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HOLLOW WORLD®

Official Game
Accessory

The Milenian Empire

by Anthony Herring



for all levels of play



HOLLOW WORLD[®]

HWR3 An Official DUNGEONS & DRAGONS[®] Game Supplement

MILENIAN EMPIRE

by Anthony Herring

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Introduction

"Listen! The oracle speaks."

"Behold the realm of Emperors, where mortals toil to build a nation worthy of the Immortals. Let their effort not be in vain.

"Lo! Though my eyes are blind, I see what lies ahead.

"A crisis awaits.

"One path leads to a roaring lion, the other to a bleating lamb.

"The fate of the Empire rests in your hand.

"Upon which path shall you tread?"

For more than one thousand circles, the people of Milenia have labored to build their empire. And it is impressive indeed!

Magnificent civic buildings lined by enormous pillars of intricately carved stone stand majestically in the cities and towns. Towering statues of marble and ivory watch over the shuffling crowds with an impassive eye. Everywhere is art and culture.

Milenians are a scholarly and industrious people. They are an empire of philosophers, builders, and conquerors. They take great pride in their accomplishments, and look toward the future with eager eyes.

Even so, it is an empire simmering with intrigue and the rebellious plots of secret societies. Spies linger in the shadows, listening for traitorous words. Hired killers eliminate officials, clearing the way for politicians hungry for power. Smooth-talking diplomats ply their trade of promises. All is in an effort to gain social status, with the ultimate goal of becoming Emperor.

Beneath the scrambling feet of the masses is an ancient land, filled with forgotten treasures, and secrets yet hidden. For brave heroes, glory awaits within the Milenian Empire!

About This Book

This product is divided into two books, the *Adventurer's Guide* and the *Milenian Campaign Book*. Both books contain source material on the Milenian Empire, a nation located in southwestern Iciria of the DUNGEONS & DRAGONS® game's HOLLOW WORLD® campaign setting. The information here expands upon that found in the HOLLOW WORLD boxed set.

Together, the two books in this set are the building blocks for running an entire campaign in the Milenian Empire. You will find information on Milenian culture, secret societies, religion, magic, and many other important topics. There are also several specialized character classes and new spells and magical items.

The *Adventurer's Guide* should only be read by the DM and the players of Milenian characters, who may refer to the book during play. Players with characters of other races should only be allowed to read the sections called "What Everyone Knows About Milenia" and "Rumors."

The *Milenian Campaign Book* is meant for the DM's eyes only. However, some of the information in it can be shared with players of Milenian characters. The DM must decide exactly what and how much information to reveal.

Also included with this product is a full-color map showing the Milenian Empire in the standard 8 miles per hex scale used in the D&D® game. The inside cover depicts a condensed (40 miles per hex) map of the entire Empire.

Even if you don't use the HOLLOW WORLD® setting or play the D&D® game, the information found here can be adapted to your own campaign world with little effort. Converting this material to the AD&D® 2nd Edition game is also easy.

Pronoun Note

Throughout both books of this product, male pronouns (he, him, and his) are used. These are used for clarity only, and should be considered gender neutral.

Some Things to Remember About the Hollow World

For those of you unfamiliar with the Hollow World, a few of its peculiarities are described below. Even if you are planning to locate the Milenian Empire in your own campaign world, you should read this information to avoid confusion later on.

Time

Because the Hollow World is a land of eternal daylight, time is measured a bit differently, using *beats*, *sleeps*, and *circles*.

A *beat* is one strike of a ceremonial drum or one beat of a calm, healthy heart. It is about the same as one second of time.

A *sleep* is just like it sounds; the time from the start of one "night's" sleep to the start of the next. On average, a sleep is considered to be about 24 hours.

A *circle* represents one year, and is the time it takes the Floating Continents to make their revolution around the sun.

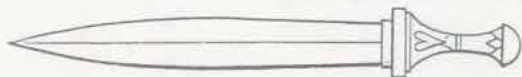
Distance

Natives of the Hollow World measure distance in *paces*, *flights*, and *marches*.

A *pace* is the length of one step of a marching soldier—about three feet.

A *flight* is the maximum range of a standard long bow shaft—210 feet (70 paces).

A *march* is the distance traveled during one sleep of marching—20 miles (500 flights or 35,000 paces).



Direction and the Horizon

The Hollow World is within the sphere of the Known World. Imagine a hollow ball with the Known World on the outer surface and the Hollow World on the inner surface. To someone standing on the Known World, the world curves "down" and there is a distinct horizon. To someone standing on the Hollow World, the world curves "up" as if they are standing at the bottom of a bowl. There is no horizon, only land continuing as far as the eye can see, until it eventually curves upward and is blurred by atmospheric haze.

Because of this strange orientation, east and west are reversed in the Hollow World. To someone facing north, east is at his left and west at his right. Remember that throughout this product (both in text and on maps) east is to the left when facing north, and west is to the right.

Common Language

In the Hollow World the common language is the same as that spoken by hundreds of small Neathar tribes (Neanderthal men). The language is called "Neathar," and is used by most Hollow World societies in addition to their native tongue. For characters first entering the Hollow World, Neathar is likely to be the first language they learn as it is widely used and easy to understand.

What Everyone Knows About Milenia

A Nithian Cleric on the Milenian Empire:

"Milenians are a very strange people with many strange ideals. Their leader, the Emperor, is actually *elected* by representatives of the people called Senators. He is a mere mortal! Our Pharaoh, praise his name, is chosen by the Immortals themselves. This is why we are such a great nation, and will eventually conquer the Milenians.

"Any rumors you might have heard about

Milenian soldiers defeating our mighty warriors upon occasion are false. Even if they were true, such losses must be the divine will of the Pharaoh, whose wisdom is endless, and not due to the skill of the Milenians.

"The typical Milenian spends too much time worrying about his social status and 'bettering' himself. Too much change, and too little tradition. A baker's son should become a baker as his father and father's father before him. In Milenia, it is different. They do as they please without regard to family tradition. How unnatural!

"Milenians are too independent, chasing after misplaced goals and squabbling among themselves over 'philosophy.' They also spend much of their time performing the arts of drama, poetry, and sculpture. While most of the arts are performed to honor the Immortals, many are done simply for pleasure, which is very hard for me to understand.

"Milenians seem to have little respect for family lineage or preparation for the afterlife. However, it must be admitted that they are a people of great faith. Milenians pay homage to many Immortals with festivals and celebrations. They erect grand temples to honor the Immortals, but, of course, none are so grand as the temples and pyramids of Nithia.

"Milenians seek council from holy men called *oracles*. These clerics are said to have great power, and the means to see into the future. This intrigues me. If it is true, than we Nithians must discover this power and use it for ourselves. Alas, so far we have had little success. You see, Milenians hide their oracles in remote places protected by strong magic. Our attempts to bring an oracle before the Pharaoh have always failed. But we do not give up easily . . ."

Milena according to a Jennite warrior:

"Long ago, our tribes roamed much of the land that is now the Milenian Empire. Their ranks of soldiers marched like cold, heartless statues and drove the auroch herds away. We

followed the herds, as is our custom. We do not forget this injustice, and pray to Tarastia for revenge.

"And yet, the grim soldiers of the Empire keep coming. Where are we to go? With the fierce Tanagoro to the north and the cruel Nithians to the east, we must stand and fight. The Milenians have pushed us as far as the world will allow. Enough!

"Milenians are never satisfied. Why can they not ride the plains, hunt the auroch, and be content with life, as are we? Milenians care for nothing but conquest. The Milenians are not natural. They are not human beings like the Jennites.

"Even so, I respect them. Their soldiers are good riders and some can use the bow from a horse's back as well as any Jennite. These things we have taught them. If only they will learn more of our ways, perhaps they can yet become human beings. But first, they must learn to live with nature, and not stomp it beneath their boots.

"It must be admitted that Milenian soldiers are disciplined. They move about the battlefield in strange, tightly-packed formations, which are quite terrible to see. I don't understand why they do this, when they could all ride swift horses into battle like we Jennites do. I would much rather feel the pounding of a horse's hooves beneath me. Even so, mine is not to question their ways, but to defeat them regardless.

"I once talked to a human being who had been to the land of the Milenians. He spoke of great stone cities where Milenians swarmed like ants. Between their cities are rivers of cobbled stone, upon which they ride their horses and drive their wagons. Is this what they want? To cover all of nature with stone? Truly, they are not human beings.

"I have also heard it said that Milenians keep many of our people as slaves and use their skins to make the strange armor they wear. This makes my blood burn like fire. Oh, Tarastia! Grant us the revenge we deserve!

"But there is yet room in my heart for hope. I know all Milenians are not this way. Their traders once came to my tribe. They greatly admired our gold jewelry, and gave us good wines and fine cloth for it. These traders were very generous, and acted much like human beings. Maybe our gold has pleased their leaders. Maybe they are now content. I hope that this is so."

The Empire according to a Milenian scholar:

"At the heart of my Empire are miles of open pasture. The weather here is pleasant all circle long, keeping the grass lush, flowers blooming, and crops growing. It is like living in an eternal season of spring or summer. Halav and Petra have truly blessed us with their Immortal grace.

"Toward the east, the pastures become temperate forests. The weather is also pleasant here, but becomes colder as one progresses toward the Bahl Massif Mountains. On the slopes of these mountains grow dense forests of pine and spruce.

"Temperatures along the southern coast near the Bay of Laroun and Island of Amora can be quite chilly. I typically wear a woolen cloak and fur-lined boots when traveling to this region to visit the libraries of Laroun.

"Along the northern coast, and inland along the River Silvius, are tropical forests and swamps. It is hot and muggy here, which I do not care for. Rainstorms blowing in from the ocean are quite common. Land owners in the north (my uncle Tyron among them) make a fortune growing and selling exotic plants and lumber.

"Except for desert (praise Petra!), virtually every type of terrain can be found in my nation. There are mountains, hills, forests, swamps, grasslands, plains, and valleys. Even though the land is varied and beautiful, I prefer living in my native city of Corisa.

"Most of the terrain is relatively flat pasture and farmland. Fields of grain extend for miles, rippling with the wind like a brown and green

ocean, and yielding bountiful harvests.

"My people typically build their settlements on pastures and plains, or within light forests. Except for mining camps, we tend to avoid building on mountains.

"Because of the Empire's varied terrain, a tremendous variety of plants and animals can be studied here. Insects also thrive in abundance, including bees. Beekeepers make a profitable, though sometimes painful, living selling honey.

"Our farmers grow barley, beans, carrots, lettuce, onions, and wheat. They also tend orchards of apple, fig, olive, orange, and pomegranate trees. Grapes and several kinds of melons are harvested, too. Flax is grown to make linen, the fabric most commonly used for clothing.

"Harvested grains are kept in huge wood and stone silos. From here, the grain is carted to mills, where slaves labor turning heavy grindstones to make the flour that makes the bread that feeds the nation.

"Herdsman roam throughout the hills and pastures of my Empire, tending herds of goats, shaggy aurochs, and sheep. They are always accompanied by fierce Amorian hounds. These savage canines have been domesticated and are used as sheep dogs. Amorian hounds are known for their loyalty and courage.

"Dinosaurs are almost never encountered within the Empire's borders. Nevertheless, they occasionally roam out of the mountains that lie to the north, south, and east. It is rumored that aquatic dinosaurs of immense size thrive within the murky depths of Lake Agrisa. However, I have not studied this, and caution you against taking these rumors as fact. Yet the rumors persist.

"Besides the more familiar animals found throughout the world, many strange beasts may be found in Milenia. Griffons, hippogriffs, and pegasi dwell in the mountains, along with the occasional dragon. The study of these creatures is my specialty, and takes me to all corners of the Empire. I can assure you



these creatures are very real.

"Legends tell of faerie folk who dance within the deepest forests. It is believed that those who witness their frolicking become cursed to wander the forests forever. There is also a favorite tale concerning a coven of medusae who live in a cave in the mountains, where they guard the treasure of a long-dead hero. The legend states that some of the mountains are actually giants who were turned to rock by the stony gaze of the medusae. Once again, I warn you that these are merely tales to frighten young children, and I greatly doubt their veracity.

"As I mentioned before, I live in Corisa. Ah, the metropolis! To truly understand us, you must visit one of our cities. Culture abounds. Theater, sculpture, architecture, scholastic achievements and discussions, all will reveal to you the greatness of our civilization and understanding of the world. Come to Corisa . . . and be amazed!"



Rumors

The following rumors are commonly told among nearby races, such as the Jennites, Tanagoro, and Nithians:

- When walking in tight formations, Milenian soldiers fear nothing and cannot be killed.
- The strange leather armor of the Milenians is made from the skin of captured slaves and boiled in their blood.
- Milenians ride flying lions into battle.
- Oracles are blind but have the power to see the future.
- Oracles are really Immortals in disguise.
- Oracles require human sacrifices as tribute.
- There are no oracles anymore.
- Shrines are hidden places where the horrible Immortals of the Milenians gather to devour their followers.
- Shrines are secret places where Milenians bury their most treasured possessions, which are protected by dire curses.
- Some Milenians hate the sun, and hide from it.
- The Emperor is a fool, who is controlled by weak men called Senators.
- Milenians eat a special food that keeps them from getting sick or growing old.
- Milenian ships sail to many different lands, where they have many more empires.
- Milenians believe they ruled all the world long ago, and will one sleep rule it all again.
- There are few Milenian mages and clerics, but all of them are as powerful as Immortals.
- Women secretly control the Empire.
- Milenians bathe in magical pools that make them healthy and strong.

Society

From the journal of Senator Minonon of Laroun:

"Our society is composed of a strict hierarchy of social classes. Advancing to a better class is very difficult. It can be a lifelong commitment involving much intrigue; you must learn who to trust as a friend, and who to fear as an enemy. It is much easier to lose ground, tumbling down the social ladder to a lower class."

Milenian Social Classes

The Emperor
 Senator
 Citizen
 Lord High General
 High Magistrate
 Magistrate
 General
 Scholar
 Artisan
 Legalus
 Merchant
 Commoner
 Slave

The Emperor

Excerpt from the journal of Senator Minonon of Laroun:

"We Senators elect the Emperor, who serves in this position for life. The imperial throne is not passed down from generation to generation. A dynasty of this sort is absolutely forbidden, as it would be the end of our democratic process and leave too much to chance. How could we be certain that the Emperor's offspring would make a wise leader?"

"As might be expected, the position of Emperor is most powerful. The holder of the imperial throne cannot be legally removed. However, if he should lose the support of the majority of Senators and Citizens, a wise

Emperor will willingly step down. In darker times, Emperors have been assassinated. It is a fear that I am sure gnaws at the back of every Emperor's mind. It is a fear that we Senators must nurture with subtlety and innuendo, for it keeps the Emperor from overstepping his bounds.

"The Emperor sets our nation's foreign policy. He decides who is an enemy, and who is an ally. The Emperor has the power to unleash the Milenian phalanxes against any country he deems an enemy. He can also send troops to quell rebellion in any Milenian province, or to collect unpaid taxes. Although he does not take part in battles or determine battle strategies, he is the supreme commander of the military.

"It is also our Emperor's duty to enforce the laws written by the Senate for the people. The Emperor has the right to veto any laws newly passed by the Senate. This power serves to protect the imperial throne from being dissolved by the Senate.

"At the time of this writing, the Emperor is a man of 50 circles named Adronius. Most of the time, he resides in the fabulous Acropolis in the capital of Corisa. When Adronius decides to distance himself from the Senate and other duties (which I fear is becoming more and more common), he lives at a palace built atop the hill at Emperor's Walk."

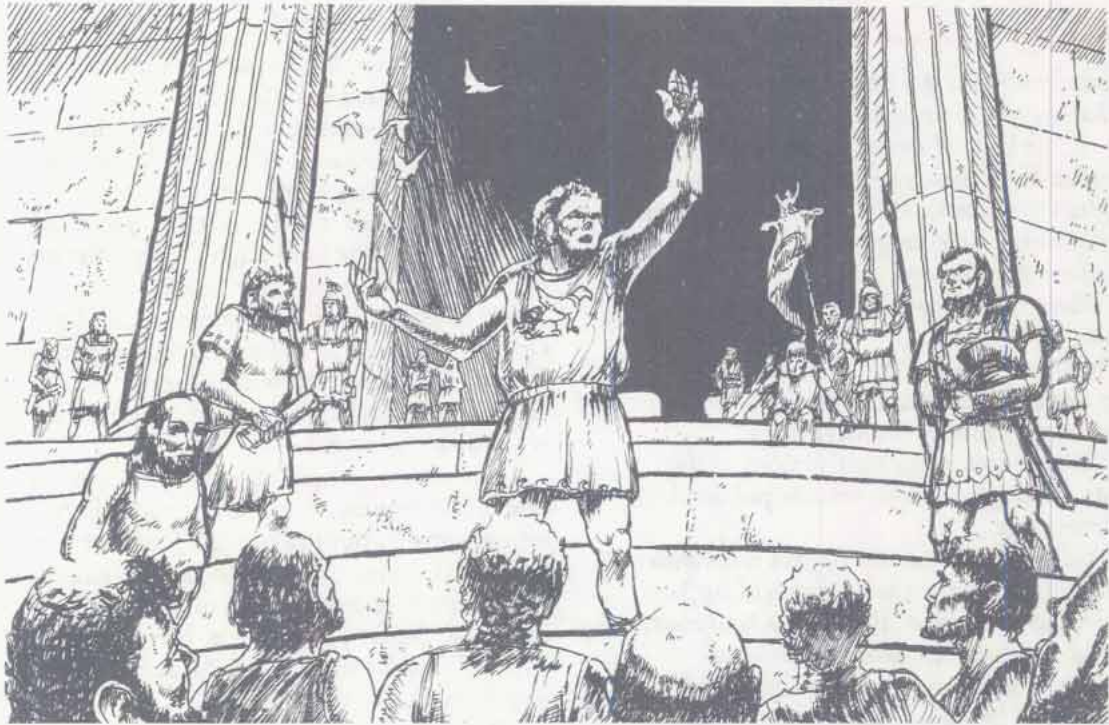
Senator

Excerpt from a treatise by Citizen Cycladnomus of Corisa, a Milenian scholar:

"The Milenian Empire is divided into 100 provinces. Two Senators are elected from each province, for a total of 200 Senators.

"The imaginary boundary of each province extends outward from a village, town, or city for several miles in all directions, until it meets the boundary of another province. There is no land in the Empire that does not fall under the jurisdiction of a province.

"Our esteemed Senators are very reluctant



to pass laws creating more than 100 provinces. Each new province means two more Senators, which means less power per Senator and less land to control. Typically, as our Empire grows, the boundaries of the 100 provinces are changed to accommodate the new territory. This is always a time of heated debate in the Senate, with much argument, bribery, and even deadly treachery.

"The province he represents is a measure of a Senator's political power. Those from cities have the most power because they have the support of a greater portion of the population. A Senator whose province holds only a small hamlet populated mostly by farmers and herdsmen is rather low in status. This is why the re-drawing of province boundaries is so important—a Senator may be able to bring another village or town under his jurisdiction and increase his personal power and prestige.

"Senators are the law-makers of the Milenian Empire. They decide what are crimes and how those crimes should be punished. They

also determine the rights of Citizens, commoners, and slaves.

"Senators are also economists and must devise an annual budget for the nation. They determine how much government officials (including themselves) and soldiers are paid, and even how many troops there are in the Empire. They also calculate the amount of taxes that must be collected from each province. Because they control the flow of money, Senators can help or hinder the Emperor's policies by manipulating the budget.

"However, the Emperor must sign the annual budget for it to be official. If he should decline, the Senate must propose another budget, usually taking the Emperor's suggestions into consideration in order to gain his endorsement.

"Senators serve six-year terms. As long as he can convince the people of his province that he should continue to serve them, a Senator may be re-elected any number of times during his life."

Citizen

Excerpt from We, the Empire by Citizen Kytharnos of Corisa, a Milenian scholar:

"... As I stated earlier in this work, all Milenian-born men who own land in the Empire are officially Citizens. Those men who are not fortunate enough to own land are mere commoners in the eyes of the Empire. Women and slaves cannot own land, and, therefore, cannot be Citizens.

"It is the right and privilege of Citizens to elect Senators and other politicians. Only Citizens may run for political office.

"Citizens live in the best sections of the towns. They get the best seats at public plays and meetings.

"A Citizen who cannot pay his taxes with money or goods must sell enough of his land to cover what is owed. If all of his land must be sold, the hapless Citizen becomes a commoner and loses all of the rights and privileges of being a Citizen of the Empire.

"By strict definition, the Emperor and Senators are Citizens, but they are above the law and have rights beyond those of other Citizens. Of course, this does not mean that the Emperor or Senators can wantonly commit crimes—there is always the threat of assassination. Direct your attention to my previous work, *Shadows of the Heart*, for more information about the darker side of our political system.

"Throughout this work, and my previous publications, I have capitalized the word 'Citizen' because it is a formal title. For example, someone might say, 'Greetings, Citizen Grippa of Corisa.' Notice that the city is also given with the person's name. This reveals the province from which he originates, and where his taxes are paid.

"The social class of Citizen has many subdivisions, which I have described below. Although ideally all Citizens have equal rights, in truth, some are a bit 'more equal' than others. The following subdivisions are listed from highest to lowest in rank."

Lord High General

Excerpt from We, the Empire by Citizen Kytharnos of Corisa, a Milenian scholar:

"Once our Emperor, in his wisdom, has determined a course of action for the military, it is up to the Lord High General to carry it out. The Emperor sets the overall goals of the campaign, and the Lord High General devises the tactics and conducts the battles.

"As of this writing, the current Lord High General is a giant of a Milenian named Citizen Tythus of Corisa. From what I gather, he is very well liked by his officers and soldiers, and is a brilliant strategist.

"It is apparent that Citizen Tythus respects Emperor Adronius, who was once a military officer himself, but believes the Emperor does not always utilize the army to its potential. The general has been known to 'creatively interpret' the Emperor's goals. Nevertheless, Tythus is tactful and careful, for failure could end his career, or even his life.

"In public forums, Citizen Tythus has spoken out about his lack of patience for the Senate and its strict budgets. Even so, he must appease the Senate because it controls the military's purse-strings. Without proper funding, the general's campaigns are doomed to failure at the start."

High Magistrate

Excerpt from We, the Empire by Citizen Kytharnos of Corisa, a Milenian scholar:

"As with Senators, a High Magistrate is elected for a six-year term by the Citizens of his province. Every province elects one High Magistrate, whose duty is to act under the Emperor's authority in order to enforce the Senate's laws. The High Magistrate determines the guilt or innocence of suspected criminals. He is also responsible for collecting taxes. The High Magistrate has the authority to commandeer soldiers from the garrison of his province, and use them to collect taxes, quell rebellions, and capture escaped slaves or criminals."

Magistrate

Excerpt from We, the Empire by Citizen Kytharnos of Corisa, a Milenian scholar:

"In the larger provinces of our Empire, legal affairs are too much for a High Magistrate to handle alone. Magistrates are elected by the Citizens of their province and serve four-year terms. A province can elect as many Magistrates as the Senate deems necessary. Magistrates serve as subordinates to the High Magistrate and act with his authority. A Magistrate does not have the authority to pass judgment in court without first presenting the case to the High Magistrate, who can overrule or accept the Magistrate's recommendation."

General

Excerpt from We, the Empire by Citizen Kytharnos of Corisa, a Milenian scholar:

"A General is the commander of a single phalanx or garrison. A phalanx usually consists of 3,000 to 6,000 troops. A garrison is often simply a phalanx that is permanently stationed within a province of the Empire.

"Generals take orders directly from the Lord High General and carry his authority. Occasionally, a favored General will receive orders from the Emperor himself, which is considered an insult to the Lord High General."

Scholar

Excerpt from We, the Empire by Citizen Kytharnos of Corisa, a Milenian scholar:

"Citizens knowledgeable in the sciences and arts (painting, sculpturing, musicianship, acting, singing, and so forth) are highly respected, as they should be. The most talented become celebrities, and receive gifts of money and goods. Some acquire wealthy patrons who pay their bills and keep them out of trouble with tax collectors. In exchange, the scholar or artist agrees to give the patron and

his family private instruction or performances.

"Academician magic-users who are Citizens can be considered to have the same social class as scholars. Even though they are often feared and mistrusted, academicians are still respected for their knowledge of science and philosophy.

"Even if they are not official Citizens, the clerics of Halav and Petra have the same social class as scholars. The clerics of less popular religions are usually given the same consideration as commoners."

Artisan

Excerpt from We, the Empire by Citizen Kytharnos of Corisa, a Milenian scholar:

"Citizens who are masters of a craft are also greatly admired, though not so much as scholars and artists. They seldom find patrons willing to sponsor them. The most talented are employed by the government to construct civic buildings, roads, bridges, monuments, and other grand structures."

Legalus

Excerpt from We, the Empire by Citizen Kytharnos of Corisa, a Milenian scholar:

"A Legalus is a public defender. They are elected by the Citizens of their province to serve four-year terms. A province may elect as many Legalae as the Senate feels are necessary.

"When a Citizen or commoner is accused of a crime, a Legalus presents a defense to the Magistrate hearing the case. Legalae are paid by the government, and not the defendant."

Merchant

Excerpt from We, the Empire by Citizen Kytharnos of Corisa, a Milenian scholar:

"The bulk of the Empire's wealth rests in the hands of merchants. Slaves and commoners labor to produce goods of all kinds, and merchants sell them at a profit. It cannot be denied that merchant cartels have considerable influence on the Senate.

Merchants are always concerned about new tax laws and trade agreements between provinces and other countries."

Commoners

Excerpt from a treatise by Citizen Cycladnomus of Corisa, a Milenian scholar:

"It is my belief that the majority of the population falls into this social class, mostly men who do not own land. Commoners are the menial laborers and the very backbone of our Empire. They are not granted the respect and privileges that Citizens enjoy.

"Many live and work on the land owned by Citizens, becoming so dependent upon landowners that they are little more than slaves. The average soldier is also a commoner.

"Commoners cannot vote, but must still pay taxes. They cannot legally refuse enlistment into the military. A male commoner who cannot pay his taxes is usually forced to serve a stint in the army or navy. Women who forfeit on their taxes, or those men who are too old or unfit for military duty, become indentured servants of the state, until they have paid off their taxes with labor.

"I say this must change. For our Empire to truly flourish, it must strive to serve the majority, and not the select few."

Slaves

Many slaves are Milenian. Most are captured Azcans, Jennites, Makai (a Neathar tribe), Merry Pirates, Nithians, Tanagoro, and Traldar.

In cities and towns, most of the slaves are Milenian. They work in households and fields as menial laborers. Generally, they are treated much better than slaves of other cultures.

Foreign slaves are most often kept outside communities. They work in gangs, performing the most hazardous and strenuous labors, such as mining.

However, not all slaves are menial workers. Some are scholar-slaves who teach the children

of wealthy Citizens. Others may be the apprentices of craftsmen, and learn valuable skills.

Slaves are never used as soldiers. It is simply too risky to train them and give them weapons. Milenian soldiers do not like the idea for another reason: In the heat of battle, how can a soldier be certain that a slave will not stick a knife in his back?

Slaves do have a few rights. A slave owner may not kill or maim his slaves without cause. Just cause is loosely defined as a physical attack on a commoner or Citizen, or an attempt to escape. Slaves may own trinkets and other minor belongings, but never weapons. A slave cannot own other slaves.

It is not uncommon for faithful slaves to be granted their freedom. This usually occurs when the slave reaches a specified age, or when the owner dies, leaving the slave his freedom as part of a will.



Culture

From the writings of Citizen Graniknos of Tyrnus, a Milenian scholar:

"We Milenians are a wealthy and proud people with a bright outlook on the future. We have built a strong nation with many unique customs. These traditions are what we are. To be as one with the Empire, you must take an active role in its culture. I cannot stress this enough . . ."

Athletics

Sporting events are at the core of Milenian culture. All warriors are expected to be athletes. These men are driven by the spirit of the games and the joy of competition.

Besides simple enjoyment, there are several other reasons why athletics is so crucial to the Milenian way of life:

- *As education.* Milenians believe that in order to have a healthy mind ripe for learning, one must first have a healthy body. Children begin athletic programs at the tender age of three. All during their education, students participate in athletic events, building their bodies as well as their minds.
- *As exercise.* Obviously, training for sporting events is an excellent way to remain physically fit. Milenians place much emphasis on daily regimens of exercise and eating healthy diets. The Empire is a nation of athletes.
- *As military training.* Milenians are a warrior race. In times of both war and peace, athletic events allow soldiers to train and keep fit. Sports are an integral part of the military, and one of the reasons why the Milenians are such a deadly and disciplined force on the battlefield.
- *To honor the Immortals.* A victorious Milenian athlete does not consider his

success to be due only to his skill, but partly to the favor of an Immortal. Athletes pay homage to Immortals before contests through prayer and ceremonies, in the hope of gaining the Immortals' blessing.

