponsored groups of 20 mounted, armed men who can search caravans for contraband and illegal goods. Local names for parts of this road include the Ridge Ride (from Amnwater to Keczulla) and Three Bridges Way (from Keczulla to Eshpurta).

The Giants' Dance: One of Amn's ancient stone circles, the Giant's Dance lies along the Ridge between Amnwater and Keczulla. All but two of the nine huge standing stones have fallen over, and three of the fallen have split apart. A close look reveals claw marks in the cracks, as if something had clawed its way out of the broken stones, though there are no cavities in them.

The Growling Hill: This hill is a day's walk northeast of Crimmor. The site of a long-fallen wizard's tower, now covered by grass and mud from spring floods, it is a small irregular knoll. If one presses an ear to the ground, one can hear an intermittent growling. No one knows what causes this, but locals scare naughty children with threats of visits by the beast under the Growling Hill.

The Lake Way: From Crimmor to Amnwater, the road to Eshpurta Road is higher than the northern lands because of the ridge that drains north toward Lake Weng.

Minsor Vale: Once the capital of the theocracy of Minsoran, this fishing village is a small section of a larger ruined town. Visitors to Minsor Vale congregate at the Maiden's Baths, a shrine to Selúne combined with a public bath house; this building is still maintained and frequented thanks to its enchanted baths that magically refresh the water and stay at constant warm or cool temperatures, no matter what season. An unused, seven-story temple to Selúne looms over the city's center.

The Orc Road: The Trade Way between Purskul and Crimmor, the orc road is dotted with the agricultural villages and small family estates that feed both cities with their grain and





money. The major site along the Orc Road is the great garden of the Flagonsrich estate that flanks its western vineyards; the road rises to a low hill, and travelers can see the garden's main attraction, a huge symbol of Chauntea formed from growing roses of various colors.

Orlsfall: This ruined ghost town rests along the northern side of the Ridge, about two days northeast of Amnwater. A gold-rush town that was abandoned after the local mine played out, it gained its name after a local hero, a miner who saved seven fellows before he was lost in a cave-in. In recent years, bandits moved in and now harass travelers in the Green Fields. They are not enough of a threat to draw troops from Citadel Rashturl, but their numbers are growing under Timok the Tusk (CE hom F5).

River Road: The main tradeway out of Athkatla, this road has traffic on it all year long at all times of night and day. During the spring thaws, the road becomes a morass of slippery mud that causes entire teams of barge-towing yoxen (Amnian "yoke-oxen") to slip down the river bank into the Alandor River. Purskul has tried to build a safer, easier road to Athkatla, but Athkatla won't help fund it or work on it.

St. Carwell's Vale: This tiny village, set high in the western Hamlar Hills toward the coast, is about a half-day's travel north to northwest from Mt. Speartop. Down in a grassy vale is this tiny village with a wood-and-stone sanctuary at its center. The sanctuary contains a shrine to Eldath, run by Baniol the Peaceful (LG hm P6–Eldath). A mineral spring acts as a focus for the shrine's worshipers. Also in town is St. Carwell's Hospice, a hospital run by Baniol's companion, Rhynda (LG hf PS–Ilmater) and some of the villagers whom she has trained. The two priests accept any who enter St. Carwell's Vale, from the indigents cast out of Athkatla to any who are injured in the surrounding cliffs.

The Seventeen Sentries: On the southern slope down from the Lake Way and a day's ride from Purskul on the South Fork lie the Seventeen Sentries. This ancient circle of 17 monolithic stones rings a low hill between the two trade roads. The grass is always healthy inside the ring's circumference. All travelers who sleep on the Sentries' hill are not disturbed by wild animals at any time, and always wake refreshed. Druids suggest that this is still an active grove for Silvanus and other nature gods.

The South Fork: This side road runs from Amnwater to Purskul and is often used by locals to avoid the crush of trade caravans. Charming farm villages lie along the South Fork, serving superb apple and pear cider.

The Troll Mountains Region

The gateway to the northeast, the Troll Mountains are smaller and more arid than the Cloud Peaks. Unlike other ranges in Amn, the Troll Mountains are snow covered only during winter. The highlands around the headwaters of the Amstel River are rolling plains and grasslands with sparse tree coverage. The

open lands between the Itkazar Range (reaching up to the Snowflakes) and the Troll Mountains would be a fine location for a trade road were it not for the trolls of this aptly named area, not to mention the goblins and ogres in the Giant's Run Mountains, and fierce wemics of the Shining Plains.

The Troll Mountains

These low mountains have great gem deposits and conceal many mysteries that remain undiscovered thanks to the local trolls. Despite a millennium of human-troll warfare, trolls inhabit these mountains in increasing numbers. Many humans do not believe this, but the trolls here are said by some to be rather intelligent. Legends tell that they once even ruled a small kingdom of their own kind. Something has given these trolls direction and purpose, which makes them crafty and difficult to root out.

Brigands' Gorge: Along the northern cluster of mountains, a pass runs along the bottom of sheer cliffs for about 4 miles. It has long been a favorite ambush spot for bandits, who secretly watch the gorge and signal to their fellows to trap travelers between two groups of attackers. The current bandits are the Fallen, a group of rogue adventurers (15 fighters, eight thieves, three priests, two wizards) who dress in raiment from the fallen churches of Bane and Bhaal, hoping to put fear and confusion into their prey. The Fallen is led by Casrach Tulnome (LE hm F8) and his wife Senora (CE hf P6–Iyachtu Xvim); Senora is the brains of the outfit.

Dragons' Lairs: The Smokespire, the westernmost peak of the Troll Mountains, is an extinct volcano that is home to Balagos, an exceptionally dangerous red dragon. [Full details on this monster and his lair appeared in DRAGON® Magazine, issue #232, "Wywons of the North: Balagos, the Flying Flame" (pages 80-87).] Balagos is occasionally seen flying high across the skies of Amn or tormenting travelers on Amn's tradeways; wise folk hide and hope he leaves without eating too many people. Vicious Balagos is more dangerous to other dragons than to two-legged Amnians, so he is a threat that Amn is resigned to live with.

Fort Ilbratha: This abandoned Calishite garrison lies among the eastern foothills of the Troll Mountains, and it dates back to the time of Valashar and Ashar's March. Built as the northernmost defense of Valashar, it was left with a paltry sum of defenders; it abruptly fell to King Azoun I and his magical short sword *Ilbratha*, Mistress of Battles, as he slashed and burned a path to Ithmong in the Year of the Whipped Cur (336 DR). The log palisade was burned and all evidence of it is long gone, though the stone foundations still exist. The name of this garrison is long lost, so it carries the name of the sword that helped bring it low. The fort once guarded the swiftest east-west pass through the Troll Mountains, which is still the only pass that doesn't run travelers through the Snakewood.

The Gulf of Storms: Perhaps the most spectacular and uncontrolled temple in the Realms lies more than a day's travel northeast of Eshpurta. In a deep valley between Mount Thalangar and Assar's Peak, an exposed cleft of crystal- and iron-embedded rock attracts and reflects deadly bolts of lightning in





a crisscross pattern that could only be seen as beautiful by the worshipers of Talos, god of destruction. These lightning discharges are called the Tongues of Talos, and the devout consider them a sign that Talos is pleased with their works of chaos. Caves riddling the valley walls, with one major complex in the northern face, make up the temple and its barracks.

Heralds' Hall: This elegant manor would amaze any Amnian with its opulence and its treasure vaults, were they to find it. The hall, however, is hidden beneath the earth in Swordsmere, and it is the secret headquarters for the Heralds. Within Heralds' Hall are some of the most famous and infamous relics, artifacts, weapons, and sundry items that have made history, for good or ill, across Faerûn for the past few centuries. Heralds' Hall can be reached through gates secretly established in Athkatla, Baldur's Gate, Beregost, Eshpurta, and Murann.

The Qadim Hills: These hills surround the Troll Mountains from Trollford north into the Green Fields. Goblins who live here have fought trolls with fire for years, keeping either from gaining horde status and overwhelming the eastern cities of Amn. Now, the goblins here have been driven deep into the mountains, if not into another range altogether.

Quarrelshigh: Though few have seen it and fewer still talked or written of it, Quarrelshigh is a fortified gnome mining village and garrison within the central northern Troll Mountains, 5 miles west of the Wailing Dwarf. The settlement, nestled among three higher peaks and surrounded by a deep ravine, is over 500 years old. The 500 gnomes thrive despite massive attacks each summer by trolls and ogres of the inner peaks. They hang on to valuable mithral and diamond mines untouched even by the ancient dwarven kingdom of Shanatar. Their defenses are impenetrable, and their tunnels are rigged with a variety of rockfalls, portcullises, trapped tunnels, and the like. Only a gnome of Quarrelshigh can avoid all the traps to lead visitors safely through.

Swordsmere: Mount Sklagarra, the westernmost mountain among the Troll Mountains except for the Smokespire, holds many secrets. Underneath its craggy heights lurks a subterranean lake full of savage, carnivorous fish, with a lone island at its center. This island is the location of Heralds' Hall [see earlier]; Swordsmere is the cavern complex around it. In addition to the Hall, Swordsmere has additional smaller buildings and connected caverns where one can test new spells or throw lavish banquets below a "sky" of floating torches. Swordsmere is reached through the same portals as Heralds' Hall. Despite the Heralds' attempts to learn more about the southern dwarven kingdoms, Swordsmere offers no answers on the fate of these ancient dwarves. No tunnels have been found leading to Deep Shanatar or any other dwarven kingdom or subterranean region.

The Wailing Dwarf: The Wailing Dwarf is a great feat of dwarven stonework, 4,000 feet high and over 6,000 years old, carved into Mount Batyr, the easternmost mountain of the range. The fully carved dwarf faces east toward Breakback Pass in the Giant's Run mountains, its stony face glaring in warn-



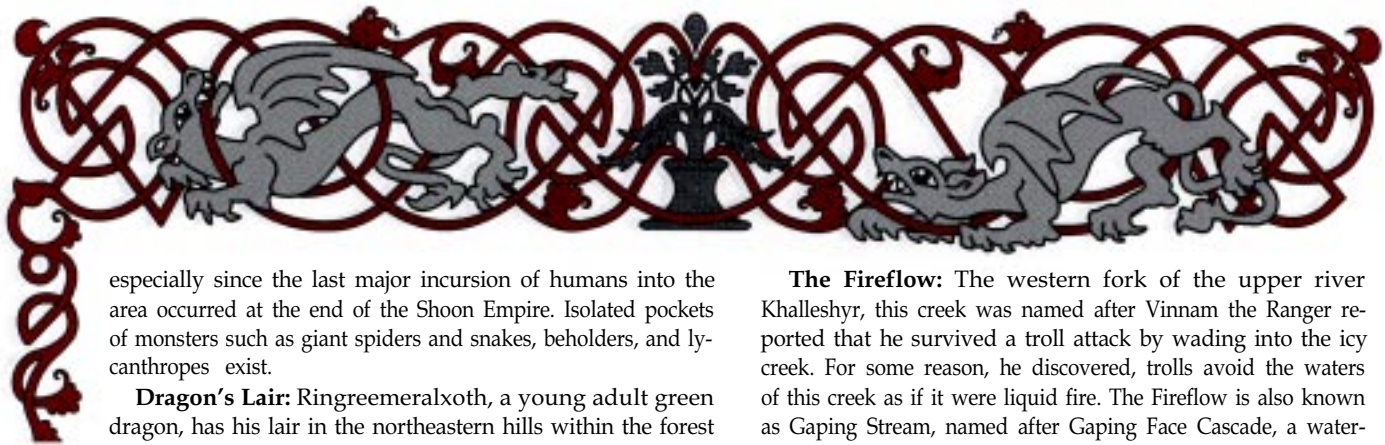
ing. The hollow eyes and ears catch winds that rush out the mouth, producing eerie moans that reverberate across the plains. Though few explorers have entered it in recorded history, the Wailing Dwarf is an entire dwarven city, abandoned since the days of Shanatar but now claimed by trolls and other monsters. Four adventuring companies have tried to clear out the Wailing Dwarf and restore it to dwarven rule; none have been heard from since they left Eshpurta. [For more, see "History & Current Events" in Book One.]

The Snakewood

This slim, struggling forest has gone by many names over the past millennia, including long stints as the Wyrnwood or Arundath the Quiet Forest. Its current name suits it well, since it is inhabited by myriad green and black snakes, some quite poisonous, thanks to Eldathyn priests who inhabit the central woods. Once part of the great forest Shantel Othreier, this forest shrank under woodsmen's axes, dragonfire, giants' attacks, and other forces. In the late 350s, the last tribe of elves in the Snakewood was annihilated for trying to keep seven forest unicorns from falling into the hands of the evil Emperor Shoon VII (who, many say, sacrificed the unicorns and many elves to create an awful artifact, the *Tome of the Unicorn*). Since then, few elves have lived in these woods for more than a few summers.

Despite its small size compared to other forests in the area, the Snakewood still holds quite a few well-guarded mysteries,





especially since the last major incursion of humans into the area occurred at the end of the Shoon Empire. Isolated pockets of monsters such as giant spiders and snakes, beholders, and lycanthropes exist.

Dragon's Lair: Ringreemeraloth, a young adult green dragon, has his lair in the northeastern hills within the forest southwest of Brigand's Gorge, west of the Gulf of Storms. On a few rare occasions, Ring leaves his lair and the forest entirely, seeking prey; on one excursion, he gained much treasure from a group of surprised brigands, then lost it all to a party of 30 trolls, who nearly defeated him. He plans to move but wants to build his strength before he challenges another dragon for territory.

Duskwood Dell: East and north of Eshpurta is the most revered place of the goddess Eldathyn in the Realms. A former elven settlement built high in the trees to the west of the rushing River Rimril and the Green Goddess Falls, Duskwood Dell is a small community of Eldathyn priests and young acolytes, led by the Most Exalted Fallskeeper Alatoasz Berendim (N hm D13). After training here, Eldathyn leave Duskwood Dell to spread the worship of the Green Goddess. All are sworn never to reveal the location of Duskwood Dell to anyone outside the clergy. No more than 30 nondruids in Amn realize the sanctuary exists within the country; the locals know only that druids live within the Snakewood, and those druids might be responsible for the surplus of snakes.

The Stone of Clans' Parting: This 18-foot-high, three-sided stone plinth rests on the eastern edge of the woods, almost two day's travel northeast of Eshpurta. Strange lines and ancient elvish writing appear on each of its faces. The long-hidden plinth was revealed after dragonfire burned away the surrounding glade late in the Year of Scorching Suns (460 DR). In the late 570s, Thennaris Trollbann deciphered the so-called Pyramid of Magar's Hill and found it recorded the sundering of the elven nation of Keltormir; the markings show a detailed map of the forests when viewed from above. He also found the plinth's proper name inscribed on the base: the Stone of Clans' Parting. This holy place for elves and half-elves has a zone of preternatural silence within 100 yards of the plinth; this area is also a dead-magic zone.

Magar's Hill: This low hill, marked by an ancient elven plinth [see above], is the former site of a dragon-slaying by the first king of Amn, then-General Esmel Torlath. He slew the red dragon Magarovalanthanz and claimed its hoard, proving he had both the military and financial might to rule Amn. The battle burned away the eastern center of the forest, exposing the hill and its mysterious plinth. A cave-in during the Year of Great Riches buried the dragon's lair, 1 mile from the hill; the cave mouth has vanished under grass and wildflowers.

The Esmelflow

These rushing rivers empty from the Ridge, the Snakewood, the Troll Mountains, and the Qadim Hills down to Lake Esmel. Collectively, these creeks and rivers are referred to as the Esmelflow.

The Fireflow: The western fork of the upper river Khalleshyr, this creek was named after Vinnam the Ranger reported that he survived a troll attack by wading into the icy creek. For some reason, he discovered, trolls avoid the waters of this creek as if it were liquid fire. The Fireflow is also known as Gaping Stream, named after Gaping Face Cascade, a waterfall springing from a rock face where this watercourse begins.

The Golden Creek: This small tributary of the Vudlur and Splendarrllur flows out of the mineral-rich Ridge. It was once an extremely busy site when early Keczullan settlers panned for gold here and named it. Now it is simply a good rivulet for subsistence fishing.

Khalleshyr: This river meets the great Amstel River at Trollford after a 100-mile stretch down from the Troll Mountains. The Khalleshyr is noted for a rare, golden fish, the dionnel. The dionnel is hard to catch, but it is a prized delicacy in Athkatla and other western cities.

River Rimril/The Serpent's Tail: The River Rimril, also commonly known as the Serpent's Tail (since it emerges from the end of the Snakewood), flows east of Eshpurta and into the Amstel River. This peaceful stream once ran red with the blood of Arundath's elves, under the Shoon Empire. Trinkets and jewelry in the creek are sometimes snagged and pulled up on fishing hooks.

The Splendarrllur: One of the three largest rivers in Amn, the Splendarrllur was named by the shield dwarves as the "Shining River." Though cold and swifter than the Esmel, this river is one of the easiest for barge traffic coming down to Lake Esmel from the northeast.

Trifin Creek: Flowing to the west of Eshpurta, this fast, steep creek empties into the River Rimril, then meets the Amstel River. It has few slow stretches for fishing.

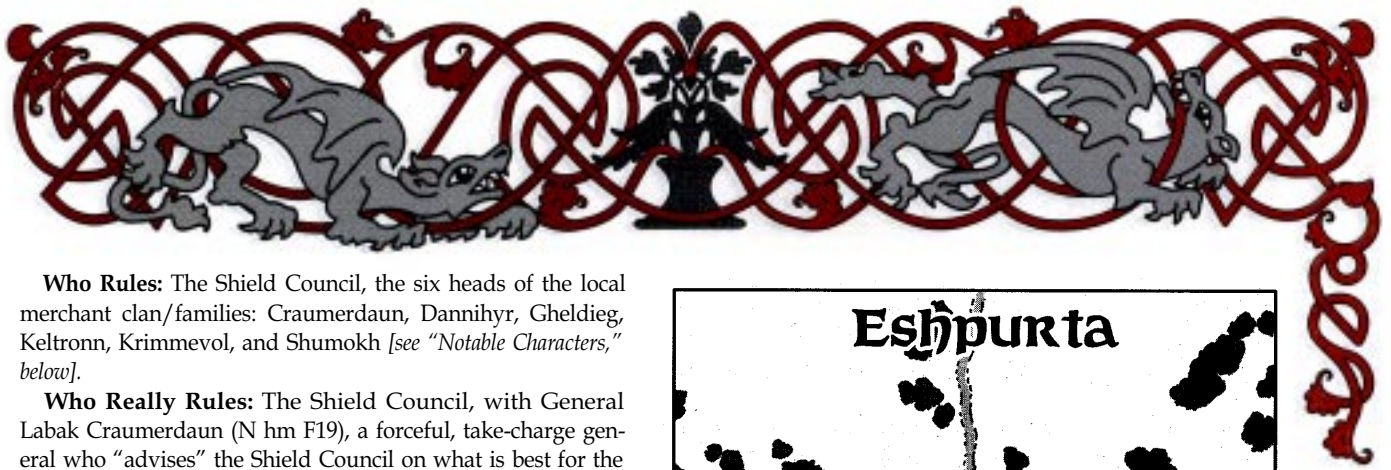
Trollstooth Run: The eastern fork of upper Khalleshyr is littered with the teeth and bones of trolls and other creatures. This area is often the site of ambushes and battles, and sharp teeth and bones make the rocky stream bottom dangerous for wading without boots.

The Vudlur: Another dwarf-named waterway, the Vudlur literally means "woods stream," so named as it flows from a spring in the western Snakewood, then runs under the Axe Bridge until it meets the Splendarrllur.

Eshpurta (Fortified City)

Though it cringes at the "backwater" status given it by the society of riches in Athkatla, Eshpurta has grown proud of its unique status as a military city. The "Shield City" of Amn, Eshpurta has more military-related businesses, including armorers, swordsmiths, blacksmiths, and mercenaries, than any city north of dusky Keltar.

Though Amn's largest standing assembly of troops is stationed here, soldiers are common only in the northern and western quadrants of the city. The east is dominated by the mining trades and the miners who work the iron and nickel deposits in the Troll Mountains. The south is home to Eshpurtan artists, musicians, and sculptors.



Who Rules: The Shield Council, the six heads of the local merchant clan/families: Craumerdaun, Dannihyr, Gheldieg, Keltronn, Krimmevol, and Shumokh [see "Notable Characters," below].

Who Really Rules: The Shield Council, with General Labak Craumerdaun (N hm F19), a forceful, take-charge general who "advises" the Shield Council on what is best for the city (and his garrisoned troops) as part of his commander-in-chief responsibilities. The Shield Council can ignore him, but this is rare, since few council members want to lose the general's favor.

Population: 105,000 (total): 70,000 civilians (95% human, 5% other) plus 10,000 in nearby settlements, farms, and ranches (98% human, 2% other); grows during trade season by 70,000 (total: 175,000). Additional 25,000 [see "Armed Forces"] for Council Army.

Major Products: Arms, armor, military equipment, military training; iron mining.

Armed Forces: Shield militia of 1,400 mounted and armed police, led by the Shield Council. The Golden Fortress acts as the primary garrison for the Amnian Council Army in eastern Tethyr. Aside from 3,000 trainees, the garrison holds many troops within the city limits: 18,000 troops, 6,300 officers; 700 instructors, military advisors, and support staff (weaponsmiths, armorers, etc.). Either General Labak Craumerdaun or Commander Balacer Macefist (LN hm F14) of the Golden Fortress academy can assign troops to aid the city.

Notable Mages: Almost no one should know of these native mages in hiding within Eshpurta.

- Eudhis Bhamm (N hm W7), a small, nervous man who operates the Bhamm's Herbs herbalist's shop and sells spell components at 100% markup.

- Marlyn "Luxor" (LG hf Div8), an outcast niece of the Athkatlan Lurraxols who works as a barmaid in the Fierce Flumph tavern. She is an acquaintance and Herald ally of Mikaal Krimmevol of Crimmor.

- Vimal Craumerdaun (NE hm W6), the primary accountant for the Craumerdaun family of Eshpurta.

- Lieutenant Danna Harftevor (NG hem W3/F4), born in Tethyr, now an officer in the Council Army Cavalry.

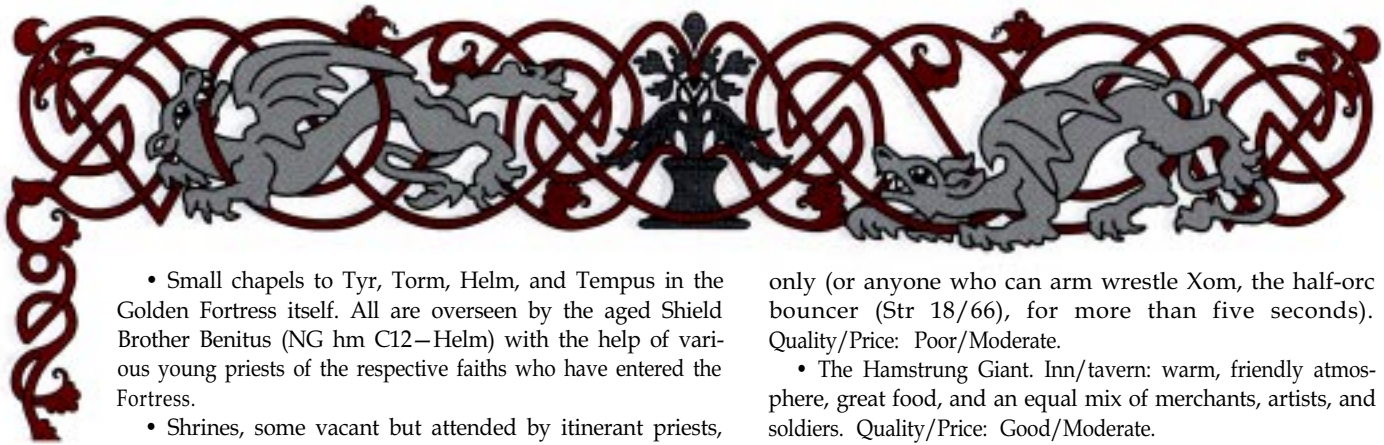
- Lady Varytha Gheldieg (CE hf Nec9), who collects the bodies of paupers for some reason.

Notable Clergy & Churches:

- The Towers of Willful Suffering, a quiet, subdued abbey and temple to Ilmater that stands out in Amn more than an opulent temple would. Revered Mother of the House Heldatha Dhussta (LG hf P18—Ilmater) is in charge.

- The Towers of the Vengeful Hand, a temple to Tempus. Trusted Sword Jak Errins (N hm P15—Tempus) is the aging prelate, and Lance of the Lord Niskam Tresdaap (NE hm P9—Tempus) and Battledady Peris Whallnsor (LN hf P8—Tempus) vie to be named his successor for control of this temple and the political support of its fervent following of garrison soldiers.





- Small chapels to Tyr, Torm, Helm, and Tempus in the Golden Fortress itself. All are overseen by the aged Shield Brother Benitus (NG hm C12–Helm) with the help of various young priests of the respective faiths who have entered the Fortress.

- Shrines, some vacant but attended by itinerant priests, exist here to nearly every other god in the Realms.

Notable Rogues & Thieves' Guilds: Few thieves stay long in Eshpurta, given the overwhelming military presence. (Some thieves, however, are employed by the military as scouts, spies, commandos, and saboteurs.) The Shadow Thieves here operate some festhalls, gambling houses, and loan sharks that cater to the soldiers. If any of these businesses gains prominence in reports from his men, the general targets those places for "unfortunate accidents" during siege-weapons drills.

Equipment Shops: Full [all items on PHB/DMG lists of 500 gp or less].

Adventurers' Quarters:

- House of the Iron Rose. Boarding house: caters exclusively to military officers and rich adventurers. Quality/Price: Excellent/Expensive.

- Three Roldons. Tavern: lavish, quiet, noted for discretion (curtained booths and private rooms). The halfling proprietor allows in only those on the current social register of Eshpurta. Quality/Price: Good/Expensive.

- Knight's Detente. Festhall/inn loud, rowdy place for soldiers

only (or anyone who can arm wrestle Xom, the half-orc bouncer (Str 18/66), for more than five seconds). Quality/Price: Poor/Moderate.

- The Hamstrung Giant. Inn/tavern: warm, friendly atmosphere, great food, and an equal mix of merchants, artists, and soldiers. Quality/Price: Good/Moderate.

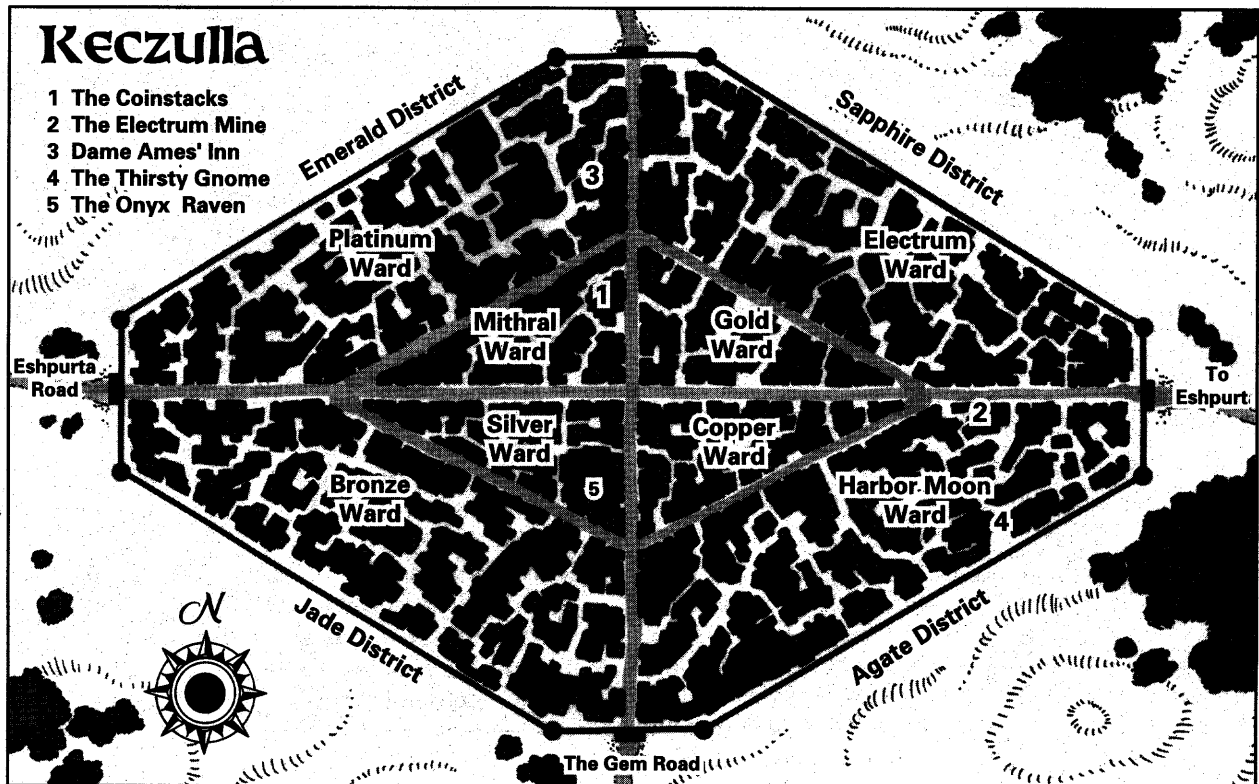
- The Roots of the Earth (a.k.a. "The Roots"). Tavern: This unorthodox shrine to Grumbar on the eastern edge of the town is a rough-and-ready tavern that caters to mine workers. Former miner, tavern owner, and new convert Torgan Minerson (LN hm C1–Grumbar) retells the tale of his visions while trapped in a cave-in. Quality/Price: Poor/Cheap.

Notable Characters: The Shield Council consists of:

- Lord Marcos Craumerdaun (NE hm F0), uncle of the General. He is a great judge of horses and trainer of cavalry, but he cannot read people well enough to stay abreast of the cutthroat trade in Amn (and would have lost his seat on the Council but for his nephew).

- Lord Mikaal Dannihyr (LE hm F0), aging head of a weak family in honor debt to the Vymmars, who own half the titles to Dannihyr lands. Mikaal is the grandson of Rhinnom Dannihyr (Amn's Iltarch), whom Mikaal and most other Dannihyrs believe is dead.

- Lady Jazzomyn Gheldieg (LN hf F0), youngest niece of Curkon Gheldieg, cousin of Lady Tanislove of Athkatla, and master painter. She is trying to move her faltering but strong family into the art-and-collectibles trade.





- Lord Tanis Keltronn (NG hm C4—Tymora), a lesser cousin of the great Argrim family of Athkatla and a ruthless negotiator among the food and wine trades.

- Lord Jharvex Krimmevol (CE hm T6) has sat on the Shield Council for more than 30 years. He framed his youngest brother, Cahorl, for the murder of a young girl of the Zoar family; Jharvex absorbed his brother's lands while Cahorl fled to Tethyr and went mad. Jharvex is an uncle of Lord Aernos Krimmevol of Crimmor.

- Lord Bhaem Shumokh (CG hm B9), a kind-hearted musician and lute-maker whose small private fortune has bloomed in this unorthodox departure from his father's and family's blacksmithing and armor businesses.

- The Herald's representative in Eshpurta, Swanmantle is Ard Roton (LG hf W2), a respected worker in the academy.

Keczulla (City)

Keczulla is a "dirt to diamonds" story twice over, a rarity even for Amn. Founded in the Year of the Breaching Bulette after gold and iron strikes along the Ridge were made by the Keczull clan (originally spelled "Kczull" and pronounced "zul"), the city became a ghost town 180 years later when the mines played out. People resettled Keczulla over 100 years ago, but it wasn't until the Year of the Harp (1355 DR), with Pulth Tanislove's newly discovered gem mines, that Keczulla truly came to life again. (Natives pronounce "Keczulla" as "ZUH-lah," sneering at those who call it

"KEK-zuh-lah.") The Gem Road connects it to Esmeltaran and beyond.

In the Year of the Saddle, seven Talontar released a virulent plague in the city of Keczulla that killed many from consumption. The perpetrators, located by an anonymous tip, could not be identified after the mobs were done with them. Some think at least two were members of Athkatlan high society.

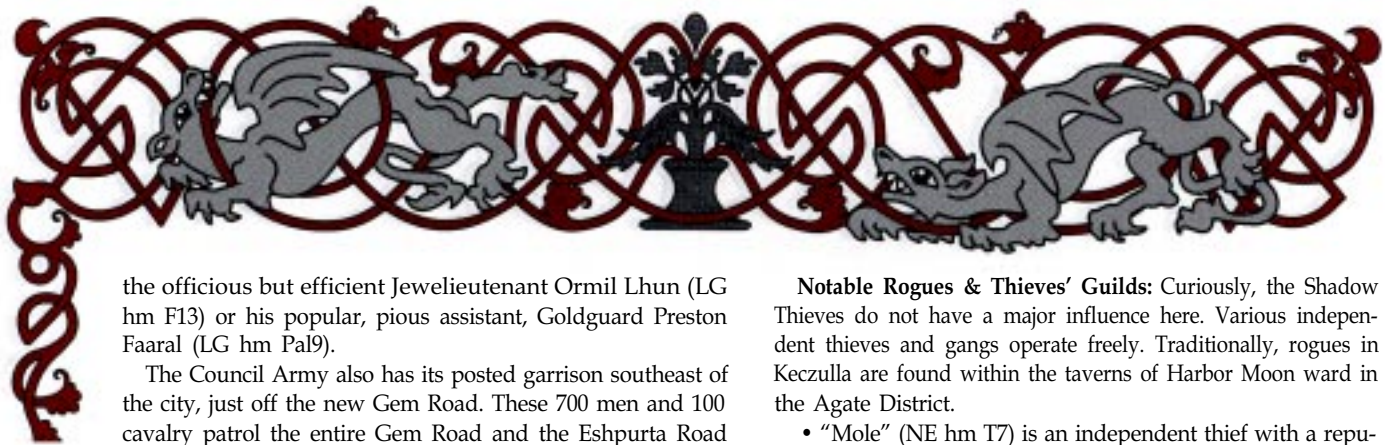
Who Rules: Tarkas Thallavv the Gemayor (N hm W9), an effective manager, accountant, and public speaker who has kept Keczulla growing (with the Tanisloves' help, of course) for the past 15 years; he was once a family administrator for the Vinson family, but their influence has dwindled while his skills brought him up. He is also secretly a member of the Cowled Wizards, and he has a secret library of magical tomes beneath the Gemansion.

Who Really Rules: Lady Lhynvor Tanislove (LG hf R2) holds more sway than the Gemayor, but she politely supports and backs his long-standing rule, as did her father and brother (unlike the bullying Bladesmiles).

Population: 38,000 natives in city, with army garrison north of city (2,000 troops) and outlying farms and estates (4,000) for total of 45,000 (99% human).

Major Products: Gems (cut and raw), jewelry, precious metal ores, armor (for decoration, not defense).

Armed Forces: The Gem Guard, which polices the inner city and its immediate environs, stands 500 strong. Mercenaries and army help are available if deemed necessary by



the officious but efficient Jewelieutenant Ormil Lhun (LG hm F13) or his popular, pious assistant, Goldguard Preston Faaral (LG hm Pa19).

The Council Army also has its posted garrison southeast of the city, just off the new Gem Road. These 700 men and 100 cavalry patrol the entire Gem Road and the Eshpurta Road from Amnwater to the Axe Bridge. Luckily, the garrison commander is one of the army's best officers: Colonel Gladdos Wintosnip (LG hm F12), trained personally by General Labak Craumerdaun. The colonel refuses to entertain the whims of merchants at Esmeltaran, providing them with only a simple escort and guard to that city. This causes consternation among his men and political problems. Still, he is in charge of crack troops and the best cavalry in Amn, and this posting is almost as desired as Citadel Rashturl.

Notable Mages: With the Gemayor as its head, there is a small, secret cabal of mages within Keczulla who share a love of magic that is not appreciated by other Amnians. They meet north of the city in a small cave in the woods each month to share information, gossip, or new magic. These wizards are:

- Grammar Kelsidor (LN hm W9), a contemplative, quiet man from Silverymoon who was Pulth Tanislove's partner in a book shop, which he now maintains alone after his partner struck it rich in a gem mine;
- Sendak Whitebrow (LG hm Conj7), a fat, friendly baker from Silver Ward with a loud laugh (who learned magic from his mother, a recently deceased boarding house operator and senior Cowled Wizard);
- Eddricles (LE hm W5), an aloof moneychanger of Silver Ward whose eyesight is so keen he can appraise gems and detect microscopic flaws without a glass;
- Alil Xuvaq (N hm Div8), a master cartographer whose precise and careful map work and attention to details has made him rich—and whose bachelor status draws many young women who hope to help him found a family; and
- Kankin Asvessa (NG hem W2), the son of Cuvorkan Jilnhim [see "Notable Rogues & Thieves Guilds" below] and Branxa Asvessa (a barmaid at the Onyx Raven). Kankin is far more studious than both parents combined. He works in the Pearl Books booksellers under Grammar Kelsidor.

Notable Clergy & Churches: The majority of worship sites in Keczulla are small shrines to an assortment of human gods, and an equally small number of clerics and specialty priests in the city as well. Keczulla is one of the least religious communities in Amn, being too busy restoring its status and wealth to devote attention to "higher things." Only one major temple is in town:

- The Coinstacks, a temple to Tymora with three gold-shod towers in the Mithral Ward of Emerald District. Revered Luckmaster Tonnos (N hm P12–Tymora), an unassuming priest, is thankful for those who continue to revere the Luckgoddess through Keczulla's wild changes in fortune. One priest, Uvvana Tarsill (CG hf C3–Tymora), manages a gaming hall in the temple once each tenday.

Notable Rogues & Thieves' Guilds: Curiously, the Shadow Thieves do not have a major influence here. Various independent thieves and gangs operate freely. Traditionally, rogues in Keczulla are found within the taverns of Harbor Moon ward in the Agate District.

- "Mole" (NE hm T7) is an independent thief with a reputation for acquiring and trading or selling information.
- Cuvorkan Jilnhim is a well-known gemcutter and one of the few elves in Keczulla and environs. Few know he is also "Darkhawk" (LE em T12), a thief known for wire-walking, second-story work, and a taste for star rubies.
- The Kings' Tears is a rising organization of smugglers, fences, corrupt moneychangers, and pickpockets (all T1–7) secretly led by the Gem Guard's dispatcher, the fawning Cantos Riverhorn (NE hm T8), a cunning actor who took years establishing this cover and now diverts guard attachments when he can to keep his men from capture.

Equipment Shops: Full [all items on PHB/DMG lists of 500 gp or less].

Adventurers' Quarters:

- The Electrum Mine. Tavern: pleasant, noisy, but safe (rowdies are ejected by half-orc bouncers). This tavern is named for the so-called "electrum mines" outside town, which are actually closely pressed veins of gold and silver. Quality/Price: Good/Expensive.
- Dame Ames'. Inn: clean, old but solidly built, service and available food and drink exceptional. Quality/Price: Excellent/Expensive.
- The Thirsty Gnome. Tavern: rowdy, unkempt place with once-rich surroundings, noted place to meet thieves and smugglers. Quality/Price: Poor/Cheap.

Notable Characters:

- Lord Rhor Bladesmile (CE horn F8) is a bitter and angry soul, since the Tanisloves supplanted his family as the richest and most influential family in Keczulla.
- Lord Jonno Bladesmile (NG hm R6) understands but does not share his half-brother's hostility toward the Tanisloves. He buries himself in his work as a guide, tracker, and caravan guard, going often to Amnwater.
- Lady Lhynvor Tanislove (LG hf R2) reigns as the richest, most acclaimed person in town. (Her brother, Lord Pehllus Tanislove, has moved to Athkatla to manage his and his wife's holdings.) The nature-loving Lhynvor sponsors parties every few days to meet eligible men, but she has spumed them all.

Important Features: The four districts and their eight wards are: Emerald—Mithral & Platinum; Sapphire—Gold & Electrum; Jade—Silver & Bronze; Agate—Copper & Harbor Moon (a deliberate slam against Waterdeep). The lesser in value the gem or coin named, the lower the status of the address. Boundaries are marked with stone arches whose key stones have inset gems or trade bars (donated by the Tanislove mines) above their carved names. Anyone who removes a gem or bar from an arch is immediately executed, often by the observing party as Keczullans guard their new status jealously.



The Jewelers' Quarter of Keczulla (Emerald District, Platinum Ward) has the largest concentration of gems per square yard outside of any mine in the Realms, as they are cut, polished, and made into jewelry here. The main garrison of the city's Gem Guard is in a four-story tower at the center of this area.

Other Sites

The Axe and Star Bridges: Given the rarity of dwarves in Amn, few humans or halflings recognize the stonework in the great bridges over the Vudlur and the Splendarrllur as dwarven. These two identical, massive bridges span those rivers at the highest flood stages. They were in use long before the Shoon Empire appeared, and only the barest hint of wear (primarily from wagon wheels over the past few centuries) can be found on their stones.

The two are known as the Star Bridge (western bridge) and the Axe Bridge (eastern bridge), named for the runes each shows on its rail stones facing the road. Dwarves and scholars who translated the barely visible runes on the bridges found that both date to the height of Shanatar. The Star Bridge was originally named the Karlyn Bridge for its clan's hero-king. (Few aside from Elminster or some scholars know the connection between the Wailing Dwarf and this lonely bridge.) The Axe Bridge has two names stamped on it, known either as the Clan Bridge or (after its clan) the Kuldelves Bridge. Both were built before the Fall of Karlyn's Vale and are nearly 7,000 years old.

The Gem Road: With the recent reversals of fortune in Keczulla, the Council of Six and Lord Pulth Tanislove negotiated to pay for a road from Esmeltaran to the now-prosperous city of Keczulla. Though Lord Pulth died only two years into the project, his son honored the contract, and the Gem Road has been open for four years to excellent traffic and increased prosperity for the two cities.

Trollford: Here, the South Road crosses the Amstel River outside Eshpurta. Given the strength and depth of the river and the steep Qadim hills, this is the only safe, shallow, flatland ford in the southern hills by which caravans can reach Eshpurta, rather than going 75 miles west or still farther east and north. This is the alleged location of the trolls' civilization before they were driven into the mountains; as evidence, people point to the preponderance of trolls reappearing every year or so in this area (ignoring the possibility that the trolls use the ford for the same reason the humans do). Every few years, prospectors and explorers search Trollford and the hills around it for buried magic or other treasures of the lost troll kingdom—to no avail.

Troll Way: Like all major trade roads, the South Road is known to local folk by different names along its length. The segment of the South Road from Eshpurta to Trollford is the Troll Way. Nearly every caravan or traveling group is escorted to the ford or beyond by troops in Eshpurta (for a small fee, of course).

The Forest of Shadows

For thousands of years, Shilmista, the Forest of Shadows, sheltered the western slopes of the Snowflake Mountains, hiding the secrets of both trees and peaks. The bulk of the trees are oaks and tall elms, though a smattering of dusktops and pines are seen in the high forest on the mountainside. Amnians know that the forest forms the eastern boundary of the country and elves live in it, but little else. Attempts were made in the past, notably by Shoonite troops, to scout the region for gems or valuable minerals; these attempts were repelled by the elves and other forest denizens. Amnians today have no wish to disturb the elves, for they know what happens in response. "Unprofitable," they mutter, collecting wood elsewhere.

Rivers

River Valashar: This river starts in the lower Snowflakes, inside the tree line of Shilmista. The headwaters plunge down the cliffs over three different falls and collect into a deep forest pool (rumored to have nereids in it) that then flows westward. The river Valashar is shallow and placid within 20 miles of Shilmista, but the wide, lazy river soon deepens from spring water along its route and picks up speed within 40 miles of Trollford, where it becomes the impassable Amstel River, which remains dangerous until 75 miles past Trollford.

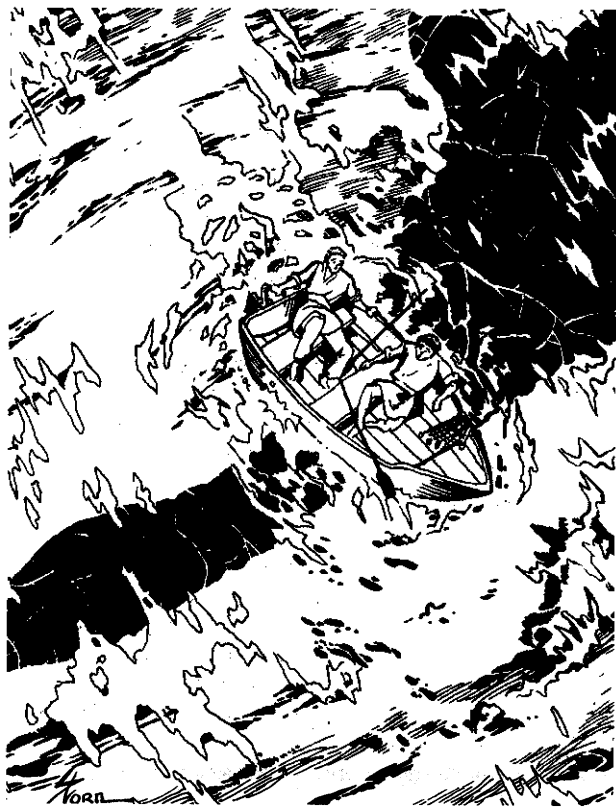
Shilmista

Amn knows little and cares less about the history and details of the elven forest of Shilmista. While the elves now trust outsiders a bit more, King Elbereth is not forthcoming with the lore of his people. Still, some basics are known about the region.

Like all forests, the Shilmista was once much larger, but many of its boughs have fallen before the axes, plows, and roads of humans. No longer, say the elves. With the incursions of Castle Trinity's forces in the Year of Maidens, the Shilmista elves declared no more trees or elves of the forest would die. Though not actively hunting humans and other non-elves, like the Eldreth Veluuthara to the south in the Forest of Mir, the Shilmista's elves hold the forest's boundaries sacred. The elves' numbers have dwindled over the centuries, and only a very small tribe remains.

Tethyr's new monarch has, through the High Scrivener at Soaring Spirit, made contact with the Shilmista elves, and more information on the forest and its denizens may be forthcoming. All that is known are the following notes, culled from reports of the Castle Trinity conflict.

Bowgentle's Grove: A surprising and recent discovery was made by High Scrivener Cadderly: The much-storied and loved Bowgentle the mage lies buried in a peaceful glade in the southern quadrant of the forest. One of the few outsiders to make friends with the elves, Bowgentle lived out the last



years of his two-centuries-plus life in Shilmista. He apparently died in a fall while traversing a mountain path in the higher forest during the winter of the Year of the Lost Lady (1241 DR); he was buried in this peaceful glade, beneath the oak of a dryad.

The Dells: These high plateaus in the northern forest provide the elves with good defensible high ground when numerous monsters emerge from the Snowflakes (as they did in 1361 DR). Most often, the elves scout positions and places from which to hunt birds or track prey up into the mountain passes.

Deny Ridge: Another high ridge in the forest's center, Deny Ridge provides a high lookout for one of the easier paths that runs deep into the Snowflakes.

Daoine Dun: This sometime elven encampment, loosely translated as "the hill of the stars," is riddled with caves. It is used for elven ceremonies when a wide clearing is needed, or when the elves need a defensible position against an attacking force.

Elven settlements: Unlike humans, elves here do not always congregate to one or two major settlements, as this makes them an easy target. Many small camps and treetop settlements lie within the Shilmista, more than any human will ever discover.

Orgoth's Tower: After the destruction of the School of Wonder in 1266 DR, most Amnians didn't want a wizard any where near their towns, forcing wizards to live in the unsettled

lands. Zemloth of Amn (1250-1330 DR), an Imnescari by birth, wrote of his Riatavanner tutor in magic, Orgoth the Tainted (1243-1318 DR), and his tower in the east. Zemloth talked more about his search for a magical tome, the Alcaister, but hinted that Orgoth may have found hidden magic of the necromancer Kartak Spellseer, decades gone by that time, but whether these items were left in Orgoth's home when he died is unstated. Without a doubt, Orgoth died at the claws of three fiends he summoned and couldn't control, though whether Kartak's magic had anything to do with it is uncertain. Orgoth's Tower, decrepit and abandoned, still stands in the foothills a half-day east of Riatavin. It reminds locals of the insanity of conjuring up fiends, the foolishness of sorcery in general, and why wizards cannot be trusted.

The Lake Esmel Region

Lake Esmel is a resort area and meeting point for many mercantile interests. The largest grain trading markets and agricultural companies collect in the Grain district of the Esmeltaran. Small fishing villages share lake frontage with the many estates where guilds, mercantile companies, and major families come to relax. This area is perceived as laid back and light in commerce, though the new Gem Road has brought many people directly in from Keczulla.

Small farming and fishing communities abound around the lake but are relatively insular compared to other areas of the country. Each has 70-200 adults who have learned to work quietly and avoid notice, or risk being dragged into unprofitable errands by rich, vacationing Amnians. (Many in Esmeltaran are happy to cater to that crowd.)

The major export from this area is the wide variety of fish from the lake, some living in the hot mineral springs in the northeast bays. Other major products are fruits, olives, dates, and grains, grown around the lake and along the South Road and Imnescourse. The markets in Esmeltaran are almost as complete as those in Athkatla, though foreign luxury goods cost more as they must travel farther inland (unless brought by trading caster down through the Giant's Plains). Also exported are pottery and objects d'art made from the distinctively bright red Esmel clay from the lake's northeastern shores.

Lake Esmel

Lake Esmel was here when the Snakewood still met Shantel Othreir, when Keltormir was young, when the dwarves of Shanatar had not even dreamed of their first beards. In the days when the Creator Races stalked the Realms, something was created to live in the lake—and it lives there yet today.

Nothing seems out of the ordinary about Lake Esmel until you look closer. The lake is so inordinately deep that its bottom has never been plumbed. Great depths are very close to the eastern and southern shores, but some areas in the north and west are only 100 feet deep. Beyond a half-mile from



shore, the lake's depths lie open and unmeasured. The extreme depth and chill of the water give much of the lake a midnight blue color even on the sunniest of days.

To the west, the shallows and high sulfur content shift the water's color nearly to sea green. Hot mineral springs are close to the surface, and they warm local lands and the northwestern waters of the lake, especially Akarav's Bay. The sulfur of the springs also adds "the scent of health" to the air. As a result of these intertwined waters in one lake, the fishing is full of variety and surprises, though there is less fishing in the western half as it would disturb the vacationing merchants to whom Esmeltaran caters.

Lake Esmel is more than a pleasant place to swim, soak, or fish. Centuries-old legends tell of a lake monster that swallows boats whole. Few believe in the lake monster, but many profit from its legend, from bards retelling its many tales to cooks providing "Fillet of Lake Monster" to easily amused patrons. [See "The Luke Monster," below.] The wicked red dragon Balagos [see "The Troll Mountains"] is known to bathe in Lake Esmel, and most authorities think monster-viewers have actually seen Balagos.

Akarav's Bay: The greatest concentration of mineral springs and sulfur-heated waters lie within the northern bay of Lake Esmel, though the waters remain warm as far south as the northern quadrant of Esmeltaran. Akarav's Bay is named after the Waukeenar priest who discovered the healthful effects of the waters of the bay, and quickly opened a resort that is still owned by the Waukeenar priests of Goldspires in Athkatla.

Amstel River: Fed primarily by the Khalleshyr and the River Valashar, the Amstel River flows from Eshpurta to Lake Esmel, bringing with it barge traffic from villages far south of that city, where it is safer to travel on the river. The shores where the river empties into the lake are rich with the bright red clay of Lake Esmel, and many villages here profit from making clay pottery and statues.

Esmel River: This broad, slow river drains to the west from Lake Esmel. A mile west of Esmeltaran, the water cools to normal temperatures, though its mineral content leaves a curious taste in the water. The peaceful Esmel River is a major trade route with even more barge traffic than the Alandor River. It is stylish for merchants to return from Esmeltaran on lavishly decorated barges. The river at any time can be filled with grain barges, fishing barges, and a silk-draped, purple-and-gold, double-decked barge full of dancers, musicians, and happy merchants. Village children along the river often cheer an exciting-looking barge, hoping a prosperous barge owner will toss a handful of coins to them.

Hyrzashyr: The southernmost river leading into the lake flows from the Tejarn Hills. This is the Hyrzashyr, one of a number of rivers that maintains its old name given during the times of Meiritin.

Shimmalshyr: Another Meiritin-named river, this spring-fed river is cold all year and is one of the few in Amn that freezes solid during winter. A great demand exists in Esmeltaran and Athkatla for the fresh waters of this southeastern river, and villagers in

Coryllvol have built a profitable company around the sale of this water, the popularity of which puzzles many older villagers.

The Lake Monster

Many jokingly call the mythical lake monster "Esmelda." Many stories describe the monster in similar ways, though inconsistencies creep in: "Body longer than two boats"; "long neck like a snake, but a head with jaws like I hear dragons have"; "it had a ridge of plates or spines running full-length along its neck and back"; "its flukes and flippers were the size of our pleasure craft"; "its entire body was like a sea snake, and it could've wrapped the whole boat up and crushed it"; "its eyes were intelligent and it cast a paralysis beam on us that froze us right there"; "it seemed playful, coming up just beneath the boat, popping its head out of the water to eat the net with my day's catch in it." A few folk around the lake swear to have seen this creature, claiming it must be a dragon given its reptilian features and massive size.

"Esmelda" is all too real—but she is not just *one* monster. The depths of the lake support over a dozen cold/loving water-breathing reptiles called pythosaurs, which come to the surface only if provoked or hungry. A pythosaur will attack boats as well as sailors.

Pythosaurus (1; 13): AC 4; MV 30; HD 18; hp 72 (ave.); THAC0 15; #AT 1; Dmg 5-30; SA swallow; SD none; SW none; MR none; SZ G (body 120 feet, neck 70 feet); ML Elite (13); Int Animal (1); AL N; XP 7,000,

Notes: SA—When attacking any creature under 10 feet tall (L-size), this creature swallows the victim whole on a THAC0 of 19 or 20. Swallowed victims suffer 2 hit points damage per round until dead.

Esmeltaran (Fortified City)

This is the lavish and opulent resort city of Amn, playground of the richest merchants and the highest of the social elite. Though Esmeltaran was once the capital of the land, many of its buildings (including the royal palace of Dahaundar) have been purchased by the elite as personal vacation homes or by mercantile companies as short-term but stylish boarding houses and festhalls.

Who Rules: The self-styled "Pasha" Iitriv Gaall (NE hm F2), a fat, lazy, overbearingly arrogant man (who insists he is back to his "best fighting weight") who is as pleasant as a summer's day until he has what he wants.

Who Really Rules: Iitriv Gaall is merely a figurehead. A triumvirate of interests truly runs Esmeltaran:

- the Church of Waukeen, through Goldspires in Athkatla (their main agent in Esmeltaran is Vara Olehm (N hf C4—Waukeen), the niece of the Holycoin);

- Zaraana Hyrrshas (CE hf En9), the owner of one-eighth of the land and businesses of Esmeltaran, known as the owner of Sune's Silk Slippers dance hall and festhall (and rumored to be a wizard who has done many favors for the Council); and



Esmeltaran

- | | |
|------------------------|-------------------------|
| 1 Dahaundur | 8 The Broken Harp |
| 2 Sune's Silk Slippers | 9 Shazzelim's Retreat |
| 3 Delosar's Pearls | 10 The Golden Sands Inn |
| 4 Black Alaric's | 11 The Veiled Vampiress |
| 5 The Genie's Bottle | 12 Bashful Esmelda's |
| 6 The Eye Tyrant | 13 Runhave's Masks |
| 7 Days of Eleint | |



Shaded sections are areas destroyed after the Sythillisian invasion in the Year of the Tankard (1370 DR).

- the Janyskyvaar Cabal, a holding company of all the considerable assets and interests of the twin sisters Lady Colvys Nashivaar (NG hf F0) and Lady Lynorr Jhanysssek (CG hf T2), such as their resort, The Scimitar. They and the cabal are represented among the triumvirate by Lady Colvys' eldest son, Lord Rhymon Nashivaar (NE hm T7).

Population: 21,000 natives (99% human) in the city, with 8,000 locals who travel in from outlying villages to work or conduct business. At any time, usually in the winter, the population doubles or triples with tourists.

Major Products: Tourism and service industries for vacationing rich; also major traffic port for barges and goods traveling down the Esmel River to the sea.

Armed Forces: Esmeltaran's militia has but 750 members. Additional security is not needed; visiting merchants and family heads bring their own mercenaries and guards. Further, garrisons at Hillfort Ishla and north on the Gem Road are close enough to help if necessary.

Notable Mages: None known.

Notable Clergy & Churches: Temples exist to nearly every god of the Realms (including the Dead Three and their successors) in the city or its outskirts. Few temples are kept up in the manner they once were, since most were built during the years when daily prayers to the gods were mandated by King Rhinn the Pious; worship has faded in the 200 years since then. Now, clerics and even lay followers lead services that rarely fill any temple's seats. Only Sune's, Lliira's, Tymora's, and Waukeen's temples and the shrine of Xvim entertain a large number of followers today. Most native church elders are below 6th level as clerics.

Notable Rogues & Thieves' Guilds: The Shadow Thieves control the myriad small gangs that operate in this city. The thieves have a long-standing pact with the Council of Six that make Esmeltaran an "assassination-free" zone. The most common guild-sponsored crimes here are theft and forgery, though few realize this right away. Objects, papers, jewels, and other items are stolen from their owners, and forged copies are later placed by thieves where attendants of the owners can find them.

Equipment Shops: Full [all items on PHB/DMG lists of 500 gp or less]. Many items banned elsewhere in the Realms are available here at feshalls and resorts.

Adventurers' Quarters: There are over 1,000 taverns, 400 feshalls, 750 inns, and over a dozen resorts for the rich and not-so-rich alike. The better ones are:

- Delosar's Pearls. Tavern. Quality/Price: Fair/Moderate.
- Black Alaric's. Tavern. Quality/Price: Fair/Cheap.
- The Genie's Bottle. Feshall/tavern. Quality/Price: Good/Moderate.
- The Eye Tyrant. Tavern. For off-duty guards and bouncers; resort guests unwelcome. Quality/Price: Good/Expensive.
- Days of Eleint. Tavern. Decorated with the stolen riches of Tethyr's nobles during their Interregnum. Quality/Price: Fair/Expensive.
- The Broken Harp. Tavern. Meeting place for any and all Harper enemies. Quality/Price: Poor/Moderate.





- **Shazzelim's Retreat.** Inn: Scimitar over the main bar is reputed to be the magical sword Shazzelim but is merely a scimitar with minor glamours on it. Superb food. Quality/Price: Excellent/Moderate.

- **The Golden Sands Inn.** Inn: Noted for its tavern's stocking of Calishite brews, and officially owned by the Golden Sands brewery. Quality/Price: Good/Expensive.

- **The Veiled Vampiress.** Feshthall/tavern: Two vampires actually run the feshthall and feed undiscovered on random guests. Quality/Price: Excellent/Cheap.

- **Bashful Esmelda's.** Feshthall/tavern: The signpost shows an illusory lake with a woman bathing—details cannot be made out but it draws many male customers anyway. Quality/Price: Good/Cheap.

- **Runhave's Masks.** Feshthall/tavern: Masked staff members. Low prices attract many foreigners; some guests are drugged and sold into slavery to drown beneath the city. Quality/Price: Excellent/Cheap.

Important Sites: The former royal palace was purchased long ago by a consortium of 15 families from Athkatla, Murann, and Crimmor. Each family owns a part of the castle, but the Great Hall is owned by the Council of Six as a meeting place for its families. An unwritten law makes Dahaundar a place where no blood can be spilled, and the Great Hall is allegedly haunted by the ghosts of dead kings who rise up to strangle anyone who dares battle in the Great Hall.

Other Sites

Coryllvol: This village on the Shimmalshyr still fishes to maintain its basic trade deals, but it makes far more money now by selling its fresh spring water to merchants in Esmeltaran and Athkatla. The "Shimmalvol Waters Company" is boosting its profits by making exclusivity deals with the latter two cities for bottled water distribution. The flood of money is turning this once-tiny fishing village into a nice-looking place.

Esford: On the southernmost bend of the Esmel River, the town of Esford is one of western Amn's last barge stops before goods reach Purskul. This is a barter-driven town since many customers are rural farmers. The trading post prefers coin but will accept small barbers.

Five Silvers/Five Coins: The easternmost of Amn's ancient stone circles, the Five Silvers rest on the plains 5 miles east of Gambiton. Five oblong marble slabs are set at different angles to each other in an odd-looking arrangement. When viewed at dawn from afar in the west, as from the South Road at the King's Arch or from high towers in Esmeltaran, the rising sun strikes the reflective slabs and seems to turn them into five huge silver coins. This site is a holy pilgrimage spot for Waukeenar.

Gambiton: At the crossroads of the South Road and the Imnescourse is a village with one tavern (the "Gambitavern") and one inn ("Gambitinn") on opposite sides of the intersection. The "gambit" of the town's name comes from a long-ago battle when Prince Imnel split his troops (Imnel's Gambit) at the crossroads and sent troops west and south to surround and

destroy the Small Teeth ogres at the site of Imnescar.

King's Arch: One of the first construction projects ordered by King Esmel was the building of a stone bridge leading from Gambiton over the Esmel River. It is an unremarkable bridge whose flagstones need replacing, as it has not held up to regular wear-and-tear as well as the Axe and Stone Bridges farther north.

The Scimitar: Named for the scimitar-shaped peninsula that juts from Lake Esmel's northern shore along Akarav's Bay, this resort community is synonymous with hedonism. The Scimitar is a large resort owned by the church of Waukeen at Goldspires (35% ownership; no direct contact or management) and the Jashire family of Riatavin (65% ownership; handles management and organization through the sisters of Lord Pacem Jashire and their children). Barbican gates and many mercenaries keep watch over the narrow neck by which customers enter. Located near hot springs and icy lake waters, the Scimitar offers bath houses, swimming, fishing, private gaming and gambling halls, dancing, and any other service visitors might desire. In effect, this is an exclusive city, open only to those who can (briefly) afford to live here.

Zinner: This fishing village and trading post rests along the Hyrzashyr and, while busy, is a quiet town with good relations with the nearby Tethyrian town of Brost.

The Tejarn Hills & Tethir Road

Most Athkatlans and Muranni think the Tejam Hills mark the end of civilized Amn. ("Why, only halflings and savages live beyond Lake Esmel!") Obviously, these hills define what territory is socially acceptable and what isn't. To them the Tejam Hills are wilderness property only useful if you raise sheep. The people of this area and that abutting Shilmista are looked down upon as hicks.

Be that as it may, some major exports arise from this frontier: root crops, cattle and livestock, horses, wines, beers and ales, and rare specialty items like wild mushrooms and certain wildflowers. Much of the major crop trade is controlled by various families, but the opportunity exists for a mercantile house or individual to make some money here.

The Tejarn Hills

Part of western Amn's snobbery comes from the nature of the Tejam Hills. These hills have always been defensively fortified, as is typical of a frontier. The hills are also known as the site of the former halfling realm of Meiritin (bringing the image of ruins to mind) and for South Road, hated for its ruts, mud holes, sharp curves, hills, etc.

These hills appear gradually, not abruptly like the Ridge, but greatly slow all traffic passing through them. This is considered superb terrain for traps, ambushes, and guerilla activity. With the recent Rebellion, military action is expected to occur among the Tejam Hills.





The Nine Sentinels: Most ancient structures long ago became overgrown piles of rubble here, but nine surviving towers dot the main Tejarn Hills. These long-abandoned garrisons were built by Calishite imperial troops of the Third Age. Two are east and southeast of Keshla, four lie along the South Road between the eastern hillforts, and three are among the hills east, south, and west of Torbold. They were spartan garrison posts with signal fire-braziers and mirrors atop each tower, each tower being visible from its nearest neighbors to allow signals to travel from the eastern frontier all the way to the now-buried city of Xandar. Like many other ruins in the southern lands, these have lost their original names; they are known now by titles given them by an Amnian bard who wrote a song about ghostly signals from the “Nine Sentinels.”

The Skull gnasher Giants: Due to the Council’s refusal to reinforce the Torbold Hillfort, hill giants have been a threat in the central Tejam Hills for over a dozen years. Each time the soldiers of the fort defeat the giants, the tribe retreats into well-hidden tunnels or goes farther west into the foothills near Brost or the Small Teeth. There they raise more children or draft other hill giants into the Skullgnasher tribe, which has lately absorbed two other giant tribes that once stalked the Small Teeth.

Chief Fedduk of the Skullgnashers is a major ally of the ogre magi of the “Sythillisian Empire” under the Small Teeth. His primary job is to harass and distract the hillforts so the humans ignore greater threats building in the mountains. He and his giants have grown tired of this game, however, and they itch to get into a massive fight, which the ogre magi promise is imminent. (This occurs in 1370 DR; see “Amn of Today” for details.)

The Hillforts

While these hillforts have long stood as the primary defenses of Amn’s eastern frontiers, they have suffered the neglect that the military often feels in peacetime. The northern Citadels were refitted as a result of the Dragonspear Wars, but the hillforts remain, as they have always been, log-and-earth palisades and rough towers.

The hillforts are massive structures of log-and-earthwork walls 15 feet high and 3 feet thick, and they crown the hills where they are posted. Their first lines of defense are a log palisade and an outer ditch (which often fills up during the rainy seasons) beyond the wall. All that each fort might need—including a subsistence garden, stables, armory, smithy, main keep, and garrison—lies within its walls. Each hillfort holds a standard garrison of 300 troops, 15 officers, and one commander; it can hold an additional 500 troops. While Ishla and Torbold are nearly identical in size and layout, Keshla has a slightly larger outermost defensive line, and thus has 400 soldiers and 35 officers, with room for 900 more troops if needed.

All of the hillforts seem to have been placed where ancient pre-Shoon castles or manors once stood. Unless actively kept up, the hillfort buildings become drafty, dirty, and utterly un-

comfortable for all concerned. Dedicated commanders have improved the conditions of their forts, but major renovations require money and permits from the Council of Six that are not forthcoming.

Hillfort Ishla

Commander: Captain Amlos Xomnag (CE hm F7) is an oily, fast-talking sneak who uses every trick to come out on top in a duel or deal. Moderately fit, the captain worries more about going bald than he does about the military fitness of his troops.

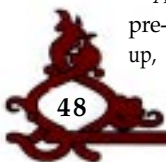
Though this hillfort is technically among the foothills of the Small Teeth, it is considered part of the circuit of Tejam Hillforts. Captain Xomnag has commanded Ishla for 15 years, and he has turned this post into a profitable venture for himself and his men by running errands for the idle rich in Esmeltaran. Any soldier who objects is quickly transferred out or, if obnoxious, conveniently disappears. The commander’s political connections make him impossible to remove from command, but those in Esmeltaran are quite happy with his performance.

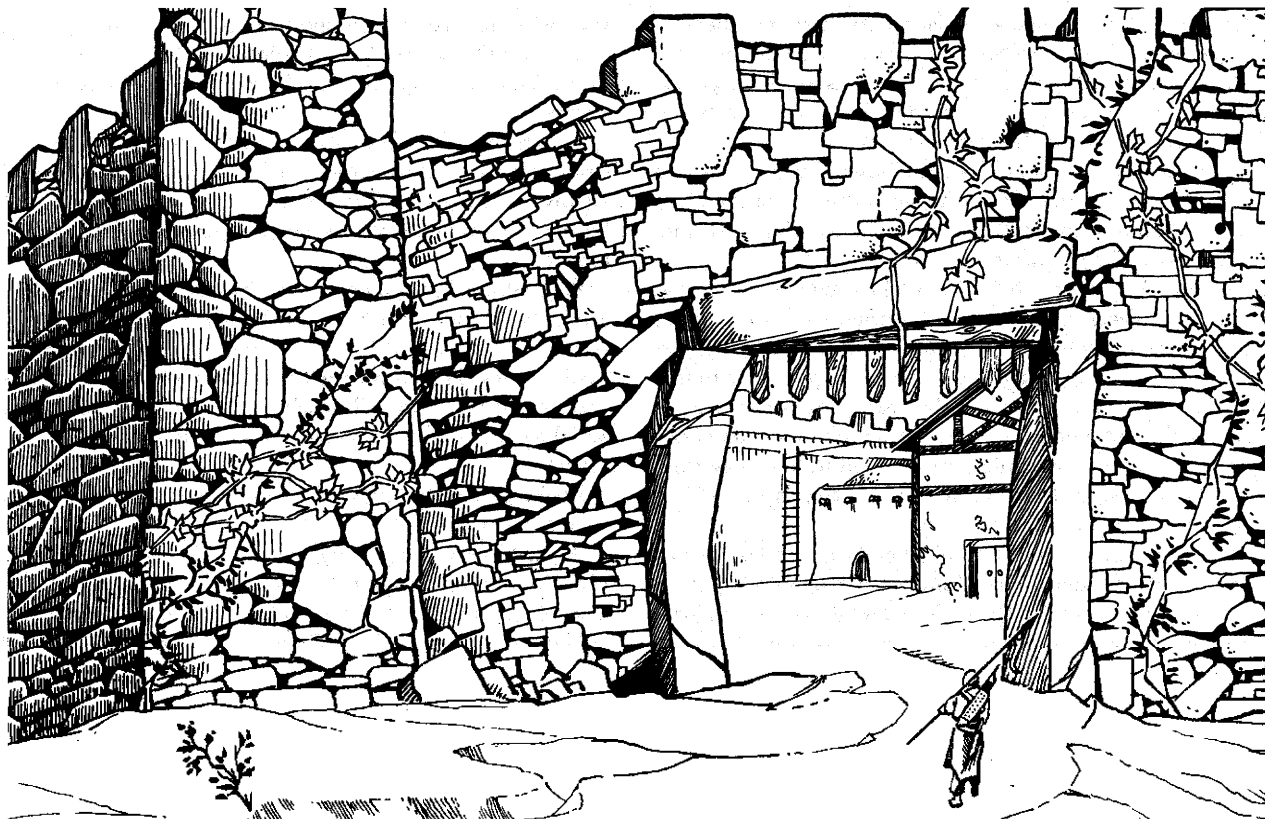
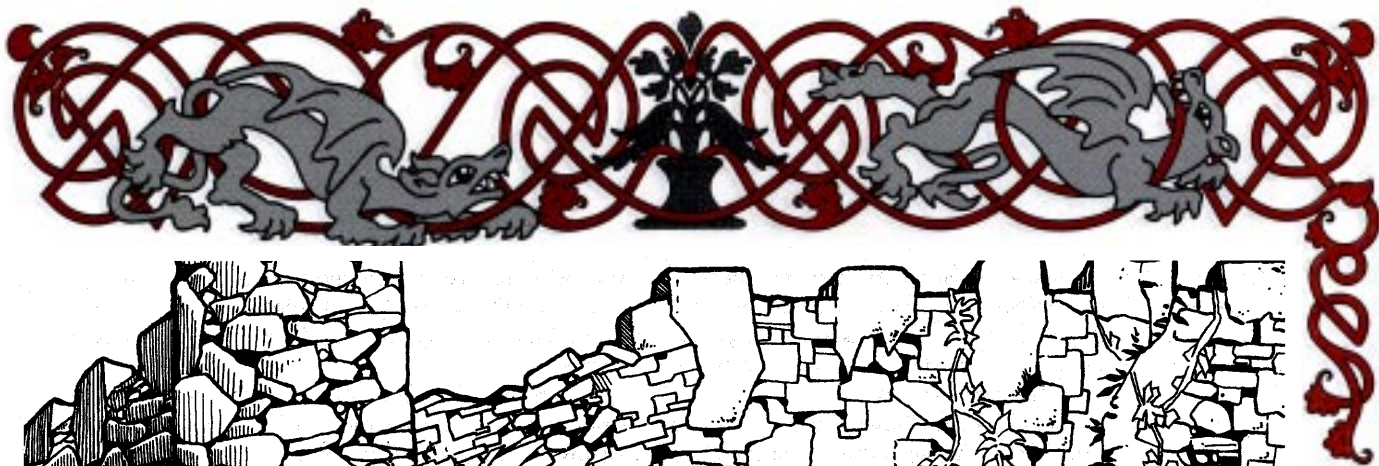
Unfortunately, the hillfort is the greatest victim of its commander’s folly. The ill-kept grounds deteriorate into a sea of mud after a light rain. The gardens are choked with weeds, and the crops are inadequate to supplement the troops’ food. Cracked or missing mud battering in the log walls lets in drafts and water. The outer defensive walls are so poorly maintained that little effort is needed by an attacking force to collapse the southern or eastern parts. The troops hate it but are willing to put up with it in order to earn money in Esmeltaran as servants.

Hillfort Keshla

Commander: Captain Arbas Rosznar (LE hm F9) is either a strict officer or a frustrated tyrant. Formerly at Citadel Rashturl, Arbas worked hard for years to get that Citadel’s command. Then, during a brawl while on leave in Athkatla, he killed a man who turned out to be the lover of Lady Phillipa Argrim. Family connections saved his life, but he was banished to Hillfort Keshla, known as a punishment post and a dumping ground for incompetent soldiers and those who make expensive mistakes (like Arbas). After seven years there, Arbas is the fort’s commander and doing whatever it takes to turn this fort into a post to be proud of. He hopes this will either get him better recruits or a transfer to a better spot.

Of the 400 soldiers and 35 lesser officers at Keshla, perhaps a dozen don’t fear him and his volatile temper; fewer still don’t hate him utterly. The commander used extortion, murder, and other heinous acts to gain the command, and all of his frustrations are taken out on the hapless soldiers, most of whom failed only because they aren’t suited for the job they were assigned. Still, with Rosznar’s constant abuse, the troops are improving slightly (300 F1s and F2s out of a complement that started as F0s) and the post is orderly, well-kept, and in prime condition.





In fact, one of the lesser officers designed a new defense particularly to the commander's liking: a channel through which boiling oil is poured into the surrounding defensive ditch or moat, then lit by flaming arrows.

Hillfort Keshla sometimes falls under the eye of General Labak Craumerdaun or Commander Balacer Macefist of the Golden Fortress in Eshpurta. Captain Rosznar has tried to get the general to inspect the fort at Midsummer. After seven years of inspection requests, the general has said he may find the time this year, and Keshla's unlucky soldiers are being drilled all the harder as a result.

Hillfort Torbold

Commander: Major Tharundar Olehm (LN hm dual C2—Waukeen/F15) is the namesake and first grandson of the Holy coin of Goldspires. After an attempt to make him a priest, Tharundar ran away and became an adventurer. He spent a few years wandering the north and fighting in Tethyr's civil wars, then went back to Amn and found its military sorely lacking. Tharundar had seen enough goblins, ogres, and the like to know what threat they held, so he parlayed his hard-earned fortune, notoriety, and family connections to gain a commander's post at Torbold 12 years ago.

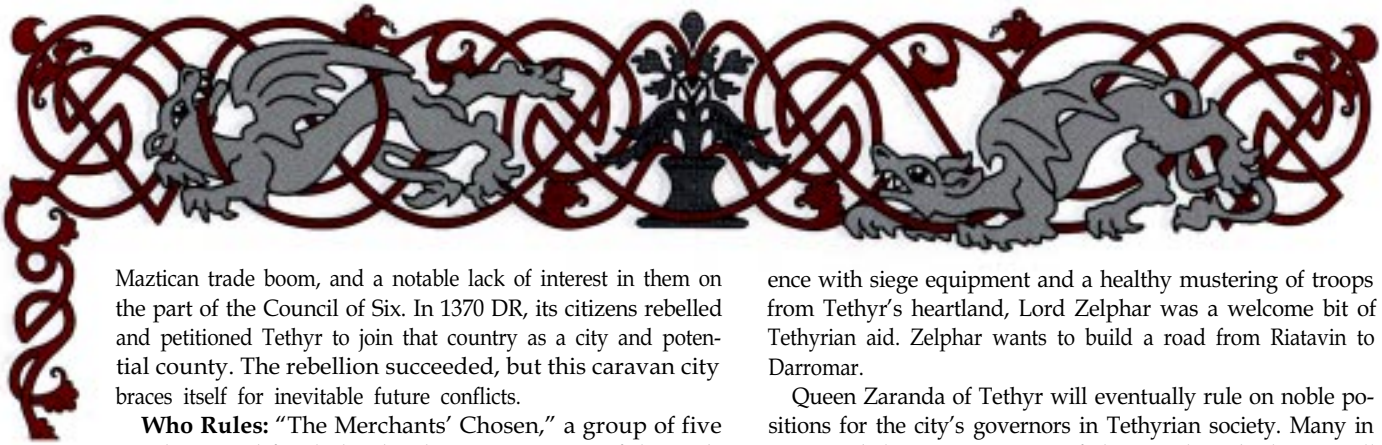
Almost from the moment of Major Olehm's arrival, Torbold became a model of efficiency, despite the unorthodox methods used by its commander. For the past dozen years, Major Olehm and his men have fought the Skullgnasher hill giants to stand-

stills or defeat. Every summer sees attacks from the giants, and the major can hardly count on help from Fort Ishla or even the Council, which sends no troops but an annual allotment of graduates from the Golden Fortress in Eshpurta. Still, few soldiers request or accept transfers out of Torbold, out of loyalty to their commander. (One of the Council's excuses for the lack of new troops: "Don't be building an army loyal only to you, young Olehm."). This hillfort's soldiers are all 4th- to 7th-level fighters; the officers are at least 8th level.

The major and his officers have a grudging respect for the giants' chief, King Fedduk, who has some basic knowledge of strategy and considerable experience in combat. Major Olehm and his men know the terrain better than the giants do and have driven the brutes back to the Small Teeth. Torbold's troops know they've been fighting more than one giant tribe, though the giants always carry the same tribal banner and march under the same king. Now, the major can't help but wonder if, after 12 years of bi-annual pitched battles with no clear winners, it's suddenly all too easy.

Riatavin (Fortified City; Independent)

The Gateway to the East, Riatavin has long been an important linchpin in Amn's trade to the Vilhon Reach and the Sea of Fallen Stars. However, its citizens suffer a low social status, political difficulties with other cities, an inability to join in the



Maztican trade boom, and a notable lack of interest in them on the part of the Council of Six. In 1370 DR, its citizens rebelled and petitioned Tethyr to join that country as a city and potential county. The rebellion succeeded, but this caravan city braces itself for inevitable future conflicts.

Who Rules: “The Merchants’ Chosen,” a group of five merchants and family heads who support many of the city’s businesses, own local land, or were instrumental in setting up the rebellion. The members are:

- Lady Aura Coprith (LN hef P11—Waukeen), major mercantile power in Amn and pious priestess. For two years, Lady Coprith quietly but diligently transferred much of her wealth around, expecting this break to happen; now that it has, her mysterious actions of the past 15 months (foreclosures, selling of mercantile company stock, buy-outs of her partners in other companies, etc.) all led to her cementing her vast fortunes in Riatavin, which now encompass 40% of the city’s businesses.

- Lord Mundal Krimmevol (NG hm R10), third brother of Lord Aernos Krimmevol of Crimmor. Though once just an avid hunter and caravan leader, Mundal has been given lordship over his elder brother’s interests in Riatavin to keep them in the family. He now controls one-quarter of the city’s trade and support businesses.

- Lord Pacem Jashire (CG hm F4), once a “lesser light” of Athkatlan society whose major holdings and family connections made him well-known in Esmeltaran and parts east. He is a cousin to Lady Coprith by her mother, his aunt Gloriana (Jashire) Coprith, the twin sister of his mother. The “Wine Lord,” as the locals call him, is one of the largest wine makers and distributors outside of Zazesspur and Waterdeep. (He himself drinks little.)

- Lord Arsid Tormaril (LN hm W6) is the head and once sole heir to the carriage and caravan fortunes built by the Tormarils over the past 100 years in Riatavin. His father secretly taught Arsid magic to protect him and to have an edge on the more superstitious Amnians; his mother taught him commerce. Lord Arsid, who dislikes the spotlight, is the most passive of the Chosen.

- Bharavan Bhaerkantos (NG hm R17), well known as a former adventurer and master of the Thousandheads Trading Coster. His lesser-known connections to the carriage and caravan fortunes of the Tormaril clan of Riatavin (by his sister’s husband and children) cemented his position among the Chosen as its military advisor.

Who Really Rules: The Merchant’s Chosen are capably leading Riatavin through its difficult rebellion. However, with the arrival of Tethyrian forces as well as the mustering of the Chosen’s mercenaries, two more voices are added to the group:

- Lord Holver Roaringhorn, Count of Lathmarch and the Queen’s Siegelord (NG hm F13). His aid was requested to help defend against a possible siege by Council forces, and his easy-going manner has made him many friends.

- Lord Zelphar Thann, Count of Rivershire and the Estate Chancellor of Tethyr (LN hm P12—Gond). With his experi-

ence with siege equipment and a healthy mustering of troops from Tethyr’s heartland, Lord Zelphar was a welcome bit of Tethyrian aid. Zelphar wants to build a road from Riatavin to Darromar.

Queen Zaranda of Tethyr will eventually rule on noble positions for the city’s governors in Tethyrian society. Many in Riatavin believe one or two of the Merchants’ Chosen will become counts or countesses, and the others will stay on as a Council.

Population: 125,000 natives in the city; 50,000 more live and work in the area east of the Tejarn Hills; total population: 175,000. During the summer trade season, this number easily triples. The entrenched forces of the Thousandheads and support troops from Tethyr’s County Rivershire now add 4,000 more (total: 89% human, 6% halfling, 3% half-elf, 2% other).

Major Products: Livestock, horses, exported trade goods from the east.

Armed Forces: Normally, the Ring Knights of Riatavin (3,000 mounted troops with chain mail, rods, long swords, and shields) handle all defense of the city and its attendant villages, estates, and roads. These knights now primarily act as perimeter scouts against an army they expect to see soon. The Merchants’ Chosen can conscript able-bodied folk in Riatavin into the knights, but they hope for a peaceful solution to their predicament.

Other forces encamped around the city include 3,000 Tethyrian troops of Counties Lathmarch and Rivershire, of which 10% are skilled siege engineers. Joining them around the walls of Riatavin are 1,000 mercenaries and caravan guards of the Thousandheads Trading Coster, under the command of Bharavan Bhaerkantos.

Notable Mages: Superstitions and Council of Six mandates keep many mages hidden. Now, with the Rebellion at hand, some wizards have made themselves known to the Merchants’ Chosen (but not to the public), should their skills be needed in resisting the Council of Six and hostile major families. These wizards are:

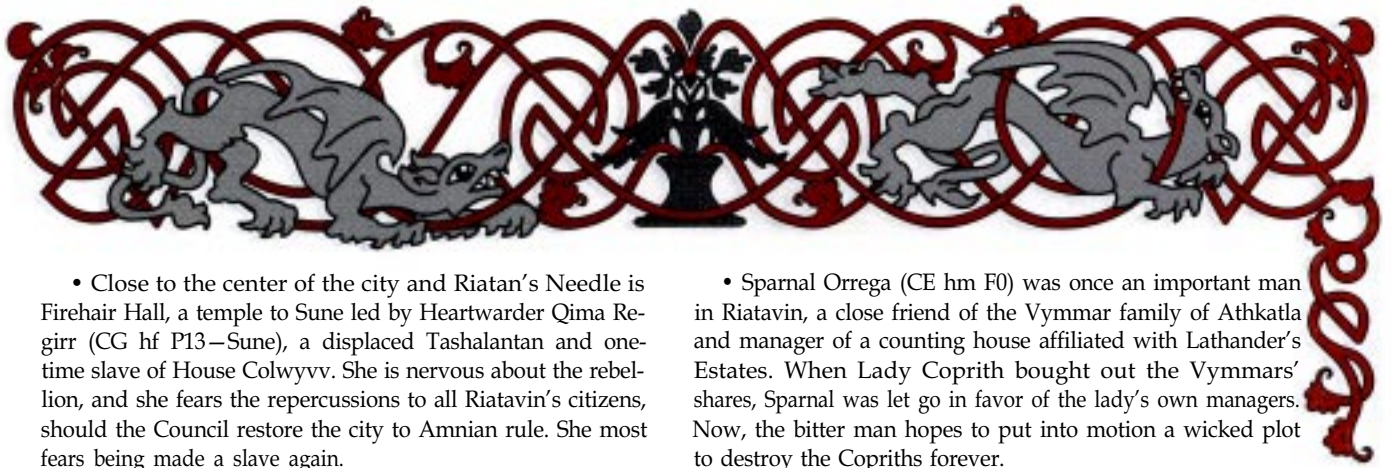
- Virdei Forgebrand (N hm Inv8), a goldsmith and jewelry craftsman with an impressive array of new fire-based spells he developed over the years;

- Purgan (LN hm W14), head accountant/advisor for the Tormaril clan (and that lord’s tutor in magic); and

- Eris Elenaak (NE hem Div11) owner and proprietor of the Flipping Coins tavern, whose uncanny predictions (once chalked up to “intuition”) are easily explained now.

Notable Clergy & Churches:

- Waukeen’s temple in Riatavin, the Lodge of Coins, has one of the few elaborate and open uses of magic in all of Amn. Its central spire has a huge 12-foot-wide golden coin (Waukeen’s symbol) floating a few feet above it; the coin acts as a weather vane, marking the direction of the wind as it turns the coin. The Lodge is led by Overgold Haeclar Dominit (N hm P19—Waukeen), and his church is fully supportive of Riatavin’s new direction.



- Close to the center of the city and Riatan's Needle is Firehair Hall, a temple to Sune led by Heartwarder Qima Regirr (CG hf P13–Sune), a displaced Tashalantan and one-time slave of House Colwyvv. She is nervous about the rebellion, and she fears the repercussions to all Riatavin's citizens, should the Council restore the city to Amnian rule. She most fears being made a slave again.

- One notable priest in Riatavin is Kyrie Fonseos (LN hf P7–Azuth), a recent arrival from Iriaebor, who planned to work in Riatavin until she could raise enough money to travel farther south to Duhlnarim. She is not known to the leaders of the city, but she will protect who and what she can around her current dwelling and work place, the Roaring Manticore inn.

Notable Rogues & Thieves' Guilds: The Shadow Thieves are the only guild within the city) and all the beggars, fences, pickpockets, assassins, and thieves one would expect in a major trade city are here, cloaked under semi-legitimate business fronts. Their spies have been working constantly, keeping the Grandmaster/Iltarch informed on goings-on in the rebel city.

Riatavin's Guildmaster Rekk Tihler (CE hm T15) has followed Lord Zelphar Thann's movements, as Zelphar is kin to Lhestyn Arunsun, and the Shadow Thieves' price on his head is high. Tihler wants to kill him in such a way as to pin it on either an agent of the Council or one of the Riatavanner Chosen to cause more political unrest and move himself to a grander position in the guild.

Equipment Shops: Usually full but currently reduced until peace returns [an items on PHB/DMG lists of 300 gp or less].

Adventurers' Quarters: Aside from the extremes given below, there is a wide variety of taverns, inns, festhalls, and boarding houses in Riatavin.

- The Yoxen's Burden. Inn/tavern: most lavish in Riatavin, quiet, nearly new, close to Ghalmrinnar and Riatan's Needle. The inn was built by a former drover whose plow uncovered a small cask filled with mithral coins. The owner, the halfling Umpleby Thunderfoot (NE halfm F0), is an officious host who allows any of the Merchants' Chosen free meals and drink here (hoping to curry future favors). Quality/Price: Good/Expensive.

- The Rook's Treasure, tavern. Dirty, ill-kept, smoke-filled at most hours. This tavern is a local dive used as a meeting place by Shadow Thieves and foreign spies and smugglers. Quality/Price: Poor/Cheap.

Notable Characters:

- Binor the Cyclops (CE hm W5) is the one-eyed barkeep of the Vilhound, a slightly run-down little tavern that caters to travelers to and from the Vilhon Reach. He is also an agent for the Twisted Rune, though he thinks he works for the Zhentarim.

- Samdusk Sorocine (CG hm B9) is the famous maker of musical instruments, specifically lutes, that have made his reputation across the Realms. Sorocine lutes are superb but are double-normal cost; bards truly say that their quality is defeated only by elven craftsmanship or magic.

- Sparnal Orrega (CE hm F0) was once an important man in Riatavin, a close friend of the Vymmar family of Athkatla and manager of a counting house affiliated with Lathander's Estates. When Lady Coprith bought out the Vymmars' shares, Sparnal was let go in favor of the lady's own managers. Now, the bitter man hopes to put into motion a wicked plot to destroy the Copriths forever.

- Lelulia Salvare (LN hef R3/C3-Mielikki), a 29-year-old cleric and ranger, is shy and has a crush on Mundal Krimmevol, her tutor in woodcraft.

- Thorn Tree (CG hem F2), the local representative of the Heralds, works closely with the rebel government.

Important Features: Major landmarks of the settlement that haven't been mentioned before include the following:

- Riatan's Needle, a tall, slim butte 90 feet high that marks the exact center of the city of Riatavin. It caught the eye of Riatan Krimmevol, who with two others then founded this trade city. The Needle has a magically lit brazier on top that is visible at night to travelers on the Tethir Road. The stairs cut into the side of the Needle are used by the guard only, but adventurous folk (mostly youths) try to scale the rough side unless chased off.

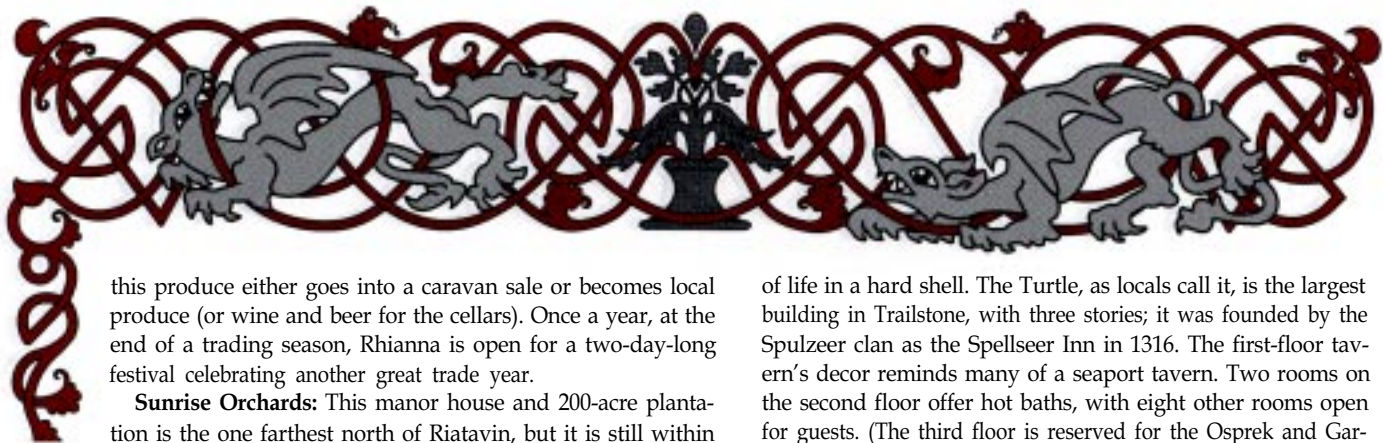
- Ghalmrinnar, a large, four-story manor house of the Tormarils at the center of the city. Many Riatavanners see this as the city's controlling hall, since the Merchants' Chosen use it for meetings and a small contingent of troops camps on its lawns. Over a century ago, the manor was called Spellmere and was owned by the Spulzeer clan, a family that has since dwindled but was once among the founding clans of Riatavin.

Other Sites

Asharfall: Though its owner has no clue if the house really was once the manor of a count of Valashar, that is what he tells his guests. Abigger Onnellm (LE hm T8) is the assessor and main accountant for the Ysnomm Carriage Company. Abigger has skimmed a lot of money from company books, allowing him to host more opulent parties at "his" (the company's) estate than he normally would. Only the most naive merchants in Riatavin believe that he earns so much by his employers' graces, but he does throw a good party, so they endure his lies.

However, after the Rebellion and Lady Aura Coprith's move to Riatavin, Abigger will secretly flee to Mimph on the Vilhon Reach with about 100,000 roldons of the company's funds. Lady Coprith will count the money as lost, but the Yhliivasts in Amnwater will swiftly hire assassins and mercenaries to find Abigger Onnellm and recover all of "their" money.

Rhianna: An affluent estate south of Riatavin, Rhianna is the home of the widower Bharavan Bhaerkantos and the central headquarters of his Thousandheads Trading Coster, which Bharavan owns and operates with little interference from his Waterdhavian partner, Lady Kara Ruldegost. Rhianna, named after Bharavan's deceased wife; is a 1,000-acre estate with fig and date orchards, smaller fields with subsistence crops for the caster and the manor, barley and hops fields for brewing, and a small vineyard with transplanted Dalelands grapes. The bulk of



this produce either goes into a caravan sale or becomes local produce (or wine and beer for the cellars). Once a year, at the end of a trading season, Rhianna is open for a two-day-long festival celebrating another great trade year.

Sunrise Orchards: This manor house and 200-acre plantation is the one farthest north of Riatavin, but it is still within the guards' protection. Once part of the parceled out Spulzeer lands, this forest-bordering orchard grows peaches, pears, figs, and dates for the Lathander's Estates Mercantile Company.

Trailstone (Town; Independent)

In the past, Trailstone was considered little more than a watering hole, a place for caravan travelers to rest, sleep in beds, and relax. The tiny collection of farm families and rural folk suddenly gained Amn's attention by following Riatavin's example and asking to join Tethyr.

Trailstone is still the same little farming and roadside community it ever was, but it also plays host to an army that almost outnumbers the citizenry to protect them from Amnian retaliation. Living so close to Tethyr and being treated like dirt for being relatively poor in Amn, the choice for Trailstone was simple.

The mayor of Trailstone, Jordy Droverson (NG hm F0), was frightened of the nobles sent to aid him and his townspeople: Lord Gamalon Idogyr, his daughter the Lady Lara Gyrfalcon and her husband Am Gyrfalcon, and a centaur named Timoth—three mages and a centaur! Still, their kindness, patience, and aid helped most folk get past their fear and prejudice against mages, and they (along with the commander of the troops) in turn showed the people of Trailstone how to defend their farms and town. In truth, it matters not to which country they belong. The folk of Trailstone want to live their lives without the fear of becoming a garrison town for troops perched on the border watching Riatavin or Tethyr.

Population: 420 natives among the taverns, inns, and outlying farms (283 humans, 47 half-elves, and 90 halflings). With the remnants of the Order of the Blue Boar and the local troops of the Count of Spellshire, the population (for now) rests at an all-time high of 700.

Major Products: Service stop for beer, ale, and wine along the Tethir Road; minor subsistence crops with some surplus barley, corn, or dates, depending on the season.

Places of Note:

- Shaundakul's Tavern. Tavern: cozy, well-kept, caters to caravan travelers. The tavern's name comes from a strange lodestone slab that the brother of the owner, Mier Ompon (N hm F0), allegedly brought back from a ruined temple of Shaundakul, god of caravans. While Mier and his staff hardly believe the slab has divine properties, it is slightly magnetic, makes a great stone bar top, and made for a better tavern name than the Flying Crow. Quality/Price: Good/Cheap.

- The Dragon Turtle. Inn: like its namesake, monstrous in size, nautical in nature, generates lots of steam, and holds a lot

of life in a hard shell. The Turtle, as locals call it, is the largest building in Trailstone, with three stories; it was founded by the Spulzeer clan as the Spellseer Inn in 1316. The first-floor tavern's decor reminds many of a seaport tavern. Two rooms on the second floor offer hot baths, with eight other rooms open for guests. (The third floor is reserved for the Osprek and Garrex families, who operate the inn.) It is also the central meeting place for the town, especially now with the nobles and officers staying there. Quality/Price: Excellent/Moderate.

- The Badger's Den. Tavern: a bit rough-and-tumble of late, serves many hard-bitten caravan drivers and guards. The Order of the Blue Boar and the soldiers of Spellshire have made it their own in the past weeks. Almost nightly, the peg-legged Colis Goldsfall (N hm Fl) needs his son and daughter to break up brawls. The twins, Jehan and Marila, both stand 6 feet tall at age 16, and their strength is remarkable (Jehan 18/27, Marila 18/40). Quality/Price: Fair/Cheap.

People of Influence:

- Brother Tanis (LG hm P7—Ilmater) has taken residence in the Trails' End Inn of Trailstone for the time being, intending to aid the wounded and the needy during the coming strife while continuing his student's training.

- Arsor (LG hm Cl—Ilmater), the aide and student of Brother Tanis, is fresh from his initial studies at the Priory of St. Silvyr. He is excited to meet a great hero like Timoth Eyesbright, whom he pesters for stories.

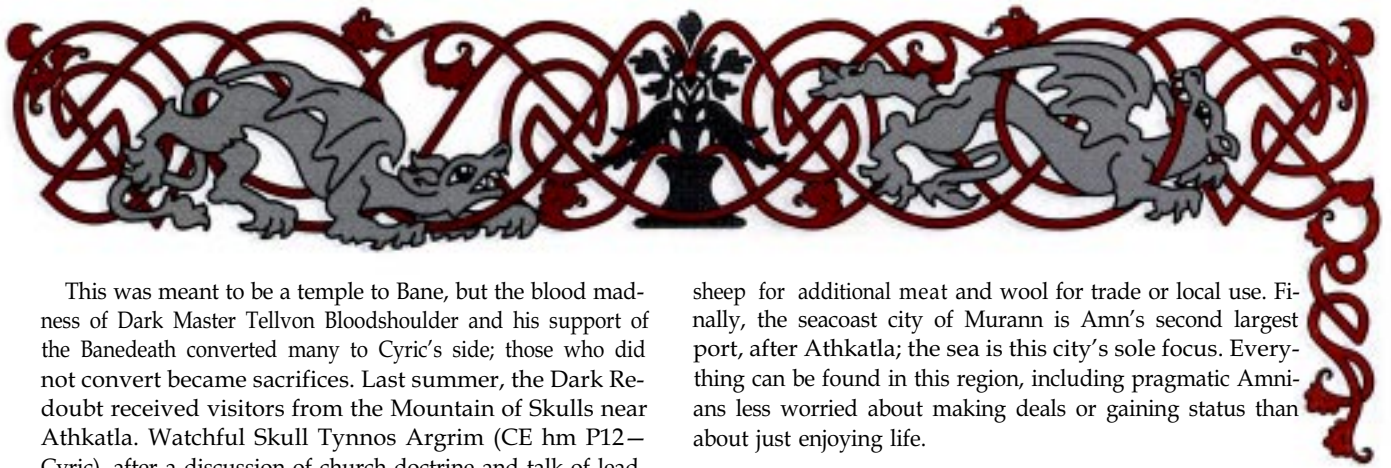
- The loud Phelbar Dastun (CG hm Fl) is more worried about his crops than an invasion. Despite requests not to bother the troops, Phelbar brings them his wife's pies to get their help in clearing his back field of stones and weeds.

- Selaja Osprek (LG hef W5) has not practiced magic in 20 years, but the need to defend the Dragon Turtle Inn forced her magic-paranoid husband to release her from his request to never work magic under his roof. Selaja doubts her abilities after so long, but tutoring by Lord Gamalon has restored much of her confidence, as well as teaching her some defensive spells.

Other Sites

The Dark Redoubt: This lonely, isolated manor house with high walls and a barbican gate fully blocks the pass between two of the larger Tejarn Hills. Built during the first century of the Shoon Occupation by a lesser brother of the emir, the Calishite-style architecture stands out among the rolling knolls. Over 1,000 years later, the site was occupied by giants, goblins, and bandits of all races.

Now, this lonely place has become the Dark Redoubt of Cyric. All of its walls are reinforced, and parts of the central keep were replaced with new towers and rooms, like the central chapel to Cyric and its attendant rooms. Much of its once-white stone exterior has turned gray over the centuries; the Cyricists have even added a layer of soot and ash to all external surfaces to darken the building and blend it in with the hills. The Dark Redoubt is 35 miles east of Hillfort Torbold, in an area that Hillforts Torbold and Keshla each believe the other is patrolling.



This was meant to be a temple to Bane, but the blood madness of Dark Master Tellvon Bloodshoulder and his support of the Banedeath converted many to Cyric's side; those who did not convert became sacrifices. Last summer, the Dark Redoubt received visitors from the Mountain of Skulls near Athkatla. Watchful Skull Tynnos Argrim (CE hm P12—Cyric), after a discussion of church doctrine and talk of leading the church against the heretics of the Twin Towers of the Eternal Eclipse, traitorously slew his host, the high priest of the Dark Redoubt. Tynnos then put a loyal, cruel, and overzealous priest named Dark Master K'rvan (CE hem C9—Cyric) in charge of the Dark Redoubt. Under K'rvan's leadership, the Dark Redoubt's 300 faithful are now militarily and religiously fit, and they could easily challenge one of the Hillforts for control of the hills.