Many contests are held to honor one or more Immortals. These athletic festivals are very popular, drawing large crowds of spectators and the best athletes from across the Empire.

- *To honor the dead.* When an important person dies, athletic events may be held in his honor. Usually, the events held are those the deceased most enjoyed in life. This is particularly true of great athletes who have died. If possible, these events take place outside the deceased's tomb on a grassy slope or field.

Gymnasiarchs

Officials and trainers at gymnasiums are called *gymnasiarchs*. They also act as schoolmasters, and have a considerable knowledge of medicine. Being a gymnasiarch requires a knowledge about proper diet and the effects on the body of different types of foods. One must also know the art of massage and human anatomy with regard to how various exercises affect the body. A good gymnasiarch also has an eye for spotting which sport an athlete should take up and train for.

Gymnasiarchs are also responsible for conducting matches and enforcing the rules of the games. To help them goad and punish athletes, they use pronged sticks to swat offenders.

The Gymnasium

Typical scene at a gymnasium, as described by Citizen Brutarnom of Demtor, a Milenian gymnasiarch:

"In the gathering hall I find a throng of people. Most are my young pupils, but others are older men who have come to exercise or meet with friends. A trio of youths are playing

knuckle-bones in the corner. I give them a frown as I pass into the courtyard; I had best find them exercising when I return.

"In the courtyard, the scholar Kassandion draws figures in the sand, likely demonstrating some new mathematical problem for the youths gathered around him. It fills my heart with joy to see the courtyard crowded with athletes boxing, wrestling, and practicing the pankration. Crasedeus plays his flute, giving a rhythm for the athletes to move by. Nearby, a youth digs with a pick. This not only loosens the sand, but is a valuable form of exercise. I recommend it highly.

"As I move into the antechambers, I hear someone striking a punch-bag. In the bath house, men are bathing and oiling themselves. Tassus has a thorn in his foot, and Panosos is helping to remove it. I believe I will take a massage now, before beginning my own exercise . . ."

A Milenian gymnasium, often called a

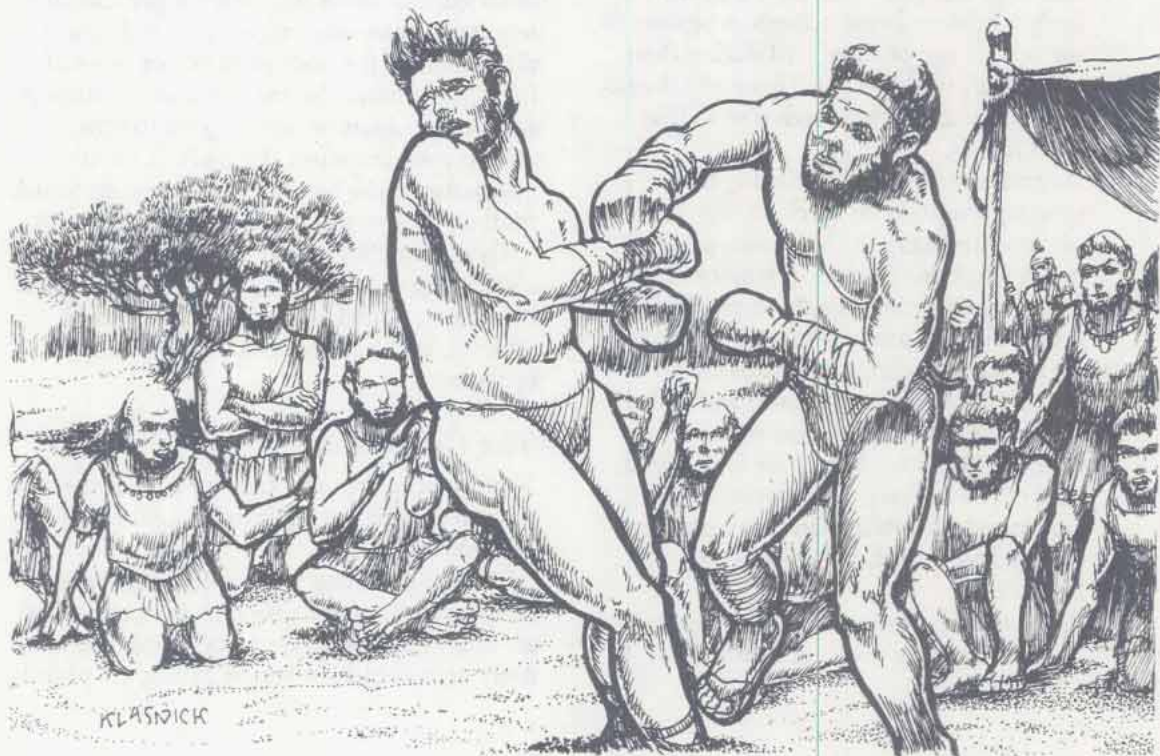
- *palaestra*, is where athletes train. Gymnasia are typically built adjacent to schools and colleges.

A gymnasium consists of a rectangular or circular open courtyard surrounded by a covered walkway supported by stone pillars. The courtyard is covered with fine sand.

At one end of the courtyard is a large hall that serves as a meeting place for athletes and their friends. There are benches here for spectators to watch the athletes practice.

At the other end of the structure are several antechambers, including a bath house. One of these rooms is used as a changing room.

Another contains athletic equipment, such as diskoi and jumping weights in slings, the long blunt javelins used for practice, wrestling caps, boxing thongs, oil flasks, and sponges. An adjoining chamber contains urns filled with oil. Athletes rub themselves with oil before and after bathing. Oil is also used for massage. In yet another chamber, athletes rub themselves with powder, which helps to keep them cool during practice.



Outside the gymnasium may be running tracks, jumping pits, and areas for throwing the javelin and diskos. There is also space for horse riding and parades.

The Stadium

A stadium is simply a very large gymnasium with room for many more spectators. On the outer rim of the courtyard is an embanked, paved track for horse and chariot racing. The inner part of the courtyard is covered with sand and used for boxing, wrestling, the pankration, running, jumping, and javelin and diskos throwing.

Along the sides of the courtyard, stone bleachers hold spectators. Tunnels lead into the gathering halls and antechambers.

Only the largest cities of the Empire have stadia. They may be found in Corisa, Demtor, Dophius, Laroun, and Tyrnus. The stadium of Corisa is the largest and can hold 50,000 spectators. The others hold between 10,000 and 30,000 spectators.

Prizes

Milenian athletes compete not only for a personal sense of achievement, but for valuable awards. Prizes are generally given only to the first and second place winners of a contest. Typical awards include livestock, food and wine for an entire circle, a slave skilled at a craft, money, cups and bowls made of precious metals or other works of art, and fine weapons and armor. An especially desired prize is land, which grants the victorious athlete the social status of Citizen.

The most coveted prize of all has no monetary value, however. It is a wreath of olive leaves given to the champion of each event by the Emperor. This takes place in Corisa during an athletic festival called simply "the Games." Thus, the greatest prize of the Milenian athlete is the honor of victory.

Breaking the Rules

Because success in competitions is closely associated with the Immortals, cheating is a very serious offense. It is believed that dishonesty in the games brings down the wrath of the Immortals.

Violators are disqualified and usually fined. Repeat offenders may be enslaved or banished, and on rare occasions even put to death.

The Events

The following are descriptions of the most common athletic events.

Archery: There are several different contests of archery. Some involve distance only, with the winner being the archer who shoots the farthest. Others concern accuracy, in which archers shoot at difficult targets, such as leather bags hung from a spear or pigeons tethered to a stake. Most archery contests are performed on foot, but some involve shooting at targets while mounted.

Boxing: Milenian boxing is very different from the sport of our own world.

- *There is no ring.* Milenian boxers have plenty of room to maneuver, making it virtually impossible to corner an opponent. This discourages close fighting, and encourages defensive waiting tactics.
- *There are no rounds.* Occasionally, both fighters will pause for a breath. However, the match goes on until one opponent admits defeat or is knocked unconscious.
- *There is no rule against hitting a man when he is down.* Thus, it pays to be cautious and slow. The rash or clumsy fighter who forces a quick pace often ends up on the ground.
- *There are no weight classifications.* Boxing matches are open to all comers, no matter what the size difference.

Boxers wear two types of gloves. Both are made from the hide of an ox, and are between 10 and 12 feet long. The glove is wrapped around the boxer's knuckles several times, then wrapped diagonally up to his elbow.

Soft thongs are most commonly used for sparring and practicing with a punch-bag. They serve more to protect the fighter's hands than to inflict damage.

Sharp thongs are used in competition. A ring of hardened leather with sharp, projecting edges fits over the boxer's knuckles. It is possible to bludgeon a man to death while wearing sharp thongs.

Boulder Lifting: This is a contest of strength, in which contestants struggle to lift a boulder or other heavy object. Usually, merely lifting the object off the ground is enough, but some contests require the boulder to be raised above the athlete's head.

Engraved boulders may be seen throughout the Empire. A typical engraving might read, "Bruteus of Pelai lifted me from the earth."

Chariot Racing: A chariot is a light cart mounted on two wheels. It has a rail at the front and sides. Passengers in a chariot stand. A racing chariot has room only for the driver, while war chariots hold a driver and javelin thrower or archer.

Chariot racing is a sport of the wealthy, for only the rich can afford a stable of racing steeds. The most common chariot race is with four horses, which stand side by side. The two middle horses are harnessed to a yoke extending from the chariot, and the two outer horses are harnessed by traces (leather lines).

Competitions take place in stadia with banked, oval tracks or in open fields. In either case, a wooden or stone pillar, called a turning-post, stands at each end of the track. It takes great skill and steel nerves to make a fast, tight turn around the turning-posts. Accidents are most common in the turns, as chariots might flip or collide with one another.

Each race is for a predetermined number of laps, usually 12. Prizes are given for first and second place.

Diskos Throwing: A diskos is a circular stone or metal plate slightly thicker at the center than along the edge. Diskoi vary in weight from three pounds up to 15 pounds, with the lightest weights being used by youngsters.

The place from where a diskos is thrown is called a *balbis*. It is marked by a line across the front and along the sides, with the back being open so the thrower can take as many steps as he wishes. In a gymnasium or stadium, the balbis is marked by stone slabs.

The objective is to throw the diskos as far as possible without overstepping the lines. A peg is used to mark the spot where the diskos lands.

Horse Racing: This event is very similar to chariot racing. It takes place on the same track. Riders do not wear shoes or use stirrups, only a light racing saddle.

Javelin Throwing: Blunt javelins are used in contests for distance. Pointed javelins are used for contests of accuracy, in which athletes hurl their javelins at targets (usually a shield with a wreath in the center that serves as a bull's-eye). Competitions are held on foot and from horseback.

Athletes skilled at throwing javelins use a throwing thong called an *amentum*. It is a strip of leather between one and two feet long which is firmly bound around the center of the shaft. The thrower inserts one or two fingers into the thong. When he throws, the athlete gives the thong a twist, which gives the javelin a spiraling motion. This acts much like the rifling of a gun, granting the javelin greater distance. However, because of the difficulty of using the thong, it decreases the thrower's accuracy somewhat.

(See the Javelin Thrower, p. 27, for more information.)

Jumping: Milenians practice both a running long jump and a standing broad jump with or without hand-held weights called *halteres*. These weights are made of stone and weigh between two and 10 pounds. By swinging his arms, the athlete adds impetus to his jump with the weights. Halteres also serve as dumbbells in weightlifting exercises.

Jumpers leap from stone or wood slabs set into the ground. The turf beyond the take-off is either sand or loosened soil. Each jump is marked with a wooden peg.

The Pankration: This brutal event is a combination of boxing and wrestling. Nearly anything goes, with only biting and gouging the eyes or other tender spots being disallowed. Strangleholds and arm or leg locks are the norm, and are designed to induce pain, causing the opponent to admit defeat. Pankratiasts do not wear boxing gloves.

The Pentathlon: This is a competition of five events: diskos throwing, javelin throwing, jumping, running, and wrestling. The pentathlon is used to decide the best all-around champion. Pentathletes are highly regarded because of their skill in numerous sports.

Running: Milenians practice both short sprints and long distance running. Some contests require the runner to wear leather armor and carry a round shield. The start and finish lines of stadia and gymnasia are marked by stone pillars.

Wrestling: This is the oldest Milenian sport, and is viewed as both an art and a science. Grace and style are the most important factors.

Milenians practice two types of wrestling. In the first, a wrestler wins by throwing his opponent to the ground, at which point the match is ended. This style takes place on sandy ground.

In the second style of wrestling, the combatants continue to wrestle on the ground. The match ends when one opponent admits defeat. This type of wrestling takes place on muddy ground.

In both styles of wrestling various holds are used to grapple and throw an opponent. Biting, gouging, and kicking are forbidden.

Arts and Entertainment

Milenians have a deep-felt respect for those talented in all types of performing arts and athletics. The best swiftly become celebrities, receiving accolades equal to that of conquering generals. Some athletes, poets, and playwrights have even become successful at politics due to great popular support.

Academies of the arts and athletics are located throughout the Empire. Competition for enrollment is high, with only the most gifted (or wealthy or politically connected) being accepted.

Theater is the most exalted of the arts. All cities of the Empire have theaters, which are heavily patronized. Romantic dramas and outrageous comedies are popular, as are plays describing the exploits of famous Milenian heroes. Troupes of actors travel the land; always welcomed with festivals and grand ceremonies.

Musicians are also greatly appreciated. The most common instruments are the drums, harp, lyre, pipes (wood and bone), trumpet, and water organ (a complex device using water to pressurize air in pipes of various sizes).

Milenians also enjoy a boardgame similar to chess. Dice games are popular, as well as a form of cards using small wooden or clay tablets marked with geometric designs. Betting on sporting events and other games is not illegal.

Clothing

The Milenian man wears a short-sleeved linen tunic that reaches his thigh and is belted at the waist. He also wears leather sandals, or fur-lined boots and a woolen cloak in colder climates.

The woman wears a long, sleeveless gown of linen or silk with a woolen cloak in cold weather. She wears leather sandals, or silk slippers if she is wealthy.

For both men and women, the quality and colors of their clothing reflect their status. A wealthy person's attire is dyed in bright patterns or embroidered with designs of animals or monsters, and made of high-quality material. A poor person's clothing is typically off-white and made of coarse linen.

Milenians of both sexes and all classes greatly enjoy wearing jewelry. Finely engraved bracelets and necklaces of rare metals are most popular. Even slaves have jewelry of bright beads or seashells.

Coinage

Milenians mint coins of platinum, gold, electrum, silver, and copper. These coins are made in two sizes: the medallion and the emperor.

Medallions are the same size as standard D&D® coins and have the same values. (Remember this when referring to the conversion table below.) They are the most common type of coin. One side is usually stamped with the date and a symbol representing the province in which it was minted. This symbol reflects the type of goods that province is known for, such as a barley stalk, a wine urn, a ship, an anvil, a miner's pick, etc. The other side is stamped with the symbol of the Milenian Empire (a griffon).

The emperor is much bigger; one emperor is the equivalent in size and weight to 10 medallions. They are most commonly found in

government treasuries and are the coins provinces use to pay their taxes. Emperor coins have a small hole punched through the center. This allows them to be kept in stacks by running a chain or metal pin through the holes. On one side of the coin is a portrait of the Emperor. The other side is stamped with the date and a province symbol, revealing when and where the coin was minted.

Milenian Coins

Abbreviations

copper medallion = cm
silver medallion = sm
electrum medallion = em
gold medallion = gm
platinum = pm

copper emperor = ce
silver emperor = se
electrum emperor = ee
gold emperor = ge
platinum emperor = pe

Conversions

1 ce = 10 cm
1 se = 10 sm = 100 cm
1 ee = 10 em = 50 sm = 500 cm
1 ge = 10 gm = 20 em = 100 sm
= 1,000 cm
1 pe = 10 pm = 50 gm = 100 em
= 500 sm = 5,000 cm

Festivals

Milenians are very fond of celebrations; virtually any happy event is an excuse for holding a festival. Most involve contests in athletics, music, and poetry. All festivals have a religious undercurrent, being "sponsored" by one Immortal or another. Some take place in temples and parks, while others involve parades down city streets.

Some notable festivals include:

- The *Sleep of Fools* takes place during the grape harvest, at the time when the previous circle's huge clay urns of wine are opened. Milenians dress in fanciful costumes, traveling tavern-to-tavern to sample the various vintages. Drunken mayhem is the result, as even the military takes part.
- The *Holy Marriage* commemorates the union of the Immortals Halav and Petra, and takes place once per circle at The Temple in Corisa. It is a grand and stately affair; even the Emperor attends. Many weddings occur on this sleep around the nation, as it is believed couples will receive a special blessing of prosperity and fertility.
- Simply known as The Games, this festival takes place in Corisa, where the best athletes of the Empire gather to compete. Contests of all sorts are played over a week's time. The grand winner of each event may ask a favor of the Emperor,

who seldom refuses as it brings dishonor upon him. Slaves and criminals typically ask for their freedom, while others often request land or valuables.

Food

The Milenian Empire is a bountiful nation. Even the lowliest commoners seldom lack for food. The following foodstuffs can be found at market:

Fruits: apples, berries, citrus fruits, figs, grapes, olives, pomegranates, various melons and nuts

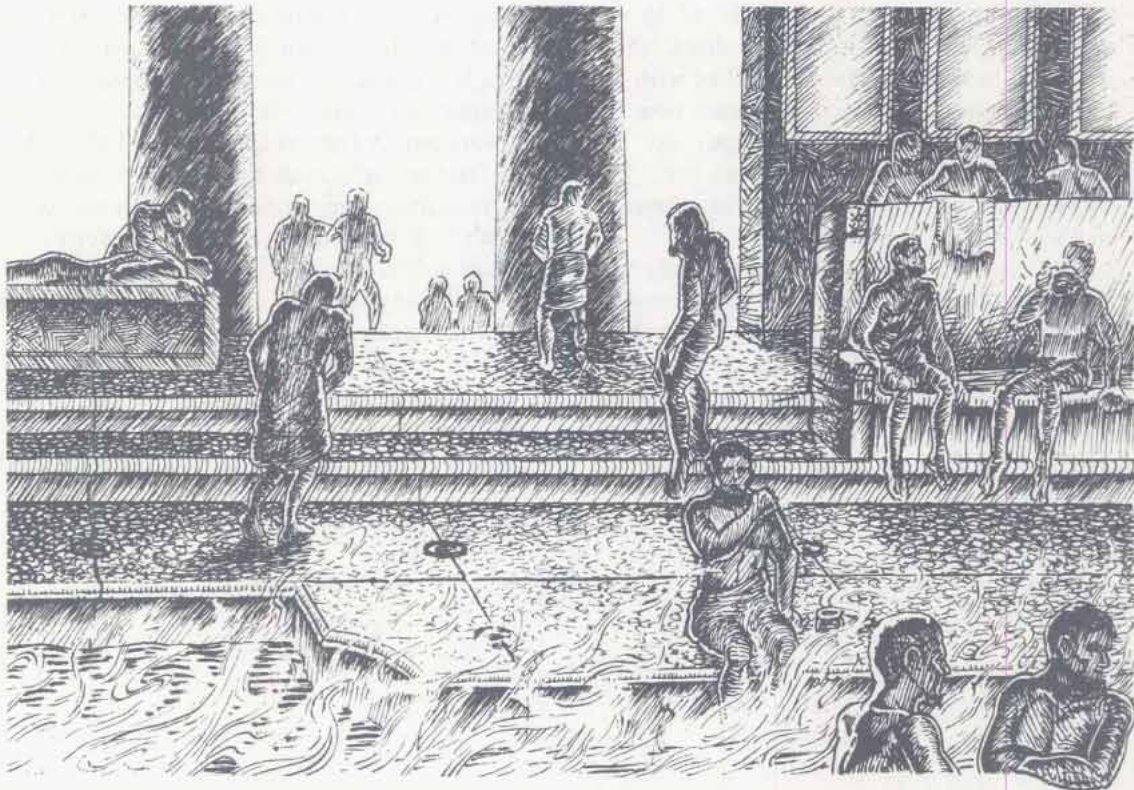
Grains: barley, millet, wheat

Meats: cattle, chickens, fish, goats, pigs, shaggy aurochs, sheep

Oils: fish oil, olive oil

Preservatives: salt

Spices: cloves, garlic, mint, nutmeg, pepper, sage



Sweeteners: cinnamon, honey
Vegetables: beans, carrots, lettuce, onions
Viticulture: grapes for wine, various plants and shells for dyes, flax for linen

Milenians also eat bread and goat or auroch cheese. They are very fond of sweetcakes made with honey and bran. A common dish (which most foreigners find repulsive) is *okla*, which consists of whole, ground fish mixed with various spices. The concoction is buried in clay urns for up to a full week, allowing it to ferment. *Okla* is served cold. It is believed to be very healthy and a natural aphrodisiac.

Funeral Practices

Milenians have several methods of laying the dead to rest. Citizens are most often buried in family tombs, where many generations lie. These are built into the sides of hills or cliffs and capped by a heavy stone. Some are very elaborate with carved arches and stone pillars.

The family tombs of commoners are little more than mass graves. A deep (10' to 15') rectangular hole is cut into the bedrock, the dead laid to rest, and the grave filled with layers of clay and pebbles. With each new death, the grave is re-dug to a depth just above the previous occupant. Thus, the corpses rest one atop the other, with a layer of clay and pebbles between them.

Alternatively, commoners and Citizens may be burned on ritual pyres. This occurs most often in times of war, when many bodies must be dealt with quickly. Slaves are typically burned, rather than entombed. Exceptionally loyal or beloved slaves may be entombed as a gesture of respect.

Health and Hygiene

Milenians take great pride in keeping fit and clean. Many adhere to strict exercise routines and diets. *Okla* (see above) is a staple food of the health-conscious Milenian.

Many of these people bathe more than once per sleep, usually before going to bed and then again upon awakening. A hot bath is considered absolutely necessary for maintaining good health. Even the smallest villages of the Empire have bath houses, where Milenians gather to talk, soak in scented water, and have warm oils massaged into their skin.

Although disease is less common in this culture than most, it is still a fact of life. Each of the most severe diseases is associated with a different Immortal. For relief, one must visit the clerics of the appropriate Immortal. Oracles are also thought to be great healers, and are occasionally sought for help.

Laws and Justice

Passing judgement is left to the High Magistrate of each of the 100 provinces in the Empire. The accused is brought before the High Magistrate or one of his subordinate Magistrates, charges are made, and evidence presented. A *Legalus* speaks on behalf of the defendant, who must remain silent during the proceedings. Judgement is often passed swiftly with little or no debate. Slave testimony is valid only if extracted by torture.

Following are some of the crimes committed in the Empire, along with typical punishments. Sentences vary somewhat, depending upon the High Magistrate. Bribes of money and promised votes are common means of decreasing or eliminating a sentence.

Crimes and Their Punishments

Bribery	Fine
Cheating at athletic event	Fine, exile, or death
Escaping slavery	Death
Defaulting on debt	Fine or indentured servitude
Forgery	Fine or indentured servitude
Harboring escaped slaves	Enslavement
Harming an oracle	death
Murder	Death, exile, or the mines
Rigging elections	Exile or enslavement
Stealing	Fine, flogging, or indentured servitude
Tax evasion	Fine or indentured servitude
Tomb robbing	Stoning
Treason	Death, exile, or the mines

Punishments Defined

Death is execution, and takes many different forms, depending upon the compassion or cruelty of the High Magistrate and the details of the crime.

Enslavement is for life. The criminal is sold at market to the highest bidder, with the proceeds going to the government.

Exile means the criminal must leave the Empire, either for life or for a specified time. An exile who returns before his time is up may be legally slain by any Citizen of the Empire.

Fines are paid to the government; a set fee in money or equivalent goods. Those who cannot pay usually receive a sentence of indentured servitude.

Flogging is a public beating with a whip or flail. The number of lashes corresponds to the severity of the crime.

Indentured servitude is the equivalent of

being a temporary slave until the crime is paid off in labor.

Being sent to a **mining camp** is virtually the same as a death sentence. However, it is always for a set duration. If the criminal can avoid accidents, enemies, and ill health long enough, he can return home a free man.

Stoning involves being publicly stricken with hurled rocks. This often results in death. Family of the victims are usually allowed to participate if they desire.

Mysticism

Homage is given to many different Immortals and legendary figures such as heroes or past Emperors. Not all of them are true Immortals. Statues and small altars to these people stand in parks, homes, and civic buildings throughout the Empire. Most are unattended and can be found in the strangest places, such as in a wall niche at the back of a dank alley.

Every Immortal personality rules one or more aspects of daily life. There are Immortals of the hearth, harvest, bread, wine, peace, war, and countless others. Strict allegiance is seldom paid to any single Immortal. For example, a young soldier leaving for war might leave offerings at the statue of the Immortal of Travel to aid him on his journey, at the Immortal of War for strength in battle, and with the Immortal of the Hearth to provide and protect his family while he is away. Milenians are very superstitious in this regard. They honor many Immortals to avoid leaving one out and possibly offending him.

The orders of Halav and Petra have the most followers. The Emperor and Senators often seek council from the high priest and priestess, and attend ceremonies at the temple in Corisa.

All of the following Immortals are honored to some extent in the Empire. Major orders are those with many followers and large temples. Minor orders have fewer devout followers and small temples (if any).

Major Orders

- Halav (Patron of Warfare and Weapon-Making)
- Matera (Patroness of Childbirth and Women)
- Petra (Defender of the Holy Empire)
- Protius (Patron of Sea Travelers)
- Zargos (Patron of Darkness and Magic)

Minor Orders

- Asterius (Patron of Trade and Merchants)
- Faunus (Patron of Wine and Herdsmen)
- Ixion (Patron of the Sun and Harvest)
- Khoronus (Patron of Timekeeping)
- Koryis (Patron of Slaves)
- Palartarkan (Patron of Magic)
- Tarastia (Patroness of Justice)
- Twelve Watchers (Patrons of Twelve Crafts; armor-making, baking, bow-making, jewelry-making, leatherworking, mining, shipbuilding, smithing, stonecarving, weapon-making, wine-making, woodcarving)
- Valerias (Patroness of Love)
- Zirchev (Patron of Forest Travelers)

Science and Philosophy

Milenians are thinkers. They excel at alchemy, botany, mathematics, physics, and zoology. Philosophy is best described as both an art and a science.

Schools and colleges are located around the Empire for the study of each branch of science. The most gifted students often go on to study magic at the Imperial Academy of the Arcane in the city of Corisa. Common theory postulates that magic is the very essence of creation. Thus, since magic is part of everything, an understanding of all of the arts and sciences is needed to truly comprehend magic.

The sciences of mathematics and physics have had a tremendous impact on architecture. Milenians have a keen understanding of structural strength and how to form straight lines. This is evidenced by

their fabulous civic buildings, temples, and palaces.

Philosophers have considerable influence over the populace. They publicly debate such weighty topics as the relationships of Immortals with man, alternative political systems, the interaction of body and spirit, and moral issues.

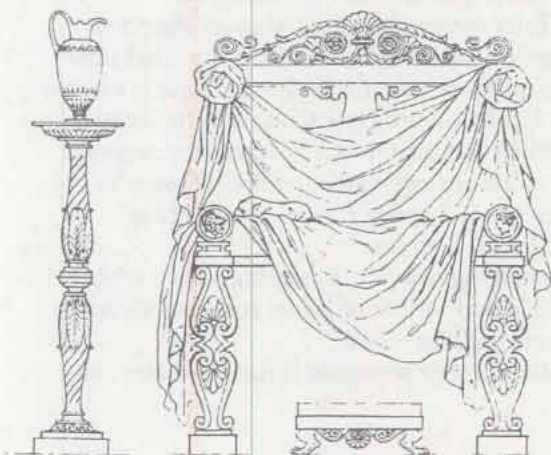
Philosophers are great orators. Through their impassioned speeches, they have the power to sway the masses. Many seek political positions, while others speak on the behalf of candidates.

Shelter

Most homes and other buildings are made of stone and wood. Milenians like open, airy structures with large pillars and oversized windows and doors. When their occupants are asleep or away, these places are secured by heavy wooden shutters and doors.

Milenians fill their homes with carved furnishings of wood and stone, such as tables, chairs, cabinets, and chests. Beds of mortared rock or stone extend from the walls. Thin mattresses and pillows filled with feathers and woolen blankets are used for comfort and warmth.

They decorate their homes with potted plants suspended from the rafters by chains or grown in tall urns. Milenians also make use of sculptures, carvings, and paintings.



General Skills

The following are skills available to Milenian characters. Players must spend skill slots for them as usual. See pages 81-86 of the *Rules Cyclopedia* for complete information on skill rules.

Appraising (Intelligence)

This skill is commonly picked up by gem merchants, thieves, and others who deal in valuable objects. A successful skill check allows the appraiser to correctly estimate the value of an antique, art object, piece of jewelry, cut gemstone, or other crafted item.

If the roll is failed, refer to the following table to determine the character's wrongly appraised value.

Failed By	Off By
1-2	10%
3-5	50%
6-9	100%
10+	d100 × 10%

If the roll was even, add the percentage to the object's value. If odd, subtract the percentage. If the result is zero or less, the appraiser imagines the object to be worthless or fraudulent.

The character can also identify fakes by succeeding at a skill check. If the appraiser fails his roll, he simply can't determine the authenticity of the item.

Boxing (Strength)

The character has received training in the Milenian art of boxing. Use the rules and Boxing Unarmed Combat Mastery Table on pages 111-112 of the *Rules Cyclopedia*. A boxer wearing sharp thongs inflicts 1d3 points of damage plus any Strength bonus. A sharp thong is similar to a cestus (see pages 62 and 64 of the *Rules Cyclopedia*).

Chariot Combat (Dexterity)

This skill is important for anyone who wants to fight from a moving chariot. Those without this skill make all attack rolls with a -2 penalty and only inflict half damage.

Milenians seldom use melee weapons from chariots. Most often, they use it as a mobile platform from which to throw javelins or spears. A chariot can carry a large supply of missile weapons.

A character cannot fight from and drive a chariot at the same time. Without a chariot driver, the Combat skill is unusable. This is true even if the character knows both skills.

Chariot Driving (Dexterity)

A character skilled at Chariot Driving knows how to properly harness horses to a chariot, how to drive the horses in order to maneuver it, and how to use his vehicle as a weapon. The chariot driver is skilled at avoiding injury during a crash.

In most cases a skill check is not required—harnessing a horse, for instance, and normal driving situations do not require skill checks. When unusual conditions prevail (such as swerving through a hail of arrows from enemy archers, or maneuvering at speed over rough ground), then the DM should require a skill check to determine if the driver maintains control of the chariot.

Chariots can be used as weapons in one of two ways: To attack enemies on foot by trampling or running them over; or (with special war chariots) to attack with wheel blades.

To trample, no skill check is required, but the chariot driver must make a regular hit roll. Anyone trampled by a chariot's horses suffers 3d6 points of damage.

War chariots (not racing chariots) are sometimes fitted with blades or spikes that extend from the center of the wheels. A driver who passes an enemy on foot may make an attack roll to slice the enemy with the blades, which inflict 4d6 points of damage. Note that it is

not possible to both trample and slice an opponent at the same time.

Blades and spikes may also be used to attack other chariots. By succeeding at a skill check, the driver maneuvers into position for the blades rip into the opponent's wheel or horses. The enemy must immediately make a skill check at a -4 penalty or crash. The attacking driver must then succeed at another normal skill check or crash also.

If the driver flips or crashes his chariot, he may attempt a skill check. Success means he has landed without injury. Otherwise, he suffers 3d6 points of damage, which may be modified further by the DM depending upon the circumstances.

Take careful note of the differences between the Chariot Combat and Chariot Driving skills. Chariot Combat enables a person to make attacks *from* a chariot, Chariot Driving allows a character to attack *with* the chariot itself; conversely, only Chariot Combat helps a character make missile attacks from a moving chariot without penalty.

Diskos Throwing (Strength)

The character has studied the various techniques of throwing the diskos. During competitions, the athletes roll a skill check. The one who succeeds by the most is the winner. The diskos is never used as a weapon; it is simply too inaccurate.

Etiquette (Charisma)

A person skilled at Etiquette knows proper table manners, styles of dance, how to dress properly, and how to address officials. For unusual situations, such as when meeting the Emperor or a Senator, a skill check should be rolled. If successful, the DM can make suggestions to the player to help his character avoid a blunder or insult. If the roll is missed, the player is on his own, and must role-play the situation however he sees fit.

Forgery (Dexterity)

Characters with this skill can create duplicates of scrolls, seals and documents, and can detect another's forgeries. The most commonly forged documents are certificates of ownership of slaves or land, military orders, local decrees, receipts of tax payments, a ship or wagon's cargo manifest, and so on. The Empire is a bureaucracy with a lot of paper shuffling. Forgery is a lucrative business, and a serious crime.

To forge someone's handwriting or signature, the character must have a sample in his possession for study. For a document not specific to an individual, a sample is not required, but it is helpful and gives the character a +1 bonus on his skill roll.

The DM always makes the character's roll in secret. No matter what the result, the forger always believes he has been successful. If the roll *is* successful, the document will pass inspection by anyone, except the person whose handwriting has been copied or someone with the Forgery skill who studies the document closely and succeeds at his skill check. If the forger's skill roll is failed, the forgery is obvious to anyone familiar with that type of document or the forged person's handwriting.

A forger can try to detect someone else's forgery. The DM rolls a skill check for the character. If the roll is successful, a forged document will be revealed. If the roll is failed, the character believes the document is valid.

Jumping (Dexterity)

A character trained at jumping can make a running long jump of $2d6 + \text{half his skill score in feet}$. He may also make standing broad jumps of $1d6 + \text{one quarter of his skill score in feet}$. The use of halteres (jumping weights) increases the distance by $1d4$ feet. For example, an athlete with a Jumping skill of 12 and using halteres could make a running leap of $2d6 + 1d4 + 6$ feet, or a standing jump of $1d6 + 1d4 + 3$ feet.

Knot Tying (Dexterity)

This skill is commonly learned by seamen, but is also a favorite of thieves. A character with this skill can tie all kinds of knots: ones that slip, hold snug, slide slowly, or come untied with a tug. This skill is also useful for escaping knots. If the character is bound with a knotted rope, he can attempt a skill check with a -3 penalty. If he makes it, he's free.

Oration (Charisma)

An oration is a speech given in a formal, dignified manner. Characters with this skill are able to sway large crowds of people with verbal persuasion. The DM should modify the skill check by taking the nature of the oration and the mood of the crowd into consideration. Typically, successful oration will improve the crowd's reaction by one step. Remember that when a crowd disperses, they will have time to think more clearly about what has been said, and doubts may creep in.

The Milenian Army

The Milenian army is comprised of regular, disciplined soldiers. When not out on campaign, they spend much of their time drilling or providing labor for public works. Originally, most of the soldiers were Citizens, but now, most of them are commoners. Citizens act as officers, or are grouped into special units of spearmen.

Most of the soldiers are *phalangites*. These wear cuir-boulli armor, march shoulder-to-shoulder, and carry long pikes. They can move and change into different formations very quickly. In battle, they often present a wall of spearpoints behind which friendly units can retreat or rally. Phalangites from Demptor wear hard leather boots instead of greaves.

Fighting alongside the phalanxes, and protecting their vulnerable flanks are the *hypaspists*. These spearmen wear cuir-boulli armor, carry large round shields, and fight in either close or loose formation. They are trained to maneuver on rough or broken ground. Expeditions against the Tanagoro will usually take more hypaspists than phalangites. Hypaspists from Dophius and Portos ride horses to battle, but fight on foot. Over half of the infantry from Laroun are hypaspists.

Light troops include javelin men (*peltasts*) or archers, who fight in loosely organized groups. These wear no armor, or soft leather at best. The most skilled javelin men come from Phos and the Hills of Bachaea, while the longbowmen from the hills of Amora are considered the finest

in the Empire. Light infantry from Moreus use the sling.

Milenian cavalry is lightly armored, few in number, and of indifferent quality. They do not use stirrups, controlling the mount with bit, bridle, and reins. Almost all of them are javelin-armed and fight in loose order. The best cavalry comes from Mipolis and Acropylae. The cavalry of Laroun carries a long lance instead of javelins. The cavalry from Laxan is armed with short bows and carries no shield.

An exceptional cavalry unit is one of 200 elite horsemen stationed at Fort Tythus. They are armed with short thrusting spears, wear cuir-boulli, and fight in close order. This unit is made up entirely of Citizens sworn to the emperor, although by custom they are assigned to the Lord High General.

The Milenian army has a few units of light war chariots, mostly from Tromeas. These carry a driver and a warrior armed with a javelin or bow. They are fairly useless except on flat, open ground, and do best when used against unorganized barbarians or to pursue broken enemies. Scythed chariots are rarely used, although the clerics of Halav field a unit of them.

The capital of Corisa boasts about 100 griffon riders. These are used mainly for scouting, message carrying, and as an army reserve. Griffon riders carry a lance (for further details, see the section on Griffon Riders).

Pankration (Strength)

The pankration is a fighting technique that combines maneuvers from both boxing and wrestling. During combat, the pankratiast can choose to perform either a striking or wrestling attack as per the rules on pages 111-113 of the *Rules Cyclopedia*. The character can also gain levels of weapon mastery in the pankration. However, each level of mastery requires one extra weapon choice to be spent: 0 at Unskilled, 2 at Basic, 3 at Skilled, 4 at Expert, 5 at Master, and 6 at Grand Master. Otherwise, follow the normal rules for weapon mastery on pages 75-80 of the *Rules Cyclopedia*.

Running (Constitution)

The character is a trained runner. By succeeding at a skill check, he can increase his running movement rate by 10' per round for 10 rounds.

During a competition, all athletes roll a skill check. The one who succeeds by the most is the winner. Reroll ties.

Seamanship (Dexterity)

The character is qualified to work as a deck crewman, and is familiar with all types of boats and ships. The character can't navigate; that's a different skill. If everyone in a ship's crew has this skill, a single skill check may be rolled for the group. Use the average Seamanship skill of the crew. If successful, the crew improves the navigator's skill checks by a +1 bonus.

Wrestling (Strength)

The character is skilled at one of the two styles of Milenian wrestling. A separate skill slot must be used for each style. Refer to the rules and the Wrestling Unarmed Combat Mastery Table on pages 112-113 of the *Rules Cyclopedia*.



Arms and Armor

Soldiers of the Empire are outfitted well, and extensively trained in how to use their equipment properly. The following are the most common arms and armor employed by the military.

Armor

Milenians wear only two types of armor: normal leather and *cuir-boulli*. Though they have the technology, Milenians do not make armor out of metal. This is due to the *Spell of Preservation*, which gives all races of the Hollow World an innate preference for keeping the traditions of their own culture.

Cuir-Boulli

Most soldiers wear this type of armor. It is a leather cuirass (torso armor) boiled in wax. Cuir-boulli provides an Armor Class of 6, has an encumbrance value of 300 cn, and costs around 30 gp. It is almost always worn with leather greaves and vambraces, along with a metal helmet.

Leather

This is a heavily padded tunic made of tough leather. It provides an Armor Class of 7, has an encumbrance of 200 cn, and typically costs 20 gp. Like cuir-boulli, leather armor is usually worn with a metal helmet and leather greaves and vambraces.

Shields

Milenians are known for their large shields and the elaborate designs they decorate them with. They do not use target or buckler shields, but only round shields.

Round Shield

This shield is curved outward, and consists of a thin iron disc covered by a layer of cuir-

boulli. It is usually worn on the fighter's arm, held in place by two leather straps. The round shield is the most commonly used shield in the Empire. It has an encumbrance value of 100 cn, and costs around 10 gp.

Weapons

Milenians use several types of weapons that are unique to their culture. These are described below. A table listing weapon mastery statistics for these new weapons appears at the end of this chapter.

Milenians also employ a variety of common weapons, including the battle axe, club, dagger, javelin, long bow, mace, net, pole arm, short bow, short sword, sling, spear, staff, and trident. Statistics for these can be found in the *Rules Cyclopedia* and on the cultural weapons charts on the inside cover of this product.

Flange Mace

This is similar to a standard mace, but has four metal flanges (blunt blades) attached to the head. It inflicts 1d6 + 1 points of damage. Flange maces are typically used by the clerics of Petra.

Javelin Thrower

This is a special weapon known as an *amentum* (throwing thong). It is used when throwing a javelin for increased range, and it gives a penalty of -1 to the attack roll.

A character cannot just buy this device and use it, he must also learn its use as a skill. No skill check is needed use the device. It increases the range of a normal javelin throw by 30, +10 for each range increment. Thus, a character with basic weapon mastery would have a range of 40/80/120, while a grand master would have a range of 60/120/180 (see the Weapon Mastery Table, *Rules Cyclopedia* page 79). For additional skill slots (not weapon choice) spent on the throwing thong, the character receives a +1 bonus to hit.

Needle Dagger

The needle dagger is a small dagger with a very thin blade. It is a favorite among thieves and the clerics of Matera, as it can easily be disguised as an hair ornament or brooch pin. A needle dagger inflicts 1d3 points of damage, and can be thrown.

Sunbolt Javelin

These rare weapons are made by the clerics of Halav, who are renowned warriors and weapon-makers. They have created a new type of iron alloy that is very light and exceedingly

strong. This metal is called *sunfire* because of its golden hue. Because of the expense and difficulty of making sunfire, it is only used to fashion sunbolt javelins at this time. In the future, sunfire will likely be used for armor and other weapons.

A sunbolt javelin causes 1d8 points of damage. It can be thrown farther than a normal javelin with a range of 40/80/120.

Sunbolt javelins cannot be bought. They can be owned only by clerics of Halav, unless presented to other characters as special gifts, or as rewards for special services.

Weapon Mastery Table

Weapon	Lvl	Ranges	Damage	Defense
Flange Mace [P=A] Cost: 10 gp Enc: 30 cn	BS	—	1d6+1	—
	SK	—	2d4+1	H: -1AC/1
	EX	—/10/20	2d4+3	H: -2AC/2
	MS	—/10/20	2d4+5	H: -3AC/3
	GM	10/20/30	2d4+7	H: -4AC/3
Notes: Medium; one-handed; shield may be used				
Needle Dagger [P=H] Cost: 3 gp Enc: 5 cn	BS	10/20/30	1d3	—
	SK	15/25/35	1d6	H: -1AC/1
	EX	20/30/45	2d4-1	H: -2AC/2
	MS	25/35/50	P=3d4-1 S=2d4+1	H: -2AC/2
	GM	30/50/60	P=4d4-1 S=3d4	H: -3AC/3
Notes: Small; one-handed; shield may be used				
Sunbolt Javelin [P=H] Cost: * Enc: 15 cn	BS	40/80/120	1d8	—
	SK	40/80/120	1d8+2	—
	EX	50/100/150	1d8+4	—
	MS	50/100/150	P=1d8+6 S=1d4+6	—
	GM	60/120/180	P=1d8+9 S=1d4+8	—
Notes: Medium; one-handed; shield may be used * Sunbolt javelins cannot be bought				

Milenian Character Specializations

The following information expands upon that found about Milenian player characters in the HOLLOW WORLD® boxed set. This chapter introduces specialized subclasses of the common classes of cleric and fighter.

If a specialization is desired, it must be chosen during character generation. Specialized characters perform a specific role in Milenian society. They have benefits and penalties that make them unique. These characters perform their specialized tasks to the exclusion of all other careers or professions. A PC can have only one specialization.

Unless stated otherwise, a specialized character must still follow the rules of his standard class. For example, a specialized fighter still uses the Fighter Experience Table, gains the same number and type of Hit Dice, etc.

Special Compensation: Remember that all Milenians receive a +2 bonus to hit and +1 bonus to damage when using spear-type weapons (javelin, pike, spear, and trident).

Clerics of Halav

(Patron of Warfare and Weapon-Making)

Specialty clerics of Halav, known as "Red-Hairs," are skilled at making war: devising tactics, training soldiers, raising morale, outfitting troops with arms and armor, and so forth. Many of them serve as officers in the Imperial Army or Navy, as well as high-ranking positions in the temple of Halav.

Customs: Red-Hairs gain their name because they dye their hair blood-red in honor of Halav. Their helmets are adorned with red crests.

Motto: "Stand before one's enemies as a brave leader of men."

Benefits: Red-Hairs gain a +2 bonus on attack rolls (not damage rolls) when battling humanoids (such as Beastmen, gnolls, goblins, orcs,

trolls, etc.). These clerics receive a few general skills that do not cost any skill slots, and can be learned in addition to their normal maximum number of skills. At 1st level, Red-Hairs gain the Leadership general skill. At 5th level, they get the Military Tactics skill. At 10th level, they receive the Craft (weapon-making) skill. Bonus skills can be improved as per the standard rules.

Penalties: When battling humanoids (see above), a specialty cleric of Halav must make a Wisdom check. A cleric who fails flies into a blind rage. An enraged cleric must attack (with spells or weapons) and will not retreat, surrender, nor take prisoners.

If all humanoids are slain, the cleric must make another Wisdom check to regain control. Failure means he continues to attack the nearest target, possibly even his own comrades! After each round, the cleric may try to snap out of it by rolling a Wisdom check.

Cultural Weapons: Red-Hairs use spears, short swords, and the special *sunbolt* javelin (see the Arms and Armor section).

Cultural Armor: These clerics use cuir-boulli armor, helmets, and any shields.

Typical Skills: If the optional skill rules are used, a Red-Hair must take Ceremony (Halav) at 1st level, and must learn Etiquette before other skills.

Clerics of Matera

(Patron of Childbirth and Women)

Matera is an enigmatic figure whose history is unknown. She is thought to be a primordial spirit, and has appeared to her followers as a ghostly woman concealed by an aura of blue light.

Her specialty clerics are known as "Midwives." They aid in childbirth and care for women's needs in general. Their order is called the Cult of the Matera.

Customs: Midwives wear full-length, flowing gowns of white linen, elaborate headdresses, and white veils. They often make pilgrimages to the Shrine of Fertility (see the *Milenian Campaign Book*) for ceremonies involving the birth of “chosen” children. Midwives are very secretive about their ritual practices, much of which remains a mystery to the men of the Empire.

Motto: “The pain of childbirth is a bitter fruit, but one whose seeds are the very future of the Empire.”

Benefits: Midwives are respected members of society. As such, they can ask and expect (by law) to receive hospitality at the home of any citizen of the Empire. Once per sleep, Midwives can employ a special hypnosis power that affects men only. It is in all game details similar to the *charm person* spell except that the effect cannot be dispelled. It can be detected by the *detect charm* spell and can be removed by an oracle.

Penalties: To be a Midwife, a character must have a minimum Charisma of 14. A Midwife must come to the aid of any woman who is being abused or threatened, even at the risk of personal injury. Failure to do so results in the Midwife being stripped of all clerical spells until she repents by praying at the Shrine of Fertility for one full sleep.

Cultural Weapons: Midwives can only wield a special weapon called a *stiletto*, which is usually concealed as an ornament in their headdresses. See the Arms and Armor chapter of this book for details about this weapon.

Cultural Armor: The specialty clerics of Matera wear no armor or shields.

Typical Skills: If the optional skill rules are used Midwives must take Ceremony (Matera) at 1st level. They must acquire Healing before learning other skills.

Clerics of Petra

(Defender of the Holy Empire)

Petra’s specialty clerics, called “Holy Defenders,” are renowned warriors and the protectors of the Empire’s many cities, towns, and villages. Her temples are usually the first buildings constructed at new settlements on the fringes of the nation. Here, clerics and imperial soldiers are garrisoned to protect the settlers. As the new village grows, a fort is built around the temple. Most fortresses in the Empire have altars and temples to Petra at their core.

Customs: Holy Defenders seldom refuse a request for help from any Milenian. They have even been known to harbor escaped slaves and criminals. Because the law of the Immortals supersedes that of the Empire, Holy Defenders cannot be held legally responsible for such actions.

Motto: “Defend the meek so that they might grow strong and prosper.”

Benefits: Holy Defenders gain a permanent +1 bonus to their Strength scores (maximum of 18). In addition to their normal clerical spells, at 2nd level, they can cast a *shield* spell once per sleep. At 6th level, Holy Defenders can cast a *protection from normal missiles* spell once per sleep. At 8th level, they can cast a *wall of fire* spell once per sleep.

Penalties: A Holy Defenders’ special spell powers can be used only within the Empire’s borders. Additionally, for each special power used, the Holy Defender must immediately lose one memorized clerical spell of the equivalent level that he has learned for the day (*shield*—1st; *prot./normal missiles*—3rd; *wall of fire*—4th). If the cleric has cast all of his spells for the day, he cannot use any special spell powers.

Cultural Weapons: Specialist clerics of Petra can wield javelins, spears, short swords, and the special *flange mace* (see the Arms and Armor chapter for details).

Cultural Armor: Holy Defenders can use cuir-boulli armor, helmets, and any shields.

Typical Skills: If the optional skill system is being used, Holy Defenders must spend a skill slot for Ceremony (Petra) at 1st level. They must learn Bravery before other skills.

Clerics of Protius

(Patron of Sea Travelers)

Protius is an ancient Immortal who is the very embodiment of the sea: beautiful, bountiful, terrifying, and treacherous. His specialty clerics, called "Mariners," perform ceremonies to appease Protius and protect seafaring Milenians. Because of the large population of fishermen and sailors in the Empire, the religion of Protius has a strong following.

Customs: Mariners wear linen tunics dyed green and adorn themselves with necklaces of seashells or pearls. They often serve in the Imperial Navy as navigators who use skill and ceremony to avoid the hazards of the sea, notably storms and monsters.

Motto: "The sea is fickle: She can be your best friend, granting life and prosperity, or your worst enemy, bringing death and destruction."

Benefits: Mariners have a swimming movement rate equal to their ground movement rate. If a Mariner begins to drown, he might receive aid from the sea itself, such as help from a friendly dolphin, a strange current that sweeps him up and onto a beach, etc. The chance of this aid is 20% + 2% per experience level of the cleric. The DM may modify this percentage, taking special circumstances or the Mariner's past deeds into consideration.

Mariners also have access to the following

druidic spells, which they can pray for and cast upon reaching the appropriate level: 2) *predict weather*, 6) *water breathing*, 10) *control winds*, 12) *summon weather*, and 17) *control weather*.

Penalties: While on land, a Mariner may meditate for spells only within 60 yards of a large body of water (ocean, lake, river, etc.).

Cultural Weapons: Mariners use only the trident and net as weapons.

Cultural Armor: Mariners can wear any Milenian armor, helmets, and shields.

Typical Skills: If the skills system is used, these clerics must take Ceremony (Protius) at 1st level. They must acquire Knot Tying and Navigation before learning other skills.

Griffon Riders

The most elite of Milenian fighters are the griffon riders. They are a very effective fighting unit, especially against cavalry—horses tend to panic when attacked by swooping griffons!

Although the military operates a breeding and training program, griffons are rare and highly valued: *A griffon rider PC cannot ride his mount for personal use.* These creatures are only ridden for military operations, such as aerial reconnaissance, official messages, and battle. A griffon rider who flies his mount without permission can expect serious reprimands; one who steals his mount is considered a traitor to the Empire, and may be killed on sight by any Citizen of the Empire. At 9th level, the character can retire to active reserve status, purchasing his griffon's freedom for 3,500 gp.

Customs: Griffon riders are renowned for their courage and love of flying, which most people consider a crazy thing to do. A red, black, or yellow griffon's claw is emblazoned on their armor. Their helmets are adorned with crests of griffon feathers.



Benefits: Griffon riders can make a Lance Attack combat maneuver against other flying opponents, and even targets on the ground by swooping low. They suffer no attack penalties when throwing missile weapons while flying. A griffon rider develops a special bond with his mount, which will be exceptionally loyal.

Penalties: A griffon rider must have a Strength and Dexterity of at least 13. The griffon counts against the number of retainers the rider can have.

A griffon rider and his mount share a special bond. If they should ever be widely separated, (or believe themselves to be widely separated) they both suffer a -3 penalty to all saving throws and attack rolls until they find one another again.

If either the rider or his griffon is killed, the survivor suffers a -3 penalty on all saving throws and attack rolls. For the griffon, this penalty persists until it bonds with another rider, which takes 1d4 months of training.

A rider whose mount has died must venture into the wilderness and capture a griffon

hatchling, at which point his -3 penalty on saving throws and attack rolls ends. Upon returning with the hatchling to the Empire, the rider must raise and train it for four circles. At the age of four circles, a griffon is a young adult and may be ridden.

Cultural Weapons: Griffon riders are trained to use the javelin, lance, net, and short sword. Up to six javelins can be carried in a quiver fixed to the saddle. The lance is attached to the saddle by a leather thong, and can be allowed to dangle when not in use. The net is used against other flying creatures and is particularly effective if wings and limbs can be entangled. A net can also be used to snare opponents up to man-sized on the ground.

Cultural Armor: These soldiers use cuir-boulli armor, helmet, and shield.

Typical Skills: If the optional skill rules are used, a griffon rider must spend skill slots to learn Animal Handling (griffon), Riding (griffon), and Navigation (aerial), in that order.

Introduction

This book is jammed with information concerning the Milenian Empire: its history, its holdings, and its secrets. Additionally, the book presents the DUNGEON MASTER™ with rules, information, and adventures for running a campaign within the Empire.

If you are a player, **stop reading now!** This book is meant for the DUNGEON MASTER's eyes only. The DM should also read the *Adventurer's Guide* carefully, preferably before reading the *Milenian Campaign Book*.

Within these pages, the DM will find a detailed history of the rise of the Milenian Empire in the Known World, its subsequent fall and its rebirth in the Hollow World. The average Citizen of the Empire has only a vague understanding of this history, while scholars know considerably more. It is up to the DM to decide how much information to give the players at first, and how much to keep secret until discovered by the player characters during play.

In brief, the Milenians are a strong-willed race of scholars, artisans, artists, and warriors. However, above all else, they are a race of conquerors. While the Senators and Emperor may quarrel over many issues, all are united in the belief that the Empire will one day rule all of the Hollow World.

Milenians place great emphasis on maintaining good physical health. The majority of them exercise daily and adhere to strict diets. Personal hygiene is also very important to these people. Even the smallest villages throughout the Empire have bath houses, which are very popular gathering places for the Citizens.

Milenians also realize the importance of education. Whether the son or daughter of the lowliest commoner or a Senator's child, nearly every Milenian can receive a formal education at very low cost. In virtually any city, at virtually any hour, groups of young men and women can be found sitting on the steps of the

great academies listening intently to the wise words of a scholar. The Milenian Empire possesses some of the greatest philosophers, scholars, and artists of the entire Hollow World.

The people of the Empire take great pride in their achievements. Their cities are wondrous to behold, being filled with palaces, temples, and civic buildings with airy colonnades supported by elaborately carved stone pillars. Fashioned from marble, ivory, and gold, tremendous statues of Immortals and legendary heroes stand majestically among these structures.

Milenians have great respect for the Immortals, and pay tribute to many different ones in order to avoid offending any single Immortal. Shrines to various Immortals (whether real or imaginary) dot the landscape throughout the Empire.

Many important locations are listed on the map and described in this book. However, the Empire is vast and growing. Do not hesitate to add new structures and points of interest, or to further flesh out locations described here with new information. After all, this is *your* empire. . . the Milenian Empire!

Abbreviations

AC = armor class	<i>Treasure</i>
HD = hit dice	pm = platinum medallions
hp = hit points	gm = gold medallions
MV = movement rate	em = electrum medallions
#AT = number of attacks	sm = silver medallions
Dmg = damage	cm = copper medallions
Save = class and level of saving throw	pe = platinum emperors
SA = special attack	ge = gold emperors
SD = special defense	ee = electrum emperors
ML = morale	se = silver emperors
AL = alignment	ce = copper emperors
XP = experience points	<i>Ability Scores</i>
<i>Class Abbreviations</i>	S = Strength
F = Fighter	D = Dexterity
C = Cleric	C = Constitution
M = Magic-user	I = Intelligence
T = Thief	W = Wisdom
	Ch = Charisma



History of the Milenian Empire

To understand the workings of the complex machine that is the Milenian Empire, one must first understand the functions of its parts: its history, its places, and its people.

Our story begins long ago in the Known World . . .

Exodus

In 1000 BC, gnolls invaded Tradaran lands in a region of the Known World now called Karameikos. Though the Traldar were a Bronze Age culture with a proud warrior tradition, the surging tide of gnolls overwhelmed their battle lines and began to destroy the entire nation. The war ended with both sides nearly obliterated. The Traldar were plunged into a dark age that lasted until AC 900, when the Empire of Thyatis ultimately conquered

Traladara (as it was then called).

At the onset of the gnoll invasion, various Tradaran cities responded in different ways. Some chose to stand and fight, and were quickly wiped out. King Halav of Luln banded some of the cities together, and began a campaign of guerrilla warfare, which was much more successful. One leader, King Milen, chose to flee.

King Milen ruled the coastal city of Marilenev (which would later become the site of Specularum). Even before the invasion, this king had considered colonizing the Southern Continent. As the gnolls advanced, King Milen wrongly concluded that they would totally obliterate the Traldar. Deciding it would be prudent to flee and live to fight another day, King Milen led nearly the entire population of Marilenev onto the Sea of Dread in a flotilla of ramshackle boats. For every 10 people aboard the fleet, only seven survived the journey to the Southern Continent. The king was not one of them.

Androsar, a general in the dead king's army,

stepped forward and led the immigrants slowly inland to the deep forests of the continent, which reminded them of their homeland. Here, they formed a nation called Milenia in honor of their late king.