Spulzeer Vale: Only a few trails lead into this valley, but they end suddenly in the middle of a field. Castle Spulzeer, the crowning achievement of an ancient land-holding Amnian family, once stood here, but fell magic destroyed it so thoroughly that all physical evidence of the castle is gone. The air is preternaturally cool in the dell where the castle once stood, and the elves of Tethir and all animals avoid the area.

Castle Spulzeer was once great, the site of many visiting caravans enjoying the Spulzeer family's hospitality by Amnian tradition. Unfortunately, the machinations of two clansmen brought this down. The last heir, Lord Chardath Spulzeer, betrayed his family's goodness in 1348 DR and stole the power of the black sheep of the clan, the lich Kartak Spellseer. After much havoc was wrought inside the castle and among the nearby villages, unknown forces collapsed the castle in on itself, releasing a huge torrent of magic after the implosion. Neither Chardath Spulzeer nor the lich Kartak have been seen or heard from since late summer of the Year of the Shield (1367 DR).

The Tethir Road: This well-traveled trade road is one of the oldest structures in either Amn or Tethyr. The entire road was built in the third century of Dalereckoning by King Dalagar "Longwalker" of the long-lost Shining Plains domain of Andlath. Between the years 230 and 239 DR, Andlath's forces built the road from Athkatla to Ormath in an attempt to unite the south by trade and expand the kingdom. The road lasted 1,000 years longer than Andlath did. Since the Year of Slaughter (1090 DR), this road has also defined the borders between Amn and Tethyr, though this border is now in flux.

The Small Teeth Region

While many consider this spot forgettable, the Small Teeth region is actually a cornerstone of Amn's economy. Some of Amn's best plantations are nestled between the southern Small Teeth and the Forest of Tethir, with dates, olives, grapes, and various grains and subsistence crops in abundance. The lower mountain slopes support herds of goats and

sheep for additional meat and wool for trade or local use. Finally, the seacoast city of Murann is Amn's second largest port, after Athkatla; the sea is this city's sole focus. Everything can be found in this region, including pragmatic Amnians less worried about making deals or gaining status than about just enjoying life.

The Small Teeth

The Small Teeth are moderately high mountains with light forestation on all but the tallest peaks, which are snow-covered during the winter until Mirtul. The Teeths' winding trails often mislead travelers, but they conceal greater dangers. Local goblins, ogres, and other humanoids have grown to enormous numbers under the leadership of two strategy-conscious ogre magi with minds for empire building. Humanoids here have learned much from their battles with humans and are hard to defeat.

Dragons' Lairs: Though history lists more, only two dragons' lairs (for three dragons, no less) are currently known to lie within the Small Teeth, set among the loftiest peaks at about 5,000-8,000 feet altitude:

- The hideaway of a long-dead thieves' guild forms the lair of Iryklathagra, a 1,125-year-old blue wyrm also known as "Sharpfangs." Her treasure hoard has grown magnificent and includes unique items and artifacts such as a holy relic of Helm's faith, the Monocle of Bugthalos, and the decidedly unholy Staff of Shoon, a rod made of unicorns' horns built by the same madman who made the *Tome of the Unicorn*. Iryklathagra sleeps much of the time, but her hunger is awful to behold when something awakens her about once a century. On her last excursion, she had to fight for her meal, suffering injuries to her wings and one forepaw when she attacked a bronze dragon family, as described below.

- A larger cavern complex farther east in the Small Teeth is entered only through the crater of an extinct volcano two peaks east of Kossuth's Eyes. Inside is the carcass of an adult male bronze dragon and the remains of three hatched eggs, though no sign of any hatchlings. The dragon's name was Trollushanthallor; he and his mate were attacked early in 1369 DR by Sharpfangs. Trollus's mate and one female hatchling survived the wyrm's attack, and they fled to the Forest of Tethir. Now, safe among the Suldusk elves, the mate, Arellaxer-rontoal, plots a cold revenge against Sharpfangs. No one outside that forest knows this lair has been abandoned.

Ghallar Knoll: An interesting spot in the western Small Teeth, Ghallar Knoll is a low, perfectly round hillock covered by grass of a brilliant scarlet hue. Legends say that eating two blades of the grass makes one 10 years younger and removes all poisons in one's body. Legends also hint that the hill is the home of its protector, the Ghallar, about which no one knows anything at all since no one has returned to describe it in many years.

The Imnescourse: This trail leads from Imnescar to Gambiton, running an up-and-down course through the foothills and runoff areas of the mountains. During the day, this path is



safe and easy to traverse except during the spring thaws, when it is a sea of mud. At night, only fools and monster hunters take this path, since it winds through the Umar Hills, which are noted for wolf packs and supernatural dangers.

Kossuth's Eyes: Were the Gem Road to continue on its route directly in line from Esmeltaran, it would drive right between Kossuth's Eyes, two dormant volcanoes on the near-eastern end of the Small Teeth. These volcanoes have not been active since the dwarves built Shanatar.

Ommlur Hills: The foothills of the mountains west of the Trade Way were named for Ommlur, an Amnian poet of the second century of the Shoon Empire, who wrote of the beauty of the flood plains and falls here.

The Tethir Road: This lonely stretch of road spans thousands of miles from Murann to Ormath of the Vilhon Reach. From Riatavin to Murann are no major caravan stops; but a half-dozen tiny villages not shown on any maps allow travelers to rest there, surrounded by pastures and cattle, grain fields, orchards of figs and dates, or hillside vineyards.

Travelers are watched most of the way; the elves of Forest Tethir are not trusting sorts. The worst section is the long slope of road from the forest's northernmost bend down to Trade-meet on the Trade Way, where elves often shoot arrows into wagons to spook yoxen (Amnian "yoke-oxen") and horses, sending merchants and goods on a mad race down the hills toward town.

Umar Hills: The foothills of the Small Teeth on the north

and south faces are the Umar Hills, named after an ancient witch who plagued Amn for decades. No proof was ever found of her death; she stopped enslaving and torturing shepherds over 700 years ago. These hills are pierced by the Innescurse trail, which is safe during sunlit hours. At night, these hills are the hunting grounds for a large pack of wolves (said to be led by a werewolf), along with goblin raiders and a will o' wisp.

Vale of Wailing Women: Northwest of the peaks looming over Hillfort Ishla lies the Vale of Wailing Women, named after the women of Amn who watched their husbands march into the Small Teeth with Prince Imnel during the Ogre Wars. Curiously, the vale is now the location of the greatest temple to the goddess Loviatar in all Faerûn: the two-towered Black Spires of the Maiden, founded here 10 years ago.

Myth Lharast

Myth Lharast is one of the least known of the fabled mythical-cloaked cities of the past. It has been well over five centuries since a definitive description and location of the city has been made, since its mythal seems to have shifted the city slightly out-of-phase with the Realms. According to ancient accounts, Myth Lharast was a small city whose boundaries (and the edges of the mythal) were marked by the seven Star Spires, and it contained temples, businesses, and homes dedicated to Our Lady of Silver, Seltûne. If these accounts are accurate, Myth Lharast should lie roughly 5 miles west of the Gem Road, at the Splendarrllur's westernmost bend.



Founded in the Year of the Half Moon (390 DR), Selûnite worshippers built the town of Myth Lharast as a place to worship Selûne in their own ways, rather than bow to the orthodoxy in Minsorran. At its height, Myth Lharast glowed at night from a beacon of moonlight shining up to the stars to show the peoples' love of the Moonmaiden. However, legends talk of Myth Lharast later falling prey to hordes of awful monsters; according to some priests of Selûne, that was their punishment for straying from the faith, while others blame the corruption of a few wizards and priests of evil. Whatever the cause, Myth Lharast was "blasted from the Realms by Selûne's hand, with monstrous lightning bolts arcing from the moon to totally eliminate all traces of the City of the Moon" (from a report dated the Year of the Dawn Rose, 720 DR).

Myth Lharast actually exists. When its mythal was laid in place, its creators imbued it with symbols of power to encourage others who worshiped the moon to come there and see the power of their faith. Syri Mhaal, one of the mythal's architects, secretly altered the mythal's attractions to also bring in lycanthropes, with which he meant to conquer the decaying Shoon Empire. By the Year of the Dawn Rose, the city was overrun with lycanthropes controlled by Syri Mhaal, who then fought a pitched battle against a cabal of local evil wizards named the Cowled Conjurers. Either Selûne or one of her faithful altered the mythal's power about the city and shifted it entirely out of the Realms, trapping all within it.

Syri Mhaal is now long gone, but the descendants of his lycanthropic minions still occupy the city, as does one last (undead) Cowled Conjurer. The city itself is ruined by their centuries-long war. They would like to leave, but the mythal traps them in this twilight state, invisible and inaudible to the world about them. In fact, the site of Myth Lharast is currently a wheat field whose farmers do not know what lies just one dimension away. The city's forces include a semi-active demilich and its gargoyle minions, and an army of werewolves and wereboars led by a greater werewolf wizard who retains spell abilities even in wolf form. The gargoyles and lycanthropes have no need to eat or sleep in their current state.

Today, the only folk who can identify the true location of Myth Lharast are priests of Selûne. From afar, they can spot a hazy dome that is the mythal holding the city just outside the Realms. As they approach, the city becomes clearer, but it is more a translucent mirage than a real city. The city comes "closer" to the Realms on the night of a full moon. If a priest of Selûne or anyone in contact with her touches the mythal when the moon shines directly overhead, she can pierce the barrier and enter the lost City of the Moon, with all its attendant horrors. Likewise, those inside can leave only by the will and action of a Selûnite priest. Warning: Once the full moon is no longer directly overhead (after two hours of game time), the Selûnite priest and any companions are trapped in the mythal city until the full moon next passes overhead! This city has been sought by Selûnites for centuries, though many mistakenly travel to Minsor Vale, 100 miles away from their quest's end.

The Rivers

Imnestream: This river runs from Imnescar out of the Small Teeth over numerous falls and rapids down to the floodplains and eventually to the sea.

River Specie: This, the westernmost river in Amn, flows from the Small Teeth out to the floodplains and the sea in less than 50 miles. While dangerously swift, the river is known as a source of gold nuggets and is visited by numerous prospector-panners every year.

Zehoarast Floodplains: These plains are often awash with the overflowing waters of the River Specie and the Imnestream during the spring. No one is foolish enough to build a village here, but as the floods recede and rivers return to normal, the floodplains are dotted with local shepherds combing the land for gold and silver nuggets washed down from the mountains.

Imnescar (Town)

Like Purskul to its north, Imnescar is an agricultural waystation. All the estates, plantations, and individual farms between the Tethir Road and the Small Teeth cart their grapes, wines, beers, dates, olives, limes, and other fruits, vegetables, and grains through Imnescar, if they don't ship directly to Murann.

Formerly called Imnel's Scar, this town was the site of the humans' greatest victory of the Ogre Wars. Crown Prince Imnel here received a jagged scar from his right temple to his jaw from the ragged claws of the ogre chieftain Bharken, though Imnel killed the ogre with his next blow and led his troops to victory afterward.

Population: 6,000 total natives, though market days bring in an additional 2,000 folk from outlying areas. (87% human, 8% halfling, 3% half-elf, 2% elf).

Major Products: Grains and fruit produce; small game (from hills and mountains), local wine and beer.

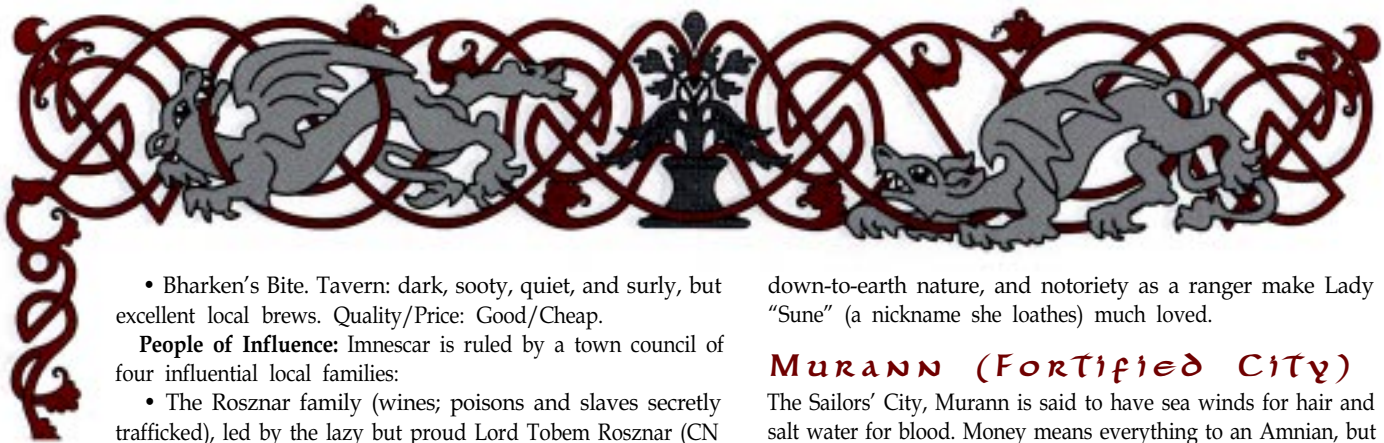
Places of Note:

- Hydcont Hall looms large over Imnescar. It was built over a century ago on a high crag in the foothills near town. An invitation to the "hall that hides built" is a pearl that few locals ever get, but anyone with a name connected to the families of Athkatla gets immediate and fawning attention from the owners.

- Imnescar Market is centered around a great oak of such immense size that it seems older than Amn itself. Unlike other markets, where noise and bustle rule the day, Imnescar's market is quiet and relaxed. The Great Oak's bark has innumerable initials and messages carved into its bark, though local guards will arrest anyone doing so today; too much damage to the Great Oak, and it will die—and take Imnescar with it.

- Old Wizard's Cave is a lonely place up in the hills east of town, little more than a hillock cave above a sulfur spring. Folklore holds that the fumes and smell are from an old wizard brewing potions to poison his enemies.

- The Ogre Skull. Inn: a grisly name and a decor of ogre skulls on the walls, but cozy and warm, with a friendly atmosphere to all but cheap tippers and bad guests. Quality/Price: Excellent/Moderate.



• **Bharcken's Bite.** Tavern: dark, sooty, quiet, and surly, but excellent local brews. Quality/Price: Good/Cheap.

People of Influence: Imnescar is ruled by a town council of four influential local families:

- The Rosznar family (wines; poisons and slaves secretly trafficked), led by the lazy but proud Lord Tobem Rosznar (CN hm F4), who misses the simple days as an adventurer rather than the cut-and-thrust "nobles' life" he has now (and the constant bullying he takes from his sister).

- The Hydcont family (wines, furs, caravans), led by the Dower Lady Miilal Hydcont (CE hf F0), the eldest sister of the current Lord Rosznar and the true power behind both her father's and her husband's family fortunes. The risky ventures of poisons and slaves are discreetly funneled through her brother's books (as he is too much a buffoon to notice), so she cannot be charged with breaking the laws if caught. The Widow Miilal has nearly every soul in town afraid of her icy temper and vengeance.

- The Paulaami family (ropes, wagons, leatherworking), led by the ebullient and naive Lord Kyrton Paulaami (NG hm F0). His wife Mixa handles much of the business while Kyrton lovingly builds wagons, in hopes of one day competing with the craftsmanship of the Zoldaftels.

- The Fellyssman family (livestock-horses, cattle, sheep; wool and textiles), led by the golden-haired Lady Emasune Fellyssman (NG hf R5), whose head for profit and plots is as sharp as that of the "Witch Widow" Hydcont. Her laugh,

down-to-earth nature, and notoriety as a ranger make Lady "Sune" (a nickname she loathes) much loved.

MURANN (FORTIFIED CITY)

The Sailors' City, Murann is said to have sea winds for hair and salt water for blood. Money means everything to an Amnian, but the sea trade is the only thing that has meaning for a Muranni.

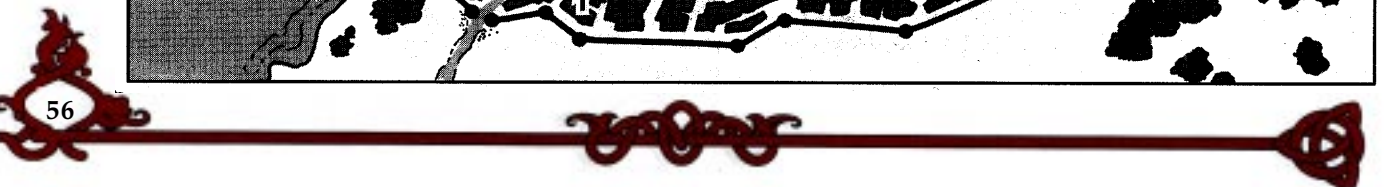
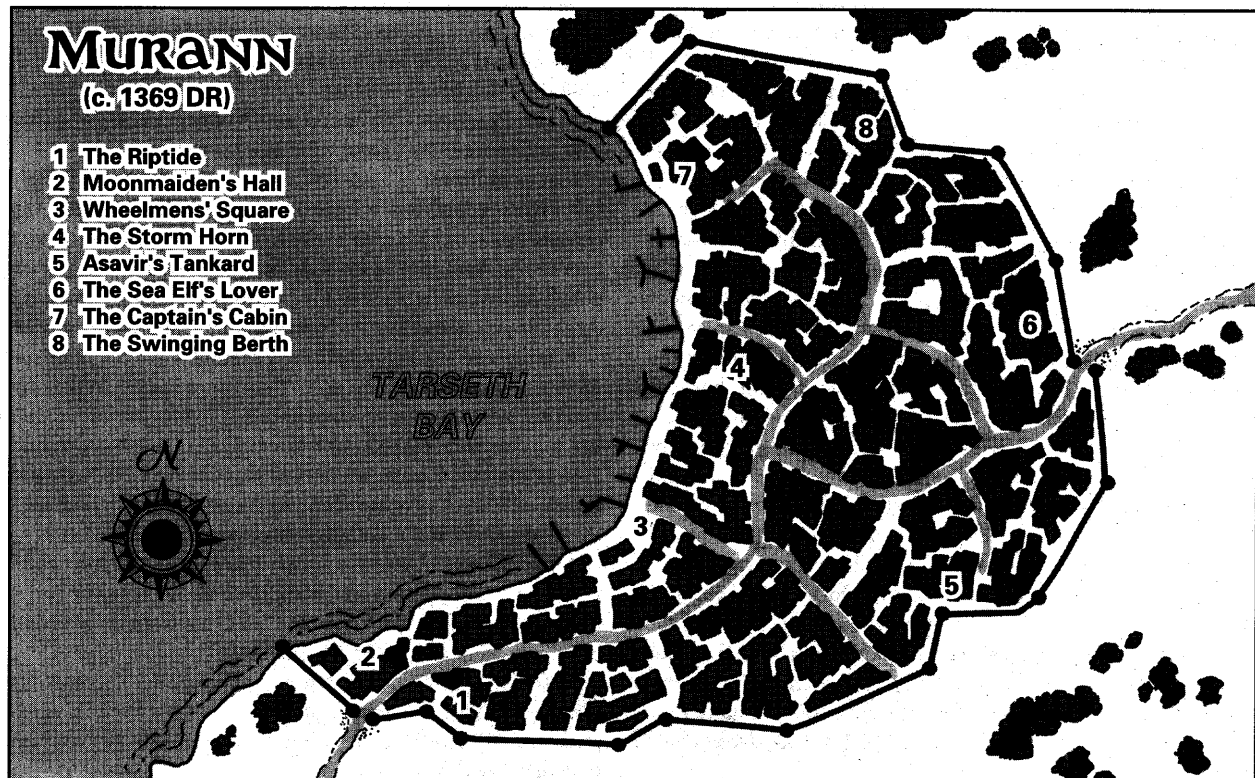
Who Rules: Harbor King Degos "Full Sails" Angerdboar (NG hm F4), a sea captain whose famous order led to the cleaving-in-twain of a Nelanther pirate ship by his own ship's bow and, thus, his nickname.

Who Really Rules: The most powerful local citizens include the following:

- The Lurraxol family (shipbuilding, navigation), led by the arrogant young Lord Tynsar Lurraxol (CE hm F0), whose father's recent passing has left him in control of this part of the family's fortunes (at least, until his Aunt Ximora asserts control over him from Athkatla, as the elder and holder of the Lurraxol fortune).

- The Kaptonneme family (shipwrights, shipbuilders), led by the honest, hard-working Lord Juvyrn Kaptonneme (LN hm F3), whose Neomar Ships trade company competes with the Lurraxols, who hate him as his ships are of higher quality at equal prices.

- The Nubaedfyd family (whaling, oil; ship outfitting), led by a gruff, hard-bitten seafarer, Lord Segar Eeyescee (NE hm F3), a former ship's captain with a peg leg.





Population: 80,000 year-round natives, with peak summer populations near 250,000 (80% human, 10% half-elf, 10% other).

Major Products: Sea-oriented trades, import/export of various items, whaling, and shipbuilding.

Armed Forces: The Harbor Guard is the 3,000-strong police force for Murann, and it is supported by the merchant families. The Council provides a small navy for the guard, in addition to docking Amn's official navy here. The ships are fast cutters and caravels meant to protect a private fleet but not take on any pirates themselves.

Notable Mages: Murann is home to Amn's largest alchemists' guild. Muranni brag it's equal to any in Cormyr, Thay, or even "Backwaterdeep." With around 100 members, the guild is sanctioned by the Council of Six; all its members are known to them. All alchemists' guild potions are at twice normal costs because of the rarity of local wizards. Understandably, the most frequently ordered potion is a *potion of treasure-finding*. The guild shop buys and sells spell components at basic prices, but has little interest in buying most potions.

- Captain Ordl "Starpoop" Fiathrn (CG hm W9) is a Muranni sea captain and owner of the Leviathan's Chase, a whaling ship. His honorific comes from a spell he uses that launches a magical harpoon into a whale and trails an unbreakable magical rope to the caster. The problem lies in anchoring Captain "Starpoop" to the deck while the whale tries to lose its hunters. Leviathan's Chase has made great profits for captain and crew, ensuring great loyalty. The crew goes along when, once a year when the Council demands it, the captain spends a month hunting down Nelantheran pirates, this service in exchange for his Amnian citizenship. The captain's daughter Marisa (CG hf F4) is a dead-eye with throwing daggers or grappling hooks; her curses are not weaker than her left hook.

- Madame Mygause "the Speciemancer" (N hef Div 18) is a popular open secret here. She has developed a special form of soothsaying that has caught the attention of her clients and ensured their discretion. During her special divination, she takes the purse of her subject and she tosses its contents into the air. The coins, gems, and other belongings float slowly above her hands, and the patterns they make as they fall tell Mygause of that person's future—or so she tells them.

Notable Clergy & Churches:

- Moonmaiden's Hall: This temple to Selûne was made from the bow of a ship, with the former rear deck above the main floor as the pulpit. The altar is at the center of an intricate armillary sphere, inside which the priest stands. This church is more interested in Selûne's aspects over navigation, though she is revered in all her forms by her many fervent worshipers in Murann. Lunar Crister Flechan (CG hem P11—Selûne) was a pious navigator who joined the priesthood 30 years ago; he now commands the temple and is a popular local figure.

- The temple to Umberlee is heavily attended the night before any sea voyage, with donations to the church to stave off storms at sea. Wave of Might Whaerd Petayr (LE hm C11—Umberlee) is the high priest; his sermons are more threats of punishment than calm messages of hope.

- Valkur's worship is steadily increasing in the south. The Storm Horn, the only temple to Valkur in Murann, is a small place tended by Duil Dolphinson (N hm P9—Valkur), an affected and fawning little man.

Notable Rogues & Thieves' Guilds: There is but one thieves' guild in Murann and all Amn, but rogues from other ports are always arriving. At least 100 Shadow Thief agents stay near the docks, watching for new arrivals to attempt a heist. The agents promptly introduce all detected thieves to the law of the land: Join the Shadow Thieves or die. Most choose to join.

Though they are part of the Shadow Thieves, Murann's Bilge Rats act as a guild all their own. Their main guildhall is on the wharf, with secret tunnels in the cellars leading to seven different safe houses, should trouble arise. The Bilge Rats never steal while on dry land; their tactic is to sign on to ships in Murann, explore them completely, then carry out a theft just as the ship reaches a foreign port. The thief then catches another ship back with his heist. A theft can be as simple as swiping part of the captain's strongbox and framing a junior officer, or as complex as stealing ship, cargo, and crew all in one fell swoop. All Bilge Rats are 5th to 10th-level thieves; more powerful members are transferred to other cities and jobs.

Equipment Shops: Full [all items on PHB/DMG lists of 500 gp or less].

Adventurers' Quarters:

- Asavir's Tankard. Inn/tavern: high-quality, clean, Calishite decor; owned and operated by Ali ibn Satham, an expatriate Calishite captain whose ship was sunk by pirates. Quality/Price: Excellent/Expensive.

- The Sea Elf's Lover. Feshall/tavern: excellent food and entertainment. Quality/Price: Excellent/Expensive.

- The Riptide. Tavern: dice games played constantly here; house takes a cut of all wagers. Quality/Price: Good/Moderate.

- The Captain's Cabin. Inn/tavern: serves 12 varieties of grog (watered rum). Quality/Price: Fair/Moderate.

- The Swinging Berth. Inn. Quality/Price: Poor/Cheap.

Notable Characters: While not quite of the caliber of the major families of Murann, these notables are still famous and easily identified in town:

- The Tuskar family (taverns), led by the affable but shrewd Lord Gerry (CG hm T1), who owns seven gambling taverns in Murann. Many folk revere his second son Lord Otall (LG hm F6), a captain in the Harbor Guard.

- The Hirehook family (ships' crew hiring, mercenaries), led by the parsimonious Lord Otto Hirehook (NE hm T3), known for his gem-encrusted, gold-filigreed left eye patch.

- Edord Thearn, "the Doom Drunkard" (CE hm P5—lyachtu Xvim) scares many with his constant drunken proselytizing of the Godson of Bane in the Wheelmens' Square every day.

- The Heralds' representative here is Tallboots: Eltar Catham (NG hm R2), who has many contacts among the Harpers and will secretly go to them for help if Murann is ever attacked.



Trademeet (Town)

While little more than a crossroads of two caravan routes, Trademeet stands out as the City of Merchant's Peace. All deals made in this town are honest, aboveboard, and fair. In the Year of Great Riches (920 DR), Waukeen is said to have appeared on Shieldmeet at highsun within the stone circle at Trademeet. She wandered the markets and saw only false deals, poor products, and lying merchants. Enraged, she turned the dishonest High Merchant's hands into gold and doled his fingers out to wronged parties (hence the Amnian curse of "De-losar's Fingers!"). She then declared a "Merchant's Peace," which has remained unbroken to this day. Perhaps this honesty explains why Trademeet is the smallest of Amn's major caravan stops.

Population: 6,000 natives in town, 3,000 in outlying farms and plantations.

Major Products: Caravan services, agricultural trade.

Places of Note: Kapparhall is one of the fortified three-story manors of the Coprith clan. Its Tethyrian architecture is accented by wild rose bushes climbing the walls. The estate was built with the grounds entrance outside the town, but with the manor house inside the town boundaries, placing it under the Merchant's Peace so that all deals between the High Merchant and the families are painfully honest and forthright. The guards of Kapparhall are loyal only to Lord Coprith.

People of Influence:

- High Merchant (town mayor) and Lord Logan Coprith (LG hm Pa8), the "baby brother" of Lady Aura Coprith, the head rebel of Riatavin. High Merchant Logan, a man of few words, left military life at Citadel Rashturl to take over his sister's family interests. As the High Merchant's job goes to the most prosperous family head, Logan was immediately drafted. He established better training for town guards and other improvements that have made him a favored son of Trademeet in less than a year.

- The Alibakkar family (landowning, wine making and sales), led by the lazy, self-absorbed Lord Skarmaen Alibakkar (N hm F0), the third brother of senior Lord Erlranther Alibakkar (Meisarch of the Council of Six) and main employer in the area [see "Estates," below].

- Lady Lilith Lurraxol (CN hf T4) of the Lurraxols of Athkatla, her grandmother Ximora's favorite child and protegee. She has been ordered to use her wiles on the High Merchant to reopen channels through Riatavin for the Lurraxol clan, but Logan has paid her no heed.

Other Sites

The Alibakkar Estates: Nearly every square inch of land along the Tethir Road between Trademeet and Murann and north for 2 miles is owned by one merchant family, the Alibakkar. The land is parceled out in sectors and separated either by hedgerows or vineyards. Much of it is left for dry grazing lands for cattle and horses, especially closer to the coast, though the vineyards stretch for at least 20 miles west from the Trade Way. The rest of the land north of the Alibakkar estates is likewise broken up as pasture and farmland, but that is owned by the families Selemchant, Colwyvv, Gheldieg, and Bormul.

Bormton: All that remains of this village between Trademeet and Imnescar is burned-out rubble. This town was sacked and burned in early Marpenoth of the Year of the Bright Blade by rampaging Tethyrians, who heard that Bormton played host to folk who'd fled during the 10 Black Days of Eleint. The village was burned to the ground not a tenday later.

Dark Embrace: Halfway along the Imnescourse between Esmeltaran and Imnescar, travelers easily spot the village of Shepherdston to the north in the hills. To the south and higher up in the Small Teeth, Sharcrag (as its faithful call it) is a crag of rock on one of the mountains, nearly hidden by trees. Atop this lonely rock rests the Dark Embrace, a 40-year-old temple to Shar the Dark Goddess run by a ruthless group of zealous assassins. The Eye in the Flame Aubert Helydynstar (NE hm P16—Shar) often sends a group of priests from the heavily defended temple down the mountain and the Imnescourse to give someone else's life up for the Lady of Loss.

Lost Xandar: Two miles east of Kossuth's Eyes is the site of the last known volcanic eruption in these parts. During the time of the Korrunchel Dynasty of Tethyr, its King Matamid



was a vassal of the Shoon Empire, but he dreamed of empire-building. He wanted his children and heirs to rule the rich lands between the Forest of Tethyr and the Small Teeth as a new part of Tethyr. At this site, now marked only by small pine trees on the slopes and foothills, a new capital city was built for Matamid's son from the fourth year of the dynasty until its completion in the next to last year of Matamid's reign (233 to 250 DR). When the city was complete, the aging king named it Xandar, for his son, and it became a second capital after the Tethyrians' capital at Zazesspur. On a state visit there in the tenth year of his reign (260 DR), King Xandar died in an unexpected volcanic eruption of lava and boiling mud that engulfed and buried the 10-year-old city and all its people under thick rock.

Local folk know that many riches of the city of Xandar, including the royal prince himself and his jewelry, lie under the topsoil and thick rock, but few want to destroy their farms and grazing land for what they might find beneath it. (It's almost impossible to get through the rock, besides.) A few have dug down anyway, using magic, and found many buried homes and skeletons but precious little gold or other valuables. Historians and sages would like to examine the ruins, but uncovering them is a real problem.

Shepherdston: This agrarian village of shepherds and dairy farmers lies between Imnescar and Esmeltaran. When Esmeltaran was the capital, Shepherdston was (like Trailstone) a common caravan stop for folk traveling west to Imnescar and on to Murann. Its recent notoriety comes from being a hideout for Tethyrian nobles who fled their country during the early Interregnum. No Tethyrians remained here long, thinking themselves unsafe from their tormentors (ironically, no mobs ever thought to look for them here). Folk here say that many nobles buried their riches and jewels in the Umar hills to the south, but few survived to retrieve them.

The "Sythillisian Empire": After 14 years of careful planning and training of troops, the so-called Sythillisian Empire stands at the ready, waiting only for the word to attack. With Amn in internal disarray in 1370 DR, the word is given and the attack begins.

Patience is valued by the two ogre magi at the heart of the Sythillisian Empire. They have collected, controlled, and trained not only kobolds and goblins, but ogres and hill giants as well, and hobgoblins from Underdark tribes. Sythillis, the male ogre mage, and his wife, Cyrvisnea, have done their best to forge an army that any country would fear—and that few could defeat.

Their plan is to wait for Amn's armies to march away from the Small Teeth and have the country distracted. With only one foe of any mettle (Hillfort Torbold), the humanoids make a feint toward Hillfort Ishla and, if need be, Esmeltaran. If these attacks somehow succeed, the forces can hold what they capture. This should draw away attention from the real target: Murann, and its ships filled with gold. With luck, the forces of the Empire might even hold the city, since Amn's forces will be strapped, and the elves of Tethyr

are unlikely to allow an aiding army to march through their forest to get to the port of Murann. (This assumes that Tethyr wishes at all to help its troublesome neighbor to the north.)

By late summer of the Year of the Tankard (1370 DR), the humanoids' forces include 30,000 kobolds, 24,000 goblins, 10,000 hobgoblins, 45 hill giants, and 4,800 ogres. With 21 hill giants and half the goblins marching on Ishla and Esmeltaran, the remainder break into two armies (one ogre magi at the head of each), which march through Imnescar and Trademeet to lay waste to them and gain new arms for the siege and sacking of Murann. Cyrvisnea has also been negotiating with the newest Black Alaric, the pirate; should the siege go well on Murann, half the ships captured are his in return for harbor protection and interference against any naval attacks for the first five winters of the empire's existence.

The Twin Towers of the Eternal Eclipse: Situated deep within the highest peaks of the Small Teeth and flanking the Trade Way, the twin Towers of the Eternal Eclipse cannot be seen from the road. In fact, not even the sun touches these slim edifices, as they are built so that dense trees, mountains, and the like block sunlight from them. All that is revealed to the sky (and careful scouts within a 1-mile radius of either tower) is a bronze disc the size of a shield with Cyric's mark on it, the darker areas in tarnished silver; one of these is atop each five-story tower. The towers, though separated by 5 miles, are connected underground by a twisting tunnel.

One high priest rules both towers as one temple. He is the Blackwill Haarken Akhmelere (CE hm P11—Cyric), a former Banite of Ithmong who later embraced Cyric upon his ascension. A traveling zealot with Tellvon Bloodshoulder, the companions found this temple, newly built in honor of Bane, with Bane's Black Hands mounted atop the towers. The Cyricists attacked and conquered the eastern clergy tower in the Year of the Helm (1362 DR), though it cost the life of Tellvon Bloodshoulder, the zealot who started this Banedeath march. The Blackwill took command and killed or converted the troops of the western tower as they attacked. Now, the towers are restored and stand as a powerful presence, one which the Watchful Skull Tynnos Argrim (CE hm P12—Cyric), Blackwill's counterpart at the Mountain of Skulls, would be glad to conquer or destroy.

Waukeen's Circle: This prehistoric stone circle is made up of seven rounded stone slabs set on edge. Similar in structure and layout to the Five Silvers by Eshpurta, these monoliths are set in the old center of Trademeet (The circle was the reason for founding a caravan stop here.) As a holy site of Waukeen's worship and other faiths, this circle also reinforces the Merchant's Peace of Trademeet. Legends say that if someone betrays the Merchant's Peace, one of the stones will crack or the disgraced trader will die a horrible death befitting his crime.



Maztica Revisited

"The New World? Aye, much has gone on there of lute. Not all the natives hate the newcomers, but they have learned wisdom and caution in dealing with all Faeûnians, and they learn more with each new ship that hits their shores.

"The settlers in New Amn and so on say life is either too primitive, too hot, or too placid for their tastes. The original Amnian 'conquerors' –I use the term loosely– are settled in and acclimated to the land, most of their worldly comforts met. The trade and shipbuilding companies are young but making quick strides under pressure from Amn's hidden rulers and their own thirst for profit.

"One and all pray to the gods for their lots to improve. Only fair Tymora or the natives' Kiltzi knows what will happen next in Maztica."

– Varnos Sebbal, boatswain's mate, Adarbrent flagship Hippocampus

Recent Events

Most of this information can be expanded by reading the Maztica Trilogy novels (Ironhelm, Viperhand, Feathered Dragon) and supplementary AD&D material on the Maztica campaign. Amnian commoners might know about some events in Maztica; news might also be overheard from merchants in Athkatla, Murann, or Waterdeep.

1361 DR *Year of Maidens*: Cordell and the Golden Legion discover the western lands of Maztica. The native city of Ulatos is taken over by Amnian forces, and Helmsport is founded as the capital of New Amn.

1362 DR *Year of the Helm*: New Amn officially becomes Amn's first colony-state in the New World. The clergy of Helm in the South declare that the year marks the beginning of blessed works for the faithful.

1364 DR *Year of the Wave*: A second Amnian colony is established farther inland to create a trade link between New Amn and native tribes to the west. Cordell's estate forms the core of the new settlement, whose garrison protects New Amn's frontier. The colony is called Qoral, after an old native town near the site.

In this same year, the first non-Amnian ships arrive from Faerûn at Helmsport. The mercenaries lose over two-thirds of their complement to failed explorations and wild Maztican elf attacks. The Flaming Fist later establishes Fort Flame, a small embattled fort north of Kultaka and the coastal islands just off the Bay of Balduran (newly named after the city founder of Baldur's Gate).

1365 DR *Year of the Sword*: The Lord-Governor of New Amn refuses to allow 12 ships from Waterdeep to trade at Helmsport because of the Council's restrictions on transoceanic trade. The ships head north to land at Maztapan Island, off the jungle coast north of Mount Plutoq. Within two months, a small colony called New Waterdeep forms farther west, off the Gulf of Kultaka; these colonists trade and negotiate with the Kultakans, despite the displeasure of Governor-General Cordell of New Amn. New Waterdeep marks the northernmost extent of New Amn's influence; the former is 1 mile north, on the eastern side, of the river marking Kultaka's allied territory.

With the aid of some rangers and more wizards than the Amnians' usual wont, the Waterdhavian contingent forges north and establishes a second colony called Trythosford, named after the expedition's paladin leader. It lies at the mouth of a river due west of the offshore Zilhatec Island. Both new settlements are protected by log palisades and defensive ditches that enclose most of each settlement's buildings. By year's end, eight of 12 ships head for Waterdeep, laden with new trade for the northern Sword Coast; three ships sink during the return voyage. This voyage marks the first emigration of native Mazticans to Waterdeep. (Some natives traveled to Amn as early as two years past.)



1366 DR *Year of the Staff*: After two long years, the Flaming Fist mercenary company receives reinforcements at the embattled Fort Flame. The fledgling garrison and colony grows to about 300. Newly arrived elves in the group hope to negotiate peace with local wild elves.

New Waterdeep is warned by Cordell not to trade weapons with the Kultakans, as the Council of Six wants to slow the trade between these newcomers and their military allies. Cordell sends a regiment of his Golden Legion north to monitor New Waterdeep and subtly threaten military action should New Waterdeep disobey his or the Council's wishes. The priesthood of Helm sends 12 missionary priests inland along with New Waterdeep's explorers; they return in three months with new Maztican converts and inland survey maps.

1368 DR *Year of the Banner*: This year signals the opening of major trade routes to and from Maztica. After 18 months of frosty negotiations, the ports of Helmsport and New Waterdeep are opened to all parties, Maztican and Faerûnian alike. Qoral has become a small, thriving, agricultural town that feeds the Amnian trade back east. New Waterdeep and Helmsport found rival shipbuilding industries to improve trade and profits.

Waterdeep's ships still sink on voyages to and from Maztica. Amnian sabotage is suspected. The Lord's Alliance quietly builds evidence to censure Amn for illegally interfering with lawful trade and violating its trade agreements.

Maztica of Today

By the Year of the Gauntlet (1369 DR), Athkatla, Murann, Baldur's Gate, and Waterdeep have established transoceanic trade, though the bulk of it flows back to Amn. The colonies are rapidly finding out that the strength of their parent states means little in Maztica if the weapons of those states don't quite reach across the Sea of Swords into the jungle lands.

Life in Maztica is far from straightforward for either Faerûnians or Mazticans. The only real laws, aside from the natives' own codes, are those enforced at swordpoint; Cordell has proven to many that he intends to do just that. Less-stringent Helm-worshippers of New Waterdeep question the motives of their overzealous brethren in Ulatos, though intrafaith conflict has been avoided by keeping the two temples' priests apart. The treatment of the natives at the hands of the Golden Legion is the source of the worst arguments between Cordell and later colonists, and little can be done to change his callous treatment of the Payit. If things do not settle down soon, the lands of the Payit and Pezelac may soon see open fighting among the "metal-clad easterners," with natives dragged into the fray.

People & Plots: New Amn

Of the major players among the new colonies, Cordell has the toughest job: appeasing the Council of Six in Amn by returning huge profits and expanding the Six's power base,

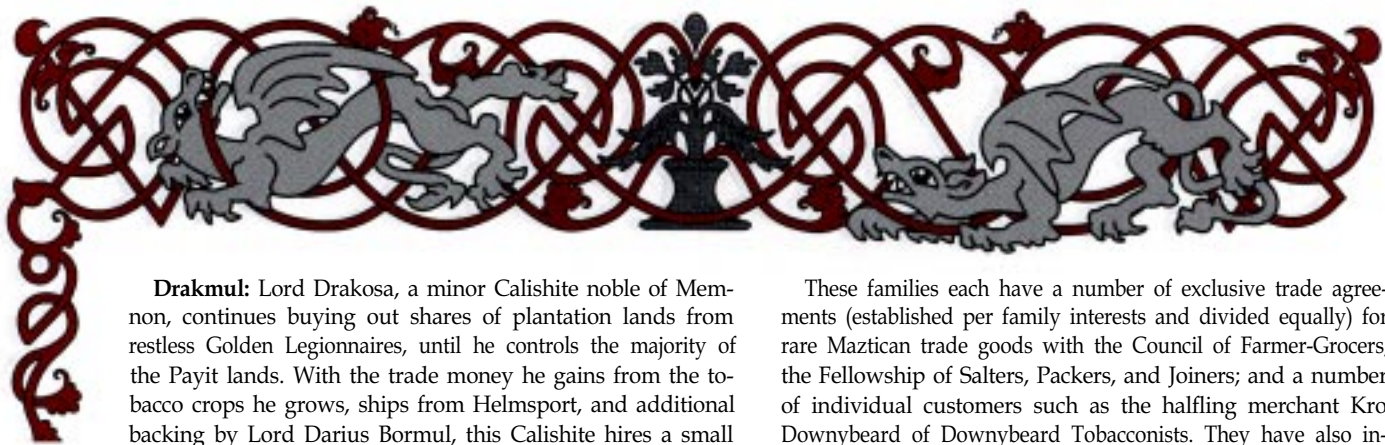
while also keeping the tenuous peace that has existed in the nine years since his arrival. This job is made far more difficult with the arrival of Amn's ever-present trade rivals, the Waterdhavians. They immediately disputed and ignored the claims of Amn to this new land, settling farther up the coast when denied access to Helmsport. Worse yet, the nobles backing and commanding the expedition accused him of being little more than a hired Amnian slave driver rather than treat him like the Lord Governor and great general that he was!

While Cordell bristles at the lack of respect these upstart settlers have for his deeds and titles, Cordell would just as soon strike official alliances with New Waterdeep and Fort Flame simply to make contact between the Faerûnian complements easier. Unfortunately, his newest "assistant" from Amn, the Council's Third Grand Assessor Darius Bormul VI, expresses concern that Cordell isn't maintaining the Council's hold over Maztica. The Governor is running out of time and easy answers, and something will have to happen one way or the other.

Helmsport/Ulatos: Under Captain Alanza DaNosta, Fort Cordell has expanded its walls and influence south and west. Ulatos now spans both sides of the River Ulatos, with its newly expanded marketplace forming the core of the new city sector. Helm's priests and Cordell's forces, along with Payit field workers, cleared roughly 10 miles of jungle from the western side of the river, expanding the arable land for arriving nobles and merchant houses of Amn, such as the Bormuls. Bishop Devane of the Temple of Helm in Ulatos is dissatisfied with the slow trickle of converts to Helm in Ulatos and is pressuring Cordell for a Golden Legion contingent to go inland and "reveal Helm's truth to the savages who do not benefit from daily exposure to us and our holiness." Cordell refuses until the situation in Helmsport and Qoral stabilize.

It's worth noting that the Golden Legion obeys Cordell out of respect for its founder. However, if Captain DaNosta and Governor Cordell were to quarrel and force the army to choose the orders of one or the other, it is uncertain which leader the troops would pick.

Qoral: This new settlement lies beneath the bluff on which Cordell's personal estate rests, 10 miles south of Ulatos along the River Ulatos. From the estate, Cordell can see miles of jungle and river-and the burned-out remnants of warehouses in Qoral. Though this is a thriving trading post with a mix of Faerûnian arrivals and Maztican natives, an unknown faction wants to see it destroyed. Despite the diligence of the Golden Legion, some person or group manages to sneak in at night once a month to burn warehouses or stables in the river village of Qoral. While the fires delay the Legionnaires, a number of Payit slaves always manage to escape into the jungles. In early spring of 1370 DR, Cordell himself is attacked in his bed chamber by a jaguar knight wielding forged-metal claws like a Malar-priest. The knight escapes once he knows the assassination attempt has failed. No attempts to track him were successful.



Drakmul: Lord Drakosa, a minor Calishite noble of Memnon, continues buying out shares of plantation lands from restless Golden Legionnaires, until he controls the majority of the Payit lands. With the trade money he gains from the tobacco crops he grows, ships from Helmsport, and additional backing by Lord Darius Bormul, this Calishite hires a small group of Legionnaires with Cordell's permission, then goes upriver past Qoral and establishes another plantation colony, Drakmul. By the end of 1370 DR, this colony is eight months old and very profitable indeed. The surrounding plantation lands of Drakmul are split between Lord Drakosa and Lord Bormul. Once the village is stable, a trail is planned to the southern village of Patil, connecting it to the trails to the coastal Helmsport.

The current major players on the coasts of Maztica are:

- Cordell (N hm F15), Governor-General of New Amn;
- "Count" Alanza DaNosta (LE hm F8), the ever-greedy captain of Fort Cordell in Helmsport and the commander of the Golden Legion;
- Lord Darius Bormul VII (NE hm T3), the Grand Assessor and the Council's mouthpiece to Cordell, as well as a rival for the Lord-Governorship;
- Lord Drakosa (N hm F8), the sole Calishite among the colonies of New Amn, the largest land-holder, and another candidate for Cordell's position (to eventually put the lands under the control of the Pasha of Calimport!);
- Bishop Devane (LN hm P9—Helm), an impatient and bigoted high priest of Helm in Ulatos, and a firebrand if his faith or motives are questioned;
- Revered Counselor Caxal (LN hm P2—Qotal), the now-puppet native leader of Ulatos who would rather work under the relatively level-headed Cordell than bow to the other rapacious candidates seeking the governorship; and
- Namaxil (NG hm Jaguar Knight 5), a native of Qoral and one of the head workers involved in building warehouses. (No one knows that he and two others are the stealthy jaguar knights responsible for the burnings, unrest, and attempt on Governor Cordell's life.)

People & Plots: The Borderlands

Four noble families of Waterdeep (the Adarbrents, Helmfasts, Jardeths, and Raventrees) and the Church of Helm sponsored the expedition that installed Waterdeep's presence in Maztica. While the Adarbrents manage the transport ships between the two continents, all families and priests attend to the colonies' welfare and survival. Unlike New Amn's founders to the south, New Waterdeep's noble founders claim little land as their settlement's own, sharing the land with the natives or buying it from them, then giving the natives better irrigation for greater crop yields. Because New Waterdeep has established boundaries against New Amn's claim on "all the territory of the New World," the name of "The Borderlands" is used for the area.

These families each have a number of exclusive trade agreements (established per family interests and divided equally) for rare Maztican trade goods with the Council of Farmer-Grocers; the Fellowship of Salters, Packers, and Joiners; and a number of individual customers such as the halfling merchant Kro Downybeard of Downybeard Tobacconists. They have also introduced a number of native Mazticans to Waterdeep, who are due to return home in 1370 DR. These natives, now educated in the ways of Faerûn, are infuriated at the Amnians' abuse of their people's misguided goodwill, and they loudly tell of Amnian injustices and the worthlessness of Amn's trade goods.

New Waterdeep: New Waterdeep is almost the size of Helmsport, despite its recent settlement, thanks to its location in a relatively open area and its alliance with local natives. It is a favored trading spot (unless the natives are stopped en route by Amnians and sent forcibly to Ulatos), since the products offered for trade are far better than those offered by Amn.

One of the best-kept secrets here is that Harpers are in Maztica. A trio of agents—Lady Syllia Adarbrent, Farid al-Nisr, and Orist Moonbow—have even gotten recent recruits. Sent by Waterdeep's Khelben Arunsun, the trio investigates wrongs done to the natives of Payit and Maztica, then contacts the Master Harpers for advice on the best course of action. Despite these specific instructions, Orist is shocked at Cordell's brutalities and wants to take immediate action. While his partners sail back to Waterdeep (to return in late summer 1370), he teaches a few natives around Qoral how to forge metal and even gains a student, a young native ranger named Tocil.

The Helmfasts are the harbormasters and shipwrights at New Waterdeep and the moorings at Maztapan Island. The Jardeths maintain the defenses and continually train and drill guards. The Raventrees are New Waterdeep's shipbuilders and the major agricultural mavens, which works into their imported foods interests. The young nobles have built a small colony from nothing and made it a friendly port on an unfriendly continent. An elected group of 12 elder or noble settlers has successfully steered the town's growth till now, but some independent settlers and traders feel the nobles could easily turn the colonies into copies of Calimshan or Amn, ruled by greedy noble merchants. Lady Adarbrent was sent back to Waterdeep with a request: The Lords and their impartial wisdom are needed here, if it is possible to nominate two or three anonymous Lords to guide the growing colonies of the Borderlands. They will be cloaked in anonymity by arriving with six shiploads of new arrivals or returning settlers and natives for both colonies.

Trythosford: Though smaller than New Waterdeep or Helmsport, Trythosford is a healthy and new colony of fishermen and farmers. Four rangers and six wizards who settled there with Trythos the paladin and others have done much to improve the quality of life. The colony grows slowly but is enough removed from the main trade areas that its major trading partner is the



beleaguered Fort Flame. The return on this trade is mostly good will, but that is far more useful than gold; Cordell and the Grand Assessor have approached the Maztican-based Flaming Fist to accept a commission to drive New Waterdeep's people back to Faerûn, which the Flaming Fist now refuses to do.