Empire

King Milen left no heirs. Open councils were held, and several nobles were elected to represent various factions of the populace. These men devised a democratic system of government consisting of two ruling bodies: the Senate and the Emperor. These same men were elected by popular vote and formed the first Senate. They, in turn, elected the first Emperor, Androsar I. Thus, the Milenian Empire was born.

Androsar had served King Milen as the courageous Lord High General of his army during the gnoll invasion of 1000 BC. Androsar's prowess as a military leader, and his reluctance to retreat from the invaders, is well recorded in ancient texts, which are still read by Milenian scholars to this day. Some of these sources even hint that he may have had something to do with King Milen's death during the exodus. Even so, the first Senate recognized Androsar's talents, and unanimously elected him Emperor.

Under the guidance of Emperor Androsar, the Milenians conquered and assimilated neighboring tribes of men. Most of those vanquished were fair-skinned descendants of Neathar and darker-skinned Oltecs. The mixing of these races resulted in the olive skin and brown hair common to Milenians today.

Tribes that resisted conquest and absorption were driven forth. In a historical time frame, it was not long before the strength of the Milenian Empire in the Southern Continent was well established.

As centuries passed, Milenian culture diverged from that of the ancient Traldar. The Milenian dialect evolved into a language in its own right. Milenian warriors utilized iron weapons, but kept the traditional types of

weapons of their ancestors (spears, pikes, short swords, and long bows). Though they kept the same armor configuration as the Traldar (cuirass, greaves, vambraces, and helmet), they changed from bronze armor to *cuir-boulli* (leather boiled in wax), because its light weight and ease of construction suited their military tactics. After having left their Traldaran homeland for eight centuries, they were a distinct culture with only vague similarities to their ancestors.

Death and Rebirth

After 200 BC things began to take a turn for the worse. Cronosus III was perhaps the most corrupt Emperor in the history of the Empire. In his effort to form a dynasty, he rigged elections to bring the Senate under his control, severely oppressed the cities and settlements on the fringe of the Empire, and managed to secure the passing of the imperial crown to his son. Corruption weakened the Empire; the ruling class became decadent, interested only in self-gratification; the military grew soft, relying more and more on enslaved tribesmen as soldiers; and the primitives who had once been routed were returning to their homelands with vengeance in their hearts.

The situation reached a crisis by 100 BC. Dissolute incompetents were in charge of the military, while the Empire was under siege by hordes of primitive tribesmen. Angry at the Milenians for ignoring them for centuries, the Immortals Halav and Petra would not answer the Milenians' prayers for help.

However, Halav and Petra did take action. They chose several thousand Milenians who had not submitted to the corrupt ways of their peers, and whisked them to the Hollow World. Within 50 years, the Empire, lacking the strong core of its incorruptible populace, had fallen to the primitive tribes that it had so long scorned.

In the HOLLOW WORLD® setting, the transplanted Milenians appeared along the

coast of the southern Atlass Ocean, far south of the Traldar Kingdoms. They returned to the democratic system that had made the first Empire strong and swiftly elected a new Senate. A man named Titanion, who adhered to the beliefs of the earliest Emperors, was elected by the Senate to be the first Milenian Emperor in the Hollow World.

Emperor Titanion I returned the Milenians to the path of conquest. They routed the Jennites from the southern plains and erected fortresses to ward off the fearsome Tanagoro warriors of the northeast. They virtually exterminated the dinosaurs of the region; these beasts are rarely found in the Empire today.

Because of their location on the coast, it became crucial for the Milenians to develop a navy. While on the Southern Continent of the Known World, they had no need of ships. The Milenians had forgotten the shipbuilding skills of their ancient Tradaran ancestors. They had to relearn the craft from the musty archives of cultural memory. It was a slow process, but one required to ward off the menacing vessels of the Merry Pirates.

Now, the Milenians have a strong navy, and have become comfortable traveling the sea. Fishermen have also taken to the ocean, and fish is one of the staple foods of the Empire, as it had been for the ancient Milenians.

The first real test of the Milenian navy occurred in AC 422, when a tremendous sea battle (known as the Battle of Corisa) took place in the Gulf of Corisa. An invading fleet of Tradaran ships was met by the Imperial Navy and defeated. Scores of the ancient hulks still litter the ocean floor. The graveyard of ships has become a haven for aquatic monsters of all sorts, and a potential treasure trove.

The Battle of Pharos took place in AC 535 within the Bay of Laroun. A fleet of Merry Pirate vessels pillaged the town of Pharos. The pirate fleet was intercepted by the Imperial Navy on its way to the city of Laroun, where the Merry Pirates planned to continue their rampage. Caught in the channel between the

Island of Amora and the coast of Iciria, the Merry Pirates were unable to use the speed of their ships to their advantage. The slower, stronger vessels of the Empire caught them and rammed them into oblivion.

Where the Battle of Pharos occurred, the water is quite shallow. During low tide, the rotting masts of a few ships can still be seen protruding from the ocean. These wrecks have been virtually picked clean of treasure by local divers and treasure hunters.

The Imperial Army has continued to grow as well. On several occasions, Milenian armies have marched in elegant formations across the eastern plains to strike at the Nithian Empire, their most hated rivals. The Jennite and Tanagoro peoples might be raided or allied with during these campaigns.

No matter what the outcome, Milenian generals always return claiming victory over the Nithians. Milenians believe they are better than the Nithians at everything, and these "victories" serve to reassure them of this. Returning generals are hailed as heroes with parades and festivals.

Though the Empire has had long periods of growth, there have also been times of decline. The 100 provinces of the nation are very independent. Some dislike the idea of sending their taxes to Corisa, and believe they would be much better off as free and independent city-states.

In AC 612, this led to a civil war, in which the province of Pelai seceded from the Empire. The Senate and Emperor would not stand for this, and sent the full strength of the Imperial Army to quell the rebellion by force. Many civilians of Pelai died. Anti-imperial sentiment simmers in Pelai to this day.

Even so, over the space of only a few centuries, the Milenian Empire became once again a force to be reckoned with. Its borders continue to expand to this day, confirming to many Milenians that their Empire will one day rule all of the Hollow World.

Places of Interest

The following are some of the most important locales in the Empire. More special areas can be added if desired. Note that all Milenian settlements, even the smallest villages, are surrounded by stone walls.

Agrisa Fort

Built on the hilly slopes of the northern shore of Lake Agrisa, this fortress protects the Empire from rare intrusions from the south. The fort holds a garrison of a 3,000-man army and a 2,000-man navy. The fleet of war galleys plies the waters of Lake Agrisa, protecting the fishermen of neighboring Phos from amphibious dinosaurs and other aquatic menaces.

The Empire's southern expansion initiates from Agrisa Fort. Galleys from the fort travel Lake Agrisa's tributaries, ever searching for new realms to conquer and new lands to settle.

Corisa

This is the capital city of the Empire, and has a growing population of 250,000. It is a marvel to behold (due mainly to the taxes collected from other cities). Its monumental structures are fashioned of white limestone quarried from the mountains southeast of Laroun. The streets are paved with this same stone. The Citizens of Corisa boast that it is the cultural center of the Empire.

The following are some of the most interesting places of the city:

Academy of the Arcane

This building stands two stories tall with many balconies and walkways supported by elaborately carved stone pillars. It is made of a strange red stone, and is said to have been conjured from thin air over 1,000 circles ago. In the flickering light of the Hollow World's sun, the crimson stone appears to pulse with an inner light.

It is here that young Milenians from all across the Empire converge to learn from the masters of magic. Students and faculty of the Academy are called *academicians*.

The following are some of the more interesting features of the huge Academy:

- The *arena* can seat up to 500 spectators. New spells, alchemical substances, and *magical items are demonstrated here*. At each level of advancement, students must take tests of skill and intelligence in the arena before the entire assembly. Most of the time, the arena is divided into 10 sections by bead curtains lowered from the *ceiling*. Each section can be used as a small lecture hall.
- An *aviary* contains birds from all over the Empire, which are allowed to fly about. Only the fiercest are kept in cages. The creatures are used for study, spell components, and experimentation.
- Three open-air *dormitories* are supported by massive columns and partitioned into small rooms by bead curtains. Up to 300 students can be housed at the Academy.
- A walled *garden behind the Academy* houses hundreds of types of plants. Some are used for spell components and potion ingredients, while most are used for study and the advancement of the science of botany.
- A dank and noisy *dungeon* beneath the Academy houses a wide variety of monsters. Current inhabitants include: a chimera, a gargoyle, a hippogriff, a mated pair of sabre-tooth tigers, three white apes, and four griffons. Many of these creatures have been affected by magical experimentation, and can have any of the following deformities: blindness, missing or shrunken limbs, extra limbs, oddly colored skin or fur, horrible scars, and so forth. All are restrained by collars and chains fixed to the walls of their pens.

- Over a dozen magical and alchemical *laboratories* are scattered around the Academy. In these, students gain “hands on” training.
- The entrance to the *library* is guarded by two obsidian golems. Only those speaking the current password may enter unmolested. If these golems are reduced to 0 hit points, they shatter, causing an incredible noise that can be heard up to 300’ away. The library is a huge, windowless chamber illuminated by *continual light* spells. Scores of towering shelves hold thousands of scrolls and books. Most pertain to philosophy, history, magical theory, mathematics and the other sciences. No spell books can be found in the library—the academicians are much too secretive about their magical research to allow others to see their books. Scribes can be found here at all hours, working to translate, catalogue, and update the archives.

Obsidian golems (2): AC 3; HD 6; hp 48 each; MV 120’ (40’); #AT 1; Dmg 2d4; Save F3; ML 12; AL N; XP 500.

- At the *student market*, high quality magical and alchemical supplies are sold at about half the price of similar merchandise found in the rest of the Empire. Only enrolled students may purchase items here, which include such things as blank spell books, scroll parchment, scroll cases, writing utensils, rare inks, spell components, and a wide variety of glassware and other laboratory equipment.

The Acropolis

The traditional residence of the Emperor stands majestically on a tall, flat-topped hill. It is a three-story palace made of spotless white limestone. Its western facing is lined with tremendous pillars reaching from the ground to the roof high above. The Emperor enjoys a



breath-taking view of the Atlas Ocean.

The Acropolis also houses temples to Halav and Petra, as well as a garrison for the Emperor's highly trained personal guard. The entire Acropolis is shielded by a stone wall 20' tall and 15' wide; warriors can actually ride their horses along the top of the wall.

The Agora

The open heart of the city is a vast plaza where crowds may gather to talk, make speeches, and market their wares. This is the place to go to hear rumors concerning nearly anything, from such trivial matters as gossip about celebrities to important issues, such as impending elections.

The Harbor

The city's harbor has undergone considerable construction over the years. The headlands are protected by 20' walls topped by numerous towers, each equipped with one heavy catapult and two ballistae. The one entrance into the harbor is guarded by a huge bronze chain. Normally, the chain is lowered deep into the harbor so ships may pass over, but it is raised when the city must defend itself from invading fleets.

The Senate

Like the Acropolis, the Senate is a titanic three-story building. Huge steps lead up from ground level to the second floor, the main entrance. The Empire's 200 elected officials gather in the impressive Senate Chamber, where they heatedly debate current issues, pass laws, represent their people, and engage in political intrigue.

An observation gallery runs above and around the Senate Chamber. Occasionally, important visitors and Citizens are allowed to observe the Senate in session. The remainder of the building contains the various Senators' offices and those of minor functionaries.

The Temple of Petra and Halav

Milenians honor many Immortals, not just Halav and Petra. Shrines and temples ranging in elegance from mere statues to elaborate gathering halls can be found throughout the Empire, and on the streets of the capital city of Corisa in particular.

However, only one temple is known simply as "The Temple." This glorious structure stands at the foot of the Acropolis, and is the main temple of both Halav and Petra. The central sanctum seats 5,000 followers, and is staffed by 500 clerics whose needs are tended by 1,000 servants and slaves. Seated on adjacent thrones facing the worshippers, statues of Halav and Petra dominate the sanctum. The awe-inspiring figures are 40' tall and crafted of limestone painted in natural hues. Halav wears gold-plated scale armor, while Petra is adorned with a gown of shimmering gold.

The Theater

Milenians greatly enjoy the performing arts: comedies, dramas, and tragedies. Favorite actors and playwrights are treated like royalty, though the people are fickle; a celebrity may be paraded through the streets and showered with coins one day, and pelted with rotten produce the next.

The Theater is cut from the city's bedrock, forming a deep depression. It seats 10,000 spectators, and is filled to capacity during the opening week of any performance. Attendance then fluctuates greatly, depending upon the quality of the production.

Demtor

Next to Corisa, Demtor is the wealthiest city in the Empire, with a population of 75,000. The farms around the city provide nearly one-third of all grain grown in the Empire. Mines in the nearby mountains provide a variety of metals: gold, silver, iron, copper, and tin. Because of the city's wealth, the High Magistracy of Demtor is a prized office.

A 5,000-man garrison protects the city and its mines. The best metal-crafters in the Empire reside in Demtor. Their precious wares are transported overland and down the Dophius River for sale throughout the nation.

Dophius

Standing on the banks of the Dophius River, this city has a population of 50,000. The 3,000-man garrison is responsible for patrolling the river to as far south as Phos and as far north as Corisa. Known as the "River Watch," they control virtually all river traffic and board ships in the name of the Emperor to search cargos for untaxed goods.

Because of its central location, Dophius is a favorite stopping place for both overland and river traffic. News from all across the Empire converges on its busy streets and docks.

Emperor's Walk

This city of 30,000 is where the wealthiest Citizens of the Empire come to vacation. Standing proudly along the road leading into the city are the 30' tall statues of every Emperor since the first, Androsar I.

The fabulous homes of rich nobles and politicians stand on the slopes of a tall hill, at the top of which is a bubbling hot spring. The warm waters cascade down the terraced hill, forming naturally heated baths of varying temperatures; those toward the top are warmest, while those near the bottom are quite cool. The custom is to begin bathing at the lowest tier, then slowly move upward taking warmer and warmer baths. The pool at the top is hot indeed!

The homes of commoners and civic buildings (the true city proper) are clustered at the base of the hill. A force of 3,000 soldiers is garrisoned here, and charged with keeping the peace, as well as protecting visiting nobles and their luxurious homes.

The Emperor's Walk gained its name shortly after the arrival of the first Milenians in the Hollow World. When Emperor Titanion I (the first Hollow World Emperor) learned of the hill and its wonderful terrace of pools, he was so intrigued that he immediately set out to partake of its pleasures himself. Many nobles and elected officials followed Titanion on his pilgrimage, which became known as the "Emperor's Walk." Titanion, with the Senate's approval, declared the hill a national treasure, and ordered the construction of a palace and the imperial statues. The palace sits atop the hill and virtually surrounds the hot spring. It quickly became the favorite vacationing spot of subsequent Emperors, who come here to this day.

Flavian Fort

Built on the southern shore of the River Silvius, Flavian Fort holds a garrison of 10,000 soldiers. Their duties include serving as reinforcements for the city of Tyrnus to the northwest and Tythus Fortress to the southeast. They also serve as a defense against enemy intrusions coming from the dense forests and mountains north of the river. To aid them in this endeavor, the fort is equipped with a small fleet of 10 war galleys that ceaselessly travel up and down the river keeping a wary eye out for invaders.

Fortress of Tythus

The mightiest citadel in the Empire, the Fortress of Tythus houses a garrison of 30,000 soldiers, including a 5,000-man cavalry force. This place is vital to the defense of the Empire, protecting it from potential attacks by the Jennites, Tanagoro, and the more distant Nithians.

The Empire's plans for expansion call for a thrust eastward from this fortress. A trail 240 miles (12 marches) long has been made from the Fortress of Tythus northeast to the Dagal

River. Here, construction of a new fort has begun. The Dagol River is surrounded by many miles of rich farmland; a prize the Empire is willing to fight for.

Lake Agrisa

The briny waters of this huge lake are unnaturally warm, and as a result, fog banks continuously swirl on its surface. The lake is said to have no bottom; this is not true, though it is very, very deep.

Over the centuries, scholars have been intrigued by the lake and its strange properties. Some theorize that it is warmed by fiery dragons sleeping within its greatest depths. Others claim that the lake is the birthplace of the Sun, and as the waters continue to grow warmer, someday a new Sun will emerge in a geyser of steam and fire to take the place of the old. While these theories make for amusing tales, the majority of Milenian scholars who have investigated the lake correctly believe it is warmed by volcanic activity on the bottom.

Even so, Lake Agrisa is indeed a strange place. Aquatic dinosaurs do swim in its depths; their long, graceful necks and huge fins can sometimes be seen cutting through the fog. The fishermen of Phos are very superstitious, as might be expected since they never know what they might catch in their nets: Odd fish of all shapes and sizes thrive here, as well as unique mussels and crustaceans. At the bottom of the food chain are unusual bacteria and plankton that metabolize the minerals from the volcanic springs at the lake bottom, or manufacture food with heat energy the way normal plants make food with sunlight.

It is rumored by the fishermen of Phos that a hidden underground waterway winds through the mountain chain known as the Emperor's Rampart, connecting Lake Agrisa to the Bay of Laroun and the open sea. It is believed that this mysterious canal is known to the Merry Pirates. A favorite tale on the fishing docks of Phos pertains to sleek, white

"ghost" ships that have been seen plying the waters of the lake like prowling sharks. However, the Imperial Navy has never officially reported encountering such vessels.

A decade ago, a small expedition was sent to locate the hidden river, but returned in failure. The Empire officially declared that no canal exists, and that reported sightings of foreign vessels on the lake are simply tricks of the fog. But to the disgruntled fishermen who have seen them, the ominous ships remain a mystery.

Laroun

This coastal city of 100,000 is highly regarded for its libraries, scholars, and stone masons. A trail from the city leads to the southeastern mountains, where limestone is quarried. Massive slabs of the white stone are taken into the city to be worked by masons, then transported by land and sea to be used in cities throughout the Empire.

Laroun's garrison of 7,500 soldiers and sailors serves to govern this city, as well as neighboring Pelai. The war galleys of Laroun are responsible for keeping the shipping lanes from Laroun to Corisa open, and for keeping the Bay of Laroun free of marauding pirates and monsters.

Laxan

This large town of 5,000 is comprised mostly of farmers and fishermen. Laxan is policed by a small garrison of 100 men. Wealthy nobles and politicians from Corisa are often encountered here, stopping over en route to their luxurious vacation homes and the hot spring of the Emperors' Walk.

Lentys Fort

This fort's garrison of 4,000 foot soldiers and 1,000 cavalry is responsible for protecting the Empire from monstrous incursions coming

from the thick forests and mountains to the southeast. They also serve as reinforcements in the event of a Jennite, Tanagoro, or Nithian attack on the Tythus Fortress to the north. Mining and logging communities are beginning to spring up in the nearby mountains and forests. The men of Lentys Fort are also charged with overseeing and protecting these settlers.

Moreus

With a population of 3,000, Moreus is a seaside community of fishermen. Though under the protection of the Imperial Navy, the fishing vessels of Moreus are often harassed by the Merry Pirates.

Pelai

Though this is a relatively small city of 20,000 people, it is the center of an underground movement to establish a new government. The rebels, secretly led by a group called the "Kings of Milenia," wish to break up the imperial government into a collection of independent city-states.

The main livelihood is fishing, while many farmers live and work in the surrounding countryside. Pelai is not a wealthy city, and is drab in comparison to the rest of the Empire. A feeling of oppression lingers here.

Pharos

Located on the Island of Amora, Pharos is a small town of 3,000 individuals. Fishermen and farmers comprise the majority of the work force. Herd animals and other livestock roam the length and breadth of the island. Although the garrison of Laroun maintains a presence here, the people of Pharos feel cut off from the rest of the Empire and greatly fear attacks by the Merry Pirates (though such attacks seldom occur).

Phos

This fishing town of 5,000 stands on the northern shore of the foggy and mysterious Lake Agrisa. The people of Phos have a reputation throughout the Empire for being superstitious clods. The earnest tales told by the fishermen about strange lights and ghost ships seen on the lake are considered proof of this by the people of the northern, "civilized" cities of the Empire.

The fishermen know the lake better than anyone, and avoid certain coves and inlets, labeling them "brood water." Usually these areas are the breeding grounds of aquatic dinosaurs and even stranger creatures. The men of Phos ply their trade in small fleets of fishing boats for protection. Only the most foolhardy fisherman will sail his boat alone. Even so, it is not uncommon for a fisherman to disappear into the fog, never to return.

Shrine of Fertility (Matera)

This shrine is a clearing at the center of a grove of towering trees. Beautiful flowers and other plants grow in abundance. Standing in this natural garden is the *Icon of Matera*, a simple stone statue of a pregnant woman. (Note that Matera is a secret identity of the Immortal Vanya; not even her followers are aware of this fact.)

The oracle of Matera is a very old woman. She is said to have borne over 20 offspring, all of whom have grown to old age and died during the oracle's extended life span.

The shrine is a common gathering place of the Cult of Matera, who come here to hold fertility ceremonies and to seek the guidance of the oracle. No men (except newborn boys) are allowed to enter the shrine. Major ceremonies occur at the quarter cycle. Prophecies made by the oracle at the third quarter ceremony are considered to be particularly potent.

Shrine of Glory (Halav) --- ---

This shrine is at the back of a box canyon. Here, many circles ago, a tribe of marauding Beastmen was totally wiped out by the Milenians. The bones, rusting weapons, and rotting armor of the dead still litter the ground. In the midst of this carnage stands the *Icon of Halav*, a clay image, finely crafted.

Over the many circles he has been here, the oracle of Halav has covered the walls of the canyon with paintings depicting Halav's greatest victories. Though the oracle is blind, his hand is sure and his imagination keen; the paintings are masterful works of art.

The shrine is one of Halav's favorite places. He often comes here alone to reminisce about the past and ponder the future.

Shrine of Shadows (Zargos) --- ---

This shrine is a darkened cave; the only light being a blood-red glow from the *Icon of Zargos*. Few ever come to this place, as it is greatly feared. Legends state that the oracle of Zargos is of the undead, and as likely to eat you as read your future. It is rumored that the oracle mumbles insanely in the darkness, listening for omens to the wind passing through a mound of skulls. It is also whispered to children on stormy nights that tunnels at the shrine go so far into the ground that they open upon another world of cannibals and screaming fiends. Whatever the case may be, Zargosian magic-users and clerics occasionally visit the shrine to consult the oracle.

Shrine of Whisper Winds (Petra) --- ---

A small, secluded valley makes this shrine difficult to find. A hot spring bubbles at the heart of the shrine, surrounded by stone ledges blanketed by moist, green moss. On one of these flat outcroppings stands the *Icon of Petra*, a clay statuette.

The oracle of Petra was the first of her kind, and is believed to be over 1,000 circles old. She lives in a shallow cave concealed by a stone ledge and overhanging, flowering vines. The oracle is highly regarded, and has been consulted by Emperors, Senators, and generals throughout the history of the Empire.

The Shrine of Whisper Winds is a favorite trysting place of the Immortal lovers Halav and Petra, who enjoy bathing in the pool and lounging upon the moss-covered terraces. They do not take kindly to mortals who spy upon their lovemaking, and have been known to *curse* such brazen individuals with permanent blindness.

Tromeas --- ---

Tromeas is a farming town with a population of 10,000. Much of the food and wares produced here are sold to the garrisons of Fortress Tythus and Fort Lentys.

Tyrnus --- ---

Housing 150,000 people, the city of Tyrnus is second in size only to Corisa. Built on the coast where the River Silvius spills into the Atlass Ocean, Tyrnus is surrounded by thick forests. It has become the logging and wood-crafting capital of the Empire.

The 5,000-man navy of Tyrnus is charged with keeping the shipping lanes to the Traldar Kingdoms open and free of pirates. Because of the skill and tenacity of the Merry Pirates, the naval garrison has not been very successful over the centuries.

Valley of Night --- ---

This is a rocky place of stunted trees and sinkholes, where undead creatures and many other evil monsters dwell. Thick clouds boil above this region, casting the area into deep shadow. Perpetual fog darkens the Valley of Night even more and tricks the eye, making



the gnarled trees and strange rock formations look like leering monsters.

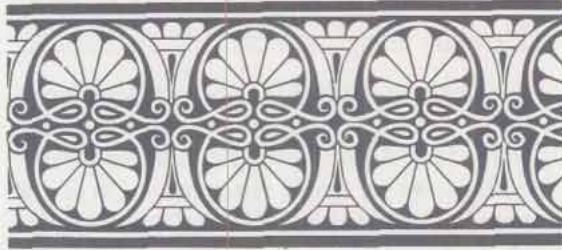
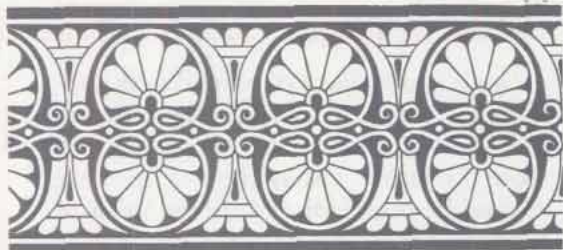
Within the valley stands the Tower of Night. This spiraling tower of obsidian was created by Zargos (alias the Immortal Nyx) to house the dreaded *Book of Zargos*. Clerics and magic-user followers of Zargos, known as Zargosians, occupy the tower, working in their dark laboratories and temples to further the goals of the long-dead Zargos; most notably to extinguish the Hollow World's sun.

An illusion causes the tower look like a huge, dead tree; just like many of the other trees looming in the fog. Exactly what awaits

within the alien structure remains a mystery—no one has ever entered the Tower of Night and returned to tell the tale.

Xarda

Located on the coast due west of Corisa, Xarda is a small fishing town with a population of 5,000. The dockside taverns of Xarda are notorious throughout the Empire as the haunts of pirates, smugglers, and other "undesirables." It is fairly easy to gather a ship's crew here, especially if you don't ask too many questions about their pasts.



Secret Societies

Political intrigue runs rampant in the Milenian Empire. Political assassination does occur; and not even Emperors are immune.

The following are four of the most influential factions struggling to change the status quo. Many other guilds, brotherhoods, and secret societies exist. Generally, however, rather than trying to bring about a major change in the political order, they seek to gain power on a local scale by electing officials who support their cause. Many of these organizations will do whatever is necessary to see that their man is elected, such as rigging the elections, or using force or blackmail.

Cult of Matera

Women cannot own land, and therefore cannot be Citizens of the Empire. In general, women come second in all things to men. While most are content with their role in society, a growing number of women don't like it and are doing something about it.

Centuries ago the Immortal Vanya sensed this discontent, and seized upon it as a means of destroying the Empire from within. While she was a mortal, Vanya was a warrior-princess of the Kerendan people, and fought in the Known World against the Milenian Empire on the Southern Continent. She was captured and forced to become a slave. After suffering at the hands of the Milenians, she eventually escaped and later reached Immortality in the Sphere of Time. Vanya has always held a grudge against the Milenians.

Not long after the Milenians were transported to the Hollow World, Vanya took the form of a woman made of blue light, and appeared in the dreams of the most influential and rebellious women of the Empire. Calling herself simply "Matera," Vanya told the women that she would help them achieve dominion over the Empire, if they would in turn honor her. The clerics of Matera, who are

called Midwives, do not know that they are honoring and receiving spells from Vanya.

The existence of this cult is not secret, but its true motives are. Throughout the Empire, members of the Cult of Matera are regarded as good women who aid in the birthing of babies as Midwives. What is not commonly known is that many women besides Midwives are members, and their goal is to wrest control of the Empire from the hands of men.

The membership of the cult numbers approximately 5,000 and is scattered to the farthest corners of the Empire. Only Midwives openly reveal their membership; they number about 1,000. The remaining 4,000 members are the wives and mistresses of powerful men.

There are no temples to Matera; the women meet in small groups wherever it is most convenient to gather in secret. It is a Milenian custom that a woman who is about to give birth must leave her husband's home and go to a Midwife. This gives the cultists the perfect opportunity to gather without suspicion.

The birth of a girl is a special event for these women. Immediately after birth, the baby is bathed in a magical concoction known as the "Tears of Matera." The magical bath affects approximately 10% of these babies, granting them the innate power to *hypnotize* men one time per sleep (see Clerics of Matera, p. XX in the *Player's Book*, for more information). Women with this power are regarded as being "chosen" by Matera, and usually go on to become Midwives (i.e. clerics).

The followers of Matera are subtle and cunning. Through their power and guile, they now control nearly one-third of the Senators. The Emperor's wife, Myrina, is secretly the highest ranking Midwife in the cult. (Due to the magical protections of her husband's imperial mages, Myrina wisely does not try to use her *hypnotize* ability on the Emperor, as it would likely be detected and give her away.) When the women finally have control of the Senate, the Emperor will be "removed," and Myrina will unanimously be voted the first

Empress of the Milenian Empire!

Of course, the women's plan has not gone totally unnoticed. Hearing strange rumors through their networks of spies, a few Senators have become suspicious. A secret imperial investigation has begun. It is now a race: Will the Emperor and Senators uncover the conspirators and their plot, or is it already too late?

Female player characters can be clerics of Matera, as described in the *Player's Book*. However, like other Midwives, player characters should not be aware that Matera is also Vanya. How much these player characters know about the cult's influence over the Senate is up to the DM. They might only be aware of the cult's general goals: To gain independence for women and control over men.

The Followers of Zargos

Over a century ago, a wizened old man came to the Academy of the Arcane in Corisa and petitioned for membership. He claimed to be a scholar named Zargos from Laroun, where he studied magic alone for many years. Zargos demonstrated spells never seen before—he was quickly admitted and given a teaching position at the Academy.

The old man was not what he seemed. In truth, Zargos was a mortal form of Nyx, an Immortal of Entropy. Nyx wanted to bring darkness to the Hollow World so that her undead minions and other creatures of the night might flourish.

It was not long before Zargos/Nyx began teaching a strange philosophy: That the magic of the Milenian mages of the first Empire (in the Known World) was more powerful than that of today due to an anti-magical effect of this world's sun. Zargos claimed that the Academy should put all of its efforts to dimming or extinguishing the sun, and thus plunging the Empire into an eternal night where magic could flourish unhindered.

This theory horrified most academicians. A world with no sun? How would the crops

grow? The masses would starve and die! But most frightening of all, surely this would call down the wrath of the Immortals, who would no doubt quickly obliterate the Empire for its audacity.

The Academy was split by the issue. Many called for the expulsion of Zargos, while others flocked to him as a sage. Tension reached the breaking point with the coming of the "Sleep of Darkness."

Once every 1,000 circles the Floating Continents align and eclipse the sun, causing a shadow that covers the Milenian Empire for one sleep. Zargos (being an Immortal) knew the exact moment of this event. Calling an assembly of the Academy, Zargos intoned a "spell" as a demonstration of his "power" over the sun: To everyone's horror, the sun dimmed and the world became dark.

Having lived all of their lives in sunlight, the Milenians were terrified. Riots ensued and the Empire nearly tore itself apart. The mages feared Zargos's power, but knew he was insane and must be killed. The Immortal had not anticipated such a violent reaction, and was caught off guard. Zargos died laughing.

Nyx appeared in the dreams of her followers at the Academy in the form of Zargos. The chosen followers believed Zargos had become an Immortal. The old man told them to leave the Academy, and told them how to find the Tower of Night. Here, the followers discovered the *Book of Zargos*, and continued the dead sorcerer's research. . . darkness may yet come to the Hollow World.

Potent magical wards have prevented the Tower of Night from being discovered by the Empire. Those who fled the Academy became known as the "Followers of Zargos," or more commonly, "Zargosians." These magic-users (and some clerics), who wear heavy black robes adorned with tinkling bells and clattering bones, are greatly feared. Over the years, some of them have even been captured and burned by superstitious townsfolk. For this reason, Zargosians are very secretive and seldom en-

countered in populated areas. They rely on spies and other hirelings for news of the Empire, especially with regard to the Academy of the Arcane.

Clerics of Zargos

Because of their evil nature, clerics of Zargos are controlled by the DM as NPCs. They should be used as the enemies of the player characters.

Some of those who left the Academy gave up their study of magic to become clerics of Zargos. They believe that Zargos grants them their spells, and do not know that Zargos is really Nyx.

Benefits: In addition to their normal spell casting abilities, at 1st level, clerics of Zargos can cast a *darkness* spell (a reversed *light* spell) once per sleep; at 2nd level twice per sleep; and at 3rd and higher levels, three times per sleep. Though not undead themselves, these clerics can, at 5th level, control undead as a

liege (see the *Rules Cyclopedia* page 217).

Penalties: Due to exposure to the *Book of Zargos*, sunlight burns them, causing 1 hit point of damage per round. Normal light (such as from a candle or torch) or magical light has no special effect; only the rays of the sun harm them in this way. Zargosians wear heavy robes to protect their pale skin.

Cultural Weapons: Zargosian clerics may use the mace, short sword, sling, and spear.

Cultural Armor: They may wear leather or cuir-boulli armor and helmets. Though they can use round shields, they typically do not.

Sorcerers of Zargos

As with the clerics of Zargos, these magic-users are only NPCs. They are too evil, destructive, and feared to be effective player characters.

The Sorcerers of Zargos are greatly concerned with unlocking the secrets of the *Book*



of Zargos. Their ultimate goal, and that of the clerics as well, is to destroy the sun, bringing eternal darkness to the Hollow World.

Benefits: Because they possess the *Book of Zargos*, these sorcerers have access to a few spells not normally found in the Hollow World. Zargosian sorcerers (of the appropriate level) automatically add to their spell books the following spells: 1) *shield*, 5) *lightning bolt*, 9) *animate dead*, and 12) *weather control*.

Penalties: Due to exposure to the *Book of Zargos*, sunlight burns them, causing 1 hit point of damage per round. Normal light (such as from a candle or torch) or magical light has no special effect; only the rays of the sun harm them in this way. Zargosians wear heavy robes to protect their pale skin.

Cultural Weapons: Zargosian sorcerers may use the dagger and staff.

Cultural Armor: They wear no armor and do not carry shields.

The Kings of Milenia

There exists a group of 13 powerful Citizens who believe they have the hereditary right to rule the Empire. Having failed to climb the political ranks, these men have sought another means of gaining power outside the established system. Using ancient genealogies and history texts (and often a bit of creative forgery), these 13 Citizens have traced their ancestry back to the ancient Tradaran kings.

Calling themselves the "Kings of Milenia," these men have formed a rebel organization based in the southern coastal city of Pelai. Here, where anti-imperial sentiment was already the norm, the 13 "kings" found eager followers. The kings also have the backing of the Traldar Kingdoms to the north, whose leaders see this as the perfect opportunity to bring the Milenian Empire under their sway.

The kings have about 1,000 followers in Pelai, and another 1,000 scattered throughout

the Empire. Though their army is small, it is well equipped. The Traldar Kingdoms secretly gave them a gift of 13 war galleys, which prowl the shipping lanes of the Empire disguised as vessels of the Merry Pirates.

The kings' goal is to spread discontent throughout the Empire, and declare open rebellion when they feel the time is right. To achieve this, they send out their followers as bandit/terrorists. In gangs of 10-100 men, these bandits steal cargoes on land and sea, burn fields of grain, perform political assassinations, and spread terror and destruction in general. They are particularly adept at stealing the monthly payrolls shipped from Laroun to the garrisons of both Pelai and Pharos. This greatly lowers the morale of these soldiers, and shakes their faith in the Empire. When the call for rebellion is raised, the kings are certain that the populations of both Pelai and Pharos will stand with them.

When (and if) the rebellion is successful, the kings plan to place themselves as the rulers of 13 different city-states. Dividing the Empire would likely lead to bickering among the kings, and almost certainly a dark age for the Milenians. Their enemies would find them ripe for conquest indeed.

The Emperor is aware of the rebels. Spies have already infiltrated the kings' followers. As soon as all of the kings and their supporters are identified, they will likely "disappear." However, the Empire acts slowly, and the 13 kings are impatient. A rebellion may yet spread through the land like thunder . . . or disperse like wisps of fog.

The Kleonites

A decade ago, a slave named Kleon was publicly flogged to death for striking his master. Kleon's master, Archeos, was a wealthy Citizen of Corisa with a reputation as being a cruel slave owner. The incident began when Archeos beat Kleon's pregnant wife, causing her to lose the baby. Overcome with grief and

anger, Kleon struck his master and tried to strangle him. Archeos survived and saw to it that Kleon was executed.

At that time, there already existed in the Empire an underground movement of slaves whose goal was to overthrow their oppressors and claim independence for themselves. Kleon was heralded as a martyr to the cause. The rebellious slaves took the name Kleonite to describe themselves and honor the dead slave. Membership in this secret society has swelled to approximately 20,000.

There are about 5,000 Kleonites in the southern city of Laroun, where their leader, Strabos, works in the limestone quarries. The remaining 15,000 Kleonites are scattered around the Empire.

When the Kleonites take aggressive action, it is usually against especially cruel masters. The slaves are subtle, disguising the killings as accidents or political assassinations. For the moment, however, aggression is not their main objective. Strabos and his followers are patient. They realize that as the Empire grows it becomes more and more dependent upon slaves to feed it and build it. The Empire's expansion shall be its undoing. One step, it will have spread itself too thin. Disgruntled slaves will greatly outnumber their masters, the imperial garrisons will be stationed even farther from the Empire's core. Then, at the capital city, rebellion will burst forth with the strength of a volcano.

The Kleonites are expert at gathering and spreading information. Many of them are the slaves of Senators, and even the Emperor himself. Their eyes and ears are always open. Spoken in passwords and hushed whispers, news travels across the empire by the slaves of cargo ships and wagons.

The Empire is fully aware that many of its slaves are discontent, but has no idea of the extent of the Kleonites' subversive activities. In the arrogant eyes of the Empire, this secret society is not a threat.

Milenian Coins

Abbreviations

copper medallion = cm	copper emperor = ce
silver medallion = sm	silver emperor = se
electrum medallion = em	electrum emperor = ee
gold medallion = gm	gold emperor = ge
platinum medallion = pm	platinum emperor = pe

Conversions

1 ce = 100 cm	
1 se = 100 sm = 1000 cm	
1 ee = 100 em = 500 sm = 5000 cm	
1 ge = 100 gm = 200 em = 1000 sm = 10,000 cm	
1 pe = 100 pm = 500 gm = 1000 em = 5000 sm = 50,000 cm	

NPC Name Generator

Step 1: Roll 1d10 to determine the column.

Step 2: Roll 1d20 to determine the name.

Step 3: Roll 1d12 to find a male or female suffix.

Any parenthetical letters are optional.

	1-2	3-4	5-6	7-8	9-10
1	Abas-	Del-	Hephaes-	Laris-	Pind-
2	Aegos-	Demos-	Hermo-	Liber-	Plat-
3	Alex-	Dion-	Hero-	Lycos-	Pol-
4	Andro-	Dor-	Hest-	Lyrus-	Pyth-
5	Antigon-	Drac-	Hiero-	Mardon-	Tal-
6	Ares-	Eion-	Idaen-	Menan-	Rox-
7	Bal-	Epamin-	Ion-	Min-	Sala-
8	Bor-	Epichar-	Isocrat-	Myconos-	Sard-
9	Brul-	Eubon-	Issos-	Narat-	Solom-
10	Buchar-	Eumen-	Ix-	Ner-	Tars-
11	Carac-	Flav-	Jas-	Neras-	Tass-
12	Cartag-	Grai-	Kara-	Nico-	Thess-
13	Cass-	Galen-	Keos-	Ole-	Tiren-
14	Cer-	Gell-	Keri-	Olyn-	Tych-
15	Char-	Grani-	Kleom-	Palem-	Tyr-
16	Corin-	Hadr-	Koss-	Pan-	Vel-
17	Cyren-	Hal-	Knoss-	Pell-	Vix-
18	Cyrus-	Hecat-	Kron-	Perin-	Xanthip-
19	Dar-	Heli-	Lace-	Phaist-	Xen-
20	Dek-	Herac-	Laer-	Phillipp-	Xer-

	Male Suffixes	Female Suffixes
1	-(d)as	-(cn)a
2	-(an)der	-(m)a
3	-(th)enes	-(r)a
4	-(cl)es	-(m)e
5	-(n)om	-(n)c
6	-(e)on	-ea
7	-(i)on	-(l)ia
8	-(ph,th)on	-(t)ia
9	-(i)os	-(tr)ia
10	-(n)os	-(m)is
11	-(i)us	-(n)is
12	-(e)us	-(o)pe

Personalities

The following are some of the movers and shakers within the Empire. Some seek to keep the Empire functioning like a well-oiled machine, while others seek to throw a wrench in the works and bring about change for their own purposes. In either case, these people affect the daily lives of nearly all Milenians.

Amnethon of Corisa

High Magus of the Imperial Academy of the Arcane

History: Amnethon was born 53 circles ago into the family of a commoner living in the city of Corisa. His father worked as a scribe, and taught his brilliant son how to read and write at the astounding age of three. Because of his intellect, Amnethon received an education with the most talented philosophers of that time, an education that his father could not normally have afforded.

At 12 years of age, Amnethon became the youngest pupil ever accepted into the Imperial Academy of the Arcane. His comprehension of magic even surpassed his acute aptitude for the sciences. Over the circles that followed, he rose through the ranks of the academy, eventually becoming its High Magus (i.e. headmaster). Amnethon has held this position for 23 circles.

As High Magus, Amnethon serves as the Emperor's personal mage and counselor on matters of a magical nature. He is also responsible for the training of battle-mages, those students of the Academy who also serve in the Imperial Army.

Personality: Amnethon is a spritely old man with a good heart and a keen eye. He pursues the study of magic as if it were his own personal religion. Even so, he is a devout follower of both Halav and Petra.

Amnethon can be a grueling taskmaster at times, but he truly cares about the welfare of

his staff and students. He is slow to anger, and prefers to think things through rather than making snap decisions.

Appearance: Amnethon is clean-shaven and wears his gray hair clipped close to his scalp. His eyes are piercing and blue, and seem to reveal his good-nature. He is of average height and weight.

The High Magus wears a linen tunic dyed blood-red and a black linen skullcap embroidered with silver sigils that denote his lofty position. The skullcap is magical (see below). Amnethon is seldom seen without his staff of blue glass, which is a *staff of wizardry*.

DM Notes: Amnethon is a loyal Citizen of the Empire, and is quite fond of Emperor Andronius. He does not care for Myrina, the Emperor's wife, whom he suspects of being a wolf in sheep's clothing.

Despite the fact that Amnethon is good to his colleagues and students, and has done much for the Academy, he has several rivals for his position. The main fault they see in Amnethon is that he refuses to use the Academy's resources to delve into the darker side of magic and use slaves as experimental subjects. These rivals have formed a secret cabal to pursue such experiments, and occasionally (whether intentionally or not) unleash monsters and magical mishaps upon the city of Corisa. These incidents serve to discredit Amnethon, who is ultimately held responsible, as he is the High Magus.

Combat Notes: Amnethon is a 29th level magic-user: AC 5 (*ring of protection* +4); hp 46; MV 120' (40'); #AT 1; Dmg 2d6 +1 (*staff of wizardry*); Save M29; ML 8; AL L; S 9, I 18, W 15, D 10, Co 11, Ch 14. Languages: Jennite, Milenian, Neathar, Nithian, Traldar. General Skills: alchemy +2 (I+2), alternate magics +1 (I+1), knowledge (Milenian history, I), knowledge (Milenian legends, I), knowledge (Milenian philosophy, I), leadership (Ch), magical engineering +1 (I+1), persuasion (Ch), storytelling (Ch).

Spells Carried: 8/8/7/7/7/6/6/5/5.

1st—analyze, darkness, detect magic (× 2), light, protection from evil, read magic, sure strike. 2nd—continual light, detect evil, knock, levitate, locate object, phantasmal force, web, wizard lock. 3rd—create air, dispel magic, fly, haste, infravision, protection from normal missiles, sunstrike. 4th—clothform, curse, growth of plants, remove curse, shrink plants, wall of fire, wizard eye. 5th—dissolve, harden, passwall (× 2), wall of stone (× 2), woodform. 6th—anti-magic shell, flesh to stone, move earth, projected image, stone to flesh, stoneform. 7th—ironform, magic door (× 2), magic lock (× 2), statue. 8th—clone, dance, permanence, steelform, symbol. 9th—contingency, heal, immunity, shapechange, survival.

Magical Items: staff of wizardry, ring of protection +4, ring of spell turning, talisman of the chimera, talisman of the golem (obsidian), and the skullcap of the High Magus, which acts as a helm of reading.

Dagos of Xarda

Lord High Priest of Milenia

History: In the small coastal town of Xarda, Dagos was born into a fisherman's family 28 circles ago. Here, as a boy, he helped his father, older brothers, and uncles repair their nets and clean their catches for market. The docks of Xarda are a tough place for anyone, but especially for a timid boy such as Dagos. He was often bullied and teased, sometimes even by his own family. Even so, Dagos did not become bitter, but remained good-natured and strong-hearted.

Dagos soon realized that his future was not to be found in nets, but in books and study. When not working for his cruel father, he spent his time with an elderly priest of Halav, who tended a local shrine. The priest saw the untapped potential within Dagos, and taught the boy to read and write. In return, Dagos helped the old man tend the shrine, and

quickly became a devout follower of Halav.

On his twelfth birthday, Dagos was initiated into the priesthood of Halav in Corisa. During the ceremony, Dagos received a vision: A face of gold appeared above him like the sun. Its shimmering lips moved like liquid fire, and the face spoke, "Dagos, remain true to your faith, and soon you shall wear my visage."

Dagos did indeed remain true to his calling. His swift rise through the hierarchy of the church was unprecedented, and seen as the will of the Immortals. When the previous high priest passed on, Dagos became the youngest high priest in the religion's history at the age of 23.

During the ceremony in which Dagos became High Priest, a golden helm with the face of Halav appeared on his head. Tales of this miracle are told throughout the Empire even today.

Personality: Dagos is a good man who would die to uphold his religious faith. He deeply loves his wife, Helentia, who is herself the High Priestess of Petra. Their union and leadership of the combined religions of Halav and Petra is seen as a compelling omen that the Empire will continue to prosper for many, many circles.

Dagos is also faithful to the Emperor and Senate. He sees the government as the appropriate means to meet the worldly needs of the populace, while his religion meets the Empire's spiritual needs.

Dagos respects Amnethon, but believes the High Magus has too much influence over the Emperor. Dagos also holds Amnethon responsible for the recent magical mishaps that have been occurring around the Academy of the Arcane.

Appearance: Dagos is of average height and weight with brown eyes, brown hair, and olive-colored skin. He is a regal figure and presents an air of authority.

The High Priest wears a fine linen tunic dyed purple with the symbol of Halav (a sword upon an anvil) embroidered in gold. He also

wears leather sandals and the golden *Helm of Halav*. He seldom dons armor or carries weapons within the temple.

DM Notes: Dagos does not yet know that the Cult of Matera honors Vanya. However, he has been receiving omens from the Immortal Halav which have made him suspicious of this cult. Dagos has begun his own investigation into the cult's activities.

Combat Notes: Dagos is a 23rd level cleric of Halav (see the *Adventurer's Guide* for benefits and penalties): AC 1 (*cuir-boulli* +2, *shield* +3); hp 52; MV 90' (30'); #AT 1; Dmg 1d6+3 (*spear* +3 of returning) or 1d6+1 (*short sword* +1); Save C23; SA *spear* (+2 to hit, +1 damage); ML 12; AL L; S 13, I 12, W 18, D 10, Co 15, Ch 14. Languages: Milenian, Neathar. General Skills: ceremony +2 (Halav, W+2), ceremony +1 (Petra, W+1), healing (I), knowledge (Milenian theology, I), leadership (Ch), persuasion (Ch).

Spells Carried: 7/7/6/6/5/4/4.

1st—*cause fear, cure light wounds, detect evil, detect magic, light, protection from evil, purify food and water.* 2nd— *bless (×2), find traps, resist fire (×2), silence 15' radius, speak with animal.* 3rd—*continual light, cure blindness, cure disease, locate object, remove curse, striking.* 4th—*create water, cure serious wounds, dispel magic, neutralize poison, protection from evil 10' radius, speak with plants.* 5th—*create food, cure critical wounds (×2), dispel evil (×2).* 6th—*animate objects, barrier, cure all, remove barrier.* 7th—*earthquake, holy word, restore, survival.*

Magical Items: *cuir-boulli* +2, *shield* +3 of electricity, *spear* +3 of returning, and *short sword* +1. Dagos wears the *Helm of Halav* (see page 36).



Helentia

Lady High Priestess of Milenia

History: Twenty-six circles ago, Helentia was born to the family of a wealthy Citizen of Corisa. Her father was a renowned playwright and actor. Helentia grew up around the theater and became an accomplished singer.

At an early age, she became interested in religion, particularly that of Petra. Helentia was often called upon to sing hymns before the entire congregation; many claimed she had the voice of an Immortal.

Much to her father's regret, Helentia gave up a career in theater to pursue the life of a cleric of Petra. During her initiation ceremony, she received a vision: The beautiful face of a woman appeared above Helentia like a huge, silver sun. The perfect, shiny lips parted, and the face spoke, "Helentia, remain true to your faith, and you shall wear my visage."

Helentia climbed swiftly through the hierarchy of the order. At 23, she became the youngest woman ever to be made High Priestess. During the ceremony in which she was named High Priestess, a silver helm with the face of Petra appeared upon her head. Only two circles before, a similar miracle happened to Dagos, the High Priest. The will of the Immortals was obvious and could not be denied—Dagos and Helentia were soon husband and wife. The religions of Halav and Petra were united in blood, as well as in spirit, and the people's faith grew strong.

Personality: Helentia is a natural leader with a good heart and strong mind. She is a devout cleric of Petra, and would willingly give up her life in service to that Immortal.

Helentia dearly loves her husband, Dagos. Her views about the interaction of religion and the Empire are very similar to those of her husband, Dagos.

The High Priestess has little respect for Myrina, the Emperor's wife. At social gatherings, the two women often exchange unflatter-



ing comments, and sometimes even vaguely disguised threats.

Appearance: Helentia is a beautiful young woman of average height and weight. Her long brown hair is typically worn braided with engraved bands of silver. She has bright brown eyes and lightly olive-toned skin.

The High Priestess wears a linen gown dyed bright blue with the symbol of Petra (a circular shield with a round boss in the center) embroidered in silver. She also wears silk slippers and the silver *Helm of Petra*.

DM Notes: Helentia has recently received numerous omens from Petra, which she has interpreted as a warning against Myrina, the Emperor's wife. She now has spies watching Myrina, and may eventually uncover Myrina's involvement in the Cult of Matera.

Combat Notes: Helentia is a 17th level cleric of Petra (see the *Adventurer's Guide* for benefits and penalties): AC -1 (*cuir-boulli* +2, *shield* +3, *Dex*); hp 44; MV 90' (30'); #AT 1; Dmg 1d6 +3 (*javelin* +3 of flaming)

or 1d6 +1 (*short sword* +1); Save C17; SA javelin (+2 to hit, +1 damage); ML 12; AL L; S 14, I 11, W 18, D 16, Co 13, Ch 17. Languages: Milenian, Neathar. General Skills: ceremony +1 (Halav, W +1), ceremony +2 (Petra, W +2), healing (I), knowledge (Milenian theology, I), leadership (Ch), singing (Ch).

Spells Carried: 6/6/5/4/4/3/1.

1st—*cure light wounds*, *detect evil*, *detect magic*, *light*, *protection from evil*, *purify food and water*. 2nd—*bless* (×2), *resist fire* (×2), *silence 15' radius*, *speak with animal*. 3rd—*continual light*, *cure blindness*, *cure disease*, *remove curse*, *striking*. 4th—*cure serious wounds*, *dispel magic*, *neutralize poison*, *protection from evil 10' radius*. 5th—*create food*, *cure critical wounds* (×2), *dispel evil*. 6th—*barrier*, *cure all*, *remove barrier*. 7th—*holy word*.

Magical Items: *javelin* +3 of flaming, *short sword* +1, *shield* +3 of haste, and *cuir-boulli armor* +2. Helentia also wears the silver *Helm of Petra* (see page 36).

Myrina

Wife of Emperor Adronius

History: Twenty-seven circles ago, Myrina was born in a wealthy home standing on the lush slopes of the Emperor's Walk. She, like her mother and grandmother before her, was initiated into the Cult of Matera as a child. At birth, Myrina was affected by the magical bath called the "Tears of Matera," which gave her the ability to *hypnotize* power one time per sleep that affects men only.

Believing herself to be one of Matera's chosen, Myrina became a devout follower and eventually a midwife (i.e. cleric). Her charm, beauty, and wisdom enabled her to rapidly rise through the hierarchy of the order. By the age of 24, she reached the pinnacle of the cult, and secretly became known as "Matera's Handmaiden."

Even before she became a midwife, Myrina's beauty and musical aptitude were well known. She often entertained visiting dignitaries from Corisa. In this way, she met Emperor Adronius. Smitten by her, the young Emperor took Myrina, who was then only 14, as his wife without delay (possibly due in part to her *hypnotize* ability).

While married to the Emperor, Myrina has secretly continued to follow the ways of the Cult of Matera. As their plot unfolds slowly, Myrina and her followers look forward to the day that she is named Empress of Milenia.

Personality: Myrina is wise and cunning. She knows how her stunning beauty affects men, and how to use it as an advantage. She can easily make the Emperor jealous, and thus bring about the doom of any man who offends her by pretending to be attracted to him.

As the wife of the Emperor, Myrina has considerable "unofficial" power. Over the years, she has done much to advance the goals of the Cult of Matera, making this secret society one of the most influential in the Empire.

Even so, the Emperor seldom seeks her ad-

vice on matters of state, being as she is a "mere woman." He is much more content to write and sing songs for her (which secretly make her cringe).

Appearance: Myrina is of average height and weight with a voluptuous figure. Her shiny black hair is always done up in the latest fashion. Songs (including many better than those of the Emperor) have been written about her smooth, olive-colored skin and her deep brown eyes.

Myrina wears only the finest gowns, seldom wearing the same one twice. She adorns herself with some of the most spectacular jewelry in the Empire, or anywhere else for that matter.

DM Notes: Though the Emperor and few Senators have become suspicious of the Cult of Matera, they do not yet suspect that Myrina is involved, let alone that she is the cult's leader.

To her closest friends, Myrina is known as a romantic who often has private "audiences" with some of the most handsome celebrities of the Empire. It is possible that she might take a liking to one of the male PCs in this way, much to that character's regret if the Emperor should ever get wind of it.

Combat Notes: Myrina is a 16th level cleric of Matera (see the *Adventurer's Guide* for benefits and penalties): AC 4 (*ring of protection* +3, Dex); hp 37; MV 120' (40'); #AT 1; Dmg 1d4 +2 (*needle dagger* +2); Save C16; ML 8; AL N; S 8, I 14, W 17, D 16, Co 10, Ch 18. Languages: Neathar, Milenian, and Nithian. General Skills: acting (Ch), ceremony (Matera, W), deception (Ch), detect deception (W), healing (I), knowledge (Milenian etiquette, I), music (stringed instruments, Ch), singing (Ch).

Spells Carried: 6/5/5/4/4/3.

1st—*cure light wounds, detect magic, light, protection from evil, purify food and water, remove fear.* 2nd—*bles, blight, resist fire, silence 15' radius, speak with animal.* 3rd—*continual light, cure blindness, cure disease, remove curse, striking.* 4th—*cure serious wounds, dispel magic, neutralize poison,*

speak with plants. 5th—cause critical wounds, cure critical wounds (×2), dispel evil. 6th—barrier, cure all, remove barrier.

Magical Items: Myrina has a *ring of protection +3* and a *needle dagger +2*.

Pythion of Dophius

"King" of Milenia

History: Forty-three circles past, Pythion was born in the home of a wealthy and respected Citizen of the city of Dophius. Here, Pythion received an excellent education and wanted for nothing...except power.

Pythion put all of his effort into meeting the right people and making the right friends; all in an attempt to establish a political career. When his legitimate efforts failed, he resorted to illicit and desperate measures—bribery, intimidation, and even assassination. Unfortunately for him, the public saw through his smooth veneer to the rotten core beneath. Pythion never won an election of any sort.

Having failed to gain power through the established order, Pythion decided to go about destroying the Empire and building his own political system. He hired a scribe to trace his family tree, in the hope of finding a blood tie to the kings of ancient Traldar. When the scribe could find no legitimate connection, Pythion paid him to forge documents, thereby giving him "proof" of his royal heritage.

Realizing that strength lies in numbers, Pythion approached 12 other men whom he knew to have similar feelings toward the Empire. Three of them have real family ties to the ancient kings, as discovered by Pythion's scribe. Those who do not were also given forged documents. In this way, the secret society known as the Kings of Milenia was born.

The "kings" discovered sympathetic ears in the town of Pelai, where their underground movement is based. Though Pythion resides on his family estate in Dophius, he often travels to Pelai to meet with his conspirators and

plot rebellion. The 13 kings consider themselves equals, though Pythion is accepted as their leader and spokesman.

During the time that he was establishing the Kings of Milenia, Pythion began an intense study of magic. He discovered he had an aptitude for the arcane arts, and realized that magic could greatly aid him in his quest for kingship.

Personality: Pythion thirsts for power, both magical and mundane, and will do anything necessary to quench that thirst. He gets what he wants through intimidation and brute force, though he typically attempts bribery before resorting to threats. Pythion seldom lives up to his promises, and can be quite treacherous, even murderous.

People who meet Pythion can usually sense his evil determination. Some oppose him, while others follow him out of a fearful respect. Not even his fellow "kings" trust him, and keep a close eye on him through their spies. Pythion spies upon them also.