The current major players in the Borderlands are:

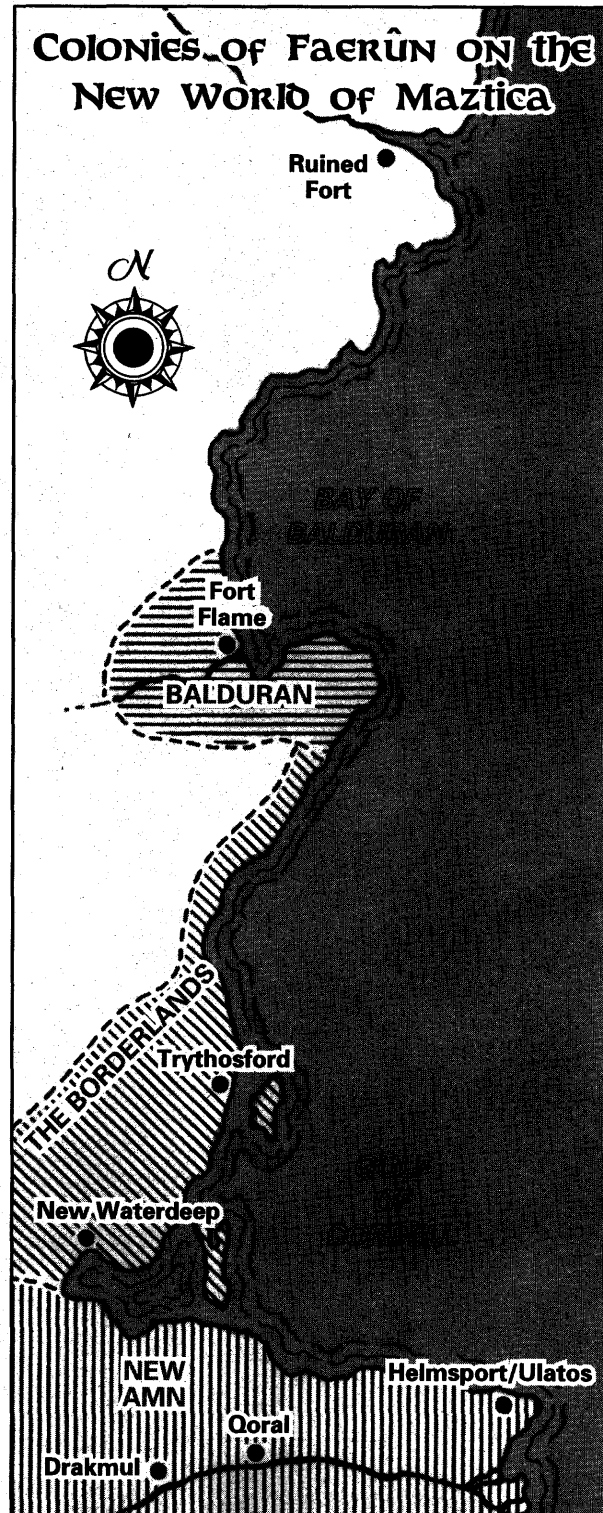
- Lady Syllia Adarbrent (CG hf F6), one of the best ship captains and traders on either coast, a Harper, and a passionate defender of the innocent and weak;
- Orist Moonbow (NG em R9), an impetuous, adventurous moon-elf ranger, whose fiery blue eyes are matched by his blue-bladed dagger *Azurazor*;
- Tocil (NG hm R1), Orist's young native associate, swiftly training to be one of Mielikki's rangers while teaching his moon-elf tutor about the New World;
- Tomas Dannark (CG hm P6 – Helm), consort to Lady Laos Raventree and secondary priest of Helm for the Guardians' Gate temple of New Waterdeep;
- Majuvix (LN hf F2), one of the secretly picked new Lords for the Borderlands and a native Maztican, with a sharp mind and an understanding (after two years in Waterdeep) of both worlds;
- Farid al-Nisr (CG hm W7), husband of Lady Syllia and one of the new Lords of the Borderlands, due to his southern trade and magical connections, his Harper status, and his hatred of slavery; and
- Open Lord Trythos of Tiythosford (LG hm Pal9), a paladin formerly of Silvermoon who simply sought a new land in which to right wrongs but ended up the most honorable man among the leaders of the new Maztica.

People & Plots: Balduran

Through the effort of the Flaming Fists, Fort Flame, the sole settlement of Balduran, survives despite frequent attacks by the wild elves in these northern jungles. The fort's inhabitants have few resources to spare for trade, but their plan to gain "Calishite fire" (a nonmagical, alchemical incendiary) should allow them to bum away the surrounding jungle, giving them both agricultural land and a buffer zone against the elves. Strangely, elves who arrive here from Faerûn cannot communicate with the wild elves of this land, who show no willingness to talk with anyone.

The major players in Balduran are:

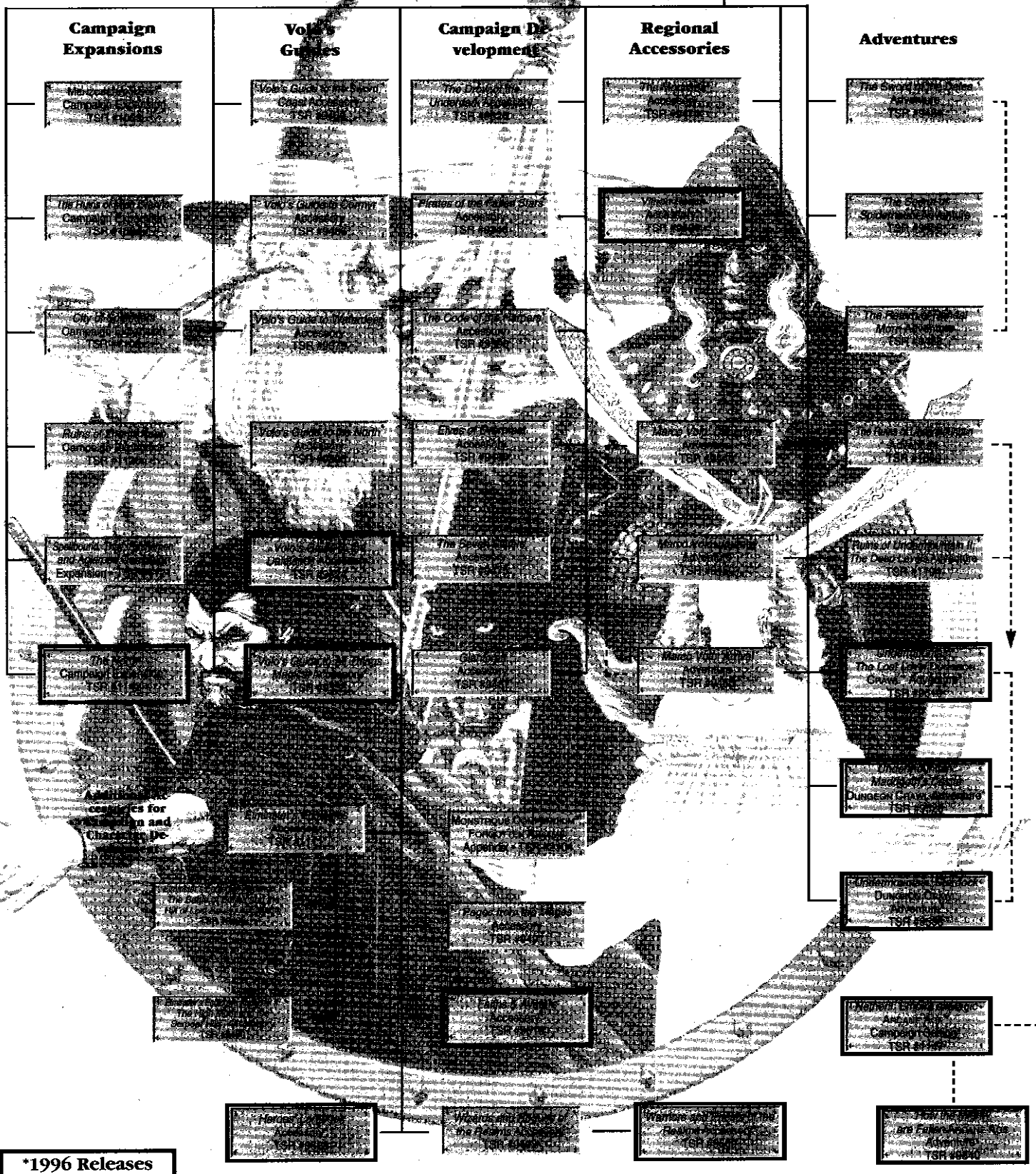
- Bellan (NG hm F10), the fort's charismatic leader, is losing patience with the lack of support he feels he gets from the Fist and its backers in Baldur's Gate;
- Oalan (CG hm Eagle Knight 5), a young Eagle Knight who fell in with the Flaming Fist out of curiosity but remains out of devotion to Bellan, who saved his life, and an unspoken love for Morella, a dusky Tethyrian wizardess;
- Morella (LG hef W7), a dreamer who joined the Flaming Fist to follow her mentor Moruene to a new land; and
- Wuxxul Silvertongue (NE halfm T9), an acerbic halfling, led by a debt of honor to Duke Eltan of the Fist to come to "this mosquito-infested torture-land."





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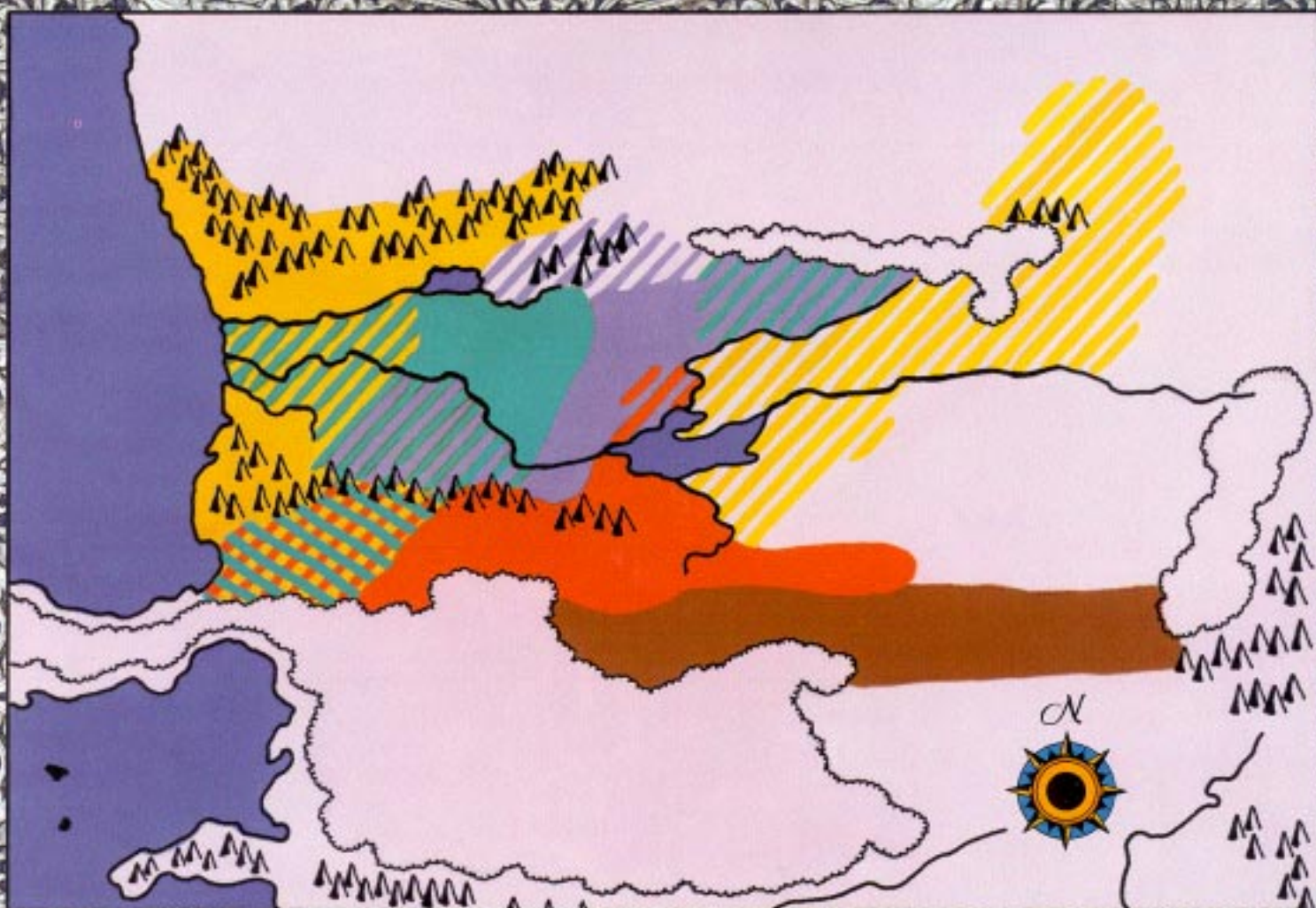
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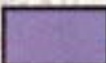
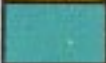

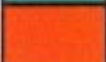
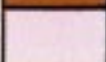
The Capitol City of AMN



- | | |
|--------------------------|------------------------|
| 1 Arbalest's House | 8 The Seas' Bounty |
| 2 Goldspires | 9 Silverale Hall |
| 3 The Dome of the Rose | 10 Delosar's |
| 4 Moonhall | 11 The Adamantine Mug |
| 5 The Mithrest | 12 The Copper Coronet |
| 6 The Five Flagons | 13 Waukeen's Promenade |
| 7 Den of the Seven Vales | |

Amnian Land and Political Control Map



	Council-controlled land		Mercantile house-controlled land
	Major family-controlled land		Rebellion lands (warzone)
	Monster-controlled land/ Sythillisian warzone		Locally-controlled land (small farms etc . . .)

* Multiparty-controlled land is marked by striping of the two or more related group colors vying for control of the area; while these are obvious among the warzones, there are areas surrounding the cities where families struggle to outbid the Council of Six and gain more control for themselves.



Lands of Intrigue

Book Three: Erlkazar & Folk of Intrigue

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1159XXX1503

ISBN 0-7869-0697-9

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Erlkazar: A DM's Domain of Intrigue

Before we get to Gamalon's report to Queen Zaranda of Tethyr, we should explain what we have done with Erlkazar. We've deliberately left it light on description so that you, the Dungeon Masters of the FORGOTTEN REALMS® setting, can flesh out this unusual country to fit your own campaigns. The information from Gamalon is the least amount of data from which a DM can develop Erlkazar in full. The only things that are cemented in official Realmslore are the place names and the king's dynastic family name, the Morkanns; beyond these details, all else is left to your imagination.

Under many topics are inserted "Hints & History," bits of material developed for this area in my first FORGOTTEN REALMS campaign, played nine years ago. "Hooks & Plots" are suggestions on how to use a particular area or person named in the many plots set up in one of the books in this boxed set. With a little work and personalization for the DM's players (whose PCs could become the adventurer-barons of the land), Erlkazar can be an adventurers' kingdom for skilled players. In a few weeks of play, Erlkazar will grow into a detailed and integral part of your Lands of Intrigue campaign.

—Steven Schend

A Report to Her Majesty on The State of Erlkazar

"Your Majesty, my most humble greetings to you. At your request, I went with my son-in-law, Arn Gyr-falcon, to our eastern neighbor, Erlkazar, formerly the duchy of Elestam under His Majesty King Ale-mander's regime, to learn its peoples' current condition and feelings toward Tethyr and our recent Recla-mation. As you prefer your reports with more brevity than does the king, I shall point out only the most basic details of Erlkazar and its notables."

*Ever your servant,
Count Gamalon Idogyr of Spellshire*

Country & Climate

"Erlkazar is like Tethyr's Highlands in climate and terrain. It is covered with hills and mountains, and the land itself slopes down to the east and southeast, leaving few flatlands. All streams lead to the Deepwash and Impresk Lake, which lie at higher elevations than the Queen's City."

Civilized Races

"The only difference between Erlkazar's and Tethyr's populations is a notable lack of halflings in Erlkazar. Many half-elves and wild elves fled here during the persecutions of the last three kings of House Tethyr. More shield dwarves are evident here, too—the remnants of Shanatar or recent settlers above those ruins. Unfortunately, Erlkazar's next largest populations are goblins and ogres."

Social Customs

"As in the Highlands of Tethyr, the social habits of Erlkazar—from king's court to farmers' lands—are lax and informal. The Erlkazarans mean no disrespect, but their rugged land forces them together, so respect and nobility must be earned, not gained by natural or divine right."

Languages

"Erlkazar's mother tongue is identical to Tethyr's pidgin Common. The natives do use a few more dwarven root words, as their lands were heavily influenced by Shanatar in the past."





Religion

"Many of the same gods who are revered in Tethyr and Amn are worshiped among the hills and dales of this tiny land, but Erlkazarans hold more reverence for Mystra and Asuth, as did Tethyr over 40 years ago and as does Calimshan today. In the towns of Erlkazar are over 20 holy places dedicated to the mages' gods."

Hints & History: The largest temple to Azuth in the Lands of Intrigue stands in the town of Duhlmarim, at the High One's Hand [see later]. Inside is a 6-foot-high crystalline hand carved in the shape of Azuth's symbol, into which worshiping mages cast magic missiles. Once a year, priests perform a ceremony that releases that magic skyward as a monstrous bolt—a "power sacrifice to our patron," they call it.

Politics & Power

"As the Duchy of Elestam, this region once contained two counties and five baronies. The counts and barons who once conspired with the Duchy of Dusk to overthrow the Morkann family were slain during or soon after the Black Days of Eleint. After a few years of fighting along its borders, Elestam seceded from Tethyr and became the monarchy of Erlkazar; restructured baronies were recently added. I was told at court and overheard in tavern talk later that Erlkazarans are happy to be Tethyr's allies, but 20 years of independence suits them well, and they fiercely defend their rights as a sovereign people. Erlkazar's king and queen have no wish to discuss dissolving their realm to rejoin Tethyr as a duchy merely to unify the old country."

Coinage & Commerce

"While Erlkazar has yet to strike its own official coins, it does have official trade weights for coins and exchange rates per amount and type of precious metals. Most coins in use are Old Tethyrian, but nearly any coin across the Realms can be found here, thanks to trade links with the Vilhon Reach. The two major cities of Erlkazar have trade routes going from the Deepwash to the Vilhon Reach and the Sea of Fallen Stars, via the deep, outflowing Wintercloak River."

Hooks & Plots: Llorbauth has royalty-approved trade deals with merchants and costers in Ormpetar, Sespech, Nimpeth, and minor ports in the Vilhon Reach. Merchants in Duhlmarim have links with those places, as well as with Hlondeth and points farther east in the Inner Sea. Lesser sons of the H'Krabil clan of Duhlmarim have begun a slave trade with Thay for evil interests in the Vilhon Reach and the Lake of Steam.

History

"This territory was largely wilderness until the aging Queen's Consort Karazir Tiiraklar of Tethyr and his brother, Ellessor, led an army in to "conquer the uncivilized lands to the east." Ellessor became the duke of Elestam in the Year of the Cascade (309 DR); Elestam was then home to humans, wild elves, shield dwarves, and others living in small mountain settlements since the Second Age of Calimshan. After the fall of Shoonach, Elestam fell back into wilderness, but it was officially made part of Tethyr in the Year of the Visions (731 DR) by King Strohm II, following the defeat of Tathtar's invading forces.

"Little is of note in Elestam's history until recently. The good duke Valon Morkann, who was well known to me, disagreed greatly with King Alemander's stance against the elves, but the duke was loyal and kept open the trade routes with the Vilhon Reach. His counts and barons, however, were loyal only to themselves and the neighboring Duke of Dusk. Though they could never prove who sponsored the attacks, Duke Morkann's son and friends in Elestam's Crusaders stopped four attempts against the duke's life, ordered by the barons and counts before and during the Black Days.

"While forced by the political situation to accept these nobles, Duke Morkann could not gauge how deeply his people hated these lesser rulers. With the dissolution of order in Eleint 1347 DR, Duke Morkann learned how deeply the dissent ran. Though his people remained loyal to him, many villages and towns turned on the local barons. The duke moved to put the barons in irons, then try them for crimes against the people and himself after the chaos had subsided, but the counts and barons fled rather than face angry mobs and official prosecution. Both counts and most of the barons are known to have been slain since then, but some lesser nobles of old Elestam escaped justice and their whereabouts are still unknown.

"Within a year of the Black Days, Elestam's borders were stable and secure, the duchy ruled solely by the duke in the absence of higher authority. Given that Tethyr had fallen and petty lords abused their powers to the west, the people bid the duke to be their king and protect them. Duke Morkann officially broke his ties with Tethyr and declared Elestam to now be Erlkazar, and he its king. During much of the Interregnum, King Valon ruled directly, without counts, dukes, or barons beneath him. Vampires and dragons plagued Erlkazar, but Elestam's Crusaders and the Emerald Brotherhood kept the peace—at least, until the latter vanished from the Realms in 1359 DR. (I later learned that the Brotherhood was taken into Realmspace by an illithid spelljammer but escaped; the Emerald Brotherhood roams wildspace still, and used to make stops at the Rock of Bral to see me.)

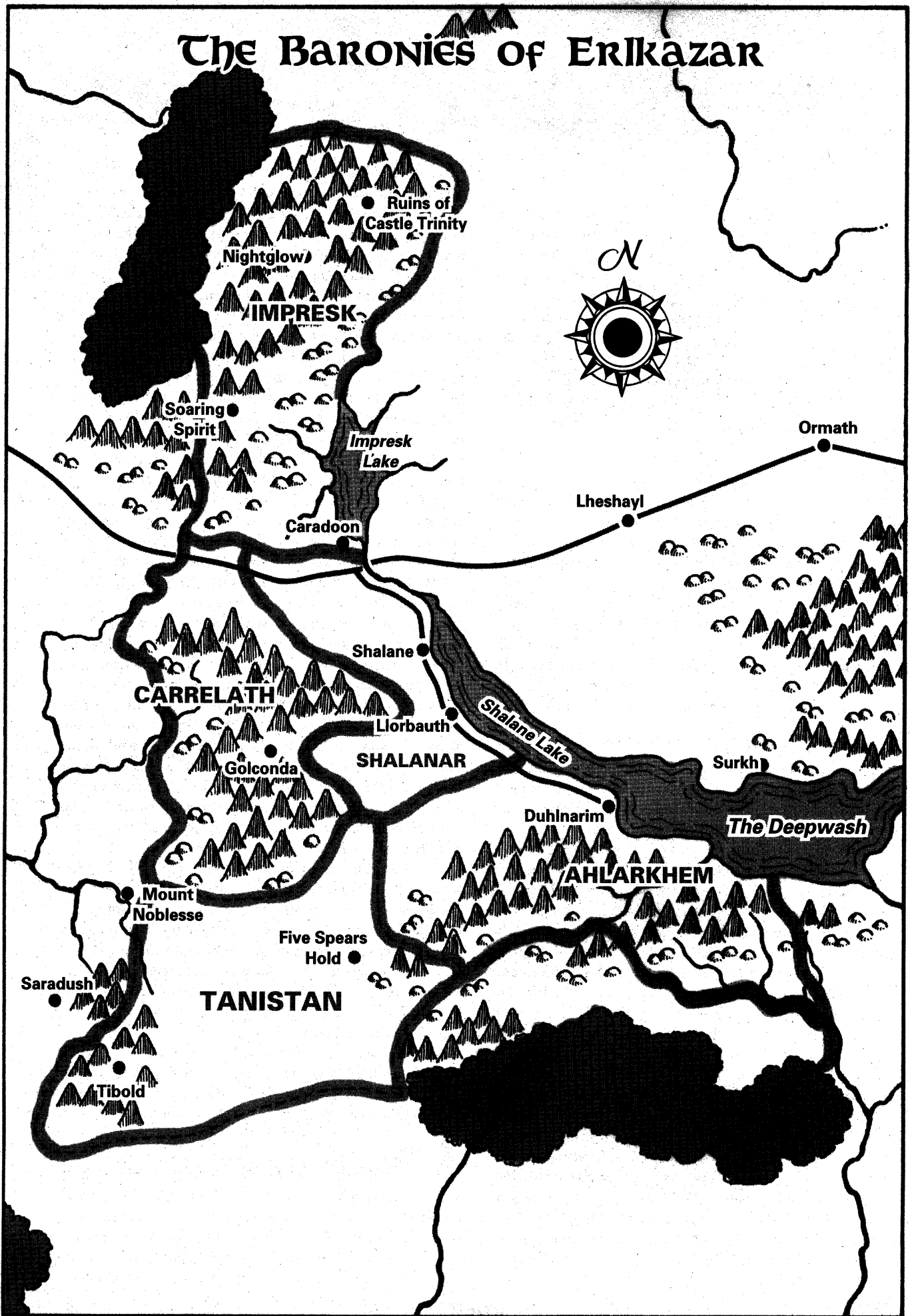
"For nearly the entire Year of Shadows (1358 DR), the goblin hordes of the High Peaks and the Kuldin Peaks attacked Erlkazar, laying siege to Duhlmarim for over three months. The war against King Ertyk Uhl of the Starrock goblin tribe seemed endless, despite the assistance of the mages of Duhlmarim and numerous heroes, until the Crusaders struck an alliance with the neutral and unusually trustworthy Shieldbreaker Ogres of Rivenshield. By year's end, the goblins were cut to less than a third their previous numbers; they are only now regaining their strength.

"King Valon died in the Year of the Sword (1366 DR), bequeathing his crown to his eldest son Korox, the leader of Elestam's Crusaders. The four other Crusaders were made barons to aid the new king, much to the king's relief and Erlkazar's fortune."

A Tour of Erlkazar

This small kingdom is the most stable country in this region of the South. The baronies' at the behest of the new king bothered some who had suffered under the old system, but even they admired the new leaders. Erlkazar now has strong ties in commerce, defense, and diplomacy to other countries,

The Baronies of ERKAZAR





and it is rich from the trade coming through the Vilhon Reach and up the Wintercloak River.

Hooks & Plots: Amn's Council of Six meant to infiltrate and conquer Erkkazar until Tethyr's Reclamation put a stop to those plans. Given Tethyr's new links with Riatavin, Erkkazar and Tethyr can now become strong trade allies and reap benefits once known only to Amn. Tethyr's connections with the Lords' Alliance have King Korox considering the idea of joining the Alliance to gain more allies for protection and trade.

Political Features

- King Korox is a former hero and adventurer, just like Tethyr's Queen Zaranda and King Haedrak. He is as capable a king as he was a leader of the Crusaders.
- The royal stronghold of Klarsamryn has been the center of the capital of Llorbauth since the city's founding, though the castle is about 500 years older than the city.
- Given the close personal ties among the four lesser nobles and the king, Erkkazar has few serious political intrigues. Minor power plays take place between government bureaus and trade guilds.

Geographic Features

- The northern border of Erkkazar is the Snowflake Mountain range; the eastern edge is marked by Impresk Lake and the Deepwash. While Erkkazar engulfs the Kuldins on all sides, the Itkazar range and the headwaters of the River Ith form its western borders. The southern Thorn Wood and the eastern foothills of the Omlarandins define the southern borders.

Impresk Barony

Political Features

- The baron should be a woodsman or someone with ties to the forests on the lower slopes of the Snowflakes.
- Three or four farming villages, one mining village in the Snowflakes, and a few shepherding and logging towns in the foothills are present.
- This northernmost barony of the realm is responsible for keeping down the monstrous populations among the Snowflakes and protecting the trade road to Riatavin.

Hints & History: This domain is ruled by Baron Jivam Tammisel (LG hdragonm R8), a half-steel dragon ranger who was accepted by the hill clans of Impresk as a chief despite his draconic nature. Known as "the Tammisel," he is nearly 50 years old; he appears as a young half-elf with gray hair and skin, massive claws, and a dorsal ridge running from his head down his back. [Use the half-dragon rules from the COUNCIL OF WYRMS™ boxed set and from the article "Part Dragon, All Hero," from DRAGON® magazine issue #206, pages 22-30. The latter has the half-steel PC race and the modified Ward kit needed for Baron Tammisel.]

Geographic Features

- Impresk Lake is an ice-cold lake fed by four rivers and many streams. The river leading down to the Deepwash is passable to experienced captains and pilots.

- The Snowflake Mountains are among the highest in the South, with some northern Snowflake peaks reaching as high as 20,000 feet above sea level.

Cities & Sites

- Caradoon (Town): This small town lies on the southern shore of Impresk Lake on a small peninsula. The town's primary livelihood is fishing.
- Kholmeth (village): This small village of shepherds and trail guides is the closest settlement to the baron's hunting lodge, high among the central Snowflakes.
- Soaring Spirit, the cathedral to Deneir built by High Scrivener Cadderly, replaced the ruined Edificant Library that once stood in this barony. [See the Cleric Quintet novels.]
- Castle Trinity lies in ruins, the former stronghold of Talona-worshippers who tried to conquer this area by organizing armies of ogres and humanoids. Their attempt failed thanks to the actions of Cadderly and the elves of Shilmista.
- Nightglow is the name for the former cavern lair of a red dragon, Fyrentennimar. This massive cave complex, carved from the heart of the mountains, is now mysteriously abandoned.

Shalanar Barony

Political Features

- The central barony of Erkkazar are the king's lands, which encompass the major agricultural lands and the capital.
- Four villages and over a dozen hamlets here are supported by farming; three villages subsist on fishing.
- The king directly controls the major port at Llorbauth and the bulk of the agricultural trade in Erkkazar.

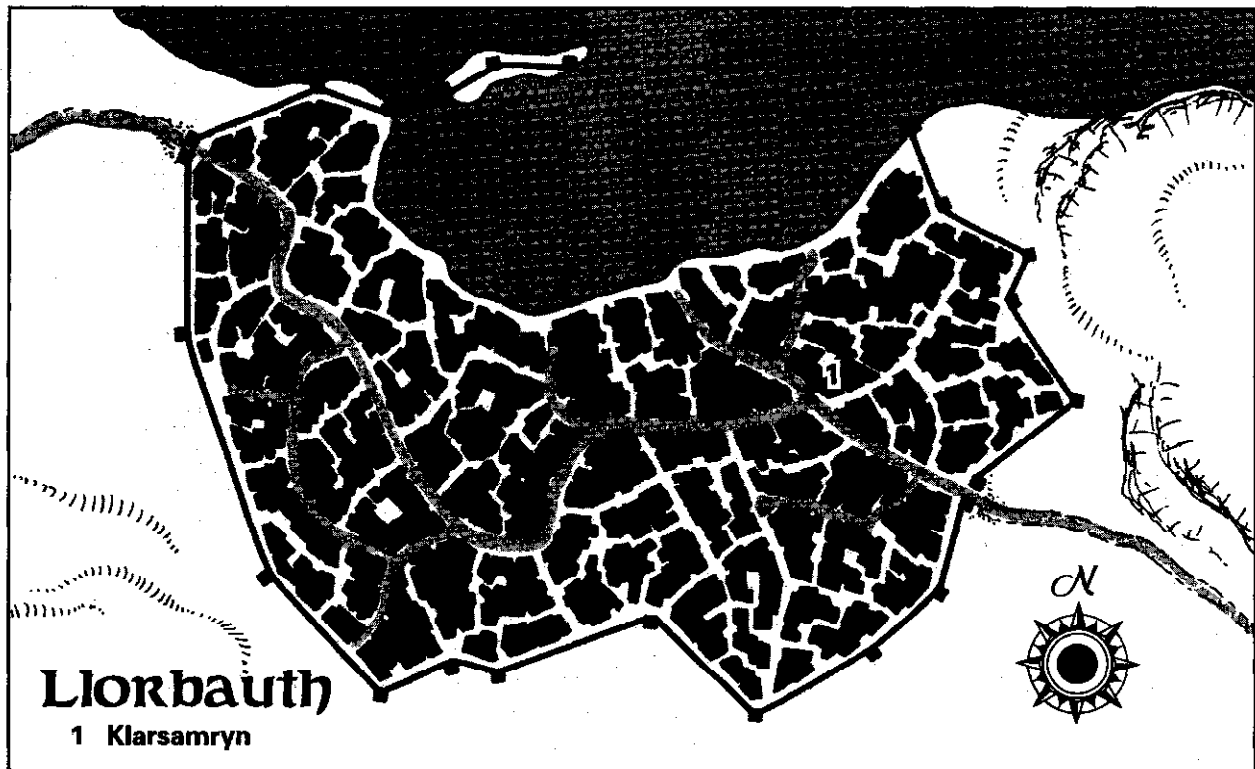
Hints & History: King Korox Morkann (LG hm Pal10) was the fair-haired leader of a group of local heroes called Elestam's Crusaders. All other Crusaders are now barons in Erkkazar. King Korox personally trains many officers in his country's army.

Geographic Features

- Shalane Lake is the local name for the northwestern end of the Deepwash. It is a prime area for fishing, as its waters are less disturbed by the feeding of the dragon turtle of the Deepwash.
- Lost Lovers' Pool is a coastal sea cave north of Llorbauth that is reachable only during low tide. Legends say that two new-llyweds found the pool and vanished, never to be seen again.

Cities & Sites

- Ellhimar's Tower rests on the bottom of Shalane Lake, surrounded by a magical field that keeps the water out and air in. The wizard Ellhimar hasn't been seen around here since the rise of his pupil to the baron's seat of Ahlarkhem.
- Llorbauth (City): The capital of the realm, Llorbauth is home to 28,000 persons of varied races. This major city handles 40% of the port traffic and trade on the Deepwash.
- Shalane (Town): This fishing town has the best ship-builders of Erkkazar, even better than those in Duhlnarim and Llorbauth.



- The Mystics' Academy is an academic school for mages, alchemists, and a small sect of Azathan and Mystran priests. It lies south of Llorbauth, on the shores of the Deepwash between Llorbauth and Duhlnarim.

- The Hills' Cheer Distillery & Brewery produces some of the finest liquors and ales exported by Aurora's Wholesalers outside of the Purple Hills. It is run by Araneth Idogyr (CG hem F7/W8), the elder half-brother of Count Gamalon Idogyr of Tethyr. Araneth still mockingly refers to Gamalon as "Gem-head" because of the latter's numerous *ioun stones*.

Hooks & Plots: The Mystics' Academy has links with the ruined School of Wonder in Amn. Many Academy alumni are now major mages across the Realms, including Count Gamalon Idogyr and the Mage-Brothers Kolat of Waterdeep. Twisted Rune agent Vaxall of the Dying Gaze (a beholder) has two *charmed* deputies in the staff here, teaching falsehoods about beholder anatomy to ensure the doom of would-be heroes.

Ahlarkhem Barony

Political Features

- The baron of this domain controls the majority of the trade into and out of the Deepwash through Duhlnarim. The leader should have a grasp of both magic and merchants.

- Nine scattered villages and hamlets in Ahlarkhem are supported by fishing, mining, or farming.

- This barony is the trade linchpin for Erlkazar and thus controls much of the power of the realm for the king. It also

defends Erlkazar from the goblins of the High Peaks, and Ahlarkhem's troops patrol the eastern ruins of Tathtar, preventing monsters or brigands from spreading out of them.

Hints & History: Ahlarkhem's baron is Lord Purdun "The Firefist" (LN hm Inv8), whose calm, steady, diplomatic demeanor is in contrast to his fiery name and reputation. His wife is Princess Dijara (CG hf F0), the younger sister of the king, and together they are the king's most ardent supporters.

Geographic Features

- The Arglander River divides the High Peaks, flowing over many cataracts and cascades from the highest of the High Peaks down to the Deepwash. It is passable only at the Shadebridge along the trail between Duhlnarim and Saarlik, which is reputedly haunted by the ghosts of the drowned.

- The Deepwash is a freshwater lake that is nearly as deep as Lake Esmel. Its icy depths are haunted by a singular danger: a dragon turtle.

- The High Peaks are the western spur of the Cloven Mountain Range. They rise as high as 10,000 feet among the eastern peaks above the ruins of Dajaan.

- The Wintercloak River provides a link between the Deepwash and the Nagawater and eventually the Vilhon Reach. Its swift-flowing waters cut through a number of Cloven Mountain gorges and the tangled Winterwood, but the river is navigable either way, given fair winds and the strength of rowers if traveling upstream to the Deepwash.





Cities & Sites

- Duhlnarim (City): This major port city is often split by political squabbles between the mercantile H'Krabil clan and numerous mages' factions. The oldest city in this area, Duhlnarim dates back over eight centuries.

- Furrowsrich is among the largest farming villages of Erlkazar, thanks to its location at the crossroads of trails leading to Llorbauth, Duhlnarim, and Five Spears Hold.

- Saarlik is a ghost town on the south shore of the Arglander River, in the northwestern ruins of Tathtar. It marks the end of the Erlkazar trade road leading from the Tethir Road.

Hooks & Plots: The ruined city of Dajaan lies south of Surkh, across the Deepwash and in the foothills 2 miles south of the Deepwash's coast. Dajaan's ruins extend to the water's edge. Its crypts hold the main lair of Shyressa, a vampiric Runemistress of the Twisted Rune, as well as other evil things.

Tanistan Barony

Political Features

- The people of Tanistan have always been ruled by a warrior whose mission is to protect the borders. The baron could also be a priest of a god of guardianship, loyalty, or battle.

- Four human villages lie in the upper barony and foothills, and a few nonhuman villages are among the western Peaks.

- Tanistan is responsible for protecting the southern borders of Erlkazar. The area between the Thornwood and High Peaks is technically controlled by the Ahlarkhem barony, but the baron of Tanistan patrols these lands and shares their bounty. This barony maintains the alliance with the Shieldbreaker Ogres to contain the monstrous populations among the High Peaks.

Hints & History: The Baroness Tanistan is High Watcher Laxaella Bronshield (LG hef P8—Helm), who still mourns the loss of her elven husband Rysodyl Boughstrong at the hands of the Goblin King Ertyk Uhl. She buries herself in her duties, protecting the south and maintaining the garrisons.

Geographic Features

- The broad Plains of Pehrrifaal are nestled between the High Peaks, the Kuldins, and the Omlarandins. Their main products are barley and millet, though grapes for table wines are also found in smaller hamlets. The name Pehrrifaal was that of a famed local warrior who died stopping a goblins' charge.

- The western Omlarandins and the Iltkazar Foothills (and the lower High Peaks) here are lightly forested. While the trees prevent a clear view of the border, many garrison scouts were trained by the baroness and her dead husband in elven practices using the trees as lookout posts.

Cities & Sites

- Five Spears Hold (Town): This garrisoned mining town is the baronial seat and the third largest settlement in Erlkazar. Its name comes from an old dwarven legend in which defenders who survived a battle with the drow had only five spears left.

- The four Pehrrifaal Garrisons act as garrisons for troops along the southern border and as minor temples to Tyr, Helm, Torm, and Tempus, respectively.

- Praskallest is the surviving manor house and estate of the former Count of Correlath. Now it is a staging area and primary garrison for the southern armies, and also the official keep of the baroness. It is located west of Five Spears Hold, between the hold and Mount Noblesse in Tethyr.

- Rivenshield (Village): This village of ogres is the home of the Shieldbreakers, Erlkazar's primary allies against the giants and goblins in the High Peaks. The Shieldbreakers are not very friendly but are known to stick to their word, and they are usually trusted and even well respected in Erlkazar.

Hooks & Plots: Mintar's Knights of the Black Gauntlet have placed a double agent among the scouts from one garrison. The agent is trying to work into the baroness' favor to discover crucial information he can sell to Mintar, though he would not reveal something he thought would cause the end of Erlkazar (Tethyr and Saradush, yes, but not Erlkazar).

Carrelath Barony

Political Features

- Since the days of Shanatar, this area has been ruled by a shield dwarf warrior or priest, regardless of its overlord.

- Among the mountains of Carrelath are army garrisons and a few mining villages and isolated religious communities.

- Carrelath defends the western gap in the Iltkazar Range, supplementing Impresk's defense of the trade roads. A garrison is kept to defend the headwaters of the Shining Stream.

Geographic Features

- Aside from passes and foothills, Carrelath lies entirely among the Kuldin Peaks. The passes and trails in these mountains were first used at the rise of Shanatar; they are used now by travelers, troop patrols, and shepherds and their flocks.

- Beneath the Kuldins south of Tibold lies Ravimor's Cave. In the floor of this cave is a rift that opens directly into a huge chasm area that might reach Deep Shanatar. A few adventuring companies have descended here, but fewer heroes have returned.

Cities & Sites

- Tibold (Town): This mining town in the western Kuldins lies south of the headwaters of Swimstar Creek. Tibold acts as the baronial seat. Built atop the ruins of an old dwarven stronghold, Tibold is larger than it seems, as a third of the city (including the baron's home) lies in caverns under the mountains. Tibold is the oldest continuously occupied settlement in the Lands of Intrigue, founded over 4,000 years ago as an outpost of High Shanatar. From here, dwarves and highland human allies resisted the Second Calimshan Empire's advances into their territory.

- Golconda (Village): This mining village has a long-abandoned fortress built during the Third Calimshan Empire.





Power Groups of Intrigue

The Cowled Wizards Of Amn

That which people do not understand, they fear. Given all the magical mishaps and evils let loose by wizards in Amn's history, is it any wonder that wizards are censured, shunned, and nearly outlawed there?

The Cowled Wizards were originally created by Alisar of Esmeltaran over a century ago to preserve magical lore in a realm that might benefit from this knowledge despite the peoples' fears. The wizards saw themselves as saviors of the Art and as agents of Azuth and Deneir. Moving underground, they became librarians of lore and teachers to those with potential. The Cowled Wizards also kept an eye on foreign wizards passing through Amn, keeping rogue wizards in line to protect Amnians and the Cowled Wizards' secrecy.

In organization, each cell of Cowled Wizards is isolated in a town or city, and the highest-level mage of the settlement rules. As long as politics do not pit one cell leader against the first and still largest Athkatlan cell and its leader (Khollynnus Paac, a textiles merchant and 17th-level wizard), local Cowled Wizards can meet others in Athkatla in secret rooms beneath Jann Lane. One may learn here of contacts who can lead a person to distant Cowled Wizard cells, to join or communicate with the wizards there.

By day, the Cowled Wizards work as merchants, booksellers, herbalists, apothecaries, or the like. In meetings, they wear their cowled hoods and robes (based on those of graduates of the School of Wonder, destroyed decades ago). Any Cowled Wizards can share his identity with family, local wizards, or correspondents, but the cowls allow anonymity if desired. Most Cowled Wizards know only two or three other members' true names.

Many wonder why the Cowled Wizards remain in Amn at all, given the relative intolerance to magic there. Most in the membership simply don't want to abandon their homeland. Others are firmly entrenched among Amn's many power structures, and still others believe they must keep Azuth's faith and Mystra's magic alive here.

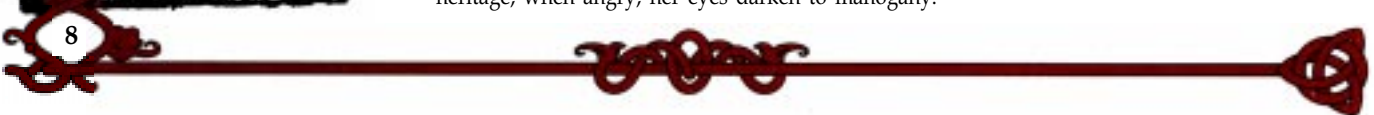
In the past century of the group's existence, a few members chose to use the knowledge and power of the group for their own ends. Their motives were often political, and they used magic to erase rivals, fix deals, and take other actions not condoned by their fellows. The Cowled Wizards in general dislike roguish actions and usually censure (if not eliminate) the guilty to prevent their own discovery—but they have not found the latest rogues among them. Lady Varytha Gheldieg of Eshpurta is one of a trio attempting to regain an agent among the Council of Six, unaware that the Council watches them through Tyrda Q'Helvor, the new Pommarch. Tyrda plans to learn more of the Cowled Wizards' plots by hiding among the main assembly. In addition, the most dangerous rogue has only recently joined the flock as Lady Gheldieg's apprentice: the lovely Zallanora Argentresses, who finds many admirers and volunteer tutors among the Cowled Wizards.

Hidden Enclaves of The Cowl

Over 16 separate caches of magical equipment or libraries of magic lie hidden throughout Amn, each in its own "safehold." Usually, each cell's highest-level mage is the official organizer of its safehold. Of all the Cowled Wizards' libraries, its greatest is Alisarhold, just east of Riatavin among the Snowflake Mountains. Alisarhold is operated and controlled by Purgan of Riatavin, a primary rebel behind that city's defection, but it is still open for the use of all Cowled Wizards for study or safety.

Zallanora Agentresses

Description: Zallanora was 105 years old when Shoon VII magically possessed her. After 12 years of acclimating himself to his new form, Shoon appears (as Zallanora) to be a young, short elf woman with bobbed silver hair that falls in ringlets. Her coppery skin and hazel eyes show her sylvan-elf heritage; when angry, her eyes darken to mahogany.





Shoon's "Zallanora" facade is that of a light-hearted elf with a dry sense of humor, a fabulous knowledge of ancient (but not recent) history, and a talent for magic. In truth, "Zallanora" is the most ruthless, evil dictator-mage who ever stalked the Realms. If Shoon slips and reveals more knowledge or power than Zallanora should have as a 3rd-level wizard, he meticulously slays all observers and eradicates evidence that might implicate him. He did not rule the greatest empire on Faerûn for nearly 60 years (and survive another millennium) by acting rashly or allowing enemies to easily find him.

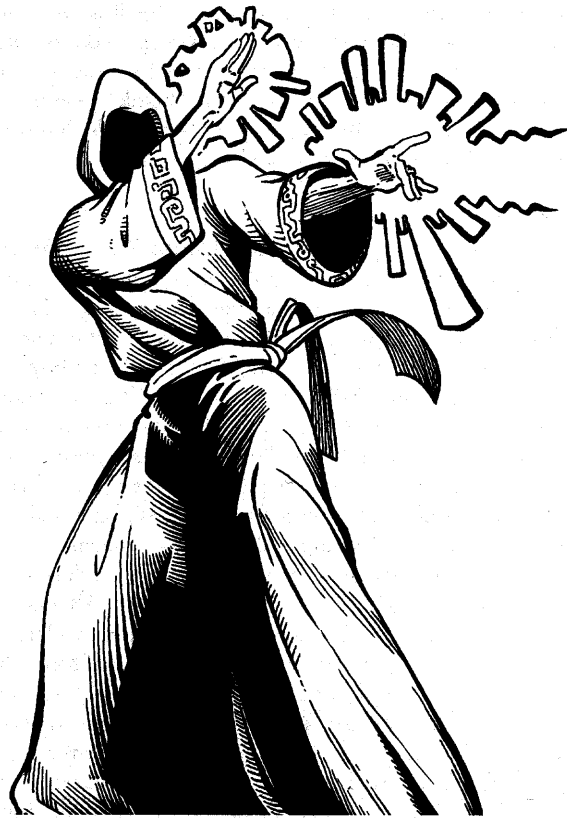
Game Info: "Zallanora" appears to be a neutral female elf wizard of 3rd level. In truth, "she" is a neutral-evil human male necromancer of 36th level. Because of the unique magic that freed Shoon from the Tome of the Unicorn, he can tap the full magical potential that he built up over time, despite the limitations that normally bind elven wizards, and he still gains all the innate physical abilities of elves.

History: Only 12 short years ago, Zallanora Argentresses had completed an extended apprenticeship at the Mystics' Academy in Erlkazar. The maid from Mosstone traveled north toward Silverymoon and the Lady's College, to expand her knowledge of magic. She never arrived there, as she and her companions were accosted in the Cloud Peaks by the mad Calishite wizard Shond Tharovin and his agents on the day the Gods Fell and the Time of Troubles began. Magical chaos reigned.

Tharovin unleashed the skull of Shoon and fed her friends to that evil demilich of the *Tome of the Unicorn*, which Tharovin had recently stolen from Ruathym. When Zallanora faced the demilich and it attempted to drink her soul, the magical anarchy of the times altered the magic; the minds and spirits of Shoon and the elf switched bodies. The hapless elf is now trapped in a skull within the Tome of the Unicorn, and Shoon VII now walks the Realms in a most unexpected form.

Shoon has begun to weave his webs of power and influence. As he once ruled from the High Moor to the Shining Sea, he vows to do so again, but slowly. In his elven body, he has centuries of time in which to act, and his knowledge of lichdom affords centuries more, if need be. Recently Shoon joined the Cowled Wizards of Amn to "learn of magic." While he uses his new body to attract attention and tutors, he plans to influence those tutors, stealing knowledge of magic and the current Realms until he has subverted the Cowled Wizards to become a tool with which he can rebuild his empire.

Shoon is acutely aware of the existence and goals of the Shadow Thieves and the Twisted Rune. While he will allow the Shadow Thieves to continue (as he has little worry over the machinations of thieves to be turned to his side at his will), the Rune's plans for conquest interfere with his own. Should he track down a ruling member of this cabal of liches, he will offer a simple choice: Join me so we may rule the Rune together, or be destroyed. He has learned all that Uruathis, a lamia noble and agent of Kartak Spellseer among the ruins of Shoonach, knows of the Rune, and he plans to capture one of the many vampires of Shoonach to find out its secrets as well.



Shoon keeps a number of lairs currently, though the only one known to most are "her" apprentice's quarters with Lady Varytha Gheldieg's estate in Eshpurta. Shoon also has ways to reach some secret chambers beneath the ruined Imperial Palace at Shoonach; from these, he has secretly retrieved only an *amulet of proof against detection and location*, *elven cloak* and *elven boots* (for his disguise as Zallanora), and a *ring of mind shielding* taken from his many caches of magic to protect his identity and true motives. He has lairs among all mountains and forests in the entire Lands of Intrigue, all undiscovered for the last 1,000 years.

Lady Varytha has stressed to "Zallanora" the importance of using her looks and charm to woo other Cowled Wizards and gain knowledge, influence, and power; Varytha sees the young elf as a way to gain inside information and influence for herself. Shoon is amused by these minor intrigues while he builds his influence among more than a dozen Cowled Wizards in Eshpurta, Keczulla, and Esmeltaran. When the time is right, the fortunes of his "mentor" will fund a mercenary army or buy more influence elsewhere; then, with the Cowled Wizards as his magical enforcers and shock troops, the Shoon Empire will rise again. For now, Shoon bides his time and allows "Zallanora" to be wide-eyed at all the attention "she" attracts.

The Tome of the Unicorn

The Tome of the Unicorn is a large book, 2 feet broad with a 3-foot spine, and over 4 inches thick. Its covers and pages are 31 polished plates of electrum, each blank to a casual observer.





(Despite the legends surrounding this grimoire, it is not bound in unicorn hide or horn.) However, if any page is concentrated upon to the exclusion of all other activities, its contents, written in Thorass, begin to appear on the “blank” page in 3-8 (1d6+2) rounds; the writing remains for 3-8 rounds after study ceases. The book bears no title or identifying marks.

History & Lore

Sages and bards of the Realms claim that the Tome of the Unicorn is the long-lost grimoire of the mage-king of Iltkazar, a realm in eastern Calimshan lost over 900 years ago. That is technically true, as Iltkazar was a vassal state at the time, its throne held in abeyance by a wizard overlord: His Imperial Majesty, the most-Mighty Emperor Shoon VII of the Shoon Empire. The tales about the *Tome* say it contains many unique spells found nowhere else, including the means to create a permanent gate between planes of existence, the means to construct golem armies, and necromantic spells that could animate and control whole graveyards of undead soldiers!

The Tome gains its name from its construction during the Shoon Empire’s waning years. To preserve the book’s final enchantments, the Mage-King bathed the metal book plates in the blood of 12 slaughtered unicorns in the Year of Mourning Horns (355 DR). This act (along with the butchery of nearly an entire tribe of elves that protected the unicorns) earned Shoon VII the eternal enmity of elves and druids across Faerûn.

Twelve years after he finished *The Tome of the Unicorn*, in the Year of Shying Eyes (367 DR), Shoon VII faked his own death, manipulating his greedy daughter into having him poisoned without her knowing he was immune to such effects. Without the empire to distract him, Shoon VII pursued and achieved lichdom three years later. Now, Shoon planned to rule from behind the throne of his descendants. To the blessing of the Realms, his attention to his magic and lack of attention to his empire during his lifetime, and his daughter’s and great-grandson’s poor management skills, helped usher in the empires collapse only 33 years after his death. Still, Shoon secreted many of his magical items and artifacts to his safeholds about the empire, but he kept his precious Tome with him to prevent its loss to the dragon Iryklathagra “Sharpfangs,” the blue wyrm who had stolen his unicorn-horn *Staff of Shoon* a century before.

Shoon himself refuses to speak of the next seven centuries of his undeath, and little evidence of any activity traceable to him or the Tome is recorded. Most elven histories (only the elves were certain that he survived as a lich) mention that he fled deep into the earth to avoid their retribution; it is possible he established safeholds within the ruins of Deep Shanatar, as his dungeons beneath the Imperial Mount of Shoonach had many links to the deep caverns. At some point during this time period, however, Shoon’s form degenerated into a demilich, and his skull and remains were now imprisoned within the last page of the *Tome of the Unicorn*. Whether Shoon was the engineer of this fate or he was confined there by an enemy is unknown, as is the origin of the extradimensional pocket on the *Tome’s* last page where Shoon’s remains rested until summoned.

The next recorded sighting of the Tome was in Baldur’s Gate in the Year of the Skulk (1107 DR); it was in the possession of the sage and historian Bhaernom Khreyt, an expert on the Shoon Empire. He never reported how he got the book, and his ship, the Wave Wizardess, sank with the loss of all hands on its way to the Moonshaes later that year. Inexplicably, the Tome turned up in royal hands on Ruathym by the Year of Azure Blood (1126 DR). The grimoire remained in the Green Rooms of Ruathym until Tarsakh in the Year of the Prince (1357 DR), when the Tome was stolen by the wizard Shond Tharovin.

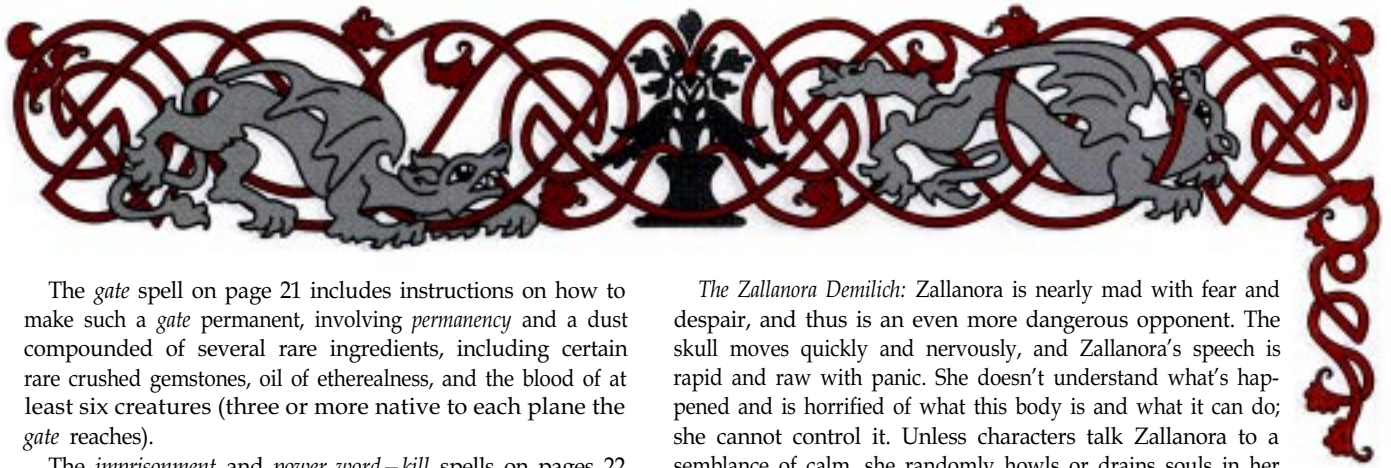
Unlike many who fell before the demilich Shoon, Shond Tharovin managed to both summon the skull from the Tome and successfully communicate with it. If Tharovin would find seven spirits for Shoon to consume, Shoon would tell the mortal of the location of a lost artifact, the powerful Living Gem. The Calishite mage and his agents waylaid Zallanora Argentresses and a small caravan on its way north through the Cloud Peaks. Tharovin released Shoon from the Tome, and the skull proceeded to consume the magic and spirits of the travelers. As Shoon’s levitating skull advanced on Zallanora, the Time of Troubles began warping magic in mysterious ways. The two beings switched spirits—Shoon was free of the Tome’s imprisonment, and innocent Zallanora was now trapped in the book, reduced to a pitiful spirit within the crumbling bones of the emperor.

After the switch, Shoon and Tharovin destroyed all traces of the caravan, making it appear as if the magical chaos claimed their lives. Shoon, true to his word, gave his ally the location of the *Living Gem*— a subterranean temple to Ghaunadar under the Forest of Mir. Of course, the crafty lich-turned-elf purposely did not provide directions to the place. The Living Gem had not been found in over 200 years, and it took Shond Tharovin almost 10 years to locate it. During that time, Shoon acclimated himself to the Realms, lying low for over a decade as his first look at Faerûn in centuries consisted of fallen gods, magical chaos, and almost no trace of his empire.

The Tome of the Unicorn is in Shoon’s possession, and he hid it in one of his primary safeholds under the ruins of Shoonach’s Imperial Mount. The spirit of Zallanora languishes within, despairing and going mad from her situation. The likelihood of anyone surviving the many magical defenses set in and around a monster-riddled dungeon by a 36th-level necromancer precludes any worry of the immediate uncovering of Shoon’s masquerade. Still, “Zallanora” makes a visit at least once every month to the Imperial Mount to check on the Tome’s security.

Contents

The contents are 23 spells, one to a page, in the following order after the cover is opened: *charm person*, *darkness 15’ radius*, *ESP*, *scare*, *dispel magic*, *charm monster*, *fear*, *fire trap*, *polymorph other*, *wizard eye*, *animate dead*, *death spell*, *duo-dimension*, *phase door*, *statue*, *clone*, *glassteel*, *permanency*, *power word – blind*, *trap the soul*, *gate*, *imprisonment*, and *power word – kill*. The remaining six pages function as a wizard’s manual of golems [see the DMG for details] for the making of stone and iron golems only; normal costs and study times apply.



The *gate* spell on page 21 includes instructions on how to make such a *gate* permanent, involving *permanency* and a dust compounded of several rare ingredients, including certain rare crushed gemstones, oil of etherealness, and the blood of at least six creatures (three or more native to each plane the *gate* reaches).

The *imprisonment* and *power word—kill* spells on pages 22 and 23 are part of the book's curse. Every time either of these pages is perused, there is a 7% noncumulative chance that the reader will suffer *imprisonment* as per the spell.

The inside front cover contains no spell, but a protective *spell turning* magic has been cast upon it. If the book saves against any magical or physical attack, the damage of said attack is reflected 100% onto the attacker.

The back cover contains an extradimensional space in which Shoon's demilich remains lie. Each time the book is opened, there is a 9% noncumulative chance that the demilich's skull emerges from the book and attacks; the metal pages change into a skull shape, then appear to melt off the skull and reform as it rises. [See the *MONSTROUS MANUAL™ tome, "Lich,"* for more on the demilich.] If either side of the back cover of the *Tome* is deliberately concentrated upon, this chance increases to a 100% likelihood. The demilich appears only as a skull, and the stolen spell energy that it has absorbed over the years has kept it relatively intact, though its gem teeth contain no souls. The skull will also emerge if the book suffers more than 13 points of damage of any kind, or if it is destroyed. While many theorize that the destruction of the *Tome of the Unicorn* would also destroy Shoon, this is incorrect—the *Tome's* destruction simply frees the demilich, and its physical remains become stationary at the point where the *Tome* was destroyed.

The skull *levitates* above the *Tome* after emerging; depending on whose soul it hosts, its actions vary. Player characters may encounter the *Tome of the Unicorn* at different times during its history. Thus, both versions of the *Tome's* demilich passenger are provided below to make this grimoire useful to a DM.

The Shoon Demilich: Upon emerging from the *Tome*, the skull does not howl. Instead, it hovers in midair, casting spells and waiting until the third round of its appearance to drain a soul. Shoon is interested only in draining souls, rather than simply slaying people, and he attempts to drain souls every third round until successful. Normally, a successful soul drain sends Shoon's skull back into the *Tome*; however, if someone continues to concentrate on the back cover of the grimoire, Shoon remains active and continues his attacks as above until another successful soul draining. The Shoon demilich never speaks unless addressed respectfully as "Emperor" or if *speak with dead*, *ESP*, or *telepathy* (magical or psionic) are used on the skull. As a demilich, Shoon is cynical, cold-blooded, uncaring, and quite knowledgeable of long-ago doings and magical lore. He converses calmly in a deadpan tone at all times, even while attacking.

The Zallanora Demilich: Zallanora is nearly mad with fear and despair, and thus is an even more dangerous opponent. The skull moves quickly and nervously, and Zallanora's speech is rapid and raw with panic. She doesn't understand what's happened and is horrified of what this body is and what it can do; she cannot control it. Unless characters talk Zallanora to a semblance of calm, she randomly howls or drains souls in her panic. With each effect (successful or not), Zallanora wails in terror at what she's done. Zallanora doesn't go back into the book; once free, the young elf (as a skull) continues howling until either death or another force releases her from this inhuman bondage.

Shoon (in Zallanora's body) is curious about unleashing Zallanora from the *Tome* in order to toy with her, but he is unsure of the effects. He believes she might be able to soul drain him, which might return their spirits to their proper bodies. While the experiment is a curiosity to him, he does not wish to give up his freedom or this new body.

Enchantments placed on the *Tome* by its creator allow both demiliches to use *stealspell* to gain one spell once a round from the mind of any one person who touches the *Tome*, no matter how brief a contact. (*Stealspell* is described below.) Only spells from the wizard's spell lists are susceptible to *stealspell*, so priest's spells (even if identical in name and function) are immune to this effect. If the target does not have any spells or makes a successful saving throw vs. spell (at a -1 penalty), the attempt fails. *Stealspell* is not hampered by unconsciousness, insanity, *anti-magic shell*, *mind bar*, or similar magical or psionic protections. The spell transfer takes place immediately, but the stolen spell is chosen randomly.

The demilich can use the energy of the stolen wizard's spell(s) in two ways. First, it can immediately use spells to replace lost hit points (2d4 hit points per spell level). Second, it can retain spells in its memory and cast them one per round, beginning the round after the *stealspell* effect, as if the spell were cast by the original caster. The demilich can only retain an amount of spells equal to the amounts it could carry upon gaining lichdom. The Shoon demilich, as a 36th-level necromancer, could hold and cast up to 81 spells (9 of each level) but only held the following in memory around the time of its theft from Ruathym: *Bigby's forceful hand*, *cone of cold*, *dispel magic* (x3), *hold person* (x2), *lightning bolt*, and *spell turning* (all spells at minimum level casting +1d4 levels). The Zallanora demilich currently holds only one spell in her memory (memorized before she became part of the *Tome*): *light* (at 2nd level casting). Unlike the wizards' spell below, the demilich of the *Tome* retains the stolen spell indefinitely until it is cast or used to heal damage to the skull.

Neither Shoon nor Zallanora, as demiliches, are capable of memorizing spells as they once did, so their spellcasting is limited to what they can *stealspell*.

This is a potent artifact. Great care and consideration should be given to its impact on characters and the game world alike before introducing this grimoire into an ongoing campaign.



Stealspell

Wizard: 7th level

(Enchantment/Charm)

Range: 10 yds/level

Duration: 24 hrs or until cast

Area of Effect: One creature

Components: V, S

Casting Time: 7

Saving Throw: Neg.

By means of this incantation, any one being indicated by the caster (within the spell's range) is robbed of any one memorized wizard's spell or spell-like ability from his or her mind, which can then be cast against the victim. The target must make a saving throw vs. spell at a -1 penalty to successfully resist the effects of this spell; creatures not native to the Prime Material Plane make saving throws without the penalty. The stolen spell is chosen randomly, and the *stealspell* even works against victims who are unconscious, insane, or protected by psionics, *anti-magic shell*, *mind bar*, and other like magical and psionic protections.

A stolen spell can be held in memory or cast by the user of the spell in the round after which it was stolen. The spell is cast without need for material components, sufficient level, or even an understanding of the spell on the part of the caster. All the caster of a *stealspell* knows of his captured spell is how many spell levels it contained, and how much power it will unleash once used. A stolen spell acts as if the being it was stolen from had cast it; thus, the material components of the spell, held by the *stealspell's* victim, are consumed. The spell taken by the *stealspell* must be discharged within 24 hours of the *stealspell's* casting, or the stolen spell vanishes from the caster's mind.

The spell stolen by this casting can only be among the wizards' spell lists; spells with identical names from the priests' spell lists are immune, as are like-named psionic effects. Priests with the ability to cast wizards' spells are susceptible to having such spells stolen by the *stealspell*, but their regular priest spells are immune.

This powerful spell is rarely known west of the Sea of Fallen Stars, and it is even more rare to find it beyond the circles of the Witches of Rashemen. While it is not known how it fell into Shoon's hands, he managed to master it enough to permanently enchant its effects into the *Tome of the Unicorn*.

The Knights of The Shield

Much has been said in both the defense and defamation of the Knights of the Shield, but no one has accurately detailed the group's membership or motivations. True, the Knights are mostly merchants and nobles from Amn, Tethyr, and Baldur's Gate. Without a doubt, this group habitually tries to manipulate the politics and money of the Sword Coast to its advantage, just as any merchant or noble would. But are there hidden agendas within the Knights? What is the group's motivation, and why does Waterdeep figure so strongly in many of its recent plots?

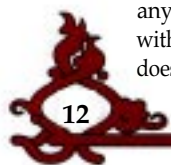
General Organization & Goals

Despite the notoriety the group holds among Northerners, the Knights in general are truly just a brotherhood of merchants. Of the group's membership of 60-100 merchants, family heads, and nobles of Amn, Calimshan, Tethyr, and beyond, the majority use their status as Knights of the Shield simply to gain information about trade situations and economic conditions near and afar, to find ways to bypass or eliminate competition from nonmember traders, and to make more money. As a Knight of the Shield, a merchant has access to a wide range of economic and social intelligence that helps business. As a custom rather than a rule, fellow Knights are more apt to do business with each other than with nonmembers, leading to long-standing trade alliances.

Membership in the Knights of the Shield is often handled on a case-by-case basis. All it takes usually is the nomination of a person by two Knights in good standing, with no objections from the membership, to grant that person a Knighthood. An aging Knight may give an heir the Knighthood, and hereditary memberships are numerous among the titled members of the group. However, if at least three other members contest the inheritance, the Knight-to-be must prove himself worthy. Often, this entails revelations of his business intrigues (and manipulation of the same to the nominee's gain) or donations of money and equipment, either of which must prove beneficial to the Knights. In over 200 years, only one challenge was made to an inheritance, but this was defeated and the inheritance granted; the heir in question was not the noble's legal heir due to his illegitimate birth, but his father left him his Knighthood as the only title the father had to give.

Many of the Knights are upstanding and lawful citizens of their respective realms, and their connections to this age-old fraternity are minimal at best. They are, of course, proud to be among the Knights, but they do not limit themselves to the interests and intrigues of the Knights; their own personal fortunes and plans take precedent over any interests the group might put forth. However, they are obligated by tradition and honor to observe the protocols the Knights set forth, such as secrecy about their own and their fellows' memberships, allying with fellow Knights in trade rather than their competitors, and providing aid to fellow Knights ailing financially or physically.

In the past, the collective Knights of the Shield have used their formidable financial might to hire mercenary armies under the auspices of one or two public benefactors. While this is rare, as only large governments tend to mount armies of this scale, the Knights did so early in the Year of the Worm (1356 DR) against forces of Dragonspear Castle, which disrupted the early trade of the season. Once Amn's Council of Six mobilized that country's army, the Knights withdrew their mercenaries or turned them over to Amn's commanders. They also continually hired soldiers and mercenaries during Tethyr's Interregnum to protect their primary interests in Myratma and Zazesspur; in fact, mercenaries hired by the Knights were among the many factors that brought the Pasha Balik to power in Zazesspur in the early 1350s. The money and intelligence of the Knights is only put to these major forays when a government breaks down,





and the Knights wish to maintain trade and the flow of money.

The Knights of the Shield mint their own special coin, as do some guilds in the South. It is a thick, heavy coin cut the same diameter as a standard coin but with three times the normal weight. Every coin is stamped only on one side with the Knights' mark: a circular shield with a central eye surrounded by a circle of diamonds. While the Knights have a basic coin-minting and gold-smelting facility in Athkatla (disguised as the Q'alel Goldsmith's Shop), members traditionally add markings to the coins to identify which member provided the coins. Such markings are often cryptic: hidden guild symbols, stylized signatures or seals, or the rare wizards' sigil. These marks are usually on the stamped side along one edge of the coin, but large guild or personal marks are sometimes placed on the coin's blank back. These coins are used only when someone wants it known that a deal was paid for and sanctioned by the Knights of the Shield. While the Knights' mark is recognized across Faerûn, other seals or marks mean little to those outside the group.

At times, it suits the Knights to spread rumors and gossip if it serves to guide public opinions in a manner conducive to the Knights' business. One of their greatest coups of slander still continues, as their whispers and hearsay soon after the deaths of the Seven Princesses of Tethyr in Waterdeep resulted in the calumny against the Harpers that many Tethyrians still believe today. Since that time, the Knights (a majority of whose members hail from the Waterdeep area) have been freed of Harper interference in their business.

Membership

Below are a few of the general members of the Knights of the Shield. No more than three confidants outside of the group know that each person is a Knight at all, no matter how famous or obscure that person is.

- Senior Fury Barasta Cleith of Goldspires, an Amnian landowner of vast resources (N hf P13—Waukeen/ *Lliira*);
- Lord Alaric Hembreon, duke of the Golden Marches and Lord High Chancellor of Tethyr (LN hm F10);
- Natak Homswallow, a rug merchant from Athkatla and recent inductee (LE hm F0);
- Lady Miilal Hydcont, controller of two family businesses of Inneskar (Knight-sponsored mercenaries keep her and her manor safe from Sythillisian Empire attacks in the year 1370 DR);
- Kestor, a merchant of silks, textiles, and spices hailing from Baldur's Gate (NE hem T8);
- Morntel of Amn, caravan organizer, weapons-merchant, and constantly traveling inheritor-member whose fortunes are based in Crimmor (CE hm F0);
- Piyrathur, a caravan-master of Iriaebor (CN hm T3);
- Pehllus Tanislove, an inheritor-member from Athkatla and secretly the Dahaunarch of the Council of Six of Amn (CN hm C7—*Lliira*);
- Lady Lucia Thione-Hhune, duchess-consort of Kamlann, guildmaster of the Shippers' Guild of Zazesspur, and distant cousin of the old royal family of Tethyr (CE hf F0); and
- Hasheth Balik, son of the deposed Pasha Balik, a minor



landholder of the Venazir lands of County Uluran in Tethyr, and an aide of Lord Inselm Hhune (CN hm T5).

The Shield Council

Unbeknownst to the majority of the membership, there is an inner circle of Knights that wields and manipulates the Knights' vast resources for more direct effects on the laws and trade of Faerûn. The Shield Council has existed in secret for centuries and is responsible for many court intrigues, political and mercantile assassinations, and other power plays across Faerûn. Even those Knights who hear of the Shield Council believe it is one of the small social circles within the larger membership, and the wrongdoing attributed to those Knights results from a framing by the Shadow Thieves.

The real power behind the Knights lies in this group, though the group's primary membership of merchants and nobles serves the Council well to infiltrate all levels of a realm (as money flows in every hall of power). Acting only through the Shield Council, agents and spies of the Knights are in place in nearly every government (70%) across Faerûn on some level or another. The major exception to this is the City of Splendors, Waterdeep, and this is the primary reason the Knights' Shield Council has spent the last 50 years attempting to place one of their members in the Lords of Waterdeep. Once the Shield Council can manipulate Waterdeep's economic winds as well, the Knights will partially control the fortunes of the entire Sword Coast!



The Shield Council has varied its members and organization over time, but it has always had one constant member through its entire history: The Hidden Lord of the Shield. This is an actual shield with inset gems laid out to form a snarling face. As the senior members Lord Inselm Hhune and Ghantuz both defer to the Hidden Lord of the Shield, the Council considers the Shield to be the ceremonial head of the Council and places it at the head of the council table as its meeting and group superior.

While other members of the Shield Council have never heard the shield speak, Lord Hhune and Ghantuz have both heard the monotone but malevolent voice of the Shield, and even one of Hhune's ambition is wise enough to defer to a being of such power that it speaks through this artifact. The Hidden Lord, the voice of the Shield, is the avatar of a minor god, Gargauth the Outcast. Gargauth never identifies himself as anything other than the Hidden Lord of the Shield, and he has not done more with the Knights of the Shield than speak directly to Hhune and Ghantuz over four years ago. Gargauth is content to allow Hhune control over the Knights, but warns him (through Ghantuz) not to overstep his bounds. Helanna Darkstorm is Gargauth's hidden insurance that Hhune remains under control. Gargauth has his own plans for the Shield Council's agents and the Knights at large, and not even the Speaker for the Hidden Lord is privy to them.

With the Shield Council ostensibly ruled by the Shield and physically by Lord Inselm Hhune, it analyzes all the information from near and far delivered either by personal agents or by fellow Knights. With this information, the Council plots assassinations, bribes, conspiracies, and any number of carefully arranged slander campaigns, all in the wider interests of the Knights and their money. If the Knights should ever work themselves to positions of political power, the Shield Council would help set official policies in favor of the Knights. Recent plots involve recruiting more members from Waukeen's and other clergies (influencing these religions to favor Knightly ideals and alliances); calming outraged Amnian members over the defection of Ritavin to Tethyr, and moving much of the Knights' eastern trade connections out of Amn and through Tethyr (as this trade will naturally flow, resulting in little true loss of income for Knights); and preventing assassination plots of the Shadow Thieves against both Lords Thann in Tethyr (as both men can be manipulated by Hhune, and the interests of trade and Tethyr's new stability are far more important than a vendetta).

The Shield Council Knights usually mingle with the general membership on all Knightly occasions at their one major meeting place: the Rainbow Pearl festhall in Athkatla. Its top floor is an entire ballroom with adjoining small meeting rooms, perfect for staging a secret meeting disguised as a merchants' ball or nobles' gala. Not even the managers of the Rainbow Pearl are aware that the Knights use this place for meetings, as the person who secretly owns the festhall (Lord Nadlok Bormul) habitually rents the top two floors for every party he throws as a blind. Other meeting places for the Knights include secret rooms in the many manors, keeps, and homes of any of the Knights. Ghantuz, a moneylender and priest, is responsible for

the welfare of the Shield, and it remains in a secret vault in an upper sea cave (an infrequent meeting place) in the coastal cliffs north of Athkatla.

There are currently seven members of the Shield Council (excluding the Hidden Lord) who meet at prearranged times at varying Knight safeholds, to prevent their discovery by outsiders or other Knights of the Shield. Two members are left open for the DM to fill with special NPCs. In order of seniority on the Council (but not necessarily seniority as Knights) are:

- **Ghantuz the Cloaked:** (LE hm P15—Gargauth) All that the other Councilors know of the Speaker for the Hidden Lord is that he is an elderly, scarred priest of an undetermined god, and the Hidden Lord is either a proxy or an avatar of that god. He is the oldest member of the Council, but he eschews the leader's seat, preferring Hhune as a more charismatic guide for the Knights of the Shield. Despite his feared and influential position among the Knights most high, Ghantuz is thought by most of them to be an old Kecullan moneychanger who luckily invested in the early stages of the Maztican trade.

- **Lord Inselm Hhune** [See *Book One* for details on Lord Hhune, the ever-conniving leader of the Shield Council.]

- **Lord Nadlok Bormul of Athkatla:** (NE hm F13) After selling his family's interests in Crimmor to the Crytrappers, Lord Bormul moved his businesses and operation to Athkatla in the Year of the Staff (1366 DR). One of the richer tavern/festhall owners (with hidden investments in four trading companies), Lord Bormul is bored with simply making money. Now, as a Shield Council member, he happily uses his money across the Realms, influencing trade channels and political agendas.

- **Tuth of Baldur's Gate:** (NE hm F14) This rich, arrogant adventurer wandered the Sword Coast for years, secretly sacking temples for opposing churches' pay. He struck it rich by slaying a green dragon and claiming its hoard (despite the tales he tells, he killed it with poison while it slept). He moved the treasure into lucrative real-estate purchases and investments in trading companies. Tuth's main purpose (for which Hhune and Ghantuz secretly nominated him) is to become the focal point of any major overt actions commanded by the Hidden Lord. Tuth's past deeds are known to Hhune and Ghantuz, who stand ready to reveal them when they need a scapegoat.

- **Helanna Darkstorm:** (CE "hf" marilith tanar'ri W12) The newest member of the Shield Council is a mysterious timber and ore merchant/wizardess from Chondath. She was sponsored for membership four years ago by both Lord Hhune and Ghantuz (at the command of the Hidden Lord), and she was the first person ever to join both the Knights and the secret Shield Council at once. While others respect her acumen for intrigue and her vast network of magical spies, none save Ghantuz know her true role: She is Charsultketh, a marilith tanar'ri who has long been Gargauth's consort. She will be Gargauth's enforcer among the Knights when the time comes for him to take direct control of them and their ever-expanding resources. Till that time, "Helanna" enjoys playing a teasing vixen, using minor spells to spook, anger, or embarrass Amnian Knights.



Recent Activities

The Lords of Waterdeep have foiled the Shield Council's plans several times in the past, but the Lords have not yet gleaned the names of the Shield Council of the Knights. The turmoil in the Year of the Wave (1364 DR) was planned by the Knight Lucia Thione-Hhune to infiltrate the Lords' ranks. Part of this plan involved Lord Hhune's agent, the bard Garnet, whose magic disrupted the lands surrounding Waterdeep for the entire summer. The plan nearly brought the deaths of Larissa Neathal, Khelben Arunsun, and Caladorn, but the plans were upset by the Harper Danilo Thann and his allies [see the novel *Elfsong for details*]. Though the operation failed in its goals, the Knights now know identities of at least three Lords: Caladorn, Khelben, and Larissa. This information is known only to Hhune, Ghantuz, Helanna, and Lady Thione; Lucia, for her failures, was removed from the Shield Council, though she is kept close among the membership.

Presently, after auguries and dream messages from Gargauth, Ghantuz is looking among the Knights and outside the organization for someone charismatic and smart enough to lead, yet easily manipulated by Ghantuz and Gargauth. Both the priest and the Hidden Lord are displeased over recent mishaps like the loss of their deep agent in Waterdeep, and they wish to replace Hhune. However, with shifts in Hhune's influence in Tethyr, their plans are slowed for now as Hhune may accomplish much. Hhune is flush with his new status and the intrigues of Tethyr's court, and he senses nothing amiss in the Shield Council.

The disruptions and chaos that erupted on Higharvestide of the Year of the Gauntlet were traced back to Undermountain and Halaster's disrupted control over his many *gates*. The Shield Council's agents spread rumors in Amn and Calimshan that the Harpers were responsible for kidnapping Halaster and causing the madness across the Realms. In Tethyr, however, the Lords of Waterdeep were praised for controlling the anarchy that day. With Hembreon and Hhune among Tethyr's nobles, ties that strengthen Tethyr's link with the Lords' Alliance give the Knights the access to Waterdeep they have sought for ages.

True Origins of the Knights

The Knights started as a semi-religious order during the Eye Tyrant Wars, and the Shield of their symbol was King Silvam's Shield. The Knights were scouts and intelligence agents for Tethyr in the Eye Tyrant Wars; they later became the bankers and guardians of many veterans settling in the wilderness east of Ithmong. King Leodom IV of Tethyr falsely accused the Knights of heresy and spying against the crown, then disbanded them, confiscating their lands and money. The Knights continued as a secret society for decades, keeping their practices and symbol alive. During this time, they found the Shield of the Hidden Lord, and the leaders soon believed this was the true shield they were meant to follow. When this shield became possessed by Gargauth isn't known, but from then on, the Knights have been slowly influenced by Gargauth the Outcast and unwittingly play a role in a power struggle among the gods.

The Nelanther Pirates

Many mainlanders homogenize them into one large group, but the pirates of the Nelanther isles are neither unified nor go by such a name. Each crew is loyal only to its captain, though they're friendly with others in their "trade." The pirates are known by many names: a fearsome-sounding group name, a ship's name, or the name of a famous captain. Visiting the Nelanther or the port of Skaug rarely reveals who you are dealing with unless you know of a group's tactics and peculiarities.

There have been rumors for decades that the Nelanther Pirates work in conjunction with the Runden, an ancient consortium of Southern merchants who sponsored piracy when legal methods would not tie up a competitor's goods. [See *FOR4 The Code of the Harpers, pages 119-120.*] These rumors hold a spark of truth, for two major gangs of pirates are either Runden members or sponsored by the same, as detailed below.

With the past 20 years of instability in Tethyr, which lacked a navy to protect its goods and shipping lanes, the number of pirates has grown. Pirates began regularly raiding ships in Asavir's Channel and the Race because Amn and Calimshan had strong navies (though still not proof against all-out attacks). However, the pirates learned to avoid ships bearing the standard of Llachior Blackthorn, a powerful Velaen merchant and sea captain who also employed great sea captains.

With Tethyr stable and possessing a strong navy and a skilled commander, Lady Dezlentyr, the pirates are turning to Amn for easier pickings. Captains Kuurgan of the Sea Reavers and Bahija the Fair struck deals with the Sythillisian Empire to aid the siege on Murann in 1370 DR, hoping to gain a Sword Coast port and more ships. Other pirates will take advantage of Amn's weakened defenses to raid shipping to and from Maztica. Amn's insistence on keeping the Lords' Alliance out of Amnian waters makes its poorly guarded merchants ships highly vulnerable. It matters little to the pirates if a ship is bound for Zazesspur, Athkatla, Calimport, or Waterdeep; all they want are goods and gold.

The number of pirates varies on a monthly basis, depending on the luck of the Amnian or Tethyrian navies. Currently, three major pirate groups exist with 10 ships or more answering to one captain or admiral. Six minor groups operate with two to five ships, and there are dozens of one-ship pirate crews. In all, from 70 to 100 pirate ships exist of varied sizes and nationalities, each with from 40 to over 150 crewmen. Roughly 5,000-7,000 folk of Amnian, Tethyrian, Calishite, or other descent could well call themselves pirates of the Nelanther.

The Black Alaric

This legendary pirate king and captain started the pirates and moved them to the Nelanther after they were driven from the Velen Peninsula [see *Book One for this history*]. While the original Black Alaric died in the Year of Giants' Rage (-44 DR), in the Channel Battle at the tip of the Velen Peninsula,



his deeds and goals were huge; his abilities at mischief and destruction kept his name alive for more than 1,400 years. A Black Alaric brought down House Ithal in the Year of Scarlet Scourges (-6 DR), and he died fighting the Crown Prince Tarsax Ithal in a saber duel on the Eastbridge of Ithalyr—that is the legend that folk remember, far more than the fact that more than the two-thirds of the pirates' fleet was sunk with all hands. Black Alarics unified the pirates during seven major wars on the Sword Coast in the 13 centuries since that time. Only superstitious folk believe Black Alaric is one being who cannot die; others believe the name is passed down generations of pirates, from parent to child. Others know the truth: A legend is always more powerful than a man, and to don the Mask of the Black Alaric—a black crepe bandanna and cowl over the hair and the top of the face—is to become a figure larger than life.

The last appearance of Black Alaric was over a century ago, but tavern tales now whisper that Black Alaric has returned. If not that, at least someone is again talking unification of the pirates under a familiar azure and black banner, and many listen intently. The last to unify the pirates in any way was Akbet-Khrul, the "Grand Vizier of the Pirate Isles." He was killed by Cordell and the Golden Legion nearly 10 years ago, before the discovery of Maztica. Many said he and his 3,000 pirates failed because of the legends: Only a true Black Alaric will lead all the pirates into conquering the southern mainlands.

The "Black Skulls"

The pirates of the Blaskul clan—a logical misnomer making them the "Black Skull Pirates"—number 200 strong among four large caravels, led by a middle-aged but strong clan leader, Eamon Blaskul (N hm F12). Unlike his bloodthirsty father, Eamon emphasizes expert seamanship over murder, and he knows when to cut a deal. The leader of Clan Blaskul will negotiate with Tethyr's Lady Dezlentyr and the queen throughout 1370 DR for full pardons for any past crimes and Tethyrian citizenship for the clan, in exchange for letting the clan join Tethyr and its royal navy to aid in the defense against the pirates. These negotiations are secret and may prove useful in ferreting out the more notorious pirates and their holds closer to Tethyr.

The Bloody Buccaneers

This group is a small force of two cutters with 70 Rundeen corsairs who are trying to live up to their name. While their success in raiding is relatively good, they have not attained a reputation for bloodthirstiness, as many raided ships manage to escape during the attacks. Still, their purpose for the Rundeen is met by harassing the shipping lanes and making it slightly safer to move product south along the Shining Sea, where profits fall into Rundeen hands almost exclusively.

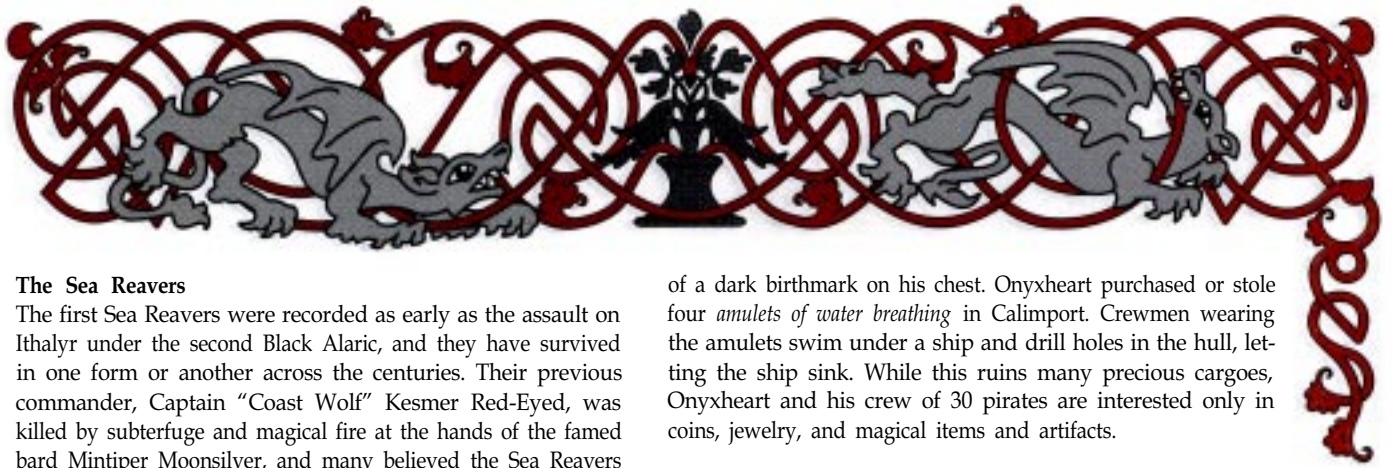
Captain Bahija the Fair

One of the most famous personalities of the Nelanther, Captain Bahija is a deadly Calishite pirate with two ships and nearly 100 men under her command. (Another ship was sunk during her ouster from the former safe haven of Tulmene.) A former slave taking revenge on Tethyr and Calimshan by preying on their trade, Bahija is cold hearted and holds grudges.

Captain Raurivyl Ormshield

This fat Calishite with a perfumed beard is the captain of the *Scimitar of Fire* and one of the most feared pirates in Amn. His ship's red sails terrify many merchants, who know that the *Scimitar's* speed and its crew's skill makes it hard to outdistance or outmaneuver. Captain Ormshield is respected and feared, as no ship he has ever set his sights on has escaped unscathed; the least he will do is relieve a ship of its cargo. He also has a reputation for taking important hostages and keelhauling them if he does not get their ransom.

For reasons unknown to almost all his crew, the captain hates Amn with a fiery passion; thus the bulk of his targets are that country's ships. In truth, the 32-year-old captain was born in Waterdeep but kidnapped as a child and sold into slavery in Skullport. By age eight, he was a slave on the Colwyvv plantation east of Lake Esmel. He and Dreak, a half-orc, escaped with other slaves in the Year of the Worm (1356 DR), when the number of guards was reduced for the war effort against Dragonspear Castle. Rather than flee north or south to safety, Raurivyl took to the seas, where his revenge continues to this day. Dreak remains his first mate as the brawn to complement his captain's brains. They currently hide out on Carcathen, as they failed to find a safe port west of the Gull Rocks.



The Sea Reavers

The first Sea Reavers were recorded as early as the assault on Ithalyr under the second Black Alaric, and they have survived in one form or another across the centuries. Their previous commander, Captain "Coast Wolf" Kesmer Red-Eyed, was killed by subterfuge and magical fire at the hands of the famed bard Mintiper Moonsilver, and many believed the Sea Reavers were destroyed at last.

However, the chaos of Tethyr's Interregnum spawned a new champion for the Reavers: Captain Toramir Kuurgan (CE hm F9). Kuurgan is the current captain of the longest-lived of the pirate groups, betraying his former occupation as a Tethyrian royal naval commander as he himself was betrayed by selfish nobility. He rebuilt his sea group with four ships' crews who were loyal to him, allowing any who remained true to Tethyr's navy safe passage onto the Dragon's Neck; only four people left his service out of 200. The Reavers united with the remnants of the previous group and have spent 20 years at sea as raiders.

Given the hardships of supplying and maintaining his current fleet of five ships, Captain Kuurgan struck a deal with the Rundeen a few years ago. Now, their ships are refitted in Rundeen ports near the Border Kingdoms in exchange for sending at least one ship to harass rival merchant ships within the Shining Sea during the summer trade seasons.

The Reavers' main base is on Ioma, and they are not as diversified as they once were. They were among the groups ousted from Tulmene a few years back; two of the ships were damaged at that port, and those sank once they hit the treacherous winds and currents of the Race. Now quite mad and paranoid after years as an outlaw, the once-lawful Toramir has no thoughts of reforming and wants only revenge on Queen Zaranda for his lost ships and men.

The Sea Witch

The privateers of the *Sea Witch* are former Calishite or Amnian mages and rogues with a unique style of attack. The *Sea Witch* is maneuvered within spell range, and a number of the crew's mages harass the target with spells. (They never use fire-based spells until their captain orders the target scuttled.) At the same time, one to three pirates arrive in the hold of the target ship by *teleportation* or dimension door, and they fill the crew's two *portable holes* or one *bag of holding* with small, valuable cargo. Once they have a sufficient amount of loot, they set the hold afire and *teleport* back to the *Sea Witch*. Her captain, Mala Ravenstar (LE hef W7/T8), is gaining a reputation for ruthlessness with a twisted sense of honor: She will take aboard any who flee a ship that her crew sinks, and either take them in, ransom them, or drop them on an island. Many refer both to Mala and her famed ship as the "Sea Witch."

The Pirates of the Stone Hook

The Stone Hook is the name of these pirates' small island base. They have achieved fair success without ever having to board a ship and fight for its gold. The Calishite captain, Achmed ibn Drachmal (CE hem W5/T5), is famed as "Onyxheart" because

of a dark birthmark on his chest. Onyxheart purchased or stole four *amulets of water breathing* in Calimport. Crewmen wearing the amulets swim under a ship and drill holes in the hull, letting the ship sink. While this ruins many precious cargoes, Onyxheart and his crew of 30 pirates are interested only in coins, jewelry, and magical items and artifacts.

The Skaug Corsairs

While not precisely pirates, the Skaug Corsairs make money by keeping pirates safe from the navies of Amn, Tethyr, and Calimshan. The 15 ships of Skaug are among the fastest Nelanther ships, and their crews are skilled and well paid.

The primary job of the Skaug Corsairs is to run interference between pirates and pursuing naval vessels, rather than attack and sack ships themselves. From their main port at Skaug, they act as that isle's first line of defense in keeping the local navies out of Skaug's waters. They also periodically venture close to the coasts to harass other navies and damage their ships.

The Skaug Corsair commander, Captain Oxall Covaanar (NE hm F10), pays his men from the dock tariffs of the ships visiting Skaug. All of his 500 corsairs are so well paid that few outside of Calishite satraps could collect a bribe high enough to get their attention. With Tethyr mounting major efforts to restore and strengthen its navy, Covaanar sees this as a welcome test. He and his men can run circles around most of the other naval commanders of the southern Sword Coast, and the stories he hears of Admiral Dezlentyr intrigue him. He has wanted a challenging opponent for years.

The Shadow Thieves

The most widespread network of thieves and lawbreakers outside of the Zhentarim, the Shadow Thieves was little more than a standard urban thieves' and assassins' guild when it was founded in the Year of the Raging Flame (1255 DR). Its ouster from Waterdeep led these thieves to create a hierarchical structure not unlike the Lords and their agents, making the guild more of a secret society. In the Year of the Pointed Bone (1298 DR), the Shadow Thieves swore two things: They would never be brought to such depths of disgrace again, and Waterdeep and the Arunsun clan would pay for daring to cross them.

For the first few years after their near-destruction, the Shadow Thieves found their membership overloaded with thieves and assassins, as they were in Waterdeep. The leaders then began recruiting wizards and other skilled folk who would protect the guild's interests from exposure and infiltration. Manipulations and intelligence gathering by non-thieves forced the Amnian government to reluctantly accept the Shadow Thieves' presence in Athkatla by the Year of the Trumpet (1301 DR). The existence of Shadowhouse and the building of the Assassins' Run (detailed later) revealed little change in the thinking of upper echelons of the guild, which was ruled by the Three, senior assassins who took power after four of the guild's



five founders were slain by Lhestyn Arunsun and her allies. However, the status quo was changing in the ranks, as priests of Bane and wizards advanced in influence among the guild's growing membership.

Within 20 years, the Shadow Thieves controlled much of the criminal activity within Amn and some outlying areas; within 40 years, the guild had fingers in at least half of all such activities on the Sword Coast between the High Moor and Athkatla. With the fall of order in Tethyr after the Ten Black Days of Eleint, the Shadow Thieves infiltrated the back alleys and corridors of power in Zazesspur, Ithmong, and Myratma. Other cities in Amn were easily influenced from those major cities. Despite their growing power, the Shadow Thieves could not breach the tradition-bound criminal elements of Calimshan, so Myratma is the southernmost point of influence for the guild. During this time, the Grandmaster and Shade Council were introduced, where before the guild was ruled by the Three.

The domination of the Shade Council by the assassins ended during the Time of Troubles, when a power play among the gods caused the death of every Bhaal-worshipping assassin across the Realms. With the sudden loss of Deepshadow (the first Grandmaster), the entire Shade Council, and more than two-thirds of the assassins in the Shadow Thieves, the guild was forced to make rapid and sweeping changes, bringing in new leaders and elevating many members whose abilities allowed the guild to recover quickly. During this time, Rhinnom Dannihyr vaulted from Guildmaster of Spies in Athkatla to the Grandmaster's spot, thanks to his abilities at killing and blackmail. He further altered the guild into the structure it bears now. The Shadow Thieves are at their greatest power, though no one beyond the Council of Six and the Shade Council realizes how much power they truly wield.

The Thieves' primary base is believed to be Shadowhouse in Athkatla. This is actually the guild house for assassins, bounty hunters, burglars, pickpockets, racketeers, thugs, and their Guildmasters for the Alandor Sect. Athkatla also sponsors the Assassin's Run, an impressive training complex for the guild-sponsored assassins of the Amnian sects; Tethyrian assassins train at the School of Stealth in Zazesspur. Lesser bases have recently cropped up in Baldur's Gate and Ruathym; these are secretive ventures disguised as the warehouses and properties of member merchants. The true places of power for the Shadow Thieves are scattered, well hidden, and guarded by traps and magic; many have fronts as businesses or include nobility. If authorities know where a "secret base" of the Shadow Thieves is, chances are it is a blind, and the authorities are allowed to arrest or kill expendable or rebellious members there.

Despite the changes to the guild and its personnel, the mark of the Shadow Thieves has remained constant for over a century: a black silk mask impaled upon a stiletto. These two objects are usually worked into the insignias of lesser groups within the Shadow Thieves, though it is not mandatory. Assassins usually leave daggers impaling such masks with their victims. Use of the mask and stiletto are mandatory for Guildmasters and above. One symbol all echelons of the Shadow

Thieves still use is a severed foot left at the scene of a failed assassination or bounty-capture attempt, which usually means the death of the attackers.

If any member of the guild exposes higher echelons to scrutiny by his own failure, that person's life is forfeit. If captured, he is drawn and quartered unless a unique and appropriately horrible method of execution suggests itself.

Guild Structure

The internal hierarchy of the Shadow Thieves is jealously guarded; a member knows only his immediate superior and underlings. The ultimate leader of the Shadow Thieves is the Grandmaster of Shadow, the commander of the Shade Council. The eight lesser members of the Shade Council, all of whom are Shades in title, act as the guildmasters of a particular sect of the Shadow Thieves in certain cities in Amn and Tethyr: Athkatla, Esmeltaran, Velen, Zazesspur, Myratma, and Riatavin.

The Shade Council also has two separate Shades for all foreign activities and intelligence. One is based in Saerloon and manages all intelligence in the Heartlands, and the Baldur's Gate Shade handles the guild information network for the Sword Coast beyond Amn. While these two Shades are members of the Shade Council, they are considered to be personal agents for the Grandmaster of Shadows.

Each sect contains at least two separate subgroups controlled by Shadowmasters. One Shadowmaster oversees activities within each city of 10,000+ natives, while another handles activities in the surrounding rural areas and towns. Major cities might have multiple Shadowmasters and sects; Zazesspur, for example, has a Shadowmaster for each district, numbering eight in all.

Some major cities and areas where many foreigners gather for trade purposes have a Cloakmaster (a special, additional Shadowmaster) who coordinates any work or information passing between foreign powers and the guild. These Cloakmasters report only to the Shades of Saerloon or Baldur's Gate, though many give duplicate reports to the local Shade as a courtesy.

Each Shadowmaster commands the subguilds of his particular area through the Guildmasters (called "Silhouettes" by higher echelons of the Shadow Thieves). This nomenclature works to mislead many law enforcers into stopping investigations after they catch a "guildmaster," though these 10 lieutenants are relatively low-ranked. The subguilds of the Shadow Thieves include: assassins, beggars, bounty hunters, burglars, con artists and tricksters, cutpurses and pickpockets, enforcers and thugs, racketeers, scouts and spies, and a last group of fences, smugglers, and pirates. Guildmasters can adjust their internal organizations and followings as they see fit, provided they do not subvert the Shadow Thieves' true power structure. Affiliated groups and guilds of the Shadow Thieves range from individual agents to collective groups of thieves such as the Bilge Rats of Murann. The majority of the rank-and-file are still thieves and assassins, though at least 20% of the membership wields magic.



When a member of the hierarchy dies or is removed from power, his peers in the membership select a candidate from the lower echelons and raise him to a new status. A Grandmaster or other high-ranking member may attempt to influence the decision, but it is solely the decision of the Shadowmasters or Silhouettes to raise someone to their level. If the Grandmaster is removed from power, one of the Shades (chosen by a majority vote among them) is quickly elevated to that position, and he appoints his own replacement for his vacant Shade's seat.

Guild Hierarchy and Membership

This abbreviated list includes high- and low-ranked members of the Shadow Thieves. Not all Shades, Shadowmasters, or Silhouettes are listed, so DMs may create those NPCs for use in their own campaigns. Only a few agents affiliated with the Shadow Thieves are noted, for the same reason.

- Rhinnom Dannihyr (CE hm dual W4/T20), *Grandmaster of Shadow* [detailed in *Book Two's "Politics & Power."*]

- Rheax Bormul (CE hm T13), *Shade of the Alandor Sect* (Athkatla, Crimmor, Purskul, Keczulla, Amnwater; northern Amn), is a lesser son of the Bormul clan whose skills in assassination brought him more power than his family inheritance ever could.

- Suldax Tampcain (CE hm T8), *Shade of the Caravan Sect* (Riatavin, the Tethyrian Highlands, Erkazar), a bright former thief and moneylender in Riatavin, was the first member ever to be a guildmaster in two guilds (Cons and Rackets).