Appearance: Pythion is of average height, but very thin and emaciated. His hair is short and black, and his skin is very light (for a Milenian) and splotchy. Pythion's left eye is blind and glazed over with a milky film. As he does not wear a patch, people speaking with Pythion often find their attention drawn to his deformity, which angers him greatly.

Pythion wears the brightly colored tunic of a wealthy Citizen. He always carries a concealed dagger and a vial of poison (save vs. poison or die). When he secretly meets with the other Kings of Milenia, Pythion wears a crown of gold and silver.

DM Notes: Pythion and the other Kings of Milenia are the secret leaders of a rebel movement to overthrow the Empire. Their ultimate goal is to place themselves as the kings of 13 city-states, and re-establish the monarchy of their Tradaran ancestors.

Combat Notes: Pythion is a 7th level magic-user: AC 9; hp 18; MV 120' (40'); #AT 1; Dmg 1d4+1 (*dagger +1 of draining*); Save M7; ML 10; AL C; S 9, I 17, W 12, D 10, Co 9, Ch 13. Languages: Milenian, Neathar, Nithian, Traldar. General Skills: alchemy (I), deception (Ch), detect deception (W), intimidation (S), knowledge (Milenian history, I), knowledge (Tradaran history, I), magical engineering (I).

Spells Carried: 3/2/2/1.

1st—*darkness, detect magic, light*. 2nd—*phantasmal force, web*. 3rd—*protection from normal missiles, slow*. 4th—*wall of fire*.

Magical Items: *dagger +1 of draining*.

Krameos of Tyrnus

Senator

History: Krameos was born into one of the Empire's wealthiest families 32 circles ago. The family estate consists of hundreds of acres of timberland near the city of Tyrnus. Krameos's great-grandfather made the family fortune in logging, and the business continues.

Krameos received a fine education, and showed an aptitude for politics and military tactics. After a short stint in the Imperial Army as a low-ranking officer, he began his political career in earnest.

His family had many contacts throughout all levels of the government. When combined with Krameos's military connections, and the family wealth, it was not long before he was elected Senator.

Krameos has served the Empire faithfully for six circles, and is up for re-election this circle. Only the people of Tyrnus, the city he represents, can vote for him. With the continued growth of the Empire, the lumber industry in Tyrnus is booming, which helps all of the people of the city prosper. If he can live up to his promises to protect fisherman and cargo shipments from the Merry Pirates, he is almost certain to be re-elected.

Personality: Krameos has a keen wit, and is an excellent public speaker. He is determined to continue his career in politics; he even has his sights on the imperial throne.

Unlike most politicians throughout the Empire, Krameos never resorts to such brutal tactics as intimidation or assassination. However, in the past, he has relied heavily on mud-slinging campaigns—Krameos has an extensive spy network whose job is to uncover "dirt" on his opponents.

Appearance: Krameos is of average height and about 20 pounds overweight. He is balding with brown, short-cropped hair. His skin is a deep olive color, and his eyes are brown.

Krameos wears the clothes of a Senator: a fine linen tunic dyed bright green with gold embroidery and leather sandals. He always carries a dagger concealed beneath his tunic.

DM Notes: The Senator's re-election is almost a certainty. But Krameos is not one to take chances.

He recently became suspicious of several of his fellow Senators. Krameos is beginning to piece together the plot of the Cult of Matera, whose members have taken control of nearly one-third of the Senate through magical charms and guile. Krameos brought his suspicions before the Emperor, who ordered him to spearhead an official investigation.

If Krameos should uncover the plot, he will be seen as a hero. With such a victory, he might even gain enough of the Senate's support to be elected Emperor (and the current Emperor would have to be "removed").

Combat Notes: Krameos is a 5th level fighter: AC 9 (5 in cuir-boulli armor and shield); hp 31; MV 90' (30'); #AT 1; Dmg 1d4 (*dagger*); Save F5; ML 6; AL N; S 14, I 13, W 9, D 12, Co 15, Ch 16. Languages: Milenian, Neathar, Traldar. General Skills: knowledge (philosophy, I), law and justice (Milenian, W), leadership (Ch), military tactics (I), persuasion (Ch), profession (politics, I).

Magical Items: None.

Strabos

Secret Leader of the Kleonites

History: Fifty-three circles ago, Strabos was born in the fields of a peasant farmer near Laroun. Here, he lived and worked with his large family until the age of 13. It was then that disaster fell upon the family of Strabos.

Strabos's father, Pelius, was a good man who paid his taxes and always had enough left to feed his family. Early one sleep, a frightened boy came running across Pelius's fields. The young lad was missing an ear, to which he held an old rag crusted with dried blood. Between sobs and gasps for breath, the boy explained how his hateful master had taken his ear because the boy had spilt a flagon of wine. Pelius owned no slaves, believing that every man should be free. He graciously took the boy, Andion, into his family, though he knew the risk.

Over the many sleeps that followed, Strabos

and Andion became as brothers. But soon the boy's old master happened by Pelius's farm. Andion was discovered and publicly executed. Charges were brought against Pelius for harboring an escaped slave. The hateful master was a powerful Citizen with many connections—Pelius and his entire family were separated and forced into slavery.

Strabos was sold to a wealthy Citizen who owned a quarry south of Laroun. Here, cutting and hauling slabs of limestone, Strabos has spent his entire adult life.

Many would have simply submitted to their fate, but Strabos is a man of ideals and actions. He secretly became a follower of Koryis, an Immortal of the Sphere of Thought who has an interest in freeing enslaved mortals. Strabos soon became a cleric of Koryis. His wise words were whispered across the Empire to the ears of slaves eager for guidance and independence. It was not long before Strabos had a strong following, which would come to be known as the Kleonites.



Personality: Strabos has not forgotten what it is to be free. He is a wise man with an unbreakable spirit. He will not rest until all slaves of the Empire are free.

Though a natural leader, Strabos does not relish his power over others. People follow him willingly. To many, Strabos is a mythical figure, something like a living Immortal. This is due partly to the fact that few ever get to hear him speak or see him in person. For the most part, his words are spread by word of mouth. This also helps to keep his identity secret from those who would have him killed.

Slaves content with their lot who meet Strabos go away feeling uneasy. Perhaps they have seen in his eyes the freedom they are missing.

Appearance: Strabos stands 5'8" tall and weighs 155 pounds. His wisdom and pain are evident in his weary eyes and hardened muscles. His long gray hair is tied behind his head by a ring of engraved tin; his only adornment. Strabos wears the off-white tunic of coarse cloth common to slaves, along with leather sandals.

DM Notes: Because only his closest allies know who he is and where to find him, the humble Strabos is a legendary figure throughout the Empire. Even so, the rulers of the Empire consider him to be just another slave, though one talented at philosophizing and bemoaning his servitude. Strabos and the growing number of Kleonites are not taken as a serious threat . . . yet.

Combat Notes: Strabos is an 8th level cleric of Koryis: AC 9; hp 28; MV 120' (40'); #AT 1; Dmg 0 (punch); Save C8; ML 12; AL L; S 14, I 12, W 16, D 11, Co 12, Ch 16. Languages: Milenian, Neathar. General Skills: ceremony (Koryis, W), endurance (Co), labor (stonecutting, I), leadership (Ch).

Spells Carried: 3/3/2/1.

1st—*cure light wounds, purify food and water, remove fear.* 2nd—*bless, silence 15' radius, speak with animal.* 3rd—*cure blindness, cure disease.* 4th—*cure serious wounds.*

Magical Items: None.

Tythus

Lord High General of the Imperial Army

History: Tythus was born a Senator's son 33 circles ago. Growing up in the capital city of Corisa, he lived a pampered life and received the best education money could buy. He was an excellent student with a special aptitude for military history, strategy, and philosophy. Tythus was more interested in leading armies of men than pursuing the political career his father wished for him.

When Tythus reached the age of 17, his father was assassinated by a rival. This tragic event turned Tythus even further away from a political life, and he eagerly joined the Imperial Army.

With his education and talent, Tythus quickly rose through the ranks to become an officer. At the age of 25, he led a garrison of 20,000 against an invading Jennite army twice this size. Because of Tythus's brilliant strategy, and the great respect his men had for him, he was responsible for outflanking and crushing the swift cavalry of the Jennites. In Corisa, songs were sung of the hero called Tythus.

In the following circle, he had many smaller victories against both the Jennites and Tanagoro. During this period, the eastern-most fortress of the Empire was completed and named in honor of Tythus. Shortly thereafter, Tythus was promoted to the ultimate military rank—Lord High General.

Personality: Tythus has gained such respect from his soldiers that any of them would die for him without hesitation. This is because Tythus is a good leader who respects his men in return, and truly cares about their welfare. He does not consider any of his soldiers "expendable," and would sooner order a retreat than see them die needlessly. To date, due to his brilliant strategies and leadership, a retreat has never been necessary.

Tythus has little respect for Senators and other politicians, whom he sees as being more



concerned with their budget than with the needs of the average soldier. He respects the fact that Emperor Adronius was once a military officer, but believes the Emperor is a weak ruler who does not utilize the army to its full potential.

Tythus looks back upon his days as a young soldier with great joy. He has been known to disguise himself in order to carouse with his men. Though his disguise is usually seen through, the soldiers play along out of respect and fondness for their leader.

Appearance: At a height of six feet and a weight of 210 pounds, Tythus is a giant of a Milenian. He is very muscular and as fit as an athlete due to his strict diet and regular routine of exercise. Tythus has the brown hair and olive skin common to Milenians, but his eyes are steel gray, which is unusual.

He typically wears fine leather sandals and a bright blue tunic with the symbol of his rank embroidered in gold. When addressing his troops or preparing for battle, he dons a suit of boiled leather armor shaped to fit his huge frame, a metal helmet, and leather greaves and vambraces.

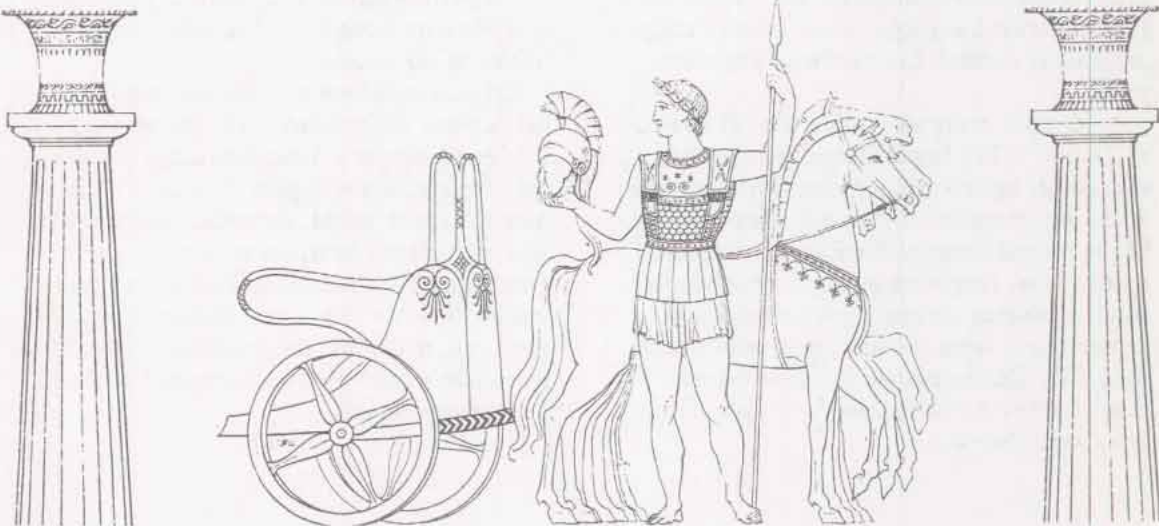
DM Notes: Though he doesn't know it, Tythus is being groomed by a majority of the

Senate to be the next Emperor. He is the leading candidate due to his great military prowess and his lack of interest for political intrigue; the Senators feel he will keep his nose out of their business, and concentrate upon leading the army to greater conquests.

Not all of Tythus's men hold him dear to their hearts. Some of his officers are very jealous of the adoration poured upon him by his men and the general populace. Conspirators are beginning to gather, and a plot of assassination is starting to brew. If Tythus should fall, the resultant grief and chaos could erupt into civil war.

Combat Notes: Tythus is a 25th level fighter: AC 0 (*cuir-boulli* +2, *shield* +2, *Dex*); hp 107; MV 90' (30'); #AT 1; Dmg 1d6+3 (*short sword* +3) or 1d6+2 (*spear* +2); Save F25; SA *spear* (+2 to hit, +1 damage); ML 15; AL N; S 18, I 13, W 10, D 16, Co 18, Ch 16. Languages: Jennite, Milenian, and Neathar. General Skills: *bravery* +1 (W+1), *gambling* (W), *knowledge* (Milenian military history, I), *leadership* +2 (Ch+2), *military tactics* +2 (I+2), *profession* (military officer, I), *riding* (horse, D).

Magical Items: *cuir-boulli* +2, *round shield* +2, *short sword* +3, and *spear* +2.



Milenian Magic

Magic-users of the Milenian Empire are both respected and feared by common folk. They are respected for their knowledge of philosophy and the sciences. They are feared because of their control over the mysterious force known as magic.

Milenian magic-users can be divided into three distinct categories:

- *Academicians* are students and alumni of the Academy of the Arcane in Corisa. They are easily distinguished from the general populace by their dress; academicians wear linen skullcaps embroidered with mystical symbols that denote their rank. They always carry an air of superiority, believing themselves to be intellectual giants compared to people without magical training. Academicians are typically lawful or neutral.

- *Peasant mages* are magic-users who have never attended the Academy. These spell casters are looked down upon by academicians, who refer to them as "peasants" due to their lack of interest in the popular magical philosophy of the Academy. Usually, these mages are more concerned with using magic to help common people lead better lives. They tend to dress like ordinary Milenians, and cannot easily be identified as magic-users. Peasant mages are usually neutral, but can be of any alignment.

- *Zargosians* are also called the "Followers of Zargos." They honor Zargos, whom they mistakenly believe was a Milenian mage before attaining Immortality. Actually, Zargos is one of the mortal forms of the Entropic Immortal named Nyx. Zargosian sorcerers wear hooded black robes that conceal their features and protect them from the sun's rays, which burn their skin. Zargosians are the most feared magic-users (and clerics) in the Empire. They are always chaotic.

Philosophies of Magic

Most members of the Academy believe that magical energy permeates all things and is the very essence of creation. They hold magic in higher regard than even the Immortals, whom they believe would be virtually powerless without magical energy as a tool. For many academicians, magic is their only master. As might be expected, this philosophy is considered blasphemous by most people in normal Milenian society.

However, some academicians are devout followers of Immortals. These magic-users think of Immortals as ultra-powerful mages who should be respected for their comprehension and control of magical energy.

Peasant mages place much less emphasis on magical theories and experimentation. To them, magic is an element of nature, much like fire, water, earth, or wind. They believe magic shares an equal role with these elements, and is not an all-powerful force or the primary essence of creation. Peasant mages tend to use magic as a means to help the common people, and not simply as a way to prove high-handed theories or gain power over others. For a peasant mage, learning magic involves getting out and experiencing nature, and not remaining locked away in a musty library of the Academy.

Zargosians believe that the sun is an anti-magic force which hinders the use of magic. By destroying (or at least dimming) the sun, they believe they will gain the power to dominate the entire world. Zargosians are very evil, and use undead creatures as servitors and guardians. They care little for the lives and welfare of other Milenians. Because they take great care to conceal their activities, most Milenians don't know that an organized group of evil sorcerers exists.



Magical Mishaps

Sometimes alchemical and magical experiments go awry. This is often due to interference from the *World-Shield* and the *Spell of Preservation*.

These occurrences are most prevalent around the Academy of the Arcane and the Tower of Night. Because the Academy is located in a major city, mishaps originating from it are much more noticeable. These strange events heighten the public's fear and mistrust of magic-users.

The following are some of the mishaps that have occurred near the Academy in the past, and which certainly could happen again. Use them as a means of increasing the sense of mystery surrounding the Academy in particular, and the city of Corisa in general. Similar events can occur around the Tower of Night.

Feel free to use and elaborate upon the following events:

- A green cloud surrounds the Academy and sends its tendrils into the city. The gas smells horrible and has the effect of causing any non-magical liquids to become polluted. Anyone (including animals and monsters) drinking polluted beverages must save vs. poison or suffer the effects of a *cause disease* spell. A *purify food and water* spell makes polluted liquids wholesome once again, and *cure disease* spells can help the sick.
- A chill wind swirls around the Academy and howls down city streets and alleyways. People caught in the wind hear the mutterings of long dead relatives, fragments of forgotten incantations, and other strange utterances. The wind has no effect other than being terribly frightening.
- Thunderclouds form over Corisa and drench the city in yellow rain that smells of flowers. Plants in gardens and parks

throughout Corisa rapidly grow to twice their normal size and bear huge fruits, nuts, and vegetables—all within a matter of moments.

- All tin within two flights of the Academy turns to silver. When this occurred in the past, a poor tinsmith awoke one sleep to find he was a rich man. Since then metal workers have set up shop all around the Academy, but this effect has never happened since.
- A monster has escaped from the Academy during an experiment and is terrorizing the city. This creature can be anything the DM cares to create, such as a quivering blob of flesh, feathers, and talons that was once a normal griffon. This abomination might have been freed by a failed attempt to develop a workable *teleport* spell.
- Tremors shake the city. This causes no major structural damage, but does make loose objects fall from shelves and tables.
- The wavering image of a huge, alien head hovers above the Academy for several minutes. Looking afraid and amazed, the head screams unintelligible threats in a booming voice before vanishing.
- A gigantic (12' diameter) wheel of goat cheese materializes in front of the Academy, and proceeds to roll toward the Agora. Anyone in its way may be run over for 1d4 damage. In the Agora it rolls over and bursts open, revealing a small army of mice that have been eating their way out from the inside.
- A group of Academy students are seen around town speaking among themselves in an unknown tongue. They have forgotten their native language, and all attempts at communication with them fail. After one sleep the strange effect vanishes.

- A laboratory explodes. Fireballs streak from a balcony of the Academy, bursting in the sky like fireworks.

Spells

Magic use is much more difficult in the Hollow World than in the Known World. This can be very frustrating for magical researchers, who tend to go over their calculations and incantations time and again looking for errors, when there really are none. Some spells simply don't work in the Hollow World. This has led to much hair-pulling and more than a few nervous breakdowns in the Academy of the Arcane.

Even so, Milenian mages have developed a few unique spells, and are very secretive about them. In the descriptions of the following spells, it is noted whether they are academician, peasant, or Zargosian spells. Most peasant mages are willing to share their spells; academicians and Zargosians keep their incantations to themselves.

First Level Magical Spells

Cleanse

Range: 10'

Duration: Instantaneous

Effect: Cleans a 10' × 10' room

This spell was created by a peasant magic-user long ago. The area is cleaned of all dust, dirt, mildew, mud, and rubbish. The spell can also be focused to clean and mend up to four articles of clothing.

Dying Gasp

Range: 240'

Duration: Permanent

Effect: Bestows a *curse* upon the caster's murderer

When the caster is killed, he may immediately utter this spell with his dying breath. The spell affects a single creature within range,

which can avoid the effect with a successful saving throw vs. spells. If the save is failed, the victim is *cursed*. This is a weaker version of the *curse* spell; its effects are limited to a -1 penalty to attack rolls or saving throws, or a penalty of equivalent power (as determined by the DM).

This spell was developed by the Zargosians.

Sure Strike

Range: Touch

Duration: 1 turn

Effect: Enchants one missile

The caster simply touches a single missile or hand-hurled weapon, and that weapon will automatically strike its next target; there is no need to roll to hit. The target must be within the weapon's normal range limit. The enchantment only lasts for one attack, and wears off if the weapon is not used within one turn. A *sure strike* will allow a non-magical missile weapon to hit a monster that otherwise can only be hit by magical weapons. This spell was developed by an academician at the Academy of the Arcane.

Third Level Magical Spells

Fertilize (Reversible)

Range: Touch

Duration: 1 season

Effect: Makes a 1-acre plot of ground fertile

After plowing and before planting, the *fertilize* spell is cast on the soil. It makes a 1-acre plot rich and fertile for one circle. The plants grown here will be healthy and bountiful, doubling the normal harvest. If cast on a single plant or plant-like creature (such as a treant), this spell has the same effect as a *cure serious wounds* (healing 2d6 + 2 points of damage).

This spell was created by a peasant mage in the town of Tromeas over 100 circles ago. It has seen widespread use by peasant mages throughout the Empire since then.

The reverse of this spell, *sterilize*, prevents any plants from growing in the affected soil for one full season, and kills any existing non-magical plants in that acre. *Sterilize* cast on a single plant-like creature has the same effect as a *cause serious wounds* spell (inflicting 2d6 + 2 points of damage).

Steal Breath

Range: 120'

Duration: 4d4 rounds

Effect: Creatures within a 20' x 20' area fall unconscious

All creatures within the 20' x 20' area must roll a saving throw vs. spells. Those who fail have the breath sucked from their bodies, and fall unconscious for 4d4 rounds. Only a *dispel magic* spell can awaken affected creatures before the duration expires. A *steal breath* does not affect undead or magical creatures (constructs or enchanted monsters).

This spell was created by the Zargosians.

Sunstrike

Range: 240'

Duration: Instantaneous

Effect: Fires a beam of energy

The mage simply points at the target, and a thin beam of oscillating, multi-colored energy streaks down from the sun, automatically hitting a single target. The caster and his target must both have an unobstructed view of the sun; thus, they cannot be inside a building or underground, for example. The *sunstrike* inflicts 1d4 points of fire damage per level of the caster (to a maximum of 20d4). A creature that makes a successful saving throw vs. spells suffers only half damage. Undead creatures (and Zargosians, who are susceptible to the sun's rays) get no saving throw.

This spell was created by an academician named Amnethon, who is currently the High Magus of the Academy.

Magical Items

It can be difficult to enchant magical items in the Hollow World. Even so, academicians at the Academy of the Arcane have been successful at creating magical items known collectively as *Milenian talismans*.

Talisman of the Chimera: Typically worn on a silver necklace, this talisman is the actual dragon head of a chimera, shrunken to the size of a walnut through magical and alchemical procedures. The talisman enables the wearer to breathe fire like a chimera—a cone 50' long and 10' wide at the end that inflicts 3d6 points of damage. This can be done three times per sleep.

Talisman of the Cockatrice: It is made from a cockatrice's chicken-like foot, and usually worn at the wrist, dangling from a bracelet. If the wearer touches a creature with the hand adorned by the talisman, the creature must roll a successful at a saving throw vs. turn to stone or be petrified. This talisman can be used one time per sleep.

Talisman of the Faerie: This talisman is a small, hollow piece of yellow glass or crystal. It is usually worn from a headband of woven vines, dangling at the wearer's brow. The owner can use each of these powers once per sleep: *assume gaseous form* (like the potion), return to normal form (from gaseous), and *create fog* (a 100' square, 10' high, around the caster).

Talisman of the Golem: There are five varieties of this talisman, each corresponding to a different kind of golem (amber, bone, bronze, obsidian, or wood). Each talisman looks like a 1" tall golem, and is made of the same material as the type of golem it affects (a bone talisman affects bone golems, etc.). The wearer of the talisman can try to control one golem of the matching type within 60'. The golem is allowed a one-time saving throw vs. spells. If

successful, that golem can never be controlled by that talisman. If the save is failed, the golem must obey the commands of the wearer. It can be ordered to walk, attack, guard, and so forth. Once given a command, the wearer need not remain within 60' for the golem to fulfill its duties. Once a talisman is "attuned" to a golem (meaning the golem failed its saving throw), it cannot be used to control other golems until the original golem is destroyed.

Talisman of the Griffon: This item consists of a griffon's feather and claw, and is worn around the neck by a leather thong. The wearer gains a +2 bonus on all saving throws vs. fear effects. Additionally, all retainers of the wearer receive a +1 to their morale while in his presence.

Zargosian sorcerers have also developed special baneful magical items. A few of these are described below.

Eye of Night: An *eye of night* is an enchanted black pearl that grants its possessor infravision. This infravision is exactly the same as that of dwarves and elves, except that the range is 90'.

Spear of Obliteration: This enchanted weapon acts like a *spear +1* when used in hand as a thrusting weapon. However, when it is thrown, it has a special effect: Any creature (living or undead) of 4 Hit Dice (or character experience levels) or less struck by the spear is obliterated in a puff of choking, black smoke (no saving throw). Creatures of 4 to 8 Hit Dice receive a saving throw vs. death ray to avoid obliteration, taking 6d8 points of damage if successful. Creatures of more than 8 Hit Dice or experience levels take 6d8 points of damage, but are allowed make a saving throw vs. death ray for half damage. In all cases, the spear is itself destroyed upon being hurled and striking a creature. If it misses, the spear can be used again if it is recovered.

Zombie Broth: This is a foul-smelling magical potion. Zargosians typically brew it in large iron cauldrons, adding unspeakable ingredients. They use this concoction as the first step in the process of turning people into zombies.

Any human, demihuman, or humanoid who drinks *zombie broth* must immediately attempt a saving throw vs. poison. If successful, there is no effect.

If the saving throw is missed, the character's Intelligence drops to 3, and he loses all self-motivation and willpower. His movement rate drops to 60' (20'). The character is effectively a sluggish, mindless automaton.

A victim of *zombie broth* must obey the commands of anyone without hesitation, and will even kill himself if told to do so. He can perform only very simple tasks, such as talking, walking, opening a door, picking up or dropping objects, or rowing a boat. The character automatically misses in combat; he is simply too "out of it" to fight. Spell casting is out of the question. The potion also acts like a truth serum; the character will answer any questions to the best of his ability.

The effects of drinking *zombie broth* last for one full sleep. During this time, the character cannot hold down nor has a hunger for normal food and drink—the hapless victim craves only more *zombie broth*. If the character should die from lack of food and water while under the influence of the broth, he becomes an undead zombie.

Milenian Artifacts

The following objects were made by the Immortals and hold strong magic. Only one of each exists. They are not to be taken lightly, and should never be handed out as random treasure. An artifact should only come into the possession of a mortal for a specific reason of paramount importance.

For more information about artifacts in general, see the *Rules Cyclopedía* and the *Wrath of the Immortals* boxed set.

The Book of Zargos

Sphere of Entropy

Greater Artifact: It has 320 Power Points and recharges at the rate of 20 per turn.

History: This powerful artifact was created a century ago by the Entropic Immortal named Nyx while in her mortal form as a Milenian mage named Zargos. With the "death" of Zargos, the book was left to his followers, the Zargosians, who have yet to uncover all of its powers. Nyx created the book in the hope that mortals will one day use it to destroy the sun, and plunge the Hollow World into eternal darkness.

The *Book of Zargos* is currently in the hands of the Zargosians, and is kept upon an altar within the Tower of Night. The Zargosians use it to control the weather around the tower, to create undead creatures and other monsters, and to develop new magical spells.

Vessel: The covers of the book are made of a black, leathery substance like the skin of a bat's wings. Fixed to the front cover is the horned skull of some diabolical creature. Its eye sockets are filled with obsidian, and glow blackly. The pages of the book appear to be made of thin sheets of bone. A coded language of strange glyphs and sigils covers the pages, and seems to have been etched with a claw or sharp instrument.

Monetary Value (of Vessel): 5,000 gp worth of materials.

Weapon Characteristics: None.

Armor Characteristics: None.

Constant Powers: The following two powers are permanent effects and cannot be used for any purpose other than that described:

- *Phantasmal force* (50 PP), makes the Tower of Night appear as a huge, gnarled tree. Anyone touching the "tree" sees it as it really is: A strange, obsidian tower.
- *Weather control* (80 PP), keeps thick clouds and fog around the Tower of Night, bathing it and 240 yards of terrain in all directions in deep shadow.

Other Powers: Through a secret ritual, clerics and magic-users of Zargos become "attuned" with the book. This allows them to draw upon any of the following powers, but only while they are within two flights (420') of the artifact:

- *Animate dead* (50 PP).
- *Cause fear* (10 PP).
- *Create poison*, reverse of *neutralize poison* (30 PP).
- *Infravision* (20 PP).
- *Speak with monsters* (60 PP).

The following powers are actually spells written in the book. Because of the coded language in which these spells are written, not all of them have been deciphered by the Zargosians. Those marked by an * may be used by Zargosian magic-users, and may be found in their individual spell books. The others have not been deciphered, and cannot be used...yet.

- *Animate dead**
- *Close gate*—This is a special version of the reverse of the *gate* spell in that range is extended to line-of-sight. Thus, it could be cast upon the Hollow World sun. This sun is actually the energy released from a tiny permanent *gate* to the Sphere of Energy. If the "sun-gate" is closed, the Hollow World will be plunged into absolute darkness.

- *Cloudkill*
- *Force field*
- *Lightning bolt**
- *Power word blind*
- *Shield**
- *Weather control**

Handicaps: Everyone attuned to the book becomes susceptible to the sun's rays, suffering 1 point of damage per round of exposure. This damage can be healed by spells and rest as normal.