- Orniiv "The Eclipse" Fandarfall (CE hm Cl 1 of Mask), *Shade of Saerloon* (foreign intelligence and contact), has a cheek tattoo of a partial eclipse. He is noted for his ice-cold cunning.

Other sects include the *Frontier Sect* (Esmeltaran, Eshpurta, Hillforts; central and eastern Amn), the *Seas' Sect* (Imnescar, Murann, Trademeet, Velen and the Dragon's Neck Peninsula; southwestern Amn and the Tethyr peninsula), the *Sword Sect* (Zazesspur, Port Kir, Mosstone, and Wealdath), the *Wine Sect* (Myratma, Darromar/Ithmong; south and central Tethyr), and the *Shade of Baldur's Gate* (foreign intelligence and contact for the Sword Coast).

- Avimmuck Wanderfoot (LE halfm T11), *Shadowmaster of the Caravan Sect*, an engaging and pleasant if seemingly distracted halfling, is known throughout the eastern Lands of Intrigue as a trader, scout, and bon-vivant. He is a very skilled killer.

- Kiirma Blackmane (LE hef T13/W12), *Shadowmaster of Riatavin*, poses as a rich widow who owns boarding houses, taverns, and festhalls in Riatavin. She is not suspected of being a wizard. Her guildmasters are, but for one, loyal to the death.

- Peldar Armsmith (CE hm F11), *Shadowmaster of Karlaggar* (*Zuzesspur*), the "baron" of the Low City and a prominent arms and armor merchant, has a fearsome reputation built on his brawny blacksmith-earned build and evil temper.

- Marune (CE hm W23), *Cloakmaster of the Dessarin* (reports



to the *Shade of Baldur's Gate*), one of the long-standing members remaining in the lands around Waterdeep, waits for a chance to restore the Shadow Thieves' power there.

The prestigious posts of the other Shadowmasters and Cloakmasters (while not the most powerful) are the foreign and the rural masteries. The following cities have more than one urban Shadowmaster: Athkatla (10), Eshpurta (4), Esmeltaran (2), Keczulla (2), Murann (4), Myratma (4), and Zazesspur (8). Riatavin is certainly large enough to require more than one Shadowmaster, but Kiirma Blackmane and her people are so subtle that many believe there is no organized presence of thieves here. This serves the Grandmaster's purposes, so she remains the Shadow Thieves' only major link in Riatavin.

- Harlesk Knowin (NE hem P10—Talona), *Silhouette of Assassins* (*Caravan Sect*), has a talent for disguise and voice-emulation. He uses over 20 different identities when traveling the eastern cities and towns, where none suspect him of being a poisoner and assassin.

- Rezx Tihler (CE hm T15), *Silhouette of Bounty Hunters* (*Riatavin*) is an ambitious, conniving weasel who plans to kill Lord Zelphar Thann of Tethyr, to increase his standing in the guild. If he attempts this outside of a war situation (where the death is explainable), Kiirma Blackmane has ordered that Rezx be killed, for the murder of so high an official (even a grandson of the hated Lhestyn Arunsun of Waterdeep) would bring too much to light about the guild.



- Renal “The Bloodscalp” (LE hm T16), *Silhouette of Burglars* (*Athkatla*), has a passion for second-story work (which he learned among the Burglars). He is also a superb assassin and a skilled administrator of other assassins.

- Oryal Forestal (LE hem W8/T10), *Silhouette of Spies* (*Athkatla*), joined the Shadow Thieves with his friend, the “Bloodscalp” (above). His half-elven ears miss little among friends and foes alike. He and Bloodscalp have killed nearly everyone who ever realized he has wizards’ skills, which accounts for his effectiveness as a spymaster.

The majority of the Shadow Thieves are minor assassins, thieves, fighters, merchants, courtesans, wizards, and other folk. They can be individual agents of the Guildmaster (or Shade or Grandmaster) or groups of like-minded people. Many might not know they are working for the Shadow Thieves, given the layers of intrigue and secrecy between them and the guild’s true hierarchy. If an agent interferes with a greater plan of the guild, the agent will be terminated with stunning swiftness.

- The Schools of Stealth in Zazesspur, Memnon, and Athkatla operate under different Shades and Shadowmasters, but all serve the same purposes and name. These overt and deadly assassins’ schools draw attention away from other fronted businesses under the Shadow Thieves’ control (but likewise are fearsome enough that local authorities fear their wrath). They produce some of the most lethal assassins in Faerûn.

- Cat’s Claw is a new assassins’ cabal based out of numerous small holds along the Tethyr Road in both Tethyr and Amn. Harlesk Knowin, the Caravan Sect’s Guildmaster of Assassins; collected the 14 members (all no less than F4s or T5s) from Amn, Tethyr, and Calimshan, and trained them. The cat brands made for the group magically cloak the identity of the killer from divination spells. The brands, often pressed into the foreheads of victims, are often placed in wands or rings. “Mark of the Cat” killings range all across the Lands of Intrigue, and tend to strike merchants and (sometimes) government officials.

- Lord Jhannas Errlyk (NE hm F5) is second in command under the *Silhouette/Guildmaster of Fences, Pirates, and Smugglers* in Myratma. He is also the head of a family mercantile business dealing in herbs, spices, wines, and (secretly) poisons. He smuggles small items and valuables along with his shipments north. In the Year of the Staff (1366 DR), Lord Errlyk’s former agents accused him of smuggling in Waterdeep, and he fled the city, abandoning a number of lucrative deals for the guild and himself. As a result, Jhannas also lost a chance to become a member of the Knights of the Shield. For his humiliation and loss of money and status, he vows to see Bungobar Talltankard (CG halfm F9), now of Waterdeep, dead at all costs.

- Ash (N hm T1) is a stable hand at the Firehawk Inn in Karlagger. He reports anything he overhears while tending to travelers’ horses to his uncle, who pays him a copper piece for each piece of news. Unknown to Ash, his uncle Nickel Forhv (LE hm C4–Iyachtu Xvim) is a rising member among the Scouts’ & Spies’ Guild of Karlagger, and he is also among those who attend and advise “Baron” Peldar Armsmith.

- Juullux “The Oak” (CN hm F7; Int 7) is a mercenary of Velen whose nickname comes from his massive strength and size, brains (“dumb as an oak”), and his unwashed dirty coloring. He sometimes works as a “persuader” (arm breaker) for Rassic Ophal (LE hm T17), a Muranni spice merchant (and the secret *Silhouette of Cons and Tricksters* for the Seas’ Sect), who often visits Velen during the trade season.

A Final Note

Even during Tethyr’s Interregnum, open banditry was never embraced by the Shadow Thieves, simply because it was not subtle, graceful, or skillful. The Shadowhouse believes that the Shadow Thieves must concern themselves with style and art as much as loyalty, secrecy, stealth, and profit.

The Twisted Rune

This consortium of magic-wielders has power beyond many of the evil groups in the Realms, but it has rarely been heard of farther north than Iriaebor. The group’s identifying mark is a rune of several numeral threes twisted together. The Twisted Rune’s power bases are situated around certain remote parts of the Vilhon Reach, Calimshan, Tethyr, and Amn. While its total numbers are unknown, its ranks allegedly include liches, alhoon, beholders, phaerimm, and other evil magic-using creatures.

While its primary goal seems to be control of the South (specifically Amn, Tethyr, and Calimshan), this group must control or eradicate other power groups before it can make its bid for power. Rival groups include the Cult of the Dragon, the Zhentarim, and the Red Wizards of Thay. Given the intense dislike for Harpers in the South, this good-aligned group and the Twisted Rune have rarely come into conflict.

Past & Current Activities

Founded in the Year of the Broken Branch (864 DR) by the aging mage Rysellan the Dark, the Twisted Rune was intended to be a secret consortium of mages manipulating the real power of the South. After placing contacts within an area, each contact or agent cultivated a web of other lesser agents and contacts, further spreading the intelligence and control of the Rune member to whom he or she reported. By the Year of the Dracorage (1018 DR), the Twisted Rune was the largest power group in southwestern Faerûn, with agents infiltrating the power structures of every country and city south of the High Moor and west of the Storm Horn Mountains.

While the Rune attempted to control nations from within, the political stability of this region was never great, making it difficult for the hidden wizards to manipulate *any* power. The Twisted Rune wormed its way into controlling the lesser powers of Valashar and Mierittin and the royalty of Tathtar and other smaller realms, only to watch their work crumble from the actions of others. After losing much of their influence on the grand scale, senior Rune members began planning the control of cities and towns before controlling whole countries.



Just as with the Red Wizards and the Zhentarim, the Twisted Rune became as much an enemy to itself as its opponents for power. Its members actively plotted to undermine or usurp the power and influence of other Rune members, and this of course led to internal strife. For centuries, the Rune could not work agents into the royal power structures of Tethyr until the Year of the Tomb (1182 DR), when Rysellan the Dark gained the contact and confidence of the court vizera Wyvorlaa. For a few short years, the Rune influenced Tethyrian politics and power, and the close work between vizera and senior Runemaster gained Rysellan the jealousy and enmity of the Rune's more rapacious members. In the Year of the Soft Fogs (1188 DR), Rysellan's plan came undone when three other liches accused the founder of revealing the Rune's secrets; the spell battles and intrigues then unleashed saw the final death of Rysellan the Dark and the destruction of two of his apprentices (also liches of the Rune). Thanks to three Amnian liches (two of which were destroyed in the battle), the Rune also caused the end of its own influence in Tethyr, as Wyvorlaa's alliance was uncovered and she was executed as the last vizera. Similar conspiracies reigned a century later, when Bhagenn the Crimson attempted to slay the other senior members of the Rune and take command; he was betrayed by his own protege, Priamon "Frostrune" Rakesk, and Frostrune became a lesser member under Jhaniloth Puiral.

A number of plots and groups have had the touch of the Twisted Rune, though none beyond the Runemasters know the group's full involvement. In the Year of the Fist (1311 DR), the Shadow Thieves' vengeance against Waterdeep began with the death of Zelphar Arunsun; unknown to the Lords of Waterdeep even today, a mage of the Rune cast the *Bigby's crushing hand* that ended the life of Zelphar, as a favor to a Shadow Thief who claimed the kill. This event still links that thief with the Rune, and his position today as the Shade of Baldur's Gate affords both the Twisted Rune and the Shadow Thieves major intelligence sources that neither might have alone.

The fleeting existence of Mulsparkh and its wizard-rulers seems insignificant in Tethyr's and Calimshan's histories but for the murder of Rythan the Paladin Prince and the theft of the *Sword of Starlight*. The Twisted Rune secretly drove the wizards to rebellion and the creation of their realm, and also helped form the plan (that King Alemander IV secretly endorsed) to kill Prince Rythan. While this seems a lot of work for such a short-lived realm, all the plans were simply in retaliation for Prince Rythan's destruction of Jhaniloth Puiral in 1330 DR. Likewise, the long-range plans of a deepspawn to conquer Zazesspur during the Interregnum were far more interesting than its demands for the Rune to summon and control its tanar'ri ally; when both were brought low by Zaranda Star, the Twisted Rune found a new enemy upon whom it could focus its hatred.





Powers shifted across the Realms with the poisoning of King Azoun of Cormyr and the rise of Zaranda Star in Tethyr. The Twisted Rune needed to put some of its plans into motion to restore its power base, partially lost during the Time of Troubles. With Cormyr in political chaos, courtiers could be turned into deep cover agents of the cabal. The stabilization of Tethyr drove the Rune's influence further underground, but the short-term loss could be overcome should the Twisted Rune insinuate itself into the new power structures of Tethyr and Amn. Lastly, the Rune had to act after centuries of inaction because the Red Wizards of Thay were encroaching westward, and this had to stop.

Highharvestide of the Year of the Gauntlet (1369 DR) saw the Rune's greatest and most disruptive power play. Priamon "Frostrune" Rakesk and the alhoon Ralayan the Occultacle kidnapped Halaster Blackcloak from Undermountain. While Halaster was their prisoner in the Tears of Selûne of wild-space, the two liches mined his thoughts for the secrets he held on *gate* construction and manipulation. Meanwhile, *gates* to and from Undermountain raged out of control, spewing monsters from Undermountain across the Realms and hurling innocents into the deepest of dungeons. While the chaos was not intended, it suited the Twisted Rune's plans, as it kept major players distracted and away from the true villains. [For more on these events, see the *DUNGEON CRAWL*® module, Stardock.]

Halaster ultimately escaped their clutches, but not before Frostrune and the alhoon learned his secrets. The Twisted Rune now had knowledge that allowed it to circumvent Red Wizard interference in its plans and possibly destroy the Red Wizards, thanks to the *gates* that the Rune could now build and control. As only those two Twisted Rune members were involved, the Lords of Waterdeep and Harpers believe it was simply a private conflict between the exiled Priamon and Halaster. Once again, the Twisted Rune leaves its mark, gains power, yet leaves little trace of its true interests.

In less than a year, Priamon (now a senior Runemaster for his efforts) has created a series of *gates* all about the Lands of Intrigue, linking each Runemaster's lair to central meeting points or each others' lairs. The major meeting places of the Rune have two-way *gates* that recognize which *gate* was used by beings to arrive there, and automatically sends them "home" when they leave the meeting. All of these *gates* are specially designed to work only for undead beings; any living creature that uses these *gates* loses two experience levels upon contact, suffers 1d10 points of cold damage, and fails to activate the *gate*.

The Twisted Rune has made many inroads to power amid the squabbling city-states of Calimshan. As the greedy pashas and caliphs seek out more magic, it is simple to place agent-mages (if not spell-cloaked liches) in their courts. The Rune might thus unify Calimshan for the first time in centuries. While many doubted the expense of Rhangaun's luring ogre magi out of their eastern homelands, the Rune's hidden stake in the Sythillisian Empire may yet bear fruit in conquest. If it should not, *charmed* Rune agents lurk amid the families of Amn, wait-

ing to grab their puppets' strings at the right time to control the Merchants' Kingdom. Finally, the slave girl (really a W4) bought by Lord Drakosa of Manshaka before his first visit to Maztica gave the cabal a contact in the New World—a land with no true competitors for power and rich with new magic.

Hierarchy & Organization

The Twisted Rune began as a consortium of liches, as they created and made the group what it is today. Each lich used its own agents, who had their own networks in turn. In this original incarnation (before the second death of Rysellan the Dark), the Rune's membership quickly grew unwieldy without the checks and balances necessary to maintain control over the ranks.

The organization of the Twisted Rune now is much tighter; only those one or two ranks from the senior Runemasters even know they are part of the Twisted Rune's network. The senior Runemasters' Council is now a tightly knit group of nine like-minded undead beings content to remain behind the scenes and work in concert to gain power for all concerned. At least four of the current members are of those original members assembled by Rysellan. They remain active in very small ways among the lesser members and agents, using *charms* and other subtle tactics to avoid drawing much attention to themselves. Many Twisted Rune agents and members are in other power groups in the South, from the Cowled Wizards of Amn to the Knights of the Shield, and these groups are none the wiser.

The Twisted Rune Membership

There are over 100 Twisted Rune agents, but only 30 know for whom they truly work, and only they are judged as members. Below are the senior six of the nine Runemasters who rule the Twisted Rune (with the remaining three left for DM development). Following them are some primary agents.

- **Rhangaun:** (NE hm lich W33) In life, the Calishite mage Rhangaun slew the wizard Prince Cauln Amaur of Athalantar and later broke ties with the princes warring over the Stag-King's Throne. He was already a lich over 300 years old when he was approached by Rysellan the Dark. Rhangaun joined the Rune as a founding member only when Rysellan revealed he had Rhangaun's phylactery, with which the younger lich kept his more powerful "ally" in control. Rhangaun slew Rysellan the Dark, though he did not sanction the destruction of Kartak Spellseer's first form [see below]. As the senior member of the Twisted Rune, he leads the Council on carefully plotted intrigues (though his disrespect for Frostrune may be his undoing).

Rhangaun now appears as a full skeleton in simple black robes. His eyes still glisten in their sockets, though they have turned black with purple irises. His major items include a *staff of the magi* and two ellipsoid (lavender and green) *ioun stones* orbiting his skull, which absorb spells up to 8th level. His lair beneath the ruins of Memnonnar has been seen only by four beings still alive in the Realms; all others are bones around his library.



• **Shangalar the Black:** (LE tiefling male lich W27) A mage of Calimshan circa 700 years ago, Shangalar's meteoric rise in power left many wondering if he was a scion of gods. In fact, he is the son of a Realms-bound cambion. As a mage of great power but little ambition, he was perfect for Rysellan and Rhangaun as a manipulable ally with power that simply needs direction. As a tiefling, his undead status is unique, and his skin (once of normal Calishite tone) is jet-black and calcifying to a flintlike substance, accounting for his high Armor Class.

He is so paranoid that he killed anyone who found his hidden keep, a floating aerial pyramid among the peaks of the Marching Mountains east of the River of Ice's headwaters. During the Time of Troubles, the magic of his lair failed and it crashed, ruining centuries of work and reducing his own power after some of his extraplanar experiments exploded. These losses have made Shangalar more interested and active in restoring both his own and the Rune's overall power.

• **Kartak Spellseer:** (CE hm lich Nec31) This infamous lich was in life the apprentice of Rysellan the Dark, five centuries past, but paid for his loyalty with his first body's destruction during the schism that eradicated Rysellan and the original Rune. Reduced to fragments, Kartak's body was restored in recent decades due to his many-layered plans, faithful agents, contingencies, well-hidden phylactery, and his control over a gullible and power-greedy nephew. Over the course of 20 years, Kartak hunted and destroyed the two

liches who had shattered him 160 years before. Rhangaun allowed this to happen with no Rune interference. Kartak, after a brief power scuffle with his mad nephew Chardath Spulzeer that resulted in the destruction of Castle Spulzeer, returned to his seat among the Runemasters late in the Year of the Gauntlet as if nothing had happened in the last 300 years. His lair among the Kuldin Peaks, a former dwarven mine, was seen by no other being before Priamon "Frostrune" arrived here to establish the *gates*.

With his resuscitation, Kartak appears to be a fairly new lich rather than one centuries old, and he carefully maintains his looks. For a lich, Kartak is quite social and (like the dracolich below) has a range of contacts through secondary agents and aliases. Though he dresses in an antiquated manner, his clothes are clean and well tailored.

• **Sapphiraktar the Blue:** (LE blue dracolich) This blue wyrm was already 900 years old when he became a dracolich nearly 300 years ago. He knows much current news of Calimshan and western Tethyr. His lair deep beneath the sands of the Calim desert in a buried amphitheater of Shanatar helps keep his body dried and well preserved. Aside from a heart-to-hip gash in his underbelly, Sapphiraktar still looks like a live blue dragon 200 feet long, when viewed from far away.

Of all the Runemasters, this crafty dracolich has the widest network of agents, all *charmed* into believing they work for one of Spphiraktar's 40 different aliases of at least seven races. De-



spite their beliefs that they are each “the dragon ruler of the Sword Coast South,” Sapphiraktar also subtly controls both Balagos the Flying Flame [see Book Two, “The Troll Mountains”] through a sycophantic Calishite mage called Adjı al-Azur, and Charvekannathor the Scarlet [see Book One, “County Morning-gold: Rrinnoroth”]. Sapphiraktar’s magic has kept Balagos on the wing for over two decades; the latter was led to challenge other dragons beyond his realm, picking fights with the dragons of the Shaar. Aside from his masterful ability to manipulate any races, the blue dracolich also has a hoard of magical items, including an arsenal of offensive wands and rods.

• **Priamon “Frostrune” Rakesk:** (CE hm lich W27) Priamon has ingratiated himself among the Twisted Rune’s Council by exposing Bhagenn the Crimson’s treachery, arranging the death of Prince Rythan in 1334 DR, and planning the kidnapping of Halaster Blackcloak and the recent building of *gates*. This former Waterdhavian wizard, like Kartak, made an effort to maintain his appearance until a spell battle destroyed two-thirds of his face and body. Now, he wears olive-green robes with gold-embroidered hems, and a black cloak with an emerald-lined hood that covers his skeletal face. His ruined body is wrapped in linens under the robes. He wears a *ring of spell turning*, *ring of protection +3*, and *robe of blending*.

Priamon Rakesk was exiled by the Lords and Khelben Arunsun the Elder centuries ago. He became a lich in the Year of the Raging Flame (1255 DR/213 NR) and spent years researching ice spells for torturing mages, specifically his hated adversary Khelben. His two tower lairs are well hidden in the Snowflake Mountains and the Forest of Mir, and his *wards* will blast intruders to dust. (It would be of interest to Tethyr’s royalty to know that Priamon has the 1,530-year-old bridal crown of Queen Arial of the Ithal Dynasty among his treasures.)

Frostrune’s plans for the future are long-reaching. Though he gets along well with other senior members of the Rune, he wants to rule the cabal. Unknown to all but Ralayn, who acts as Priamon’s second and hopes to become a senior Runemaster in a decade or two, Priamon has modified all *gates* he builds. He can infiltrate any location with one of his *gates*, cause any of them to “lock” and hold someone at the *gate* -site until released by him, or even change the arrival point of any of his *gates*, dumping a traveler into a lion’s den of trouble (like a Red Wizards’ stronghold). He has yet to use any of these tricks, content for now to be the trusted *gate* -builder for the Rune.

Over 35 *gates* now exist in locations such as the Wood of Sharp Teeth; the Giant’s Run, Troll, Marching, Omlarandin, and Osraun Mountains; Shoonach; Cape Velen; the Calim Desert; the Thornwood; and various islands among the Nelanther, on the Deepwash, and in the Lake of Steam. Underground and undersea *gates* also exist. Not all of them link to the senior liches’ lairs, nor are they all automatic (some requiring a mental or verbal command for their destinations or activation), but none are visible unless marked by a mosaic for ease of location.

• **Shyressa:** (NE hf vampire W23) This lithe, beautiful woman is the newest of the Runemasters. Her primary lair in the ruins of Tathar’s capital—an opulent mausoleum in the city’s noble graveyard—is the only direct hint that she is undead. A wizardess of Tathar and a vampire for over 800 years, Shyressa’s cat-and-mouse games are seen as pointless by her lich companions, who still admire her abilities and magical prowess.

Having spent the last 75 years working her way through the channels of power under the Runemasters, Shyressa is partially indebted to Kartak Spellseer for destroying the lich who both used her as an agent and kept her from more power. With the resources of many abandoned libraries beneath Tathar’s ruins, she has developed unique spells that provide her with offensive spells similar to *fireball*, *flaming hands*, and *flaming sphere*, only using black, cold flames that are easy on undead eyes and more subtle at night.

Among the Runemasters’ greater agents are:

• Charvekannathor, the venerable red dragon of Rrinnoroth in the Kuldin Peaks, whose appetite for orcs has kept them from ever being a problem in the Lands of Intrigue;

• “Clusterfang” (an approximate translation of its name into Common), a deepspawn that entered the Rune upon the death of its predecessor beneath Zazesspur in 1367 DR;

• Raaghar T’Enorgh, a male drow 10th-level priest of Vhaerun and patriarchal leader of the drow enclave of Dallnothax in the Forest of Mir;

• Ralayn the Occultacle, an alhoon from the Forest of Mir and Priamon’s primary ally and agent;

• Tleobar T’Enorgh, a female drow 13th-level fighter/12th-level wizardess, wife of Raaghar, and primary guard of Dallnothax in the Forest of Mir; and

• Vaxall of the Dying Gaze, an elder orb beholder that takes great delight in tormenting and slaying its foes.

Other lesser, rumored agents within the southern Forest of Mir, the Marching Mountains, and safeholds around the Lake of Steam include: one beholder-mage, three other liches (21st-25th level), one elder orb, one gauth (beholder), one kraken, three ogre magi, and a number of priests of Xvim. Within Tethyr (most in the ruins of Shoonach, a few in Memnonnar) are three vampires (Tethyrian F14, Amnian T13, Calishite W 11) who are vassals of Shyressa, one lamia noble, four will o’ wisps, one crimson death, and a number of aging, evil wizards preparing for lichdom and seeking full membership.

Contacts and informants number from 20 to 100 living or undead souls as far afield as Cormyr, Chondath, the Tashalar, and Rashemen. Among the most noted of these low-level contacts is Lance of the Lord Niskam Tresdaap, of the Towers of the Vengeful Hand in Eshpurta, Amn. An enthralled and deluded puppet of Sapphiraktar, Niskam Tresdaap believes the undead dragon is actually Tempus speaking to him.



Royal Regalia of Tethyr

As the rulers of a realm long torn by war, Queen Zaranda and King Haedrak protect themselves by having many of their royal emblems and symbols enchanted. Whether the king and queen are in formal court dress or casual clothing, magical protection surrounds them at all times. Of all the royal regalia, only the clothes, cloaks, and the queen's bridal tiara (known as the Tiara of Lhayronna) are nonmagical. The major items of magical regalia are noted below, though these do not preclude more common defenses, such as *rings of spell turning* or *bracers of defense*. The magical contents of the royal armory are unknown, though the king's extensive use of them during the Reclamation suggest either a magical benefactor or hidden abilities or reserves on his part.

CrackleTongue

While not originally or officially part of the royal regalia, *CrackleTongue* is rarely away from Queen Zaranda's side. When drawn, this *saber of sharpness +5* is constantly alight with magical blue flames. The sword detects the presence of evil, and its flames sputter and crackle in relation to the intensity and proximity of the evil. Contact with evil beings makes *CrackleTongue* emit a snarling sound with a shower of wild sparks.

The Crowns of Tethyr

The *King's Coronet* and the *Queen's Diadem* are the king's and queen's most commonly worn crowns, being of relatively simple make with interwoven bands of worked gold, silver, and mithral. The *King's Coronet* has a pattern of waves and winds, with sea lions encircling the brow, while the *Queen's Diadem* carries a similar wave-and-wind pattern with tiny stars and cups (patterned after Siamorphe's Goblet of Nobility) scattered throughout. These two crowns both protect their wearers with *mind blank* spells at all times, and allow their wearers to gain will-force spell immunity as if they had Wisdom scores of 25.

The King's & Monarch's Crown

The *King's Crown*, a large device worn by King Haedrak for state occasions, is an ornate, heavy crown of alternating gold shields and swords. Four silver leaping sea lions support a large, sea-green beljuril gem; smaller emeralds dot the band and eyes of the sea lions. This crown is over 200 years old, crafted during the reign of King Coram III. It was the state crown of King Jaszur, after whose death 85 years ago this crown was hidden away until now.

The *Monarch's Crown* is Queen-Monarch Zaranda's state crown, but she finds it quite uncomfortable to wear. This largest and most ornate crown in the royal regalia has interwoven arches of gold, silver, and bronze, entwined around mithral peaks liberally set with rubies and garnets. Over the queen's brow is the Golden Cup of Siamorphe, the emblazoned sun on the cup made of a cluster of blood-crimson Tempus' tear gems.

Like their standard, "everyday" crowns, these crowns provide Zaranda and Haedrak with constant *mind blank* spells, protecting them from mental influence and invasion. These crowns also grant the following abilities while worn:

- *Protection*: Like a *ring of protection*, the crown improves the wearer's Armor Class by +6, and this bonus is added to all saving throws for those within a 5-foot radius.
- *Free Action*: The crown's wearer can move freely and normally even if under the effects of *web*, *hold*, or *slow* spells, as per a *ring of free action*. This also allows the king or queen a saving throw to avoid the effects of a *forcecage* spell.





- *Truth*: As per a *ring of truth*, Their Majesties can detect any lie told to them while wearing these crowns. (They might not reveal that they have detected any lies, of course.) If a liar uses magic to bypass such detection, the liar becomes inaudible to the crown's wearer. While they usually avoid lying, the king and queen are not obligated to speak the truth while wearing these crowns, though they would be if wearing *rings of truth*.

- *Shield*: At will, the wearer of either crown can cast a *shield* to protect themselves or anyone they can touch. Each crown gives AC 4 against all attacks, though the actual crown-wearer is at AC -2 or better from the crown's automatic protection. It does not, however, add any further bonuses for saving throws.

Both of these crowns were enchanted by Elminster and Alustriel. They (and Haedrak, Zaranda, and Syluné) are the only beings who know the exact abilities granted by all four crowns. Given the wizard background of both royal rulers, most folk seeing any magical effects from these crowns might believe the king and queen cast those spells by themselves.

The King's Sword

This sword is stamped at the hilt with the former seal of Tethyrian royalty, marking it as one of the relics by which Haedrak could prove his claim. In practice and magic, this short sword is simply a *short sword of quickness +2*.



The Shield of Silvam & Eye of Zahyra

The two most potent symbols of power from the early Ithal Dynasty are the round shield immortalized as the *Shield of Silvam* and its companion, the *crystal ball* known as the *Eye of Zahyra*. Collectively, these are the Kuldannorar Artifacts, a Tethyrian title that loosely translates from the dwarvish tongue into either "enemies' weapons" or "weapons for use against one's enemies," depending on the context. Given their abilities and their use during the Eye Tyrant Wars, either translation is appropriate for these ancient items.

The individual powers of both items reveal that they were made to protect the king, the *Shield's* intended bearer, and to allow his court (through his vizera) to gain first-hand knowledge of the wars without endangering all of the country's rulers. They also allowed the vizera to aid the king with spells without bringing Tethyr's few wizards out on campaign to die (or to leave Tethyr defenseless against untrustworthy Calishite court mages). These combined items allowed Vizera Zahyra to record much on the Eye Tyrant Wars of the South for posterity.

While the *Eye* remained safe in Zahyra's crypt, the *Shield of Silvam* disappeared during the Strohm Dynasty and was not found until recently. Restored to Prince Haedrak, it was returned by him after his exile. The Kuldannorar were reunited for the first time in millennia at Queen Zaranda's first Harvest-court, when the Seekers of Knowledge presented her with the *Eye*. The two now rest in well-guarded places of honor in the royal palace of Faerntarn, along with the other royal regalia.

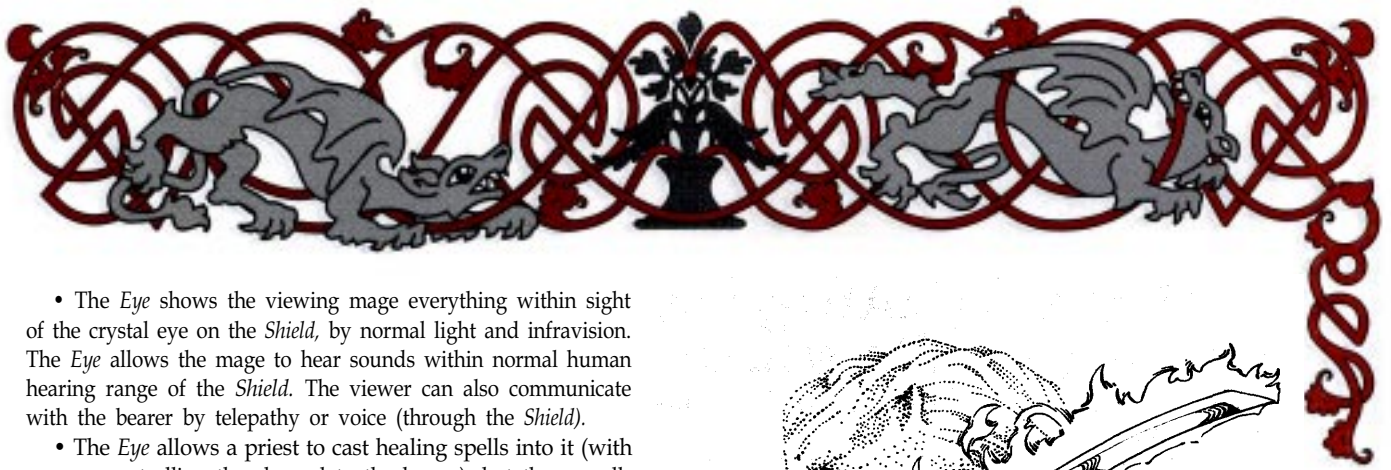
The Eye of Zahyra

This 6-inch-diameter globe of crystal rests on a miniature crown of gold set with 21 tiny silver Zs as a base. Both the globe and the crown-base are magical. If the globe is nestled within the wider arc of the Zs (so the lower part of the globe also rests on the level surface), it acts as a *crystal ball with clairaudience*. If the crown-base is flipped over and the globe rests atop the brim of the crown (so the Zs act as supporting legs for the base), the globe's true, secret powers are revealed:

- The *Eye* is now solely linked to the crystal eye on the *Shield of Silvam*. It reveals to its user only the scene that lies before the *Shield*. The distance between the *Eye* and the *Shield* is irrelevant, provided they are both still on the Prime Material Plane in the same crystal sphere (Realspace).

- Any divination or invocation/evocation spells of up, to 7th level can be cast into the *Eye of Zahyra* and they take effect as if the caster had cast them from the exact location of the *Shield of Silvam*. For example, a *lightning bolt* reaches out from the *Shield's* crystal eye and acts normally; a *fireball* does not take effect at the *Shield*-bearer's location, but at a range from the *Shield* determined by the spellcaster with the *Eye*. Spells striking the *Shield* do not emerge at the crystal globe.





- The *Eye* shows the viewing mage everything within sight of the crystal eye on the *Shield*, by normal light and infravision. The *Eye* allows the mage to hear sounds within normal human hearing range of the *Shield*. The viewer can also communicate with the bearer by telepathy or voice (through the *Shield*).

- The *Eye* allows a priest to cast healing spells into it (with a mage controlling the channel to the bearer), but those spells will affect only the bearer of the *Shield of Silvam*.

The *Eye of Zahyra* otherwise operates under the usual constraints for *crystal balls* [see the DMG].

The Shield of Silvam

This is a medium-sized round shield made entirely of adamantine or mithral, except for riveted silver trim around the edge. Set high at the top of the device is a solid crystal "eye" that pierces the entire shield, allowing the bearer to duck his head behind the shield but still see through it with one eye. Around the crystal is silver-work that creates the image of a stern, angry eye. The *Shield's* powers include the following:

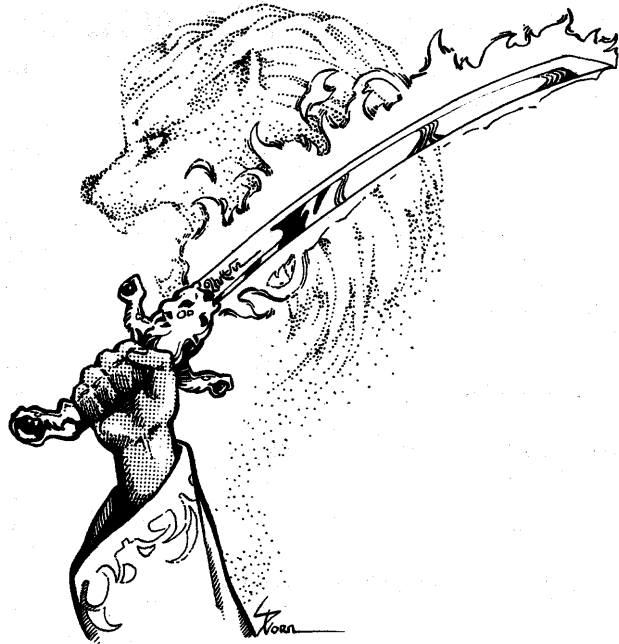
- It functions as a *shield* +3, but saves vs. spells at +5.
- Its primary power is its ability to reflect any targeted eye-beam powers of a beholder or beholder-kin 100% back upon the caster. The only exceptions are the central eye's anti-magic ray (when active) and any spells cast by beholder-mages through their eyestalks.
- Gazing through the crystal eye-window in the *Shield* allows the bearer to see basilisks, medusae, and catoblepas without the danger of petrification or death. The *Shield* is reflective enough that facing such beasts with it has a 30% chance of reflecting their gazes back to them, forcing them to making saving throws.

- The only power that the bearer of the *Shield of Silvam* can activate is to "call" the *Eye of Zahyra* by staring at the crystal eye on the *Shield*. This causes the *Eye of Zahyra* to glow blue to indicate that the *Shield*-bearer wishes to communicate with the Vizera. This power can be activated three times per day.

The Monarch's Scepter

The *Monarch's Scepter* is a 3-foot rod of solid silver, its head in the likeness of a roaring lion with eyes of diamond. Enchanted by Elminster years ago specifically for Lhaeo's assumption of the throne of Tethyr, this rod is a unique *rod of absorption*. The normal limit of a *rod of absorption* in absorbing only 50 spell levels is gone; the Scepter can absorb an indefinite amount of spells. However, the Scepter only grounds and absorbs the energy, and the wielder cannot use the spell energy to cast spells through it. This is purely a defensive device that prevents most spells from affecting the king or queen:

The *Scepter* also highlights the caster of the absorbed spell with *faerie fire*, identifying the troublemaker immediately. It is magically keyed to work only in the hands of Haedrak or two other persons chosen by Haedrak while holding the Scepter. (The king has keyed the *Scepter* so both Queen Zaranda and



Vizera Perendra can wield it if necessary.) When either queen or king holds court, one of them (usually Zaranda, using the Scepter as her sign of rulership) always has this item at hand.

The Sword of State

This standard *flame tongue* makes it the Tethyrian Sword of State, the *Lion's Sword*. Forged by a dwarven ally of King Alexander I, the wizard-monarch enchanted the blade himself in the Year of the Rose Pearls (1122 DR), granting it *flame tongue* abilities that were rare in Tethyr at the time. The sword was wielded by princes and kings until the Year of Starlight (1215 DR), when King Coram IV had the *Sword of Starlight* forged for his son Haedrak. The *Lion's Sword* was used by the Shade King Kymerm, but to no avail, when the Corsair Prince reclaimed the throne in the Year of Loose Coins (1227 DR). Thereafter, both swords were used by either the king or the heir to the throne. The *Lion's Sword* was feared lost forever with the death of King Jaszur near Waterdeep, but it was returned to Tethyr by Prince Haedrak as a sign of his right to rule.

The *Lion's Sword* gains its name from its gold hilt, carved in the shape of a sea lion. The torso and tail form the grip, with its outstretched forelegs and claws forming the crosspiece and the blade's seat. The head clamps its mithral jaws around the blade to provide the main setting, its fangs bared along the blood groove of the blade. The lion's eyes and claws are rubies, and the teeth of the lion are diamond-encrusted mithral.

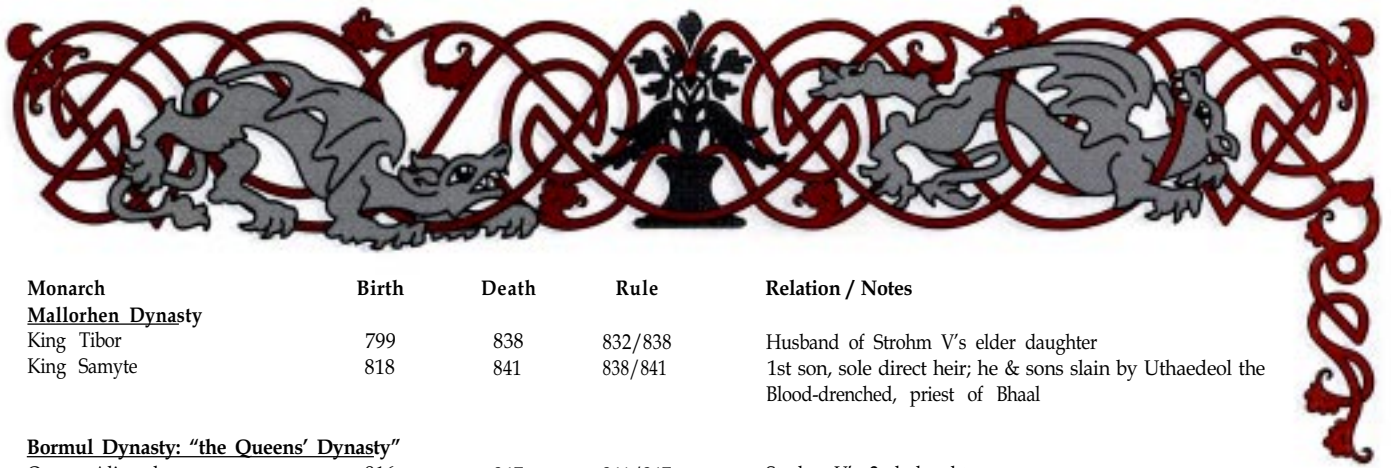


Tethyr's Ruling Dynasties & Lines of Descent

Monarch	Birth	Death	Rule	Relation/Notes
The Ithal Dynasty				
King Darrom	-237	-183	-212/-183	1st King of Tethyr; son of Clovis
King Silvam	-209	-118	-183/-118	2nd son of Darrom
King Nishan	-179	-98	-118/-98	2nd son of Silvam
King Garynor	-159	-75	-98/-75	1st son of Nishan
[Regent] Princess Rhynda	-159	-45	-75/-64	Twin sister of Garynor
King Nishan II	-79	-6	-64/-6	2nd grandnephew of Garynor
* Prince Clovis	-57	-6	-	3rd son of Nishan II
* Prince Yardane	-7	39	-	Exiled Ithal heir; 3rd son of Clovis
* Prince Kymer	10	175	-	Exiled Ithal heir; 1st half-elf son of Yardane
* Prince Yrdas	70	228	-	Exiled Ithal heir; 4th half-elf son of Kymer
* Prince/King Silvyr	135	449	449	2nd elf son of Yrdas; died fighting Shoon VII
Shoon Dynasty of Tethyr/Shoon Traitorum				
King Amahl I	-60	-2	-6-2	Brother to Queen Arhymeria Ithal
King Amahl II	-37	15	-2/15	Nephew of Amahl I
King Amahl III	-14	50	15/27	Son; becomes Emperor Shoon I
Cormal Dynasty of Tethyr/Shoon Traitorum				
King Rahman	4	63	27/63	Son-in-law of Amahl III/Emperor Shoon I
King Leodom I	35	97	63/97	5th son of Rahman
King Hazam	64	113	97/113	3rd son (adoptive; wife's son)
King Leodom II	85	136	113/136	1st son of Hazam
King Yusuf	109	136	136	10th son of Leodom II
King Leodom III	117	175	136/175	17th son of Leodom II; original name Ali
King Leodom IV	149	187	175/187	4th nephew of Leodom III; original name Kasim
Regent Tasiiva Cormal	124	193	[187/193]	Wife of Leodom IV; Widow Regent
King Hazam II	178	209	193/209	2nd son of Leodom IV
Regent Tebalan Pahuk	158	211	[209/211]	Court Vizier; Tethyrian loyalist
Regent Moshafi Telerus	172	217	[211/217]	Court Vizier; Shoon loyalist
Regent Matamid Korrunhel	180	251	[217/223]	Court Vizier; Shoon loyalist
King Emyr	208	229	223/229	8th son of Hazam II; died without issue
Korrunhel Dynasty/Shoon Traitorum				
King Matamid	180	251	229/251	Former vizier & regent
King Xandar	224	260	251/260	3rd son of Matamid
Queen Vajra	244	310	260/310	Sole heir; married Karazir Tiiraklar
Tiiraklar Dynasty/Shoon Traitorum				
King Karaj	267	315	310/315	Son of Queen Vajra Korrunhel
King Karaj II	290	345	315/345	Son of Karaj; heir is sister's eldest son
Tornamn Dynasty/Shoon Traitorum				
King Kallos	324	380	345/380	3rd nephew of Karaj II; Tethyrian loyal
King Nishan	345	383	380/383	2nd son; "Nishan III"; Tethyrian loyal
King Herakul	353	386	383/386	Brother of Nishan; traitor/kinslayer
King Priam	369	450	386/449	Son of Nishan; Tethyrian loyalist who secretly aided King Silvyr's return; granddaughter later married Strohm I
Strohm Dynasty				
King Strohm I	275	662	450/662	1st elf son of Silvyr
King Strohm II	540	735	662/735	2nd half-elf grandson of Strohm I
King Strohm III	715	769	735/769	Strohm II's human great-great-grandson
King Strohm IV	745	802	769/802	3rd son of Strohm III
King Strohm V	787	832	802/832	2nd nephew & sole heir of Strohm IV

* Did not rule; marked for line of succession





Monarch	Birth	Death	Rule	Relation / Notes
<u>Mallorhen Dynasty</u>				
King Tibor	799	838	832/838	Husband of Strohm V's elder daughter
King Samyte	818	841	838/841	1st son, sole direct heir; he & sons slain by Uthaeadol the Blood-drenched, priest of Bhaal

Bormul Dynasty: "the Queens' Dynasty"

Queen Alisande	816	847	841/847	Strohm V's 2nd daughter
Queen Sybille the Great	832	885	847/885	Daughter & sole heir; 1st Great Queen
Queen Cyriana the Great	870	922	885/922	1st granddaughter; 2nd Great Queen
Queen Teresa the Great	893	957	922/957	3rd niece; 3rd Great Queen
King Teremir	927	959	957/959	5th son; slain by Mhoaran; heirs were two boys and a girl
King Teremir II	1045	1071	1070/1071	Teremir's great-grandson; slew Coram II and restored line

"Tethyr" Dynasty: "The Lions' Dynasty"

King Mhoaran "the Tusk-Bearded"	919	974	959/974	Cousin of Teremir; son of Cyriana's 3rd sister
King Nearel	951	997	974/997	32nd child/17th son of Mhoaran; slew Teremir's eldest son
King Kortal	968	1022	997/1022	2nd son; slayer of Teremir's daughter's family
King Haedrak	988	1059	1022/1059	1st cousin on father's side
King Coram	1010	1065	1059/1065	5th son
King Coram II	1050	1070	1065/1070	2nd grandson; slain by Teremir II
King Alemander I	1038	1145	1071/1145	Wizard & brother of Coram; slew all Teremir's heirs in 1071
King Coram III	1112	1181	1145/1181	3rd great-grandson
King Alemander II	1150	1202	1181/1202	1st grandson
King Coram IV	1173	1218	1202/1218	1st legitimate son of Alemander II;
King Kymer/"The Shade King"	1167	1227	1218/1227	half-elf bastard son of Alemander II; usurper
King Haedrak II/"The Corsair Prince"	1199	1274	1227/1274	2nd son of Coram IV
King Errilam	1236	1277	1274/1277	3rd son of Haedrak; died without issue
King Alemander III	1262	1288	1277/1288	1st nephew of Errilam; begins persecution of elves
King Jaszur	1274	1295	1288/1295	1st son (twin) of Alemander; slain in Waterdeep
King Olosar	1274	1319	1295/1319	2nd son (twin) of Alemander;
King Alemander IV	1294	1347	1319/1347	1st nephew; slain in 10 Black Days of Eleint
* Prince Alemander	1321	1347	-	2nd son; died in 10 Black Days of Eleint

Rhindaun Dynasty

Queen Zaranda	1331		1368/	Wife of Haedrak; peoples' choice of monarch
* King Haedrak III/"The Scholar"	1334		-	3rd son of Alemander IV; husband of Zaranda
* Princess Sybille	1370			1st daughter (triplet) and presumed heir
* Prince Coram	1370			1st son (triplet)
* Princess Cyriana	1370			2nd daughter (triplet)

Shoon Emperors over the Kingdoms of Mir, Iltkazar, Tethyr, and the Calishar Emirates (0- 450 DR)

Ruler	Birth	Death	Rule	Relation/Notes
Pasha Akkabar Shoon	-	27	0/27	Pasha of Calimshan; Amahl III's grandfather; overlord of Calimshan & Tethyr
Emperor Amahl Shoon III	-14	50	27/50	Official Founder of Empire
Emperor Shoon I	12	75	50/75	4th son of Amahl III
Emperor Shoon II	34	107	75/107	3rd son of Shoon I
Regent Emperor Hazamir al-Aktorral	68	123	[107/123]	Pasha of Calimshan
Emperor Shoon III	107	130	123/130	1st grandnephew of Shoon II
Emperor Amahl Shoon IV	110	142	130/142	Brother of Shoon III; killed predecessor
Emperor Amahl Shoon V	112	204	142/204	Brother of Shoon III & Amahl V; killed brother
Emperor Amahl Shoon VI	180	205	204/205	3rd grandson of Amahl V
Emperor Shoon IV	183	281	205/281	4th grandson of Amahl V; wizard
Empress Shoon V	264	300	281/300	1st great-granddaughter (sole heir)
Emperor Shoon VI	288	309	300/309	4th son; wizard
Emperor Shoon VII	290	367/?	309/367	7th nephew; wizard; "slain" by daughter in 367; lich in 370
Empress Shaani	346	427	367/427	1st daughter
Emperor Amahl VII	398	450	427/450	7th grandson; slain by Strohm I after Amahl VII slew Silvyr



Courtly Titles & Positions of Tethyr

The following are the courtly titles and posts of the Royal Court of Tethyr, with the names of the current title-holders. These titles are grouped by major court positions (those titles closest to the left margin) and their courtly subordinates (the indented titles). Major court titles are ranked in descending order according to the degree of influence they are publicly believed to have over the queen.

Court Vizera: (Lady Perendra Raslemtar, Countess of Elemetar)

One of the oldest positions established in the court of Tethyr, this courtier is the official court wizard and the monarch's advisor on matters of magic and certain court secrets. This post has always been held by a female noble wizard. Rivalry between court factions to gain the vizera's ear (and, it is hoped, the queen's attention) is extreme.

Sage of the Court: (Lord Gamalon Idogy, Count of Spellshire) This person is the primary court scholar and consultant for the royalty, working with foreign sages and other learned persons (though rarely clergy, who work through the crown ecclesiastic). Many think this post will become an inherited one for the counts of Spellshire, given that family's many contacts among the learned of the Realms. Occasional fact-finding missions (some covert, as they are potentially controversial or dangerous) are ordered by this office, which is often consulted by the lord watch chancellor and his many subordinates.

Lord Royal Chancellor: (Lord Alaric Hembreon, Duke of the Golden Marches) This position is the highest government administrative position with the most direct influence upon the monarch. The royal chancellor oversees the reports and workings of all other chancellors, except for the royal warlord and the vizera; he is the official go-between for those who wish the monarch's attention. This post is changed only on the death of its title holder or at Shieldmeet. It is often held by a lesser member of royalty (at least a duke), and the position is not hereditary.

Royal Sammafzar: (Lord Tannar Grannox) This post is responsible for maintaining the most visible symbol of Queen Zaranda's rule: the Royal Palace of Faemtarn. As the general manager of the castle and all of its facilities and personnel, the sammafzar ensures that everything and everyone in Faerntarn operates at peak efficiency and is ready for royalty's every whim. While he cannot command troops within the castle, he is considered a senior advisor to the Warriors of the Star and the castle guards, and thus may suggest their placement around Faerntarn's grounds and give advice on the castle's security.

Royal Bailiff: (Lord Erktos Thann II) A master engineer and subordinate of the sammafzar, the bailiff oversees Faerntarn and maintains the physical structures and defenses of the castle. His official work force is a mixture of lesser guard officers, craftsmen, and laborers. The bailiff is unofficially also a subordinate to and an advisor on call for the estate chancellor, though his royal work takes priority over lesser public works. He also consults with the vizera and sage of the court on improving the castle's defenses against magical assaults.

Royal Farsann: (Corwin Vineshigh) Like the bailiff, the farsann is a subordinate of the sammafzar. The farsann directs the royal household domestic staff and is master of ceremonies at royal feasts. This position usually hears and sees much that the royal family would like to keep secret, so integrity and a closed mouth are essential elements to this and all subordinate positions.

Royal Corlann: (Lord Geiron Hawkwinter; Lady Tatrina Hembreon) A subordinate of the farsann, this post takes a young noble above squire or maid level and places him or her in charge of a royal quarters. Currently, there are two royal corlanns: one for the shared quarters of the monarch and her consort, and one for the nursery for the royal heirs. Lesser corlanns maintain rooms for court officers and royal guests in Faemtarn.

Court Corlann: (Lord Tanis Thrynnar) A subordinate of the farsann, this post oversees the materials and personnel of the Great Hall, Throne Room, and Monarch's Council Chamber. He is also master of ceremonies at court functions other than feasts.

Royal Hayward: (Karlofitor Turftoes) Though not well regarded by foreign heads of state, this position is admired by Tethyrians. The hayward is the groundskeeper for the Garden of Rhinda, the royal gardens at Faemtarn, and is subordinate to the farsann. Queen Zaranda decreed this post should go to a new person each Shieldmeet, based on the beauty of gardens kept by the individual. The first hayward is a halfling of Barrowsmorn in the Purple Hills, whose rose garden is nearly 1 mile long.

Royal Vintner: (Zobrim Goldring) The least known subordinate of the farsann is the royal vintner, who oversees the royal wine cellar (and, if such are ever planted, the royal vineyards). Created as an afterthought by the monarch, this post is currently held by an unusually arrogant halfling whose personal manner stirs controversy and conflict on a daily basis throughout the castle. Zobrim does, however, pick the best wines.

Royal Warlord: (Lady Vajra Valmeyjar, Duchess of Ankaram) The warlord is the monarch's military advisor and chief commander of Tethyr's armed forces, ground or maritime. While by tradition a lesser royal post, the warlord remains appointed until the royal children reach the age of majority. The current warlord hates things dealing with the sea, leaving the naval commanders to do as they please.

Bowlord: (Lord Allain Kevanarial, Duke of Noromath) A subordinate of the warlord, this lord commands an elite unit of elven and human archers. Some skilled archers are secretly trained by the bowlord to recognize and kill enemy commanders, wizards, and monsters; they use many magical bows, arrows, and vision-assisting devices.

Horselord: (Lady Kyrin Hawkwinter, Countess of Calimmon) A subordinate of the warlord, this lord controls the cavalry. Queen Zaranda made this post an inherited title for the Hawkwinners in Tethyr, who are experts in horse breeding and training. A few incautious remarks by Lady Hawkwinter indicate she thinks more of horses than foot soldiers, which has given birth to intra-army rivalry and some very bad jokes.

Marchlord: (Lord Rikos Dughol, Count of Hazamarch) A subordinate of the warlord, this lord commands all foot soldiers and unspecialized troops. Though the position is not glamorous, the current marchlord is very popular with his troops for his boundless confidence and aggressive style. Drill and exercise are performed daily. Rivalry between the marchlord and horselord (and their troops) is developing.



Scoutlord: (Lord Mirthal Aendryr, Duke of Durmista) An auxiliary commander below the warlord, the scoutlord organizes, trains, and commands an elite unit of human, halfling, and elven scouts (mostly rangers and rogues). Unaware of the bowlord's "sniper" unit, the scoutlord has created a similar unit of saboteurs to create havoc behind enemy lines, killing enemy commanders when encountered, ruining supplies, and stealing equipment.

Siegelord: (Lord Holver Roaringhorn, Count of Valashar) A subordinate of the royal warlord, this lord supervises sieges conducted against fortified castles or towns. The siegelord is a patient master engineer who lacks charisma but is a genius at supplying his forces using any means at hand, including theft and scavenging. He is often consulted by the warlord's staff.

Royal Admiral: (Lady Corinna Dezlentyr, Countess of Starspur) A subordinate of the royal warlord, the admiral commands Tethyr's naval forces. The current admiral is relatively autonomous thanks to the warlord's distaste for naval matters, and she sails often with her forces.

Channel Admiral: (Lord Jardeth Keelson) A junior of the royal admiral, this post commands Tethyr's light ships and coastal patrollers, defending against Nelanther pirates and other minor raiders. Smugglers along Tethyr's north coast currently occupy the channel admiral's attention.

Seas' Admiral: (Lord Tanar Keelson, Count of Fyraven) Heavy ships, warcraft, and undersea equipment and personnel fall under the command of the seas' admiral. This assistant to the royal admiral acts as Tethyr's primary naval defender against large foreign fleets, heavily armed or magical ships, and monstrosities of the ocean (dragon turtles, kraken, sea-lion packs, etc.). The seas' admiral would love to speak with aquatic elves, mermen, or other trusty sea peoples to win over their assistance.

Lord Just Chancellor: (Lord Tardeth Llanistaph, Duke of Suret-march) The lord just chancellor is the central authority over the legal and judicial systems. Once a part of the monarch's overall powers, the obligations of the just chancellor provide a balance against a tyrannical overlord's abuse of legal powers.

Law Chancellor: (Lord Malcor Grannox, Count of Ith-monn) The law chancellor analyzes, balances, and records the laws as developed by the just chancellor and the monarch. This office also delivers said legislation to the magistrates and the justicars.

Magistrates Chancellor: (Lord Silvanus Moondrop, Count of Uluran) As the primary officer over the magistrates and Justicars, this chancellor appoints and oversees magistrates at county and local courts. This office also preserves the court proceedings and rulings of all justicars and magistrates. The high justicars act outside the normal chancellory ranks, and they are equal in authority and influence to the magistrates chancellor.

Sheriffs' Chancellor: (Lord Jordy Gallum, Count of Greenshores) This office assigns and oversees local law enforcers of the communities of Tethyr. This central authority created the first uniform code of actions for local sheriffs, with minor variations depending on the location and social structures of each city or town. Some nobles dislike these new limitations on their authority, as certain of the nobles' powers were distributed to the sheriffs. However, accused criminals and prisoners now all receive treatment according to their crimes rather than the temper of their accusers or wardens.

Title Chancellor: (Lady Aalangama Gulderhom, Countess of Morninggold) This chancellery records and oversees the ascension of the nobility to hereditary and other titles and claims. It maintains permanent records of the noble families new and old alike, working closely with the Heralds Blue Velvet, Shining Helm, and Thorntree to corroborate such information. This new office has been permanently assigned to the leader of the Order of the Silver Chalice, the knightly order dedicated to the goddess of nobility, Siamorphe. Should questions concerning succession arise, the title chancellor's ruling can only be overturned by the monarch or a majority vote of the monarch's Royal Privy Council.

Lord Watch Chancellor: (Lord Inselm Hhune, Duke of Kam-lann) This polite title, often quietly referred to as the "monarchs eye," thinly disguises the office of the monarch's head intelligence-gatherer and spymaster. Though little overt attention is paid to this position, the watch chancellor is the central clearinghouse for information on plots and intrigues of interest (or danger) to the royal court of Tethyr. It is understood to be a bad thing to occupy the attention of this office for any length of time. Though a pleasant person, Lord Hhune is regarded with concern, if not fear, by some nobles.

Lord Historian: (Lord Vartan Thrynnar, Count of Alom-march) Alongside the Scholar-King Haedrak, the lord historian keeps the official records of the court, the kingdom of Tethyr, and the stories of its people. The destruction of histories and records during the Ten Black Days of Eleint have made this job more difficult, as such records must be restored. The lord historian also acts as a liaison between the monarchy and the Heralds and the librarians in Silvermoon and Candlekeep. While a junior under the watch chancellor, the king's attentions make this position semi-independent. The lord historian, the sage of the court, and the king have lately worked closely on Tethyr's history.

Lord Surveyor: (Lord Oon Santele, Count of Surkazar) The lord surveyor supports the internal civic order of Tethyr by recording, mapping, and managing the placement of civic boundaries for purposes of land ownership and jurisdiction of local sheriffs, magistrates, and rulers. By the end of the Year of the Tankard (1370 DR), the first official survey of Tethyr is complete but is disputed by corrupt or argumentative landowners.

Lord Detective: (Lady Nyva Blackthorn) Under the direct command of the watch chancellor, the lord detective has the thankless task of rooting out internal dealings and plots against the royalty and nobility of Tethyr. This office works very closely with sheriffs and lesser court attendants of all levels (royal, ducal, or county) to gain this information. The identity of this officer is known only to the monarch, the king, and the watch chancellor, to allow great freedom of movement and infiltration. Lady Blackthorn also uses magical and mundane disguises, and she has a cold, ruthless streak.

Lord Investigator: (Kablex Trosbann) Under the command of the watch chancellor, the lord investigator roots out foreign plots against Tethyr and its allies. He also coordinates espionage and counterespionage action outside Tethyr. This officer's true identity is known only to the monarch and privy councilors. Kablex Trosbann is an ardent nationalist, an untrusting man as cold and ruthless as the lord detective. The lord investigator and the lord high ambassador are at odds over many matters.



Lord Royal Durbland: (Lord Llachior Blackthorn, Duke of Cape Velen) “Durbland” is one of Tethyr’s native terms. The royal durbland controls and administers the money of the realm. This is a thankless, high-stress position, though it carries enormous power.

Duties Chancellor: (Lord Dancon Riiklass, Count of Varyth) The duties chancellor oversees the counties’ tax collections of coins and goods. This office reports problems with tax collection (embezzlement, rotten crops, etc.). This position is well respected by the populace, who appreciate this chancellor’s light hand and unexpectedly warm personal manner.

Estate Chancellor: (Lord Zelphar Thann, Count of River-shire) This office is among those most highly admired by the people, as it is responsible for all public works. The estate chancellor builds and maintains the trails and roads, bridges, and other works shared by all Tethyrians. Since these works are also of great interest to the army, the royal warlord is a frequent visitor to this office and may push for priority on certain projects.

Fleet Chancellor: (Lord Krimmon Amethystall, Count of Vintor) Her Majesty’s navy keeps its ships, crews, and equipment in working order thanks to the fleet chancellor’s maintenance of its funding. While a battalion chancellor once existed as well, the royal warlord has absorbed all such responsibilities for the armies. Strangely, the current fleet chancellor is afraid of deep water and cannot swim, but he loves working with the navy.

Guild Chancellor: (Lord Oxsal Keeneyes, Count of Monteshi) Guilds, while still fairly new in Tethyr, are gaining strength and influence. The guild chancellor controls that growth and mandates rules of conduct and trade. While individual mayors decide upon the actions and limits of guilds within villages and towns, the guild chancellor keeps guilds from becoming local political powers beyond their mercantile influences.

Trade Chancellor: (Lord Ellem Sunspear, Count of Bardshyr) The trade chancellor controls and monitors exports, outgoing trade, and the monies involved with such trade. This chancellor acts as a primary contact between Tethyr and the Lords’ Alliance, whose members receive favored export status with Tethyr.

Purse Chancellor: (Lord Ondul “Warhammer” Jarduth, Count of Firedrake) The purse chancellor exercises control over imported goods, incoming trade, and the monies therein. The purse chancellor is also in close contact with members of the Lords’ Alliance in his regular work.

Lord High Ambassador: (Lady Marilyn Haresdown, Duchess of the Purple Marches) The high ambassador is Tethyr’s greatest official representative and advisor on foreign affairs, as well as the overseer of the ambassadorial corps. Aside from the monarch and other members of royalty, the high ambassador is the only courtier empowered to sign treaties with other nations in Tethyr’s name. The current high ambassador is involved in serious disputes with the lord investigator over foreign policy, though few speak of this openly.

Alms Chancellor: (Lady Pearl Grannox) While partially under the purview of the lord durbland, the alms chancellor administers to the poor and destitute across Tethyr. Alms come from donations and gifts from nobles and merchants. Traditionally, alms went solely to the Church of Ilmater and its abbeys, but now are equally distributed to the parishes and shrines of many different gods of the races of Tethyr, including the elven gods of Tethir and the halfling deities of the Purple Hills. The

gnomes, through their representative Lady Samnilith Simonne Whitebrow, have refused to accept these charities out of pride; their communities care for their own indigent.

Crown Ecclesiastic: (Vacant) This post, by ancient tradition, is held by a lesser member of the royal house. At present, it remains vacant, though the Countess Morninggold and her Order of the Silver Chalice have temporarily assumed its duties of acting as official liaison between the monarch and the heads of Tethyr’s religious houses at the request of the queen. This office also commands religious knightly orders within the larger Tethyrian army during wartime, answering to the royal warlord. When one of the royal children comes of age, the task shall fall to her, and the order may then become an honor guard for the crown ecclesiastic.

Queen’s Minister: (Lady Harlaa Assumbar) A newly created court position, this is simply the keeper and primary priest of the queen’s chapel within Faerntarn. As the monarch’s primary priest, she enjoys a bit more prestige and influence than the Court Minister, who is officially the senior prior for all six chapels (to Azuth, Chauntea, Deneir, Ilmater, Mystra, and Siamorphe) within the royal palace.

Terms of Address Among the Nobility of Tethyr

Hereditary Titles

Monarch
King
Queen
Prince/Princess: Heir
Prince/Princess
Kin/Non-Succession
Duke/Duchess
Mate
Children
Kin/Non-Succession
Count/Countess
Mate
Children
Kin/Non-Succession

Addressed as

Sire (King); Dam (Queen)
Title; Majesty; Royal Highness
Title; Majesty; Royal Highness
Title; Grace; Royal Highness
Title; Grace; Highness
Lord/Lady
Title; Eminence
Title; Consort
Lord/Lady; Lordship/Ladyship
Lord/Lady
Title; Excellency
Title; Consort
Lord/Lady; Lordship/Ladyship
Lord/Lady

Appointed Titles

Court Officer
Mate
Children
Lord Mayor
Mate
Sheriff
Knight

Addressed as

Title; Lord/Lady
Lord/Lady; Court’s Consort
Sir/Lady
Title; Master/Mistress
Consort
Title; Sir/Lady
Sir/Lady; Religious Title
(by faith)

Title Notes

Widowed Title-Holder

Addressed as

Dower + Title; also
“the Bereaved”
(during mourning)
Adopted titles by foreigners by
preference of addressee

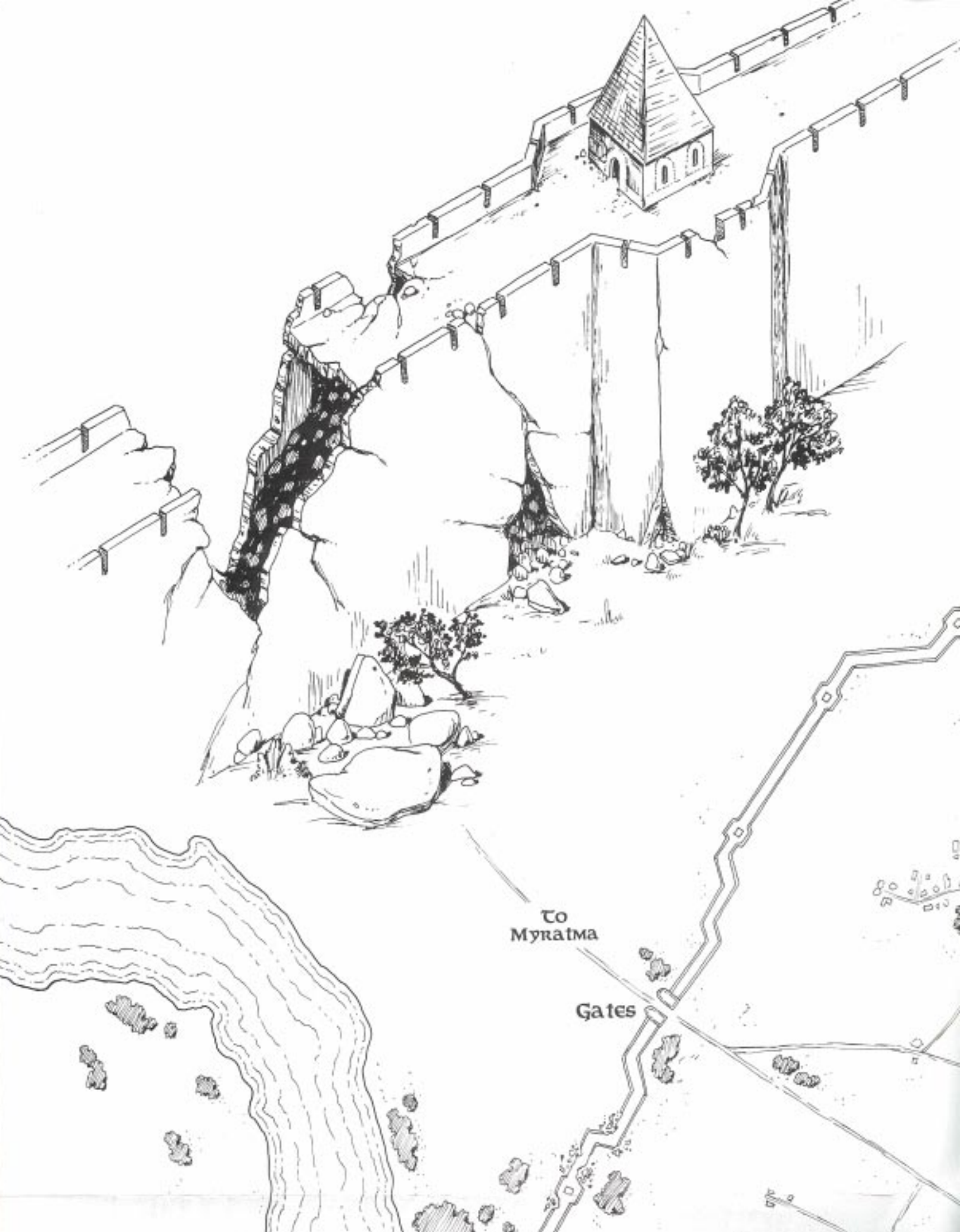
“Courtesy Titles”

Succession of Titles

Family Head/Generation Elder
Heir of FH/GE

Highest title
Next senior title (if unclaimed
by sibling of FH/GE)





To
DARROMAR

Main Gates

Fort
Teglar

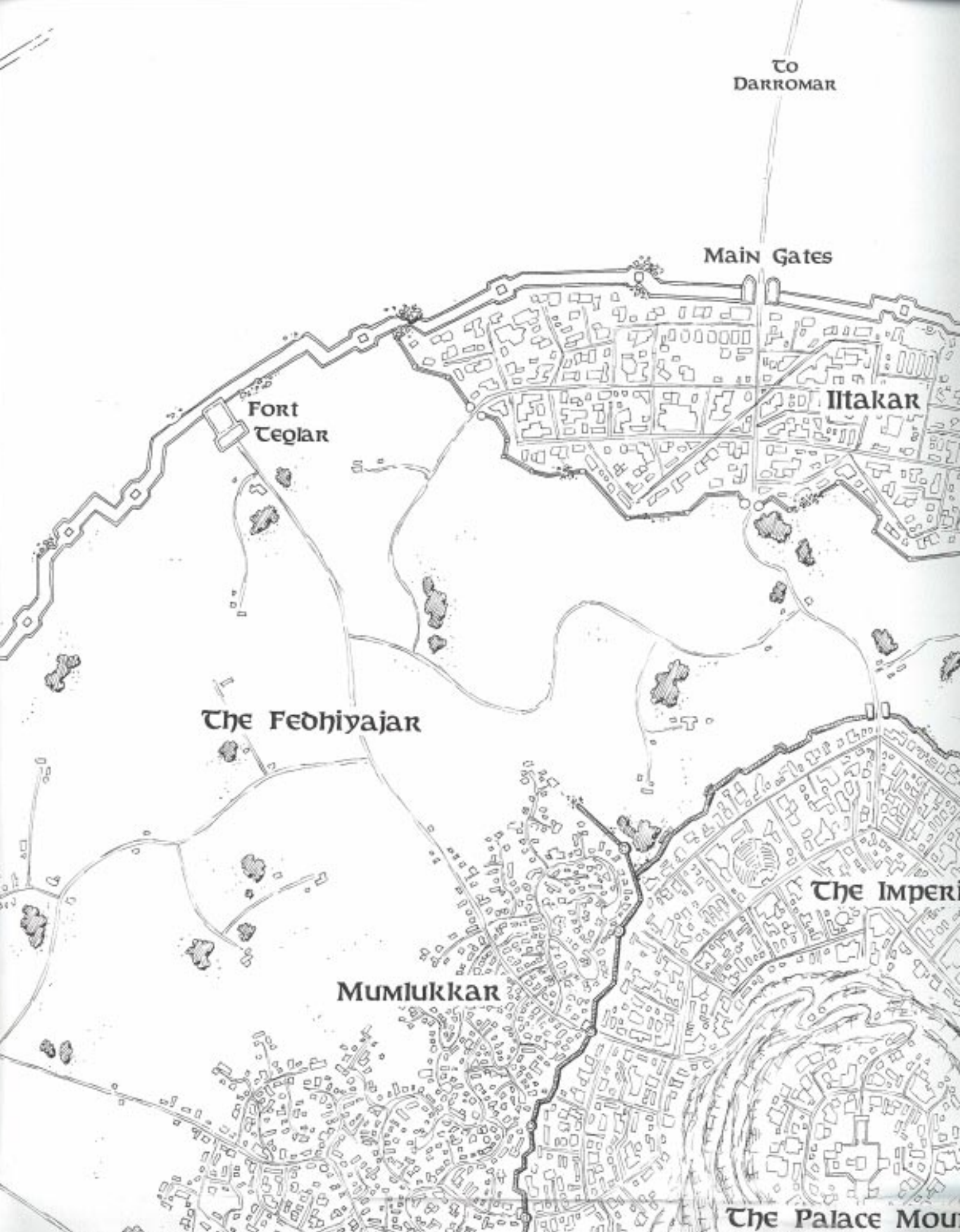
Iltakar

The Fedhiyajar

Mumlukkar

The Imper

The Palace Mou





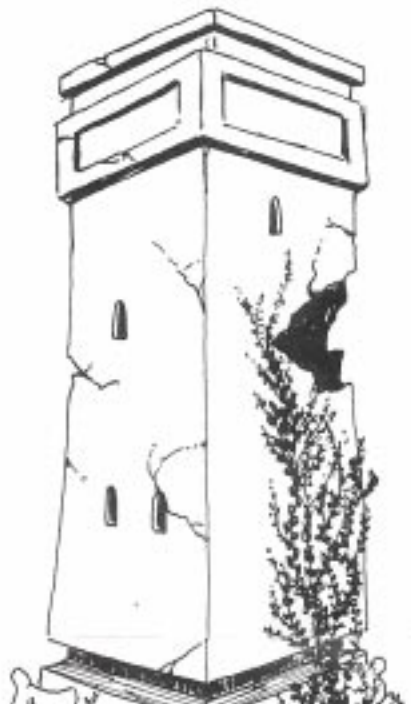
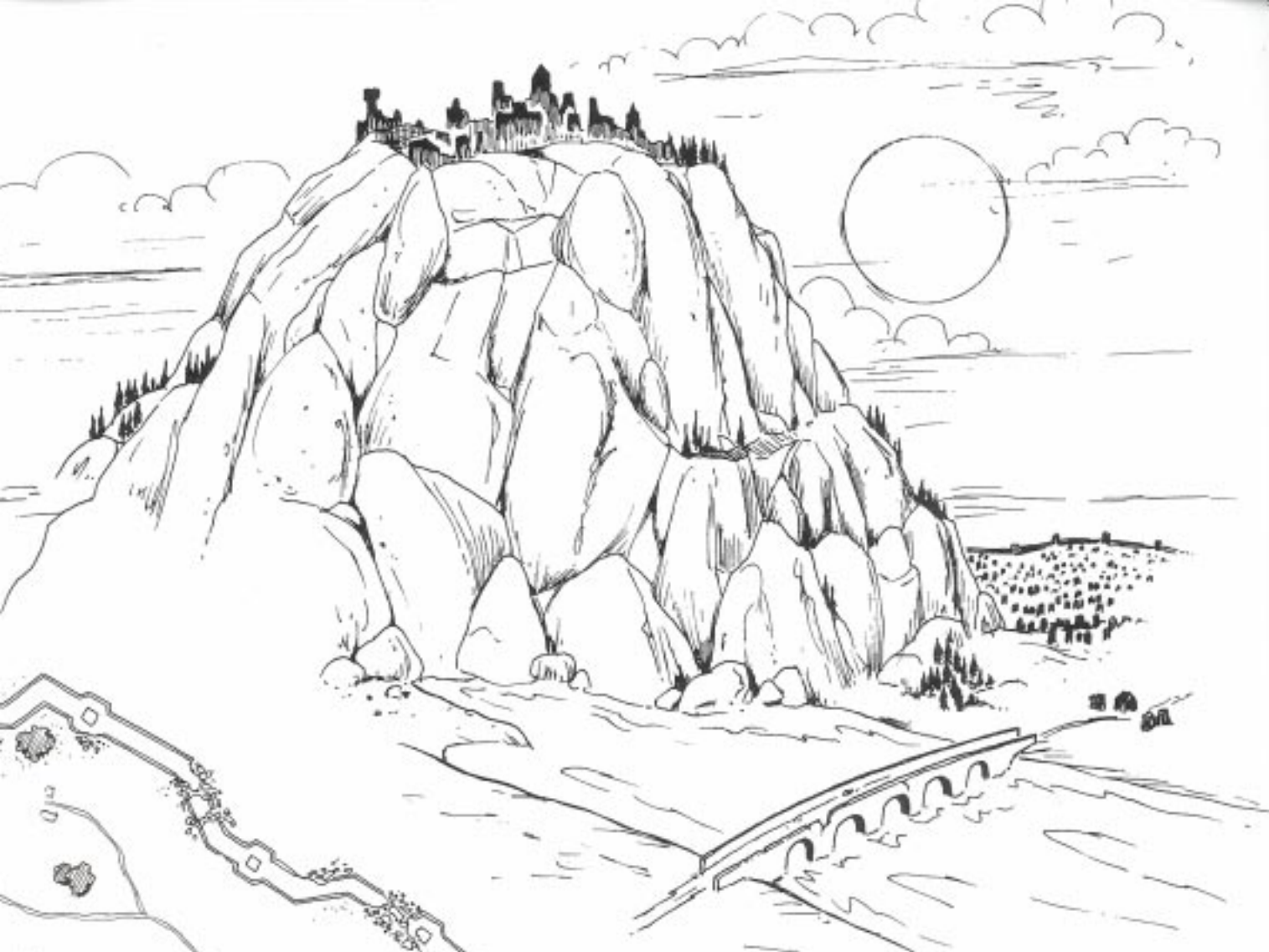
kar

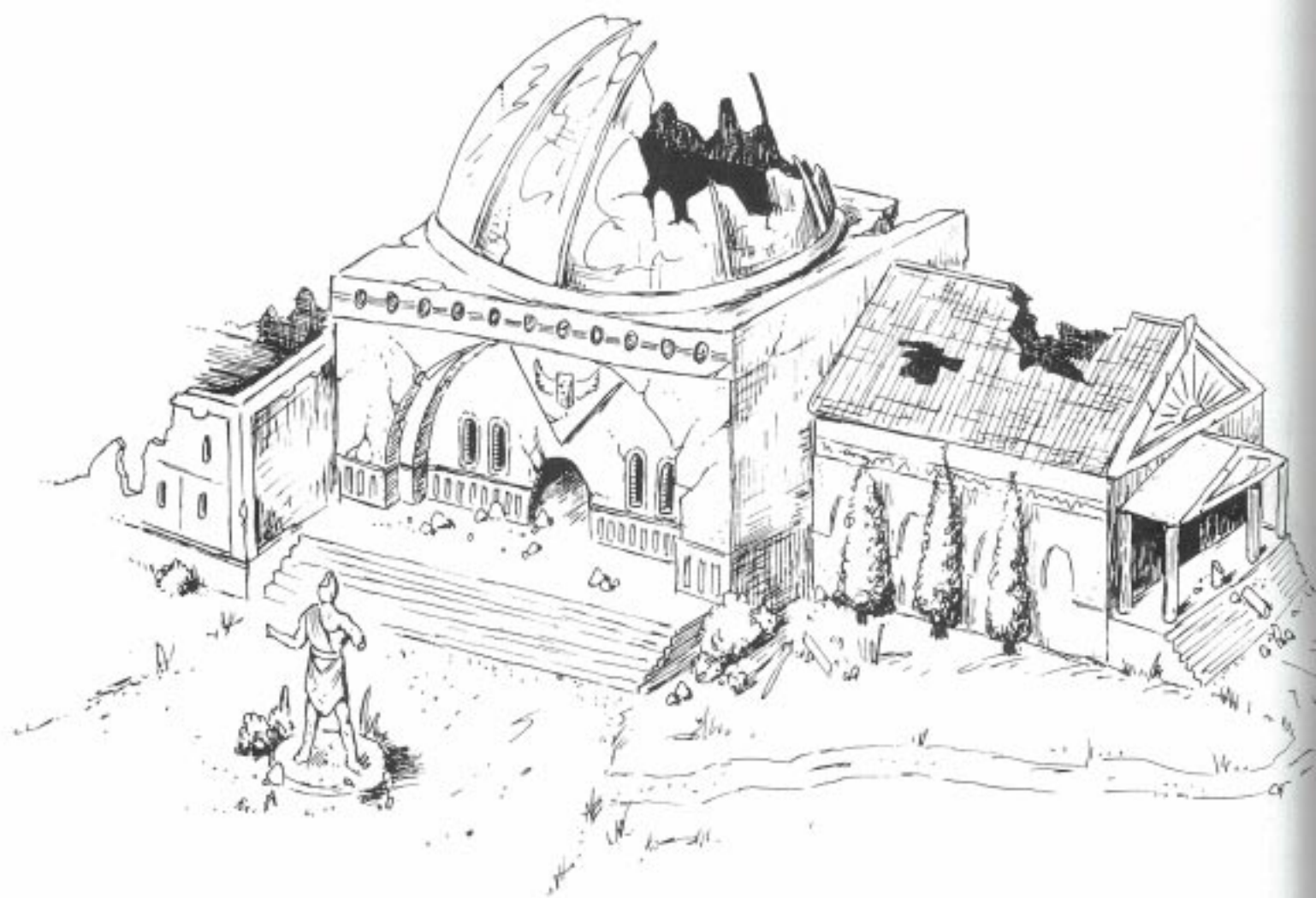
Ruined
Fort

Imperial City

Ice Mount

The Fedhiyajar





1159XX0701 LANDS OF INTRIGUE

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The Palace Mou



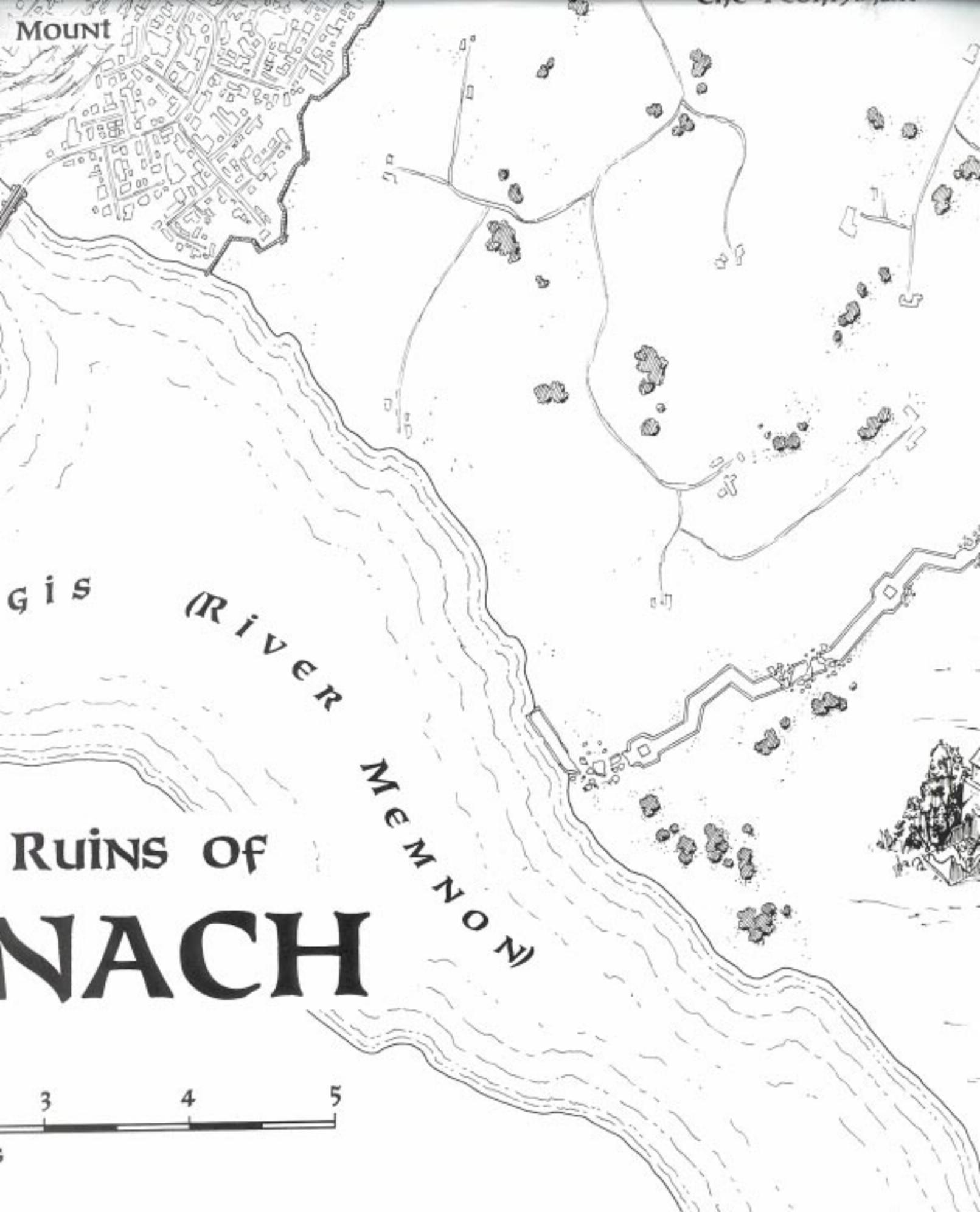
Agis

River Agis

The Great Ru **SHOON**



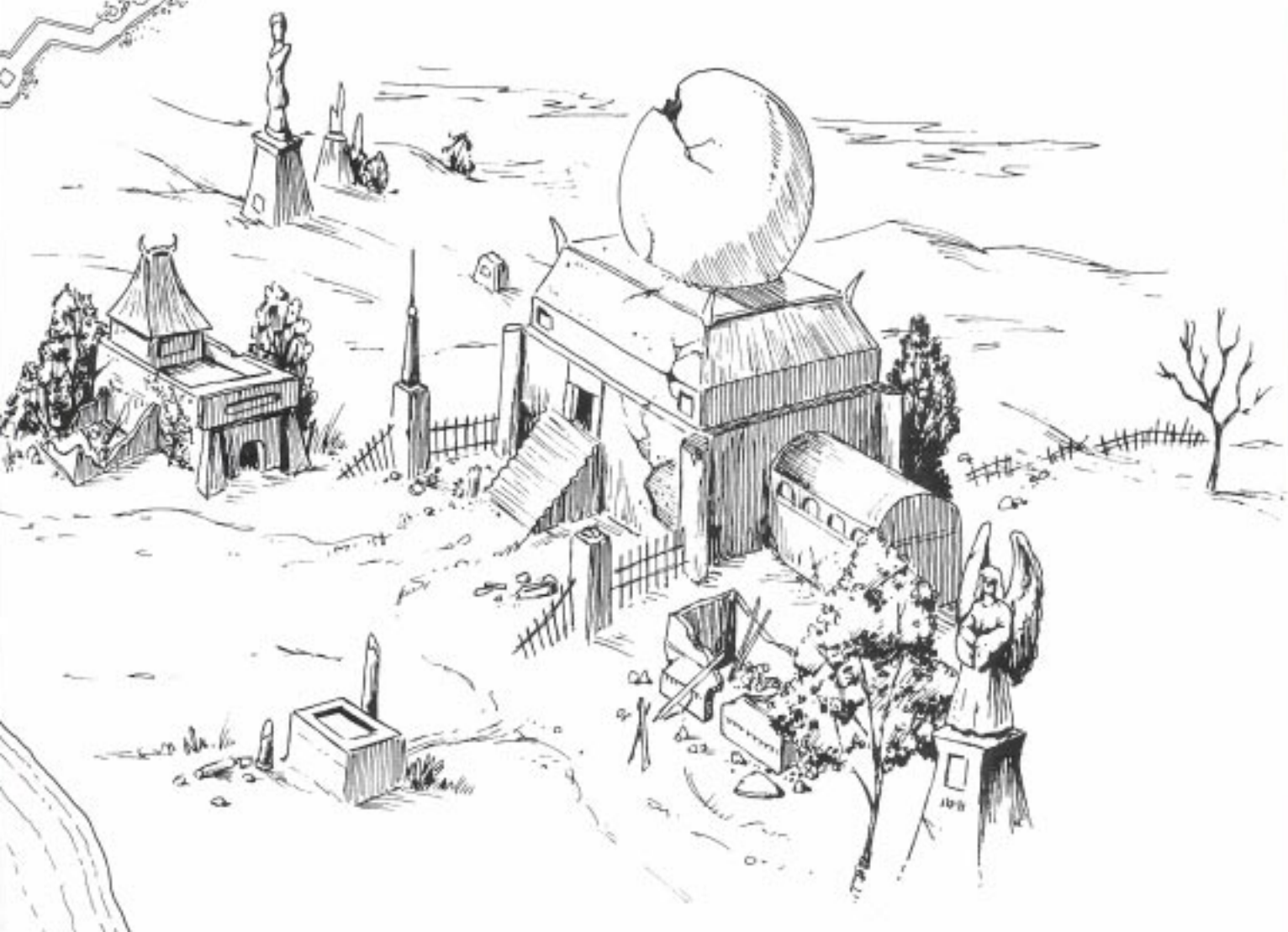
Miles



MOUNT

gis
RUINS OF
NACH
MEMNON (River)


























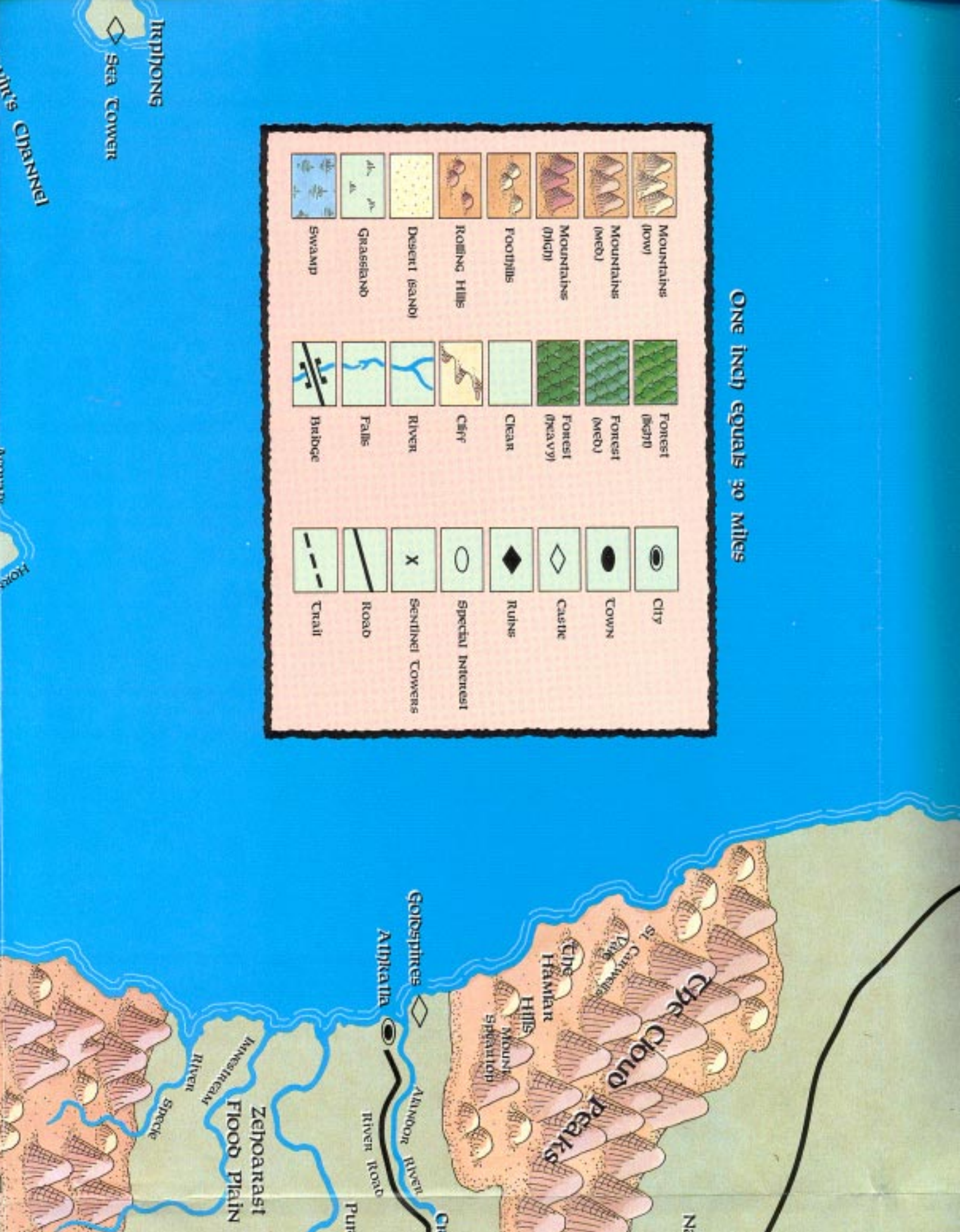


Sea Of SWORDS



One inch equals 50 miles

	Mountains (low)		Forest (light)		City
	Mountains (med)		Forest (med)		Town
	Mountains (high)		Forest (heavy)		Ruins
	FootHills		Clear		Special Interest
	Rolling Hills		Cliff		Sentinel Towers
	Desert (sand)		River		Road
	Grassland		Falls		Trail
	Swamp		Bridge		



Hirphong
Sea Tower

Alphatia's Channel

Hong

Zehoarasi
Flood Plain

Hirphong
River

Speckle
River

Golospines

Alphatia

Almoor River

River Road

Ede
Hammar
Hills

Mounspire

St. Carver's
Lake

The Cloud Peaks

N



Neavir's Channel

Blackhorn Manor

Vejen

Corbraken

Acovate Cove

Horn Cliffs

Carseth Bay

Honorguard House

Murann

Omniturn Hills

Dragon's Ewelt Lagoon

Carstern

Tulmene

Mongubarath

Firecrake Road

Dragon's Neck

Khair's Wall

Firecrake Bay

Nemessor

Sea Tower

The Race

Hook Isle

The Staraspire Peninsula

St. Kamedor

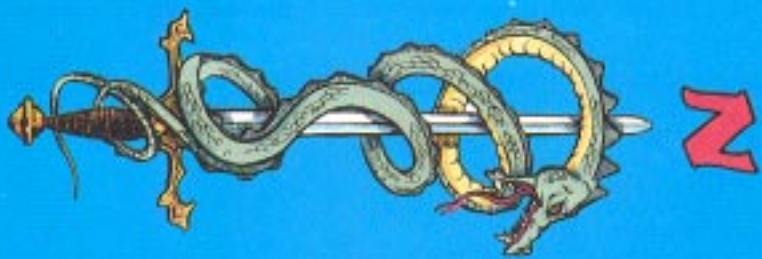
Port Kir

Bay of Bormul

Battles' End

Prince Pictar's Road

Sta



Chordentor

The Singing Rocks

POURMUI

Fortress Fairfui

IIPAYR

St. RHYNOA'S

Sa

Canathil

Barrow

The Purple Cliffs

Vineshabe

Hilstrack

Red

Castle Da

DARAGABIM

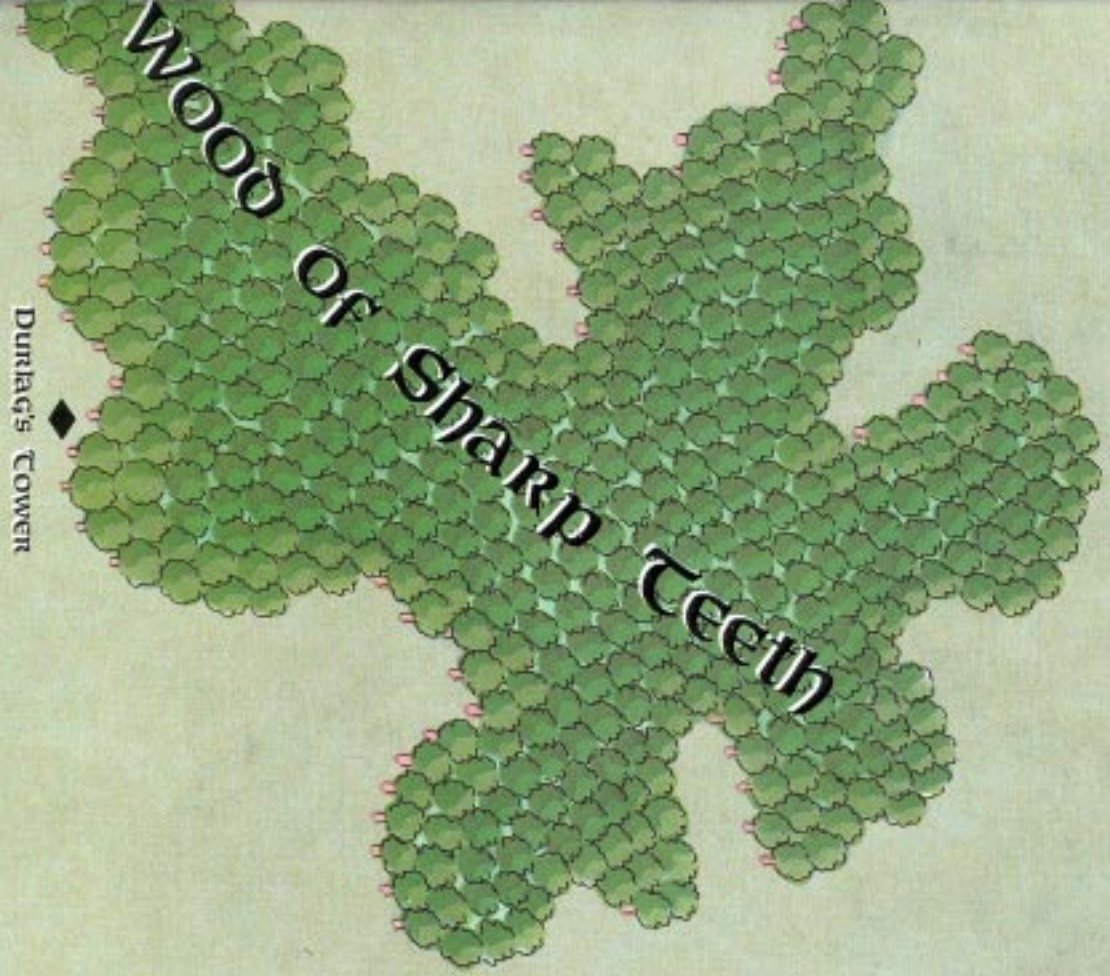
MEMNONNAR

MEMNON

Fort

ZAZEE

M



Durlag's Tower

URDOON TRAIL

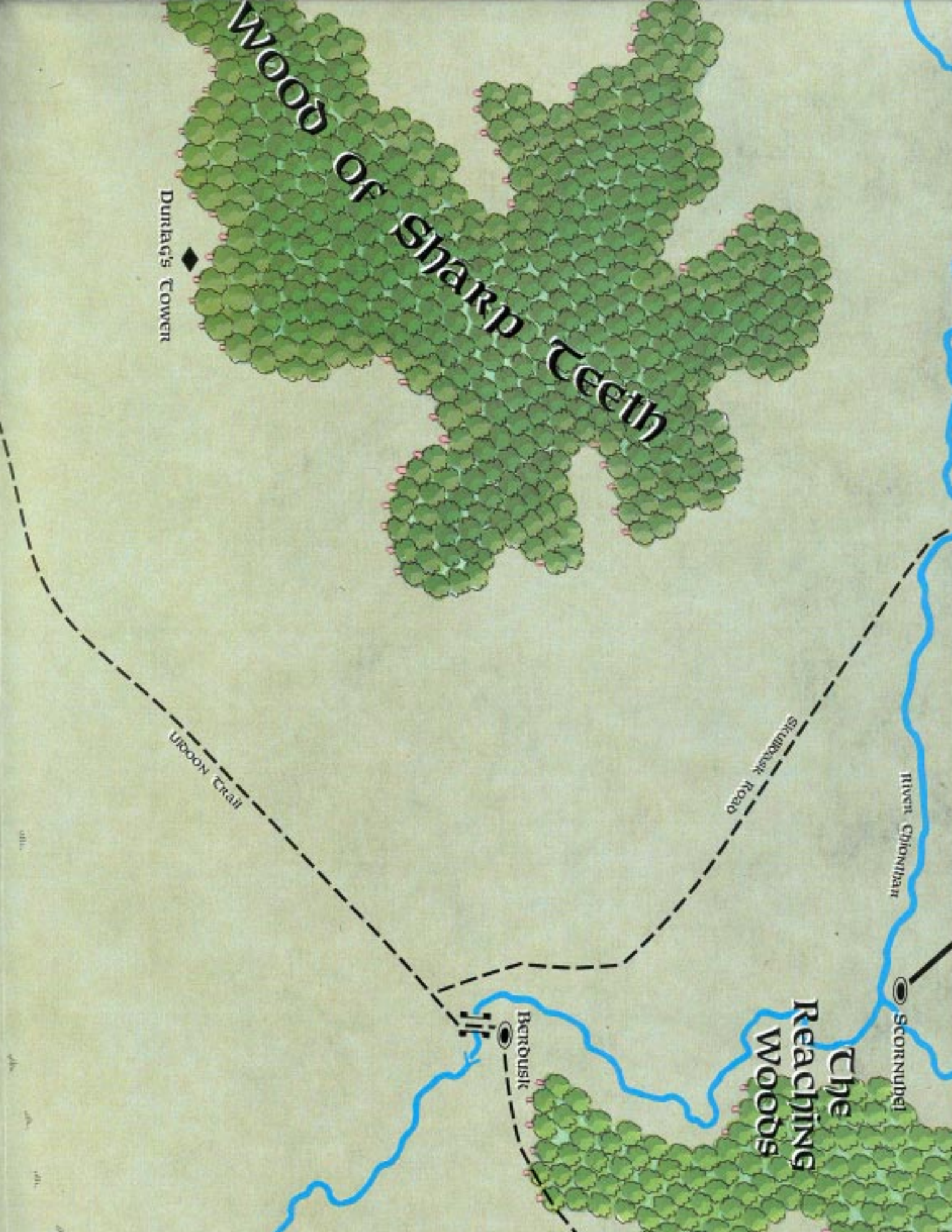
SKULLBARK ROAD

RIVER CHIONIDAR

SCORRUBEL

BERDUSK

The Reaching Woods





A M M N

The Green Fields

Nashkel

CRIMMOR

Purskui

Bitter Road

Orc Road

Trade Way

Mountain of Skulls

Ethe Lake Way

SEVENTEEN SENTRIES

MINSOR VAKE

IBEPLON

EDIVE

Ghael ANNUR

Ghael RASHIURI

AMNwater

Lake Weng

Wengwater

Shatar

Comassur Creek

Tashumivur

AMNwater

Harvest House

SHEPHERDSTON

ESFORO

ESMELLARAN

King's Arch

Gambition

Myth Lphantasi

ESHPURIA ROAD

GIANTS' DANCE

ORISfall

GEM ROAD

FIVE SILVERS

Lake ESMEL

Alhara's Bay

Ethe Schlar

KECZULLA

Ethe RIDGE



Golden Creek

Kezulla

Star Bridge

Axe Bridge

AMNwater

Spikbarhur

Splimaskhyn

CORYIVOI

IMNESCAR

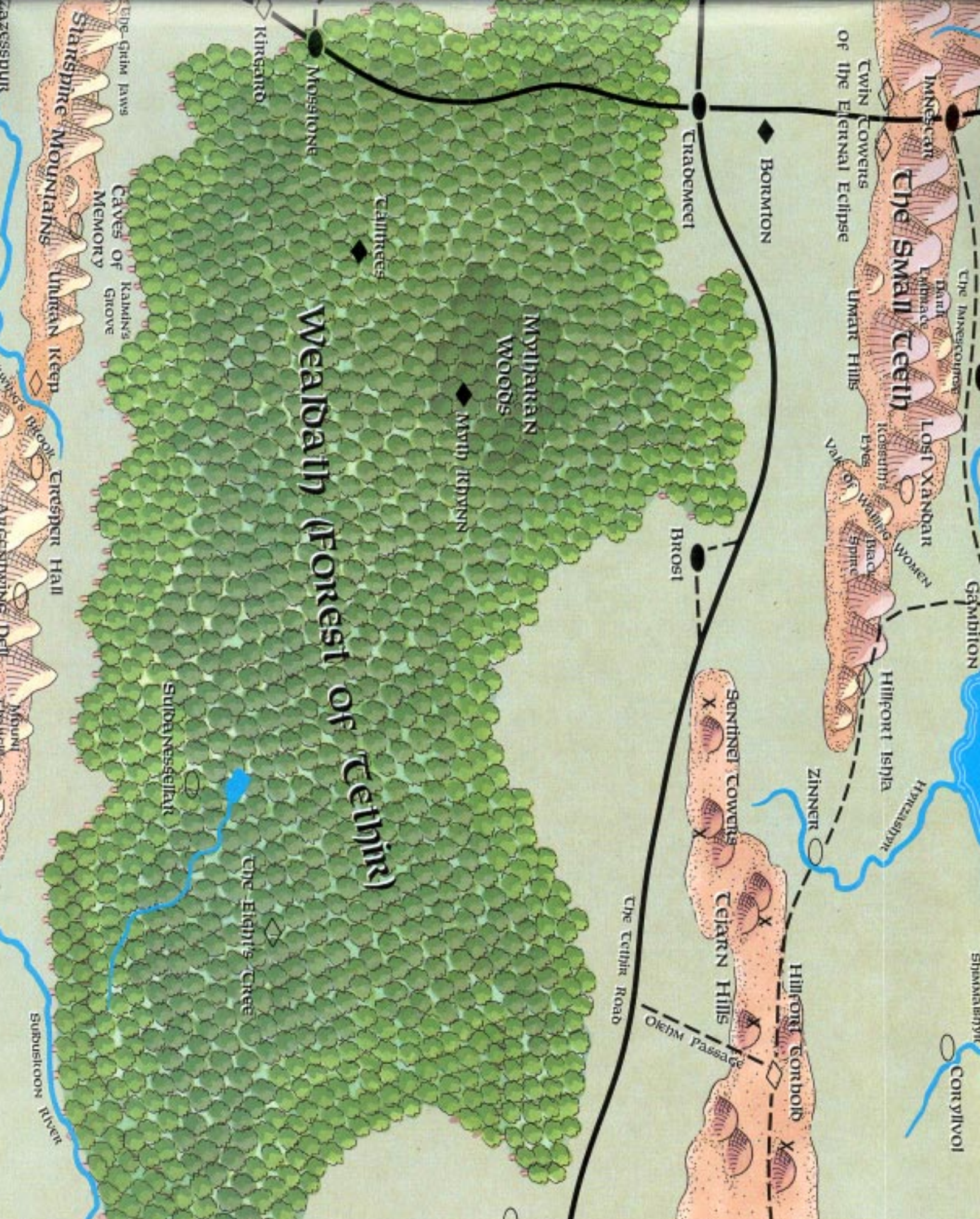
THE SMALL TEETH

EMPHACE

DAIRK

LOST XANDAR

ANOMEN



The Small Teeth

Wealdain (Forest of Cetmir)