Those attuned to the *Book of Zargos* slowly change over time; their skin pales from lack of sunlight, their eyes become sunken, and their lips pull back from their teeth. The overall effect makes them look like undead creatures,

though they do not truly become the undead. Affected characters lose Charisma at the rate of 1 point per month, until a minimum Charisma of 4 is reached.

Penalties: Each use of the book's powers (but not spells learned from it) drains 1 hit point from the user. This damage cannot be healed by the use of spells; only by rest, and at the rate of 1 hit point per sleep. If a character's hit points drop to 0 as the result of using a power, he's dead.

When using the artifact's *animate dead* power, there is a 40% chance the character's alignment changes to Chaotic, if he is not already Chaotic.

Users of the book become obsessed with protecting it from harm.

Total Cost: 320 PP.

Notes: A *detect evil* spell will reveal the book's evil nature. It can only be utterly destroyed by being burned in the fiery heart of the Hollow World's sun.

Fountain of Tomorrow

Sphere of Time

Lesser Artifact: It has 240 Power Points and recharges at the rate of 10 per turn.

History: The fountain was created by Petra as a gift for the Milenians. Its purpose is to help these people avoid the mistakes of their ancestors, and to guide them toward a prosperous future.

When the Milenians first arrived in the Hollow World, they discovered the fountain nearby. Great praise was given to both Petra and Halav, and a temple was built near the fountain in their honor. Around the temple grew a city named Corisa, which would become the capital of the Empire and the seat of its power. The fountain still bubbles merrily in front of this grand temple, and is one of the most visited and sacred places in the Empire.

Milenians from all corners of the nation make pilgrimages to the Fountain of Tomorrow. For a small donation (5 gp or the equiva-

lent in goods), the clerics of Petra give out small, blue, glass vials of the fountain's precious water. Though the water remains enchanted, it does not retain its full potency. A single vial can be used to *cure blindness*, *cure disease*, or to damage undead monsters like normal holy water.

Vessel: The fountain is exquisitely beautiful and made of multi-colored marble. The ornate bowl is supported by the likenesses of Halav and Petra, whose arms are clasped around the rim. A stream of shimmering water reaches 2' into the air and cascades down into the bowl. The water originates from thin air, and does not spill out of the fountain. The artifact stands 4' tall.

Monetary Value (of Vessel): 1,000 gp worth of materials.

Weapon Characteristics: None.

Armor Characteristics: None.

Powers: Mortals who have been chosen by their Immortal to become oracles may drink from the fountain and receive its powers. Although it was created by Petra, the followers of any Immortal can become oracles by sipping from the fountain. Oracles gain the following permanent powers:

- *Create Icon* (50 PP), the ability to fashion a vessel for an Immortal's power.
- *Divination* (80 PP), the power to "see" the future.
- *Immunity to disease* (20 PP)
- *Immunity to poison* (40 PP)
- *Slowed Aging* (50 PP): Oracles age at one-tenth the rate of normal mortals.

Handicaps: When an oracle drinks from the fountain, he becomes permanently blind. He also immediately feels compelled to fashion an icon in honor of his Immortal, and to seek out that Immortal's shrine. He must do nothing else until these tasks are complete.

Penalties: *Oracles suffer no penalties.* However, any mortal who drinks and was not chosen to become an oracle is *cursed*, becoming blind (no saving throw). A *remove curse* spell



negates this effect. Those who drink also suffer a -2 penalty to all attack rolls and a -4 penalty to all saving throws for 1d6 sleeps.

Total Cost: 240 PP.

Notes: The Fountain of Tomorrow cannot be moved by mortal hands or transported by mortal magic. It will be destroyed if the *Heart of Entropy* is thrown into its waters.

Helm of Halav

Sphere of Thought

Greater Artifact: The helm has 265 Power Points and recharges at the rate of 20 per turn.

History: This artifact was created by Halav. Five circles past, it miraculously appeared on the head of Dagos during the ceremony in which he was named Lord High Priest of Milenia. It was created as a weapon to be used to defeat the schemes of the Immortal Vanya, who is plotting the destruction of the Empire.

Vessel: The finely crafted helm is made of gold and completely covers the wearer's head. The visor looks like the face of Halav. A crest of bright red feathers adorns it.

Monetary Value (of Vessel): 5,000 gp worth of materials.

Powers: The wearer gains the following powers:

- **Detect Lie** (50 PP): The wearer knows when someone is lying to him.
- **Mind Barrier** (80 PP)
- **Sunfire** (85 PP): Golden light bursts from the helm, affecting everyone within 120' as if a *power word blind* spell were cast.
- **Teleport** (50 PP): Operates in spite of *Spell of Preservation*.

Handicaps: The wearer of the Helm of Halav is filled with hatred for Beastmen, gnolls, goblins, ogres, orcs, and trolls. He interprets their actions in the worst possible light and will attack these creatures upon the slightest provocation. Also, for every 100 PP used, the wearer ages one circle.

Penalties: The wearer suffers an extra 1d6 damage and a -2 on saving throws vs. cold-

based attacks. Whenever the *sunfire* power is used, the wearer has a 75% chance of suffering 1d10 points of damage.

Total Cost: 265 PP.

Helm of Petra

Sphere of Time

Greater Artifact: It has 300 Power Points with a recharge rate of 20 per turn.

History: This artifact was created by Petra to help defeat the plots of Vanya, who means to cause the dissolution of the Milenian Empire. A few circles ago, the helm miraculously appeared on the head of Helentia during the ceremony in which she was named Lady High Priestess of Milenia.

Vessel: The helm is made of purest silver, and totally conceals the head of its wearer. The visor looks like the face of Petra.

Monetary Value (of Vessel): 5,000 gp worth of materials.

Powers: The wearer gains the following powers:

- **Detect Charm** (20 PP): The wearer knows if anyone within 120' is under the influence of a *charm person* spell or similar magical effect, including *hypnotize*.
- **Detect Danger** (40 PP)
- **Detect Lie** (50 PP): The wearer knows when someone is lying to her.
- **Mind Barrier** (80 PP)
- **Moonstrike** (60 PP): Silver light bursts from the helm, affecting everyone within 120' as if a *power word stun* spell were cast.
- **Teleport** (50 PP): Operates in spite of the *Spell of Preservation*.

Handicaps: The wearer is very short tempered with people who show cowardice. If the wearer fails a save vs. spells, she will attack such people for one round in order to "punish" them. Also, for every 100 PP used, the wearer ages one circle.

Penalties: The wearer suffers an extra 1d6 damage and a -2 penalty to saving throws vs. fire-based attacks. Whenever the *moonstrike*



power is used, the wearer has a 50% chance of being stunned also.

Total Cost: 300 PP.

Icon of Petra

Sphere of Time

Greater Artifact: The icon has 405 Power Points with a recharge rate of 20 per turn.

History: An icon is a special type of artifact that is made by the hands of an oracle and enchanted by an Immortal. The *Icon of Petra* was crafted by the very first Milenian oracle over 1,000 circles ago. The artifact still rests at the Shrine of Whisper Winds.

Vessel: The icon is made of red clay and stands 2' tall. It is crudely fashioned in the shape of a woman (i.e. Petra). For an artifact, it does not look exceptional or magical.

Monetary Value (of Vessel): None.

Powers: The icon's powers can only be used while it remains in its shrine. Removing the icon causes it to cease functioning (though it still radiates magic) until it is returned to the sacred ground.

The icon does not have to be handled to be used. As long as the user remains within the boundaries of the shrine, the icon's powers may be called upon by speaking command phrases.

The *Icon of Petra* has the following powers:

- *Create Food* (35 PP)
- *Create Water* (20 PP)
- *Lightning Bolt* (60 PP)
- *Meteor Swarm* (100 PP)
- *Protection from Evil 10' radius* (25 PP)
- *Raise Dead Fully* (85 PP): Automatically

raises the oracle if he has been slain and his body is within the boundaries of the shrine.

- *Weather Control* (80 PP)

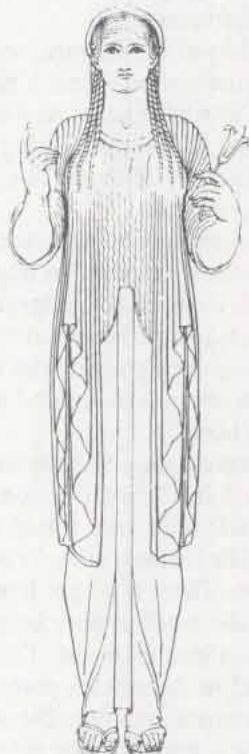
Handicaps: *The oracle suffers no ill effects from using the icon.* Others who take possession of the icon without the consent of the oracle or Petra suffer the effects of a permanent *slow spell* (no saving throw). Those who have taken the icon also attract hostile mon-

sters; roll twice as often for random encounters, which always attack. Finally, the possessors of the artifact suffer a -3 penalty to all saving throws. Even if the characters throw away the icon, these three handicaps continue to plague them until the artifact is returned to its shrine.

Penalties: *The oracle suffers no penalties when using the icon.* Others who attempt to use the icon must first succeed at a saving throw vs. spells or be *confused* for 12 rounds. If trying to use the icon's *raise dead* power, there is a 75% chance it fails and the user's hit points are reduced to 0. If attempting to use its *lightning bolt* power, there is a 50% chance the bolt strikes the user. When the *meteor swarm* power is used, there is a 90% chance that all magical items touched by the user (except the artifact) become permanently non-magical.

Total Cost: 405 PP.

Notes: The icon can be utterly destroyed if Petra's love for Halav is brought to an end.



Oracles, Icons, and Shrines

Within Milenian culture, oracles are holy men and women with the power to divine the future. An oracle also gains certain powers through an icon, a physical representation of an Immortal. The place where an oracle lives, and where his icon stands, is holy ground and is called a shrine.

Oracles

Those mortals who can peer into the future are greatly respected by all Milenians; their prophecies are accepted as undeniable truth. The Senate and Emperor look to oracles for aid in resolving difficult decisions concerning such things as migration and colonization, war and peace, and even guilt or innocence. In this way, oracles have considerable power, though power and political gain are of no interest to them. They live only to serve their people as guides into the future.

To the leaders of the Empire, oracles are seen as a natural resource, much like farmland, mines, or timberland. As a result, Oracles are protected by law; bringing harm, whether directly or indirectly, to an oracle is punishable by death.

Oracles are clerics who have received a special calling from their deity. In response to the call, the cleric must make a pilgrimage to Corisa and drink from the Fountain of Tomorrow. Though he is given sight into the future, he can no longer see into today, and is stricken permanently blind.

The oracle must then fashion an icon to represent his deity. When the icon is complete, the oracle must take it into the wilderness, alone. His journey can take many sleeps, or even circles. There is no predetermined destination; the oracle simply knows when he has reached his journey's end. This place is sacred ground to the oracle's patron Immortal. Here, at this shrine, is where the icon is placed, and it is here that the oracle will spend

the rest of his sleeps.

Oracles retain all of their clerical abilities and restrictions, and can continue to gain experience levels as clerics. Because they spend the remainder of their lives at an Immortal's shrine, and because they can see the future, oracles should only be used as non-player characters. It is *strongly* recommended that you not allow oracle PCs into your game. Oracles are best used as mysterious NPCs who give the player characters clues and lead them into further adventures.

Icons

An icon is usually crafted from wood, clay, bone, or stone. It can be quite small, and is never so large that the oracle cannot carry it. An icon can be of any shape, but typically looks like the Immortal it represents.

When crafting the icon, the oracle may use tools to aid him, but must rely mostly on his sense of touch and his mind's eye. When the icon is finished, the oracle intones a simple prayer, and the object is instantly occupied by the Immortal in his incorporeal form.

As the oracle journeys to find a shrine, the Immortal in the icon protects and guides him. The Immortal can change to his manifestation form while remaining in the icon, and use manifestation powers to defend the oracle and help him overcome obstacles. At the journey's end, the Immortal selects the location of his shrine, which is conveyed to the oracle by an omen or vision.

When the icon is placed in the shrine, the Immortal leaves the object, but first permanently enchants it with numerous abilities. Thus, Icons are essentially artifacts as described in the *Rules Cyclopedia*, with a few exceptions:

Powers: The number and types of powers can be chosen using the standard rules. An icon can have clerical, druidic, and magic-user spells, all considered to be 40th level for determining magical effects.

When choosing powers for an icon, consider those that will best defend the shrine and oracle, such as the various *protection* spells or an anti-magic effect. Also pick spells that will provide for the oracle's needs, such as *create water* and *create food*.

An icon's powers can only be used while it remains in the shrine. Removing an icon causes it to cease functioning (though it still radiates magic) until it is returned to the sacred ground.

Range: Normally, artifacts must be handled to be used. Not so with icons. As long as the user remains within the boundaries of the shrine, the icon's powers may be called upon. This usually involves speaking aloud brief prayers or supplications to the Immortal (and the oracle is typically the only living mortal who knows these command phrases).

Handicaps and Penalties: While the icon is in its shrine, the user suffers no handicaps or penalties, but only if the user is a follower of the icon's Immortal. Others who use the icon suffer these effects as normal. If the icon is removed from the shrine, its powers cannot be used, but its handicaps and penalties are still in effect, and may even be more severe!

An Immortal is attuned to his icon, and knows immediately if it is removed from the shrine. The deity will typically send a powerful follower to investigate, but may even take direct action. The Immortal's objective is to hunt down and punish the thief, and see that the icon is returned to its proper resting place.

Shrines

A shrine is always a natural setting of virgin beauty, one never before tread upon by mortal feet. For this reason they are typically in secluded wilderness areas on the fringe of the Empire. Shrines, for example, can be located at a spring, the top of a mountain, or in a cave, subterranean grotto, or grove of trees.

Shrines do not encompass vast areas of

ground. They typically have a spherical, invisible boundary extending up to 100' away from the icon in all directions, with the icon being at the center.

For creatures and characters happening upon a shrine, it is obvious they have entered a special place: colors are brighter, the water tastes purer, the plant life is healthier, the birds sing more merrily, and so on. A feeling of tranquility permeates from everything and everywhere.

Followers of the shrine's Immortal receive special benefits while they are here:

- For every turn spent resting in the shrine, wounded characters regain one hit point (up to their normal limit).
- Clerics of the Immortal regain lost hit points at the rate of two per turn, and can even regain lost limbs if a full seven sleeps are spent resting here.
- Blindness and diseases can be cured if seven sleeps are spent resting and praying at the shrine.
- Curses are lifted while at the shrine, but return within 1d6 sleeps after exiting the shrine.
- By fasting and praying at the shrine for three full sleeps, it is possible to receive visions or omens pertaining to matters concerning the follower. The base chance is 10% modified by +1% per level of the follower, or +2% per level if the follower is a cleric.

In general, think of a shrine as an Immortal's special hideaway. Deities enjoy coming to these places to think, meet with favorite followers or lovers, avoid other Immortals, or just to be alone. As with anywhere else on the Prime Material Plane, Immortals can take any of their three forms (mortal, manifestation, or incorporeal) while at the shrine.

There is always a slim chance of encountering an Immortal at his shrine. When PCs first enter a shrine, there is a 5% chance that the Immortal will already be present. While PCs remain at the shrine, there is only a 1% chance of the Immortal arriving (check once

each sleep).

Exactly how an Immortal reacts to "intruders" is up to the DM. Consider the alignment, religion, and past deeds of the PCs with regard to the Immortal's aims and personality.

If the Immortal has taken a liking to the PCs, he might make his presence known and even speak to the adventurers directly. Otherwise, the Immortal might simply remain hidden, and allow the PCs to enjoy the comforts of his shrine undisturbed. It is even possible that the Immortal was expecting the PCs, and has information for them or wants to ask a "little favor."

Followers of an enemy or rival Immortal will likely be driven off with threats or displays of power, but usually not attacked outright. Remember the law of the Immortals: *Direct Action Against Mortals is Forbidden*. If the Immortal really dislikes the PCs, he can circumvent the law by commanding the oracle to attack them with the powers of his icon.

Even the most passive Immortal will be angered when spied upon by gawking mortals, especially if the Immortal is bathing or pursuing a romantic interest. An offended Immortal might even risk breaking the law of direct action by cursing the "peeping Toms" and making them blind, erasing their memories, or bestowing some other creative malediction.

One of the easiest (and sometimes accidental) ways to make an Immortal really mad is to defile his shrine. There are several ways to do this: harming the oracle, disturbing the icon, or marring the natural beauty of the shrine (cutting trees, littering, trampling flowers, and just mucking about in general). The Immortal knows every rock, plant, or grain of sand in his shrine, and does not like these things disturbed. *A shrine is not a campsite!*

Mortals who defile a shrine can expect enmity and interference from the offended Immortal and his religious order for the rest of their lives, and sometimes even beyond. However, it is possible to seek retribution. This typically involves finding a high-level cleric of the Im-

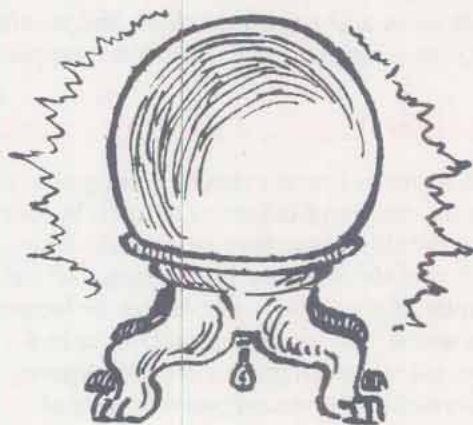
mortal, confessing one's "sin," and doing something to aid the order (i.e. a dangerous quest, a large donation, and so on).

Peering into the Future

Oracles are asked such questions as: Should we accept the Jennites' offer of peace, or attack now? Should we build the temple on the hill, or in the valley? Should we migrate more to the east, or the south? Who will make the better Emperor, Rolanos or Talion?

To answer these questions, the oracle relies upon his own wisdom and omens from his Immortal. Omens can be found in many ways: by listening to the wind in the trees, by rolling the bones of a magical beast, by the sudden appearance and actions of a sacred animal, by receiving visions, and so on. Generally, the oracle will give an answer to a single question within 1d4 sleeps, after he has had plenty of time to ponder the question and "listen" to the omens.

There are no hard and fast rules for determining how an oracle answers a question. This is for the DM to decide, who must consider how much information he wants to give the PCs. Usually the oracle gives a cryptic message, but his answer can be as simple as a yes or no. Sometimes the future is cloudy, with many branches of possibilities. Sometimes the most likely outcome is clear.



Monsters of Milenia

Many creatures live in the Empire. In the deepest sylvan glades may be found sprites, dryads, centaurs, and the rare minotaur or unicorn. Noble lions prowl the plains. Cyclopes and giants live in the hills and mountains, while the highest peaks boast chimerae and griffons. The following special creatures are also found here.

Agrisian Jellyfish

Armor Class: 9
Hit Dice: 6* (L)
Move (swim): 60' (20')
Attacks: 1 sting
Damage: 2d8 + poison
No. Appearing: 0 (1d10)
Save As: F3
Morale: 12
Treasure Type: Nil
Alignment: Neutral
Intelligence: 0
XP Value: 500

These giant aquatic creatures are non-intelligent blobs of flesh measuring from 5 to 30 feet in diameter. They are nearly transparent; glowing veins and organs can be seen pulsing within them.

Agrisian jellyfish are carnivorous and will eat virtually anything that swims, including adventurers. They emit a ghostly light that attracts fish and other creatures to them.

An Agrisian jellyfish typically envelopes its prey, then stings it into submission. Anyone stung by a jellyfish suffers 2d8 points of damage and must succeed at a saving throw vs. poison or be rendered unconscious for 2d6 rounds. Unconscious characters usually drown in short order.

Though they can be encountered in the open sea on rare occasions, Agrisian jellyfish are native to Lake Agrisa. Due to volcanic activity on its bottom, the lake is unnaturally warm. Fog banks continuously swirl on its

surface. The volcanic activity also causes whirlpools strong enough to capsize small vessels. Agrisian jellyfish ride these twisting "thermals" up from the bottom. Because of their eerie glow, the jellyfish can be seen circling in the water in these areas.

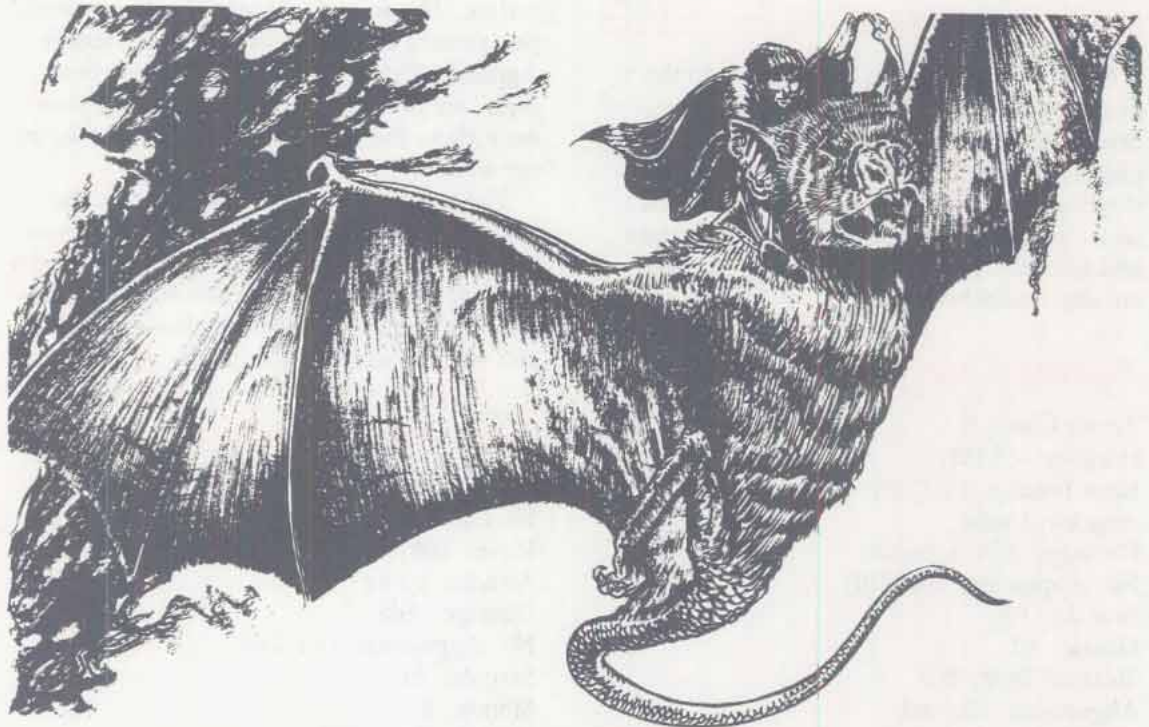
The fishermen of Lake Agrisa realize the "swarms" of jellyfish mark the boundaries of whirlpools and avoid them. However, curiosity often gets the best of less knowledgeable sailors, who are attracted by the glowing blobs and become stuck in whirlpools.

Amorian Hound

Armor Class: 6
Hit Dice: 3 + 1 (M)
Move: 180' (60')
Attacks: 1 bite
Damage: 1d8
No. Appearing: 1d4 (2d4)
Save As: F1
Morale: 8
Treasure Type: Nil
Alignment: Neutral
Intelligence: 4
XP Value: 50

These large dogs are a type of prehistoric canine. Milenians discovered them on the Island of Amora. At that time, these beasts were near extinction, with only one sizable pack remaining. Milenians began breeding them, and eventually domesticated the dogs. Herdsmen have trained them to protect and drive their flocks. Amorian hounds are also used as guards in forts, temples, and even private businesses. They are highly valued for their courage and loyalty.

An Amorian hound's head and snout is covered by tough reptilian hide. A strip of this scaly skin runs down its back and tail, and also under its belly. The dog's sides and legs are covered with short black or brown fur. Amorian hounds have exceptionally long fangs, and are feared for their ferocious bite.



Shaggy Auroch

Armor Class: 6
 Hit Dice: 4 (L)
 Move: 180' (60')
 Attacks: 1 butt
 Damage: 2d4
 No. Appearing: 0 (2d100)
 Save As: F3
 Morale: 6
 Treasure Type: Nil
 Alignment: Neutral
 Intelligence: 2
 XP Value: 75

These animals are related to the larger aurochs found in the Hollow World, but are smaller and covered with thick, shaggy wool. Both types of aurochs are the ancestors of modern oxen, though bigger and meaner. They have forward-curving horns like that of a ram. Shaggy aurochs are not as temperamental as their cousins. Milenian herdsman tend them for their meat, milk, and wool.

Zargosian Bat

Armor Class: 6
 Hit Dice: 4+3* (L)
 Move: 30' (10')
 Flying: 180' (60')
 Attacks: 1 bite or 1 spit
 Damage: 1d8 + paralysis
 No. Appearing: 1d10 (1d10)
 Save As: F2
 Morale: 8
 Treasure Type: Nil
 Alignment: Chaotic
 Intelligence: 3
 XP Value: 200

These creatures are a huge variety of vampire bat created by Zargosian sorcerers. A Zargosian bat looks much like a normal bat, but has a long, thin reptilian tail. It has red eyes and a long purple-red tongue. An adult's body is 6' long with a wingspan of more than 35'.

Zargosian sorcerers and clerics use these monsters as flying mounts. A Zargosian bat can carry up to 750 cn and fly at full speed. With up to 1,500 cn it can fly at half speed.

Only Zargosian characters know the proper means of controlling the bats. A Zargosian bat will not normally let other characters ride it, but would much rather drain them of their blood!

A Zargosian bat can spit poison up to 30' away at a single target. If hit, the victim must succeed at a saving throw vs. paralysis or become unconscious for 1d10 rounds. Anyone bitten by a Zargosian bat must also succeed at a saving throw or suffer the same effect.

Usually these monsters feed on unconscious victims, draining 1d8 points of damage (blood) per round. Anyone who dies from having his blood drained by a Zargosian bat must succeed at a saving throw vs. spells or become an undead zombie one sleep after death.

Zargosian bats dwell in caves and sinkholes within the Valley of Night. They are almost never found outside the valley, unless being ridden by a Zargosian sorcerer or cleric.

Zargosian Changeling

Armor Class: 8
 Hit Dice: 1* (M)
 Move: 120' (40')
 Attacks: 1 bite or 1 weapon
 Damage: 1d6 or by weapon
 No. Appearing: 2d6 (1d3)
 Save As: F1
 Morale: 7
 Treasure Type: (U) C
 Alignment: Chaotic
 Intelligence: 10
 XP Value: 13

These evil humanoids were created by Zargosian sorcerers to act as servants, spies, and assassins. They are used to infiltrate the Milenian society.

A Zargosian changeling has an ability similar to that of a doppelganger: It can take the exact form of any human, demihuman, or humanoid creature up to 7' tall. Unlike a doppelganger, a changeling does not have to see the person it is imitating. However, it must consume a bit of the victim's flesh, such as a clipped fingernail, a strand of hair taken from a comb, or a drop of blood found at the site of a battle. This can also be accomplished if the changeling scores a successful bite attack in combat.

A Zargosian changeling does not establish a telepathic link with its victim like a doppelganger is believed to do. Thus, a changeling will not know everything the victim knows. However, changelings are master spies, and will try to learn as much as possible about a victim through stealth and espionage before assuming his identity.

Changelings have infravision identical to that of dwarves and elves (60'). They can also perform the following thief abilities at 5th level: Climb Walls (91%), Move Silently (40%), Hide in Shadows (28%), and Hear Noise (50%).

A changeling's stringy skin grants it a natural Armor Class of 8. Additionally, it can wear armor, gaining a +1 bonus to the armor's AC rating due to its tough skin.

When a disguised changeling is killed, it reverts to its normal form: a pale humanoid with baleful eyes, needle-like teeth, and an almost skeletal physique. Changelings look like some strange type of undead, but they are not, and cannot be turned.

Zargosian changelings live in a complex system of caverns, tunnels, and warrens in the Valley of Night. If encountered outside the valley, a changeling is almost always in the form of a Milenian slave, commoner, or Citizen, and is usually on some errand of espionage or assassination.

Campaign Guidelines

This chapter is designed to help the DM start and run a campaign set in the Milenian Empire. When combined with the rest of the information found in this book and the *Adventurer's Guide*, the information below should give you a good feel for a Milenian setting.

It is also a good idea to visit your local library. The Milenian Empire is loosely based on the culture of the ancient Greeks. Many useful books have been written on this subject, and can give you countless ideas for new monsters, magical items, adventures, and campaign goals. Use the library to spice up your world and make it come alive.

Adapting the Game to a Milenian Setting

The *Rules Cyclopedia* is full of ideas, concepts, monsters, characters, treasures, and rules for the D&D® game. Not everything in that massive tome is needed to run a campaign in the Milenian Empire. It is up to the DM to decide what parts of the D&D® game best fit this nation. The following guidelines can help you adapt the game to a Milenian setting.