IMNESCATR

TWIN TOWERS
of the Eternal Eclipse

BORMTON

CRABMEET

BROSI

The Tethir Road

LOST XANBAR

Wailing Women

Hillfort Ishla

SENTINEL TOWERS

CEJARN HILLS

Hillfort Corboib

Olehm Passage

CORVIVOI

Calltrees

MYTHBARRAN
WOODS

MYTH IRVYNN

Mossstone

Kirgarro

Subdanesseilar

The Eight's Cree

Caves of Memory

Umbran Keep

Eressper Hall

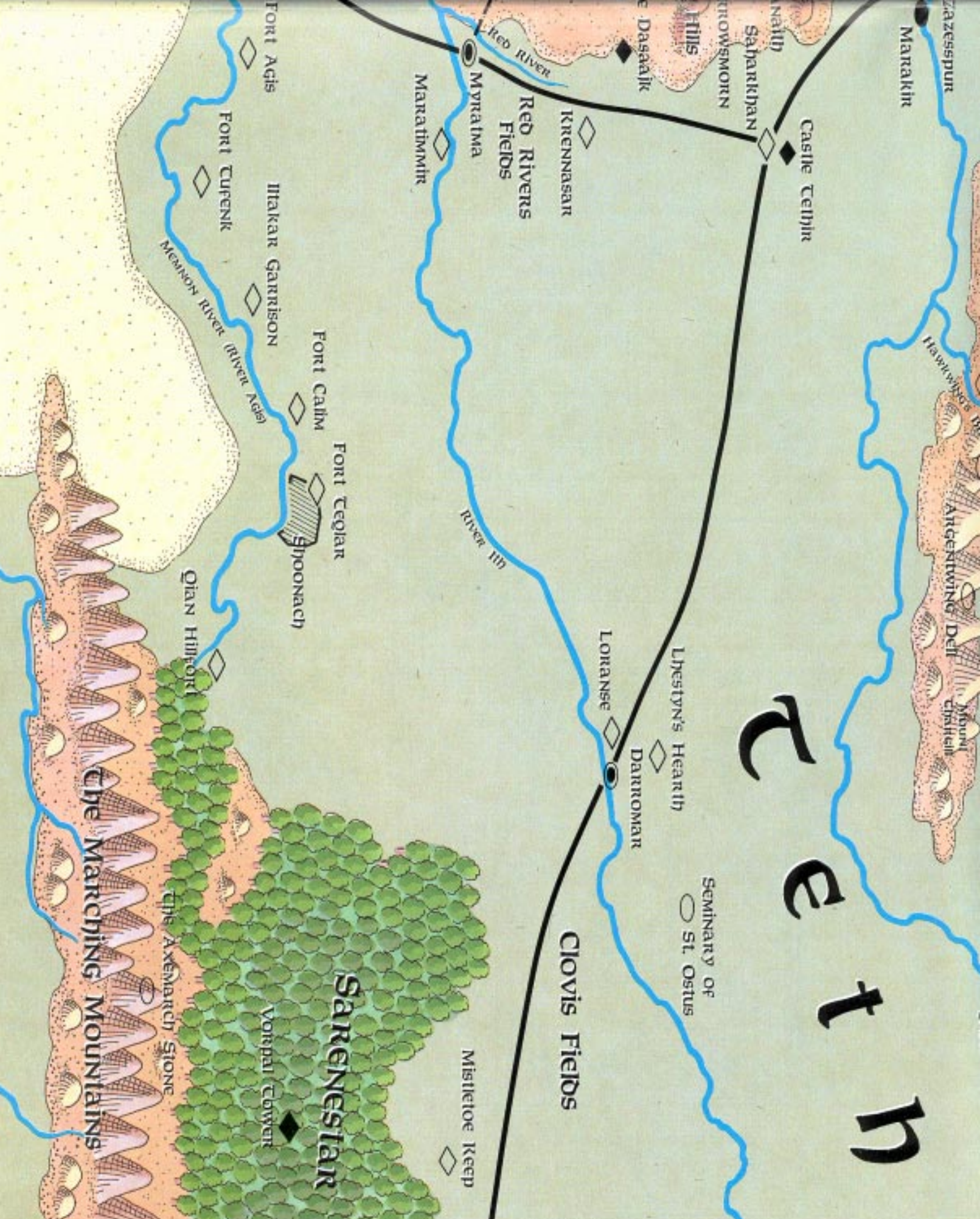
Subbuskoon River

Staraspire Mountains

Ere-Grim Laws

Augstwinning Dell

Mount



Teljir

Marakir

Hawkwing
Argentwing Dell
Mount Chaffell

Castle Teljir

Saharkhan

Hills

Dasajk

Krennasar

Red Rivers Fields

Myratma

Maratimir

Lhestyn's Hearth

Darromar

Loranse

Clovis Fields

Seminary of St. Ostus

Mistletoe Keep

Sarenestair

Vorpal Tower

The Axemarch Stone

The Marching Mountains

Fort Teglar

Spoonach

Fort Calm

Itakar Garrison

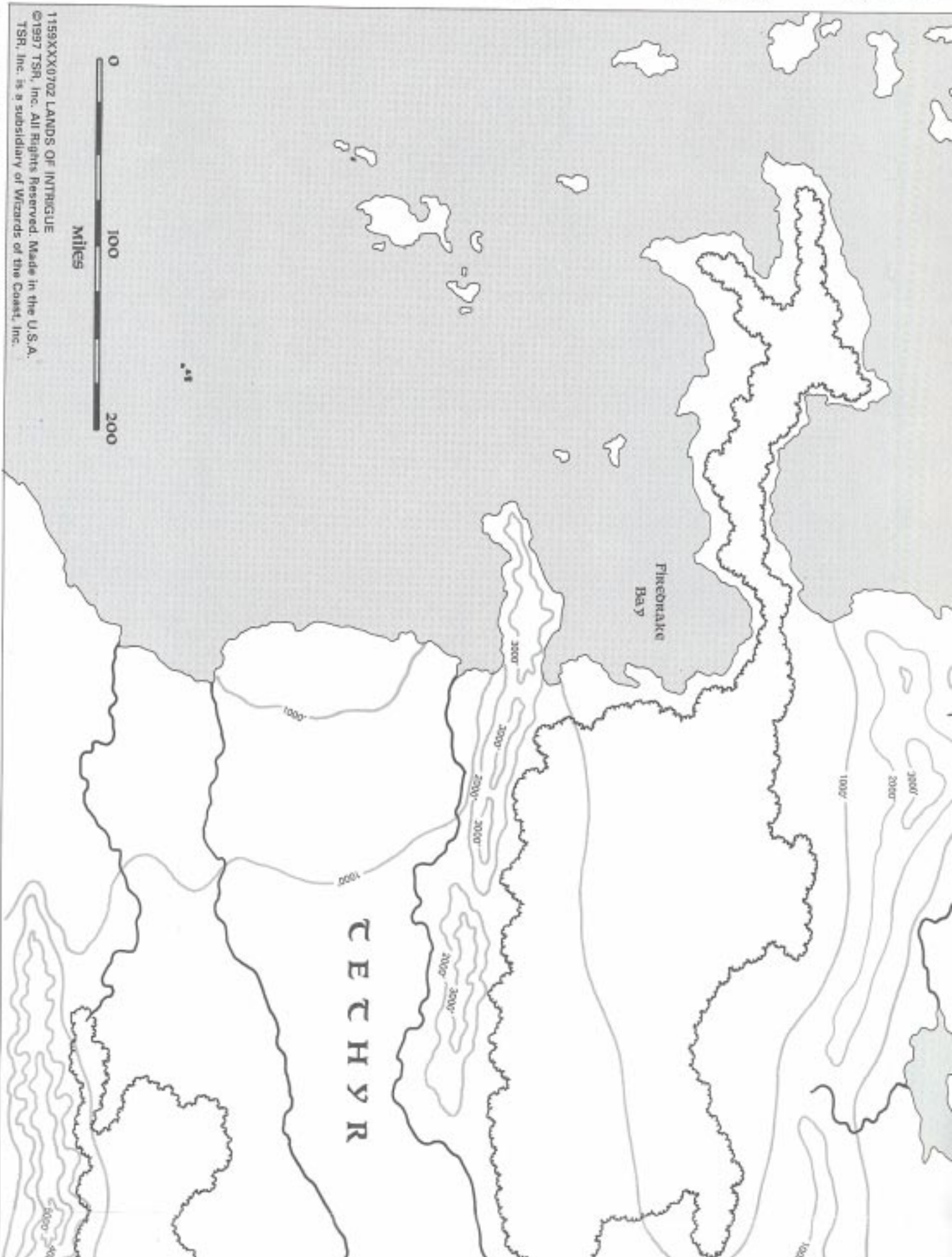
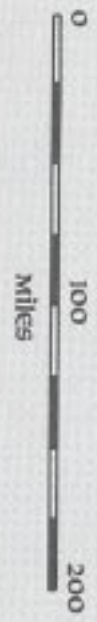
Fort Cupenk

Fort Agis

Memnon River (River Age)

River Inn

1159XXXX0702 LANDS OF INTRIGUE
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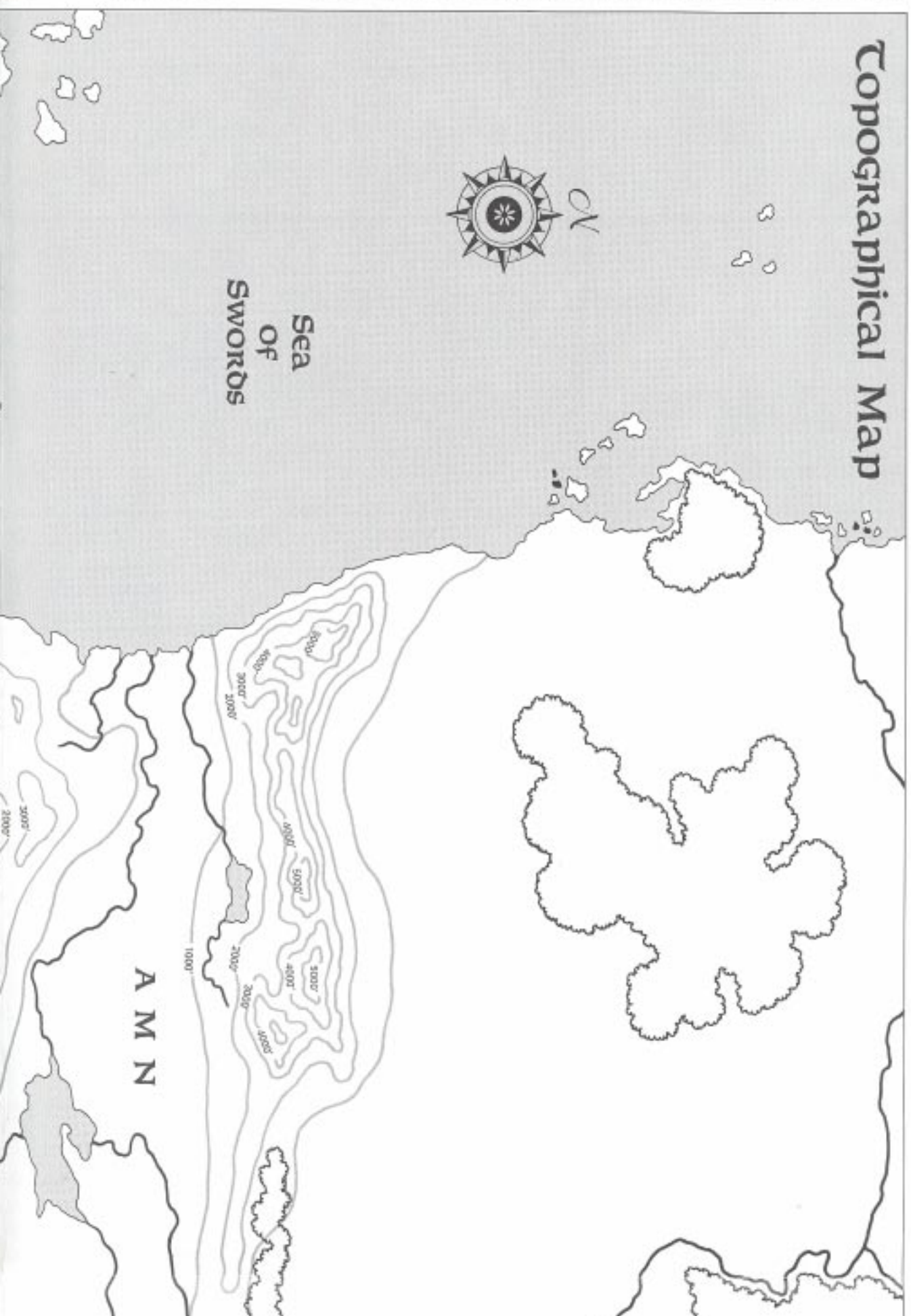


Topographical Map



Sea
OF
SWORDS

A M N





Toaridge-at-the-Sun's



The Nela (Pirate



Carcathen



The Rookery
(Pelath's Isle)



Skaug

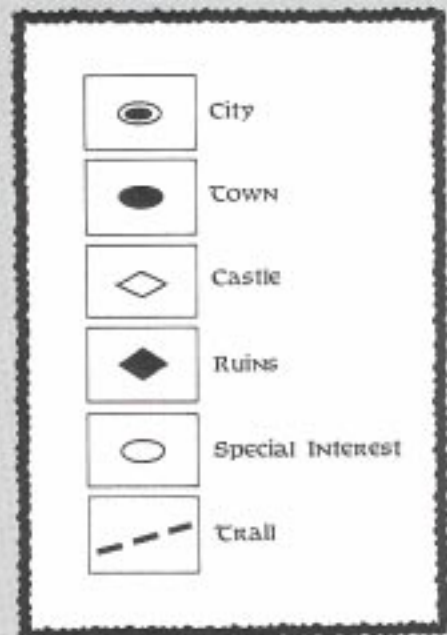
N



Ioma

Sea Of SWORDS

Nelanther (ate Isles)





ERL KAZAR


The Deepwash





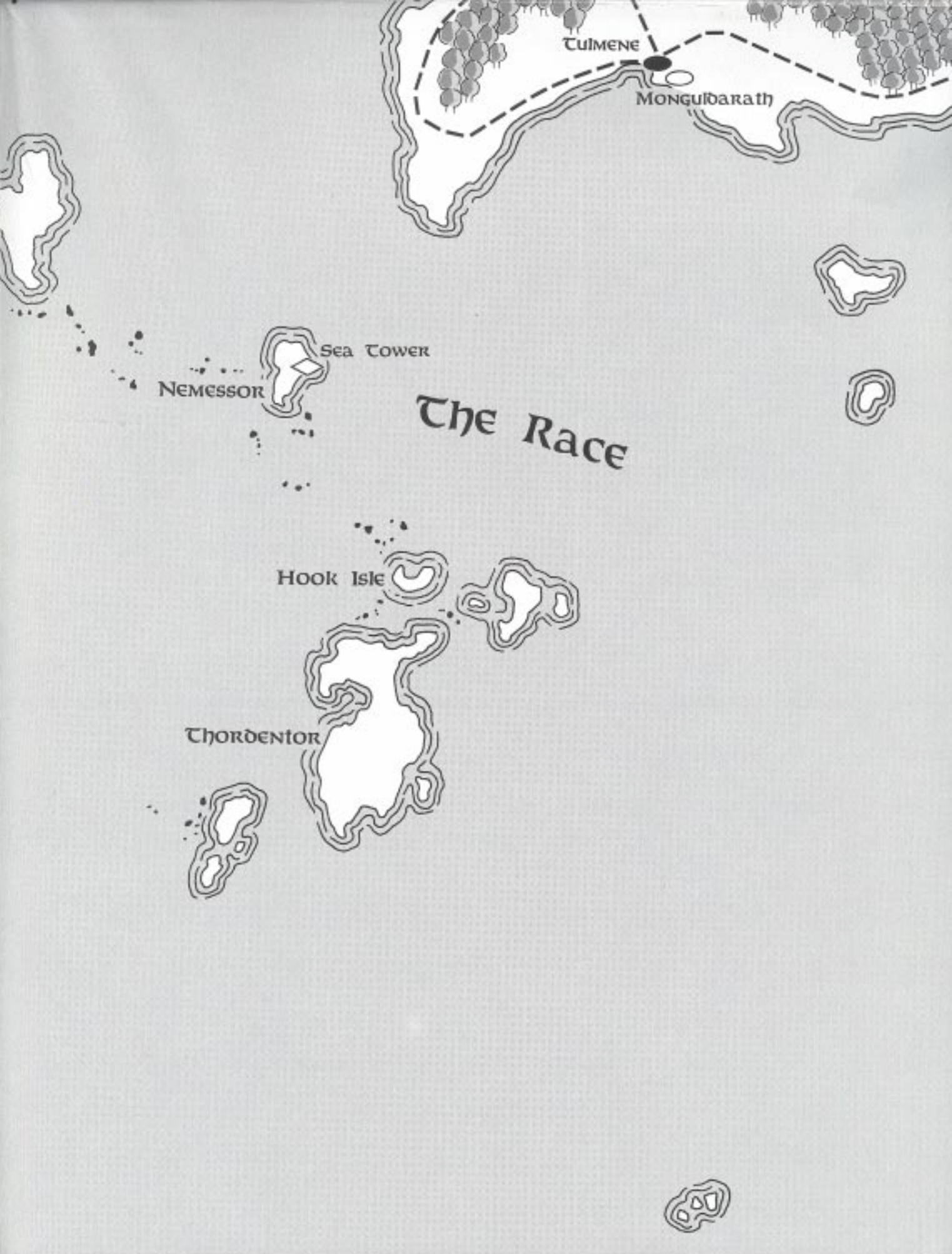
Lake of Dragons

CORMYR



The isle of Skaug

- 1 Consairs' Docks
- 2 Consairs' Barracks
- 3 Asavir's Launch
- 4 The Crossbows
- 5 The Apple Barrel
- 6 Appleheart Distillery
- 7 Maliceprow Manor
- 8 The Gibbed Sail
- 9 The Keelhaul



Tulmene

Mongubarath

Sea Tower

Nemessor

The Race

Hook Isle

Thordentor



N

Huttvar

Asbravn

The Dusk Road

Iriaebor

Easting

High Road

Craobert's Road

Priaipuri

Proskurr

Bridge of Fabled Men

Cun River

Marsh of Cun

The Sunset Mountains

The Far Hills

Storm Horn Mountains

Skrull Crag

High Road

Illipurr

The Plunge

Curnstone Road

Eiversull

Suzail

Wadmoor

Esparr

The Dragon

La



Troll Mountains

Brigades' Gorge
MOUNTAIN
SHRUBBERY
MOUNTAIN
BEAVER
The Walling Dwarf
Quarrelshigh
Fort Ibratha

Snakewood

Duskwood Dell

Chiffin Creek

Eshpurta

Riathl River

Troll Way

Amstel River

Trollfordo
South Road

Magar's Hill
Firenow

Trollstool Run

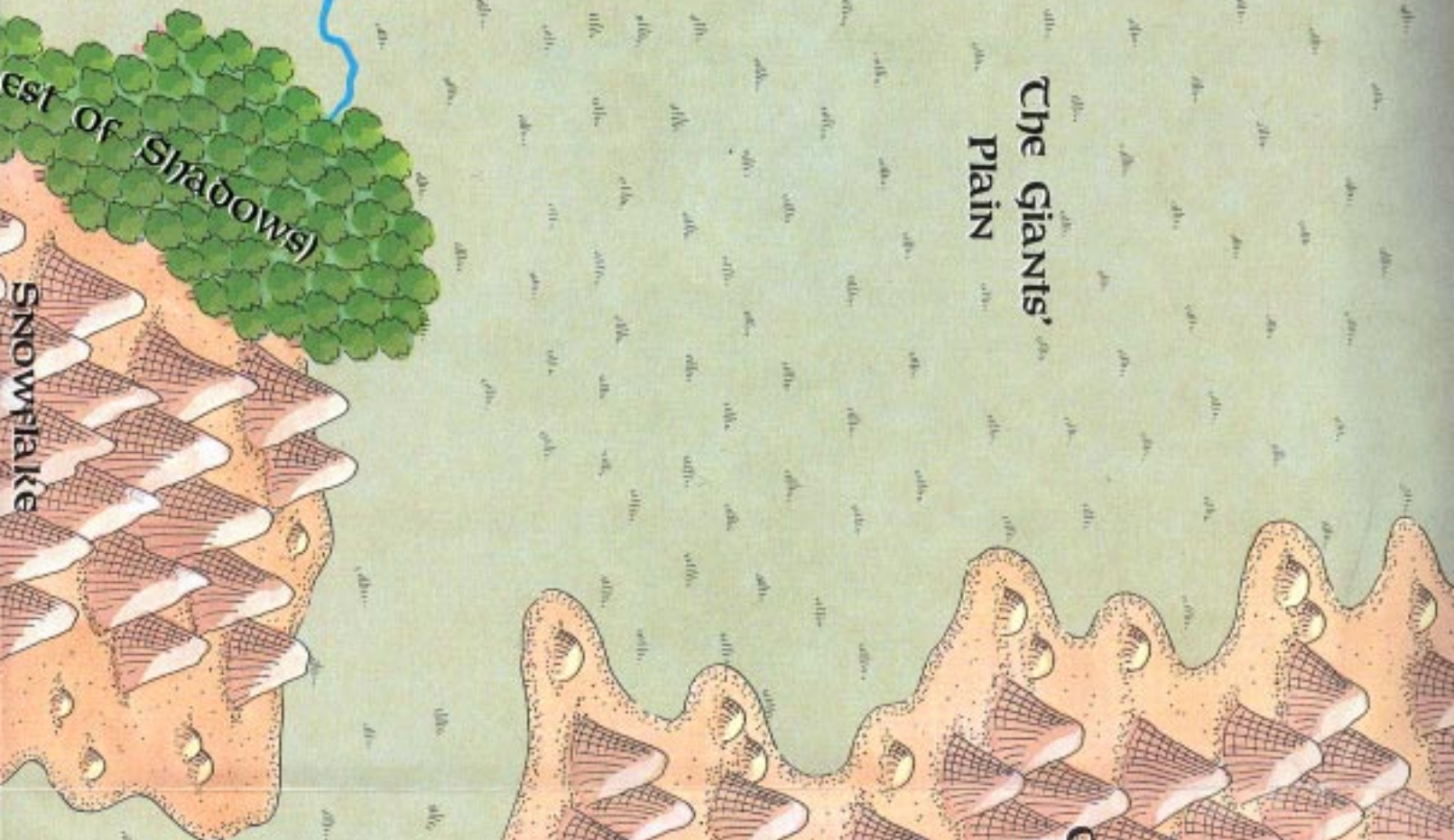
Khalashar

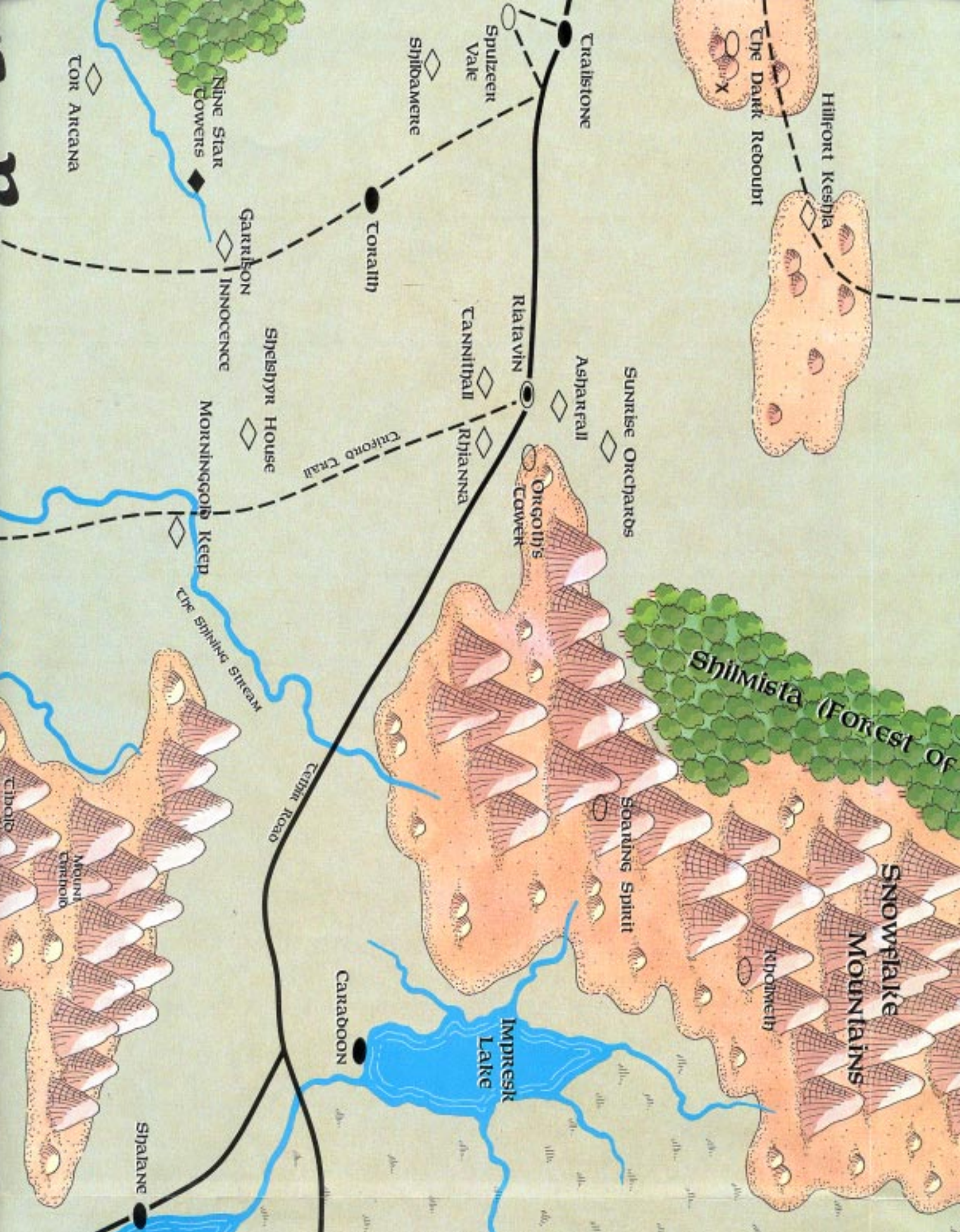
Valashar River

The Giants' Plain

est of Shadows

Snowflake





Hillfort Keshla
The Dark Reoubt

Cralstone

Spulzeer Vale

Shildamere

Toralth

Nine Star Towers

TOR ARCANA

GARRISON

INNOCENCE

Shelslyr House

MORNINGGOLD KEEP

Cuford Trail

Rlatavin

Cannithall

Rhianna

Asparfall

SUNRISE ORCHARDS

Orgoth's Tower

Shilmista (Forest of)

Soaring Spirit

SNOWFLAKE MOUNTAINS

Kipolmeith

CARABOON

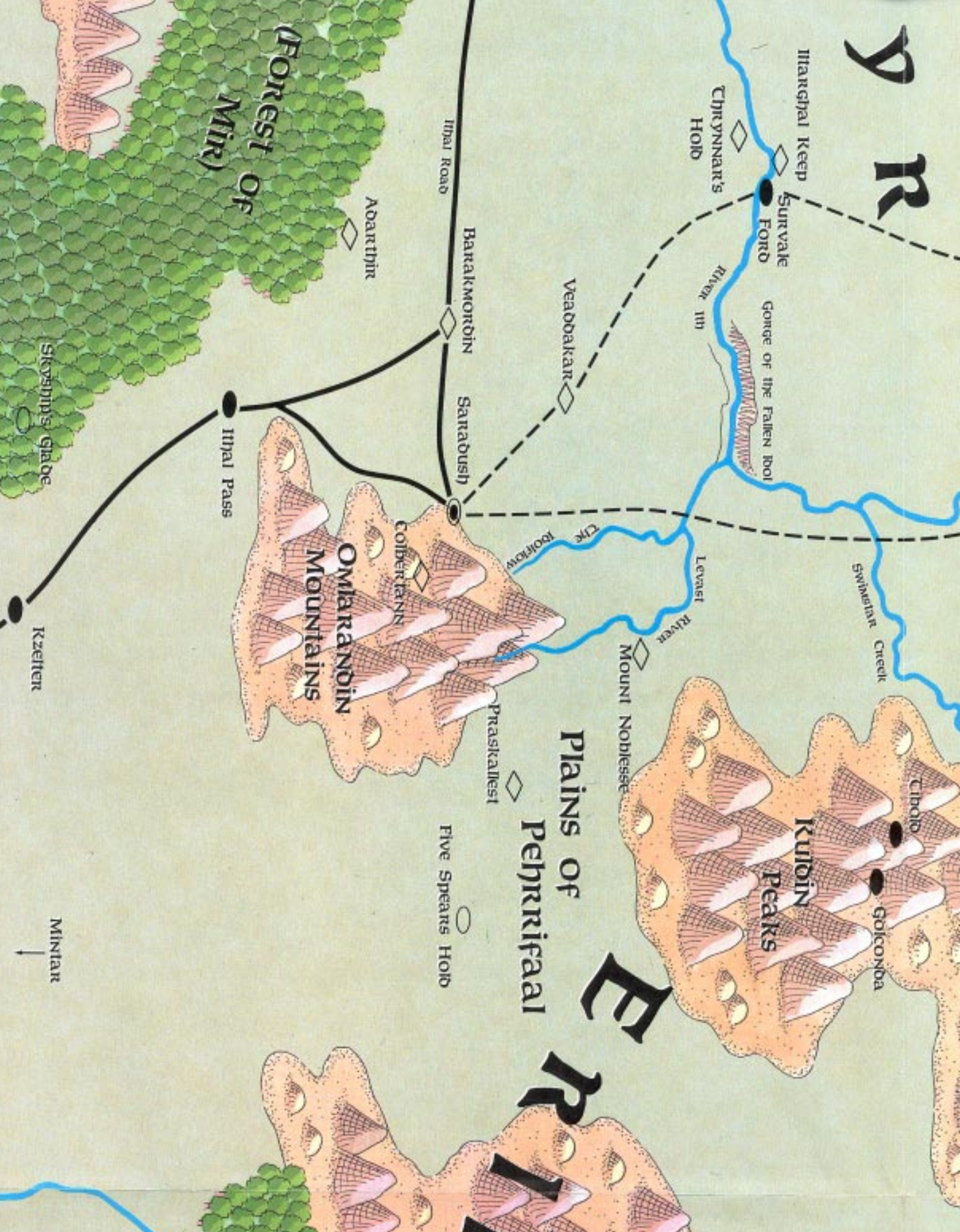
Impresk Lake

Cefbir Road

Cibolo
Mount Cymbolo

Shalane

Y R



Mtarghal Keep

Chrynnar's Hold

Survake Ford

Gorge of the Fallen Idol

River Ith

Sawmatar Creek

Levaest River

Mouni Noblesse

Cibolo

Golconda

Kuibin Peaks

Plains of Pehrrifaal

Prasikallesi

Five Spears Hold

Forest of Mir

Abarthir

Ithai Road

Barakmordin

Sarabush

Colbertann

Omlarandin Mountains

Ithai Pass

Kzeiter

Skvship's Glade

Minifar



Lake of Dragons

CORMYR

Pros

Marsember

Hall

Starywater River

Starywater Road

Immerrsea

Caeniar's Way

The Inner Trail

WYVERNWATER

Way of Wheloon

Hermit's Wood

The Wyvernflow

The Manticores

Hullail

Chunderstone

The Vast Swamp

Rebbansyr

The Grand Ride

River Redoan

Westgate

River Churn

The Neck

Daerlun

Starywater Road

Way of the Manticores

Kulta

The High Dale

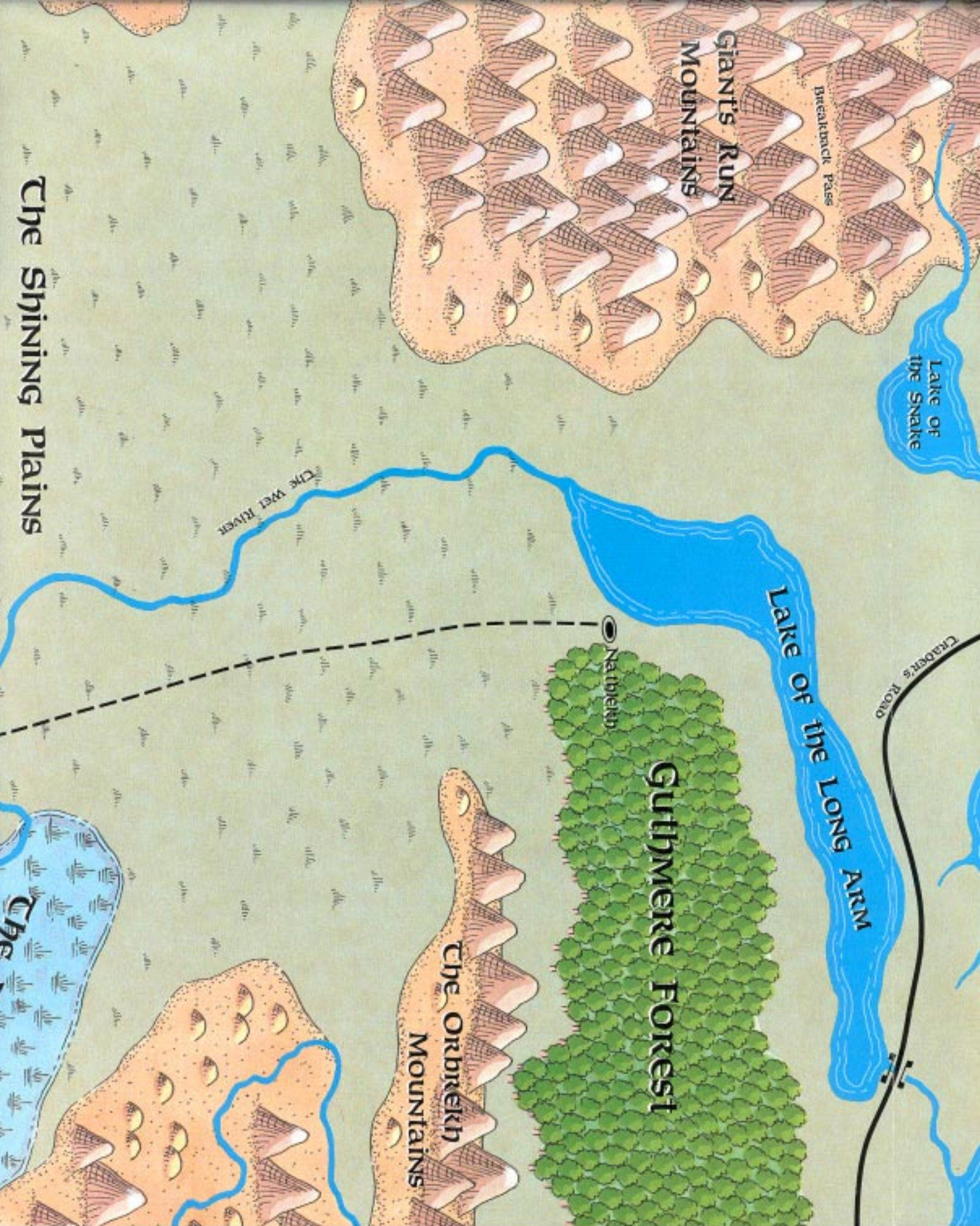
Hubdach

The Dawnpost

Urmilaspyr

The Sea of Fallen Stars

Lake of the Snake



Lake of the Snake

Breakback Pass

Giants Run Mountains

Lake of the Long Arm

Craod's Road

Guthmere Forest

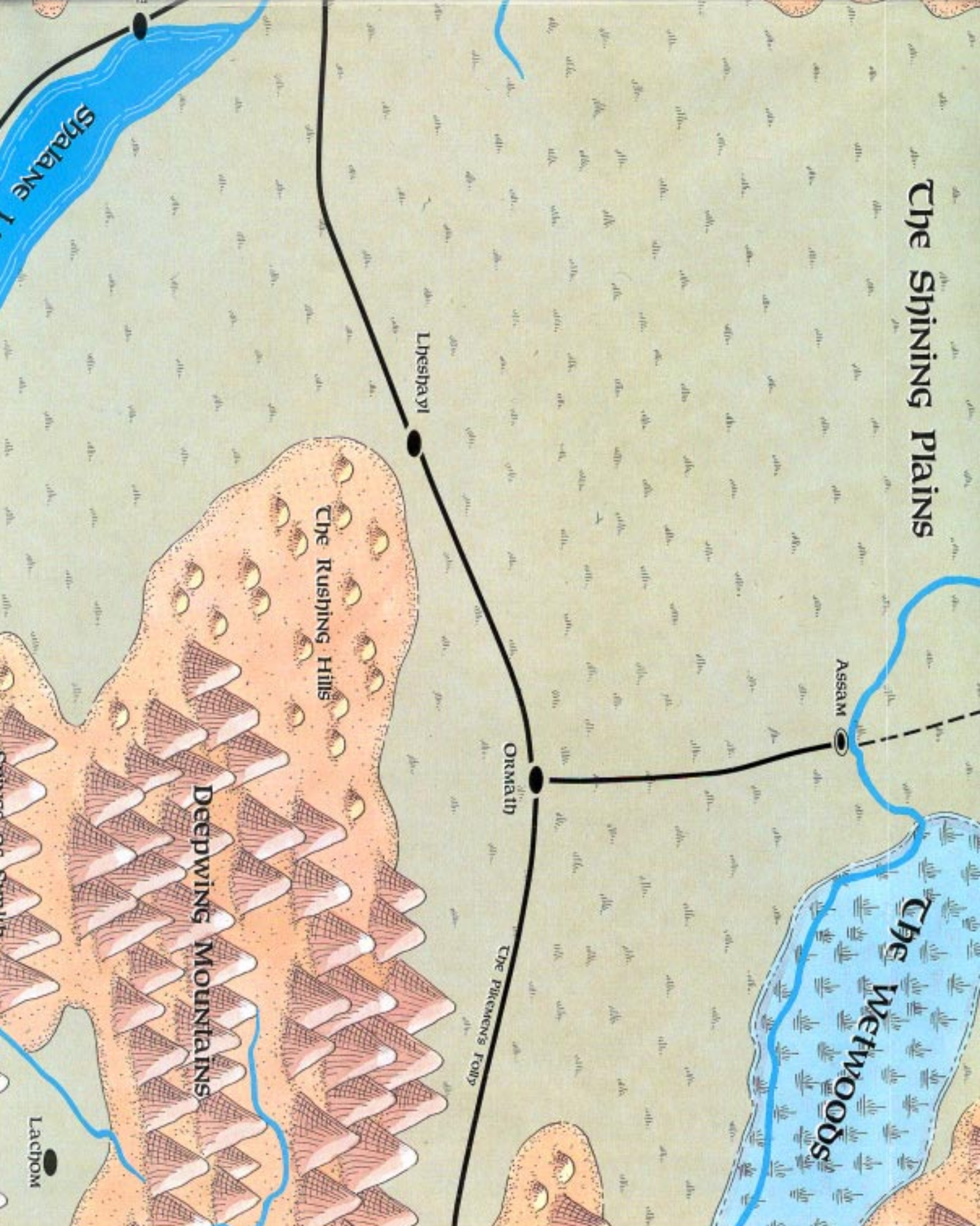
Nalberk

The Wei River

The Orbrek Mountains

The Shining Plains

The Shining Plains



Assam

The Wetwoods

Ormath

The Pike-men's Foly

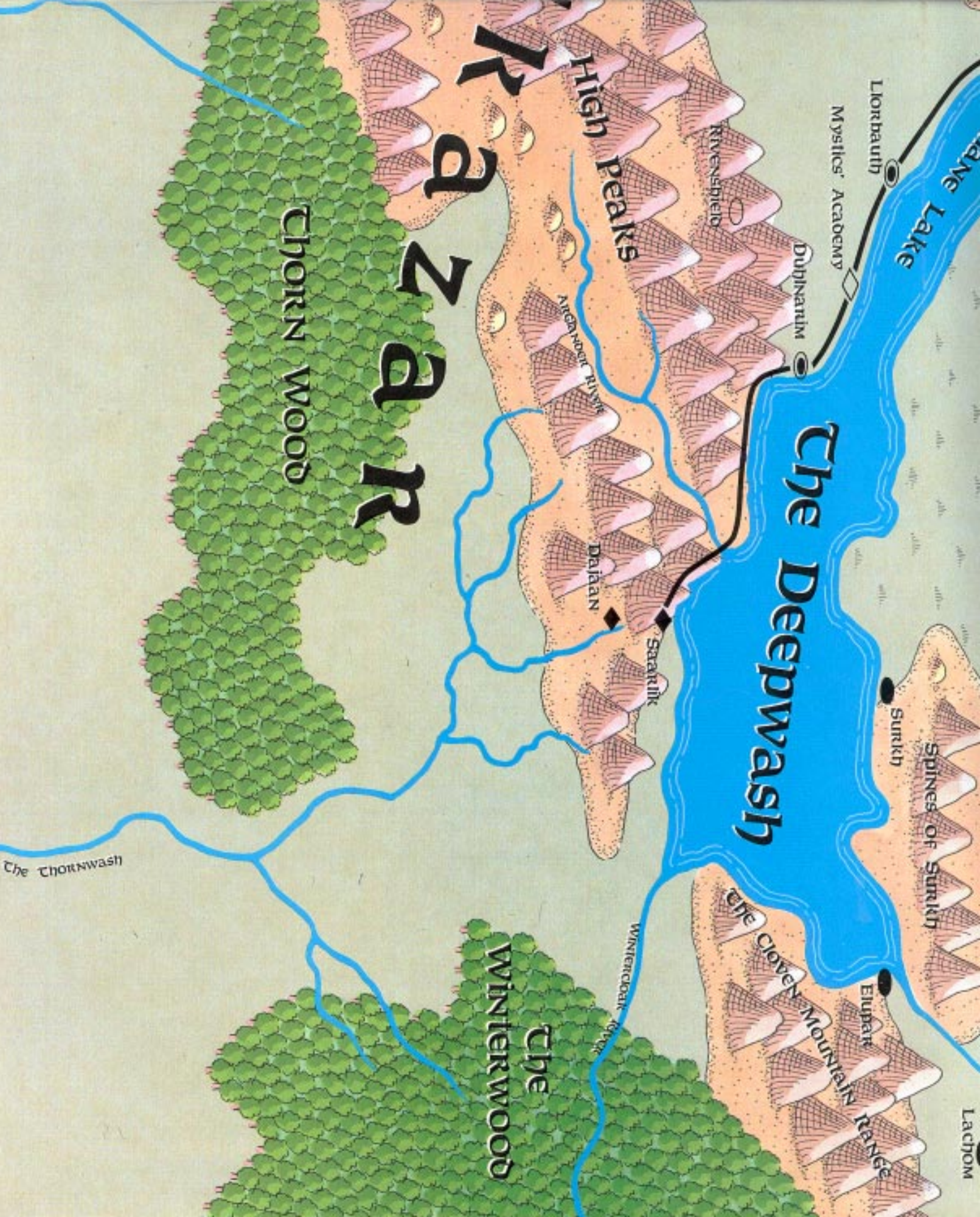
Lheshayi

The Rushing Hills

Deepwing Mountains

Lachow

Shalane



Krazaar

The Deepwash

Chorn Wood

The Winterwood

High Peaks

Spines of Surrik

The Cloven Mountain Range

Mystics' Academy

Duhnarim

Saarik

Elupark

Surrik

Lachom

The Thornwash

The Winterwood River

Rivenshield

Dajaan

FORGOTTEN REALMS

CAMPAIGN EXPANSION

LANDS OF INTRIGUE

by Steven E. Schend

Greetings, kind travelers! The roads south to the Lands of Intrigue are long and dusty indeed, but they are roads to greatness and glory for merchants, adventurers, and scholars all. Folk with mettle enough to brave these lands will be challenged and astounded by forms of power, magic, and culture that are found nowhere else in Faerûn.

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ISBN 0-7869-0697-9



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