Character Classes

Milenians are humans. Thus, any of the human character classes (cleric, fighter, magic-user, and thief) are open to Milenian player characters. There are several specialized character classes described in the *Adventurer's Guide* which can add depth and flavor to a Milenian campaign. As the DM, you have final say as to whether or not these specialized classes will be allowed in your game. You also have the option of creating more, but try to keep them balanced with existing specializations.

Dwarves, elves, and halflings are very rare in the Empire. Players should be discouraged from choosing these classes. If you allow them,

you should come up with a reason explaining how they have come to be in the Empire. Read on for more details about characters of other races.

As always, the druid and mystic classes are optional. Both are suitable for a Milenian campaign, partly due to the peoples' acceptance of many different philosophies.

Milenians are best known as city-dwellers, but many harbor a love of natural settings, such as hot springs, grottoes, and forest glades. It would certainly be feasible for a Milenian to become a druid.

Likewise, Milenians take great pride in keeping physically fit and clean. Mystic characters could belong to a monastic community which adheres to a philosophy centered on personal health and hygiene.

Characters of Other Races

Player characters from other Hollow World races, or even from the Known World, can be introduced to the Milenian Empire in several ways. These methods also work well for dwarf, elf, or halfling characters.

Traveling Adventurers: This is the least restricted and most likely way that player characters of other races might come to adventure within the Empire. If none of the PCs are Milenian, the players are at a disadvantage since they do not have access to most of the information presented in the *Adventurer's Guide*. On the positive side, this greatly heightens the sense of mystery surrounding the Empire, leaving much to be discovered by the adventurers.

Foreign adventurers are typically met with suspicion, or even open contempt, by the general populace. Milenians tend to be snobs, placing great emphasis on one's social status—and foreigners are pretty low on the social ladder.

However, Milenian scholars are very interested in the cultures of foreigners. The player characters can expect to be asked many ques-

tions, and possibly make a friend or two, by talking with Milenian intellectuals.

Milenian politicians are also interested in foreigners. As might be expected, they are more concerned with the resources, military strength, and politics of the player characters' homeland. The Milenian government always has an eye open toward nations ripe for conquest. The PCs might find themselves spied upon. They might even be taken captive by a nefarious politician who plans to use their "secret knowledge" to advance his own career.

Ambassadors: Foreign player characters might be part of an ambassador's entourage, or even ambassadors themselves. This is the perfect opportunity for a campaign involving political intrigue and espionage. The PCs are in a position to hobnob with Milenian ambassadors and politicians—a position that can be quite dangerous.

The Empire typically receives ambassadors from the Kingdoms of Nithia and Traldar, and the tribes of the Jennites and Tanagoro. Player characters would most likely be from any of these cultures, but could be of virtually any Hollow World race.

Slaves: Milenians keep slaves from many different races, including the Azcans, Jennites, Makai (a Neathar tribe), Nithians, Tanagoro, and Traldar. Player characters could be escaped slaves. Some might even still be slaves, and part of the campaign could involve them gaining their freedom.

In either case, the PCs will likely come into contact with the Kleonites, an underground society determined to bring freedom to all slaves of the Empire. Helping the Kleonites with their rebellious activities could make for many exciting and dangerous adventures.

However, you should think hard before designing a campaign for player characters who are slaves or escaped slaves. The Empire does not allow slaves to carry weapons, and grants them few rights. Escaped slaves are

criminals, who can expect to be executed if caught. Both of these factors present the players with serious handicaps.

The Immortals

There are several Immortals concerned with the fate of the Milenian Empire: Halav, Matera (Vanya), Petra, and Zargos (Nyx) primarily. It is up to the DM to decide the magnitude of their influence on the player characters. Refer to the *Rules Cyclopeda* and the *Wrath of the Immortals* boxed set for guidelines on using Immortals in your campaign.

Monsters

You must decide which monsters are most appropriate for the Milenian Empire. Simply eliminate those monsters you don't want from any Wandering Monster charts or other encounter charts. Feel free to design new monsters to fit the setting.

The following creatures appropriately represent the mythical tone of the Empire: actaeons, centaurs, chimeras, cockatrices, cyclopes, dragons, dryads, harpies, hippogriffs, hydras, golems, griffons, medusae, minotaurs, pegasi, pixies, sprites, and unicorns.

Spells

Remember that not all spells presented in the *Rules Cyclopeda* function in the Hollow World. Many other spells will work, but have not yet been discovered by Hollow World spellcasters. For a complete listing, see the HOLLOW WORLD® boxed set.

You should write lists of the spells available to clerics and magic-users. Refer to these lists when the players are rolling up characters, or when you are creating treasure spell-scrolls or NPCs from whom the PCs might learn new spells.

Treasure

Not all magical items function in the Hollow World. Items that simulate spells which

don't work here will not work themselves while in the Hollow World. Refer to the HOLLOW WORLD® boxed set for a listing of magical items that won't function. Avoid placing these items in treasure hordes, as it is very unlikely that they would have come to be here in the first place.

Generally, Milenians only enchant weapons and armor of the same type as their cultural weapons and armor. It would be highly unusual to find a magical crossbow or plate mail, for example.

Milenians cut gemstones of all varieties, and use them to ornament beautiful jewelry made from precious metals. They are also very fond of pearls and seashells.

Some Milenians collect antique coins. The adventurers might find an old chest filled with what look like ordinary copper coins, but they might be worth five or ten times their value to a collector.

Setting the Tone

The campaign tone is the overall *feel* of the campaign. It gives the DM and players an understanding of what sorts of adventures to expect, and how to role-play during those adventures. The following are four campaign tones that would be suitable for the Milenian Empire.

High Fantasy: The PCs have the potential to become legendary heroes, defeating mythical beasts and acquiring great treasures. Powerful magic and daring deeds are common.

Low Fantasy: "Realism" is more important for this campaign. Spells and magical items are rare or limited in power. Fantastic beasts are more scarce, and may only be thought of as myths or legends.

Swashbuckling: Milenian sailors are constantly harassed by the Merry Pirates and others. PCs can be Milenian seamen or pirates themselves. Lighthearted derring-do is the norm.

Cloak & Dagger: In this sort of campaign the PCs are spies working together to further their personal goals and the goals of an organization. Intrigue, suspicion, and deception are common elements. PCs who are Milenian politicians, clerics, or foreign ambassadors are best suited for this tone.

Campaign Goals

The following campaign goals are epic struggles that affect the very fate of the Milenian Empire. Most of the adventures your player characters undertake should further the campaign goal, ultimately bringing it to a climax. Here are some campaign goals you might wish to develop:

- The player characters must thwart the plots of the evil Zargosian sorcerers and clerics, who plan to extinguish the Hollow World's sun. Ultimately, the PCs must destroy the *Book of Zargos*, a very powerful artifact.
- The PCs must help or hinder the Cult of Matera, whose members are plotting to take control of the Senate and place their high priestess (Myrina, the Emperor's wife) as the first Empress of the Milenian Empire.
- The adventurers must help or hinder the "Kings of Milenia," who plan to throw the Empire into rebellion and place themselves as 13 reigning monarchs.
- The PCs must help or hinder efforts by the Kleonites to gain freedom for all slaves.

Alternatively, you might have two, three, or all four of these campaign goals evolving at the same time. The players might switch between them during the course of the campaign. This gives the players the option of picking the campaign goal that pleases them most.

Adventures

This chapter contains several ready-to-run scenarios set in the Milenian Empire. Feel free to elaborate upon them in order to tailor them to your own campaign and style of play.

The Revenge of Garr

For 3-6 Characters, Levels 2-3

Several weeks ago, a minotaur slave named Garr slaughtered his guards and escaped with the members of his work gang. The former slaves took refuge in a system of caverns.

Before moving on, Garr and his band of cutthroats plan to pillage the countryside until their thirst for revenge is quenched. Successfully using the caves as a hideout, they have yet to be caught. Perhaps the adventurers can set things right...

Garr

He is a wise, old minotaur. Garr is also a shaman of the Immortal of vengeance, Jammudaru. Over his lifetime, Garr has had many reasons to seek Jammudaru's aid for vengeance. However, none has been so strong as his need for revenge against the Milenians, the people who enslaved him.

Recently, Garr swore an oath to Jammudaru that he would slay 100 Milenians in the Immortal's name. In return, Jammudaru tipped the minotaur's horns with metal, endowing them with artifact-level power. They give Garr the power to *charm* one person for each Milenian he kills.

To *charm* a person, Garr must trace a scar along each of the victim's cheeks with his horns. This is a very potent *charm*; the victim receives a -3 penalty to the saving throw vs spells. It has the same duration as the normal *charm person* spell. However, strong emotional bonds will allow another saving throw with no penalty, if the victim is confronted by the loved one. If Garr should be killed, all victims

of his *charm* immediately snap out of it and the metal horn tips will disappear.

Garr: 3rd level minotaur shaman; AC 6; HD 6; hp 30; MV 120' (40'); #AT 1 gore/1 bite or 1 weapon; Dmg 1d6/1d6 or 1d8+2 (battle axe + Strength); Save F6; ML 12; AL C; XP 500.

Spells Carried: 1st—*cause light wounds*, *cause fear*.

Getting Started

This adventure can take place in the countryside near any small town or village in the Empire. It makes for a good "side adventure," one used while the PCs are traveling from point A to point B as part of some larger adventure or campaign goal.

As the adventurers move down a trail or road, they suddenly hear loud barking and snarling and the bleating of frightened sheep coming from the other side of a hill. When they approach, they see a herdsman lying on the ground. He is bleeding from a wound in his shoulder. Three Amorian hounds are protecting him from two rough looking men. As the PCs watch, the cutthroats strike down two of the dogs, leaving only one to protect its master.

When they see the adventurers, the two escaped slaves try to flee. However, they will put up a fight if it looks like the PCs are going to catch them.

Tenpochzanu: 1st level Azcan fighter; AC 9; hp 12; MV 120' (40'); #AT 1; Dmg 1d6 (short sword); Save F1; ML 10; AL C.

Trunithar: 1st level Jennite fighter; AC 9; hp 6; MV 120' (40'); #AT 1; Dmg 1d6 (spear); Save F1; ML 9; AL C.

If the adventurers catch the two men, they get a better look at them. Both are wearing the coarse, gray tunics of slaves. From their odor and appearance, it is obvious they haven't bathed in several days.

Running down both sides of each man's face is a long scar. Though the scars appear fairly old, they have not healed and are festering.

Besides their weapons and clothing, the escaped slaves have only one other possession: A wooden pendant worn around their necks. Crudely etched into the wood is the image of a horned skull. Several runes are traced around the edge of the pendants. A *read languages* spell will reveal what the words mean, "Beware the servitors of Garr, for vengeance is theirs!"

Of the herdsman's three Amorian hounds, only one, Cassia, is still alive. The dog growls at the PCs when they approach her master. The herdsman, named Herlios, whistles a command, and Cassia heels at his side.

Herlios has a bad spear wound, but does not appear to be in mortal danger. Speaking weakly, he thanks the PCs for rescuing him from the thugs. He asks them if they would be so kind as to help him to his cottage, which is just over the next hill. In return, the herdsman offers them a warm meal and a soft bed.

If the PCs refuse, Herlios thanks them once again and stumbles off toward his cottage. That's the end of this adventure.

If the adventurers accept, Herlios thanks them heartily, and allows one of them to support or carry him. Before leaving, Herlios sends Cassia off to roundup his small herd of sheep.

Herlios: normal human; AC 9; hp 5 (currently 1); MV 120' (40'); #AT 1; Dmg 1d6 (staff); Save normal man; ML 7; AL L.

Cassia: Amorian hound; AC 6; HD 3 + 1; hp 18; MV 180' (60'); #AT 1 bite; Dmg 1d8; Save F1; ML 8; AL N.

At the Herdsman's Cottage

Herlios's home is a house with a thatched roof. It is small, but comfortable and cozy.

As the PCs approach, they notice that the front door has been smashed open. Cassia's hackles rise and she growls at the shadowy doorway. A young man wearing a simple tunic steps out. On each side of his face, a red wound trickles blood.

Read or paraphrase the following boxed text.

At the sight of the young man, Herlios says, "Son! What has happened? Where is your mother? Where are your sisters?"

With pure evil glinting in his eye, the boy says, "The Great Horned One took them away. He left me here, father . . . to kill you!"

The young man dashes toward a spear leaning against the cottage. Herlios exclaims, "No, Darios! What is happening!?"

If the PCs attack to kill, Herlios pleads with them to stop fighting. He might even use his staff to attack *them*. If they kill his son, Herlios weeps mournfully. He is more sad than angry, as he knows the adventurers were fighting to protect him.

If the PCs subdue Darios, the young man thrashes about wildly, frothing at the mouth. He must be bound, or he will continue to fight against them.

If the PCs do nothing, Darios grabs the spear and aims it at his father's heart. However, his hand begins to quiver. His look of hatred leaves his face, replaced by a look of confusion. Darios has broken free of Garr's *charm*. It is not powerful enough to overcome the bond between parent and child. Weeping, Darios drops the spear and rushes to comfort his injured father.

Darios's memories are very fuzzy. He recalls that a group of men, who were dressed as slaves, broke into the cottage. Darios tried to fight them, but he was quickly overpowered. A huge man wearing the horns of a bull approached and scratched Darios across the face. From that point, he remembers nothing except threatening his father with a spear.

Herlios has no idea what has happened to his son, or the rest of his family. He doesn't know who the "Great Horned One" could possibly be.

Herlios admits he is too hurt to go after his missing wife and two daughters. He enters the cottage and returns with a cloth doll. The herdsman tells the PCs that his dog, Cassia, can use the doll to follow his youngest daughter's scent. He begs them to rescue his family.

If he is free of the *charm*, Darios is willing to join the PCs, but he should probably stay behind to tend his father's wound. Whether or not he goes along is up to the DM.

Darios: normal human; AC 9; hp 6; MV 120' (40'); #AT 1; Dmg 1d6 (spear); Save normal man; ML 8; AL L.

Garr's Hideout

The caverns are about one-fourth of a march (5 miles) from Herlios's cottage. Cassia has little trouble keeping the scent, and leads the PCs right to the entrance.

The numbered areas below correspond to the numbers on the map of Garr's hideout.

1. Entrance: The cave entrance is a hole in the side of a low hill. It is concealed by bushes and blocked by a boulder. Only two characters can get a hold on the boulder at one time. They can move it if their Strengths add up to 19 or greater (Garr can move it by himself).

The boulder is trapped. In a depression in the opposite side of the boulder sits a stoppered clay urn filled with angry wasps. If the boulder is moved without first removing the urn, it falls to the ground and breaks open. Garr and his allies know where the urn is.

When returning to their hideout, they simply reach in through a gap between the boulder and the cave mouth and remove the urn before moving the boulder. A thief who successfully uses his Find Traps ability discovers the urn (though he may not know what's in it until he opens it!).

Wasp Swarm: AC 7; HD 2; hp 12; MV (flying) 60' (20'); #AT 1 area effect; Dmg special; Save normal man; ML 11; AL N; XP 25. The swarm fills a 10' × 10' × 10' area. See the *Rules Cyclopedia* for more details.

2. First Guard Room: Standing in the center of this small cave is what appears to be a man-sized mushroom. Behind it is a waist-high pile of rocks and a tunnel heading south. The ceiling is 10' above.

The giant mushroom is actually a shrieker. When the boulder at area 1 is removed, sunlight shines into this cave, causing the shrieker to shriek. This alerts the guards in area 3. Within 1d3 rounds, they arm themselves and take defensive positions behind the pile of rocks, which grants them 1/2 hard cover from the PCs' missile fire.

The shrieker is tethered to a short (5') leather thong which is staked into the ground. In a niche in the west wall are two clay urns filled with beetles and grubs—food for the shrieker.

Shrieker: AC 7; HD 3; hp 14; MV 9' (3'); #AT 0; Dmg Nil; Save F2; ML 12; AL N; XP 35.

3. Second Guard Room: This cave is lighted by a torch. The ceiling is 10' above.

The thugs keep most of the weapons they have stolen in this chamber, ready for use at a moment's notice. These include: 10 short swords, six spears, three maces, and three short bows with 12 arrows each.

There are always four guards on duty here, who will respond to the shrieker in area 2 in 1d3 rounds if it begins to shriek. All of the slaves have scars on their faces and are under the influence of Garr's *charm*. They all wear tattered gray tunics, sandals, and a wooden pendant.

Atpocay: 1st level Azcan fighter; AC 9; hp 14; MV 120' (40'); #AT 1; Dmg 1d6 (short sword or spear); Save F1; ML 9; AL C.

Dolanidar: 2nd level Jennite fighter; AC 9; hp 13; MV 120' (40'); #AT 1; Dmg 1d6 (short bow) or 1d6 (short sword); Save F2; ML 10; AL C.

Karuku: 1st level Tanagoro fighter; AC 9; hp 8; MV 150' (50'); #AT 1; Dmg 1d6 (mace) or 1d6 (short bow); Save F1; ML 10; AL N.

Totitep: 1st level Nithian fighter; AC 9; hp

5; MV 120' (40'); #AT 1; Dmg 1d6 (short bow) or 1d6 (spear); Save F1; ML 8; AL C.

4. Living Quarters: This large cavern is illuminated by a pair of flickering torches. Stalactites hang from the ceiling 15' above.

There are 11 beds of tattered blankets, leaves, and straw in this cave. This is where Garr's men sleep when they are not on guard duty or out hunting and killing. Currently, five of them are here, either sleeping or cleaning their weapons. Note that if the two slaves who attacked Herlios at the start of this adventure escaped, they will be here also.

Eiriladar: 1st level Jennite fighter; AC 9; hp 4; MV 120' (40'); #AT 1; Dmg 1d6 (short sword); Save F1; ML 12; AL C.

Jod: 3rd level Makai thief; AC 7; hp 9; MV 120' (40'); #AT 1; Dmg 1d4 (dagger) or 1d6 (spear); Save T3; ML 8; AL C.

Lobidu: 1st level Tanagoro fighter; AC 9; hp 9; MV 150' (50'); #AT 1; Dmg 1d6 (spear); Save F1; ML 8; AL C.

Sanisithar: 1st level Jennite fighter; AC 9; hp 7; MV 120' (40'); #AT 1; Dmg 1d6 (short sword); Save F1; ML 10; AL C.

Tikabi: 2nd level Tanagoro thief; AC 9; hp 10; MV 150' (50'); #AT 1; Dmg 1d6 (spear); Save T2; ML 7; AL C.

5. Pens: The ceiling of this long cave is 10' above the ground. A pair of torches cast eerie shadows.

In this cave, Garr's men have dug three holes 10' deep and 10' in diameter. The holes are covered by interwoven branches weighted down with rocks. There are a total of 43 sheep in the holes. Straw has been thrown into the holes for the animals to eat.

In one of the pens are Herlios's wife, Kassandea, and his youngest daughter, Vixi. Garr has not attempted to *charm* them—he intends to eat them instead.

Also in this chamber are seven tall, earthenware urns filled with wine. Three large sacks are full of bread and cheese.

Kassandea: normal human; AC 9; hp 4; MV 120' (40'); #AT 1; Dmg 1d6 (staff); Save normal man; ML 5; AL L.

Vixi: normal human; AC 9; hp 2; MV 120' (40'); #AT 1; Dmg 1d4 (sling); Save normal man; ML 3; AL L.

6. Temple: This immense cavern is lighted by a trio of torches. Stalactites drip from the ceiling 20' above.

Here, Garr has erected a crude altar to Jammudaru. The altar is made of wood, bones, and mud. On it are the dozens of skulls of the people Garr has slain in the Immortal's name.

When the PCs enter this cave, they see a young woman lying on the ground near the altar. She is weeping quietly. She is Herlios's oldest daughter, Cyrenna.

If the adventurers approach or call out to her, she looks up and they see the telltale scars on her face. Cyrenna has been *charmed* by Garr. She cries in a loud and pitiful voice, "The Great Horned One loves me no more!"

At that moment, Garr emerges from area 7, snorting and looking mean. Cyrenna moves between the adventurers and the minotaur. "Don't you dare hurt him," she says as she rushes the PCs, pulling a dagger from her tunic.

If any of Cyrenna's family members are present, allow her a saving throw to resist Garr's *charm*. If successful, she drops the dagger and runs to her family. Should she fail the roll, she attacks the PCs.

Regardless of what Cyrenna does, Garr roars and charges the adventurers with his battle axe raised high!

Cyrenna: normal human; AC 9; hp 4; MV 120' (40'); #AT 1; Dmg 1d4 (dagger); Save normal man; ML 5; AL L.

7. Garr's Chamber: At the back of this small cave, Garr has made a bed of sheep's wool. On one wall he has painted a crude image of Jammudaru—a grotesque, slimy, humanoid.



Treasure

To preserve game balance, it is up to the DM to decide exactly what treasures may be found in Garr's hideout. You can either deliberately choose treasure from the lists in the *Rules Cyclopedía*, or roll randomly on the Treasure Type Tables in that same book. Consider Garr, like other minotaurs, to have treasure type C.

The *charm* ability of Garr's horns is lost when he dies, and the power they grant returns to Jammudaru.

Ending the Adventure

By returning his family to him, the PCs have gained the undying loyalty of Herlios.

Other than his hospitality, he has little to offer them, however. He suggests they seek a reward from the local magistrate, who has been hunting the escaped slaves for some time. Whether or not they do get a reward is up to the DM.

Continuing the Adventure

If the PCs were captured by Garr, he attempts to *charm* them and enlist them in his "army." Escaping from the minotaur's clutches is another adventure entirely.

The PCs may also receive the enmity of Jammudaru. The Immortal of vengeance may seek revenge of his own, and send his minions to plague the PCs in the future.

Garr's Hideout

Scale: 1 Square = 10 Feet

Map Key

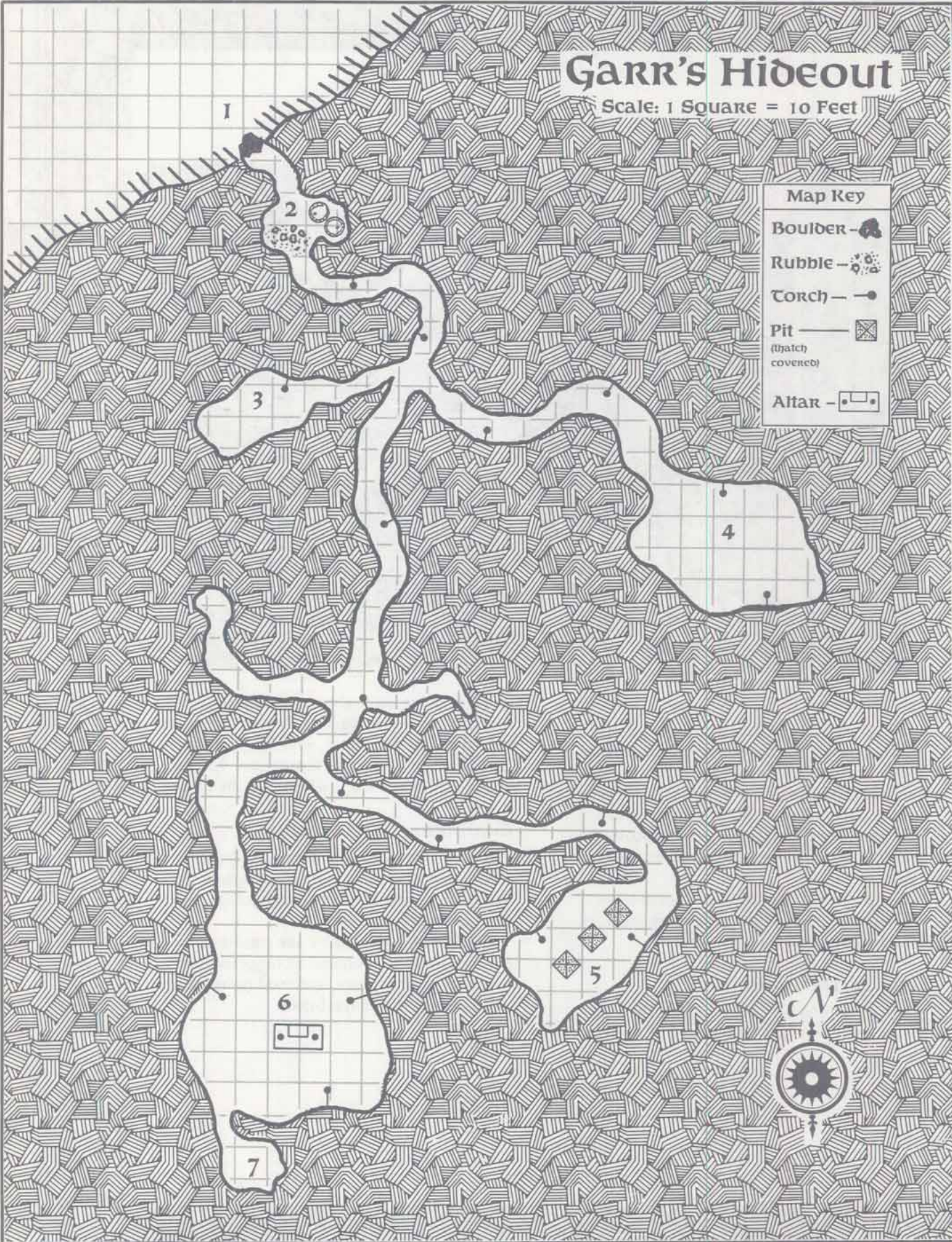
Boulder -

Rubble -

Torch -

Pit
(hatch covered) -

Altar -



The Tomb of Astius

For 3-6 Characters, Levels 3-5

A network of passages has been uncovered by miners. Claiming to have seen ghosts and humanoids with glowing eyes, the superstitious miners have refused to continue working.

The passages are actually part of the tomb of a Zargosian sorcerer named Astius who died long ago. A Zargosian cleric named Keosus learned of the tomb's location, and has come here to look for anything that might help him and his fellow Zargosians unravel the mysteries of the *Book of Zargos*.

Getting Started

For this adventure, it is assumed the player characters are traveling along a trail through the hills or mountains near Demtor or Laroun. However, with a little tinkering, you can locate the adventure just about anywhere.

Uphill from their position, the PCs see the entrance to a mine. Milling around the entrance are about 20 male slaves. They are talking among themselves anxiously with obvious expressions of fright on their faces.

If the adventurers move closer, they hear a few snatches of conversation, such as "They had glowing eyes, I tell you!" and "We'll all be hanged for certain."

When the miners notice the PCs, they rush toward them. "Good masters, help us please!" The slaves explain that their master and two other slaves were captured by "ghosts" in the mine. If their master, named Pellnos, is not found, they fear they will all be blamed for his death and executed. The slaves plead with the adventurers to go into the mine and rescue the others.

None of the slaves will go with them, as they are much too frightened by what they have seen. If the PCs request it, several of the slaves will return to their mining camp (several miles away) for help. One of the miners warns the PCs that time is of the essence by saying,

"By the time they get back with help, it will be too late!"

The adventurers have two choices: go into the mine or leave. Abandoning the slaves to their fate is certainly not very heroic.

Note that if the PCs are associated with the Kleonites (a secret society seeking freedom for slaves), they may try to persuade the slaves to take this opportunity to run away. Some might agree, but most are simply too frightened of being caught and killed. Besides, two of their friends were captured in the mine and they don't want to abandon them.

Typical slave: normal human; AC 9; hp 4; MV 120' (40'); #AT 1; Dmg 1d8 (pickax); Save normal human; ML 5; AL N.

Into the Mine

The numbered areas below correspond to the numbers on the map of the mine.

1. Mine Entrance: Standing outside the mine are four carts harnessed to ponies and filled with rubble. Rope, torches, pickaxes, pry bars, and other mining equipment are here also. The PCs may use any of these while exploring the mine if they wish.

2a-d. Tunnels: The tunnels are shored up with timbers and are 10' high. The main tunnel (2a) is lighted by torches in brackets fixed to the timbers at intervals of 60'. The other passages are not lighted.

At the back of tunnel 2d is a large pile of rubble. If the PCs approach and look closely, they notice a human foot sticking out of the rocks. Buried underneath is a dead slave. He appears to have been bitten to death. All of his clothes have been taken. If the PCs search the area, they discover signs of a recent battle (drops of blood, torn bits of clothing, etc.).

3. Square Passage: It is dark and quiet here. The passage has been skillfully cut from natural rock and is 20' tall.

From the light of their torches, the PCs can

see that the inner walls (those with the secret doors) of this square passage are painted with nightmarish scenes of monsters devouring humans in a world with a black sun.

Standing in front of the secret door to room 5 are two Zargosian changelings who have made themselves look like the two missing slaves. Any PC who saw the body in tunnel 2d may attempt an Intelligence check. If successful, the adventurer realizes that one of the changelings looks exactly like the dead slave.

The changelings act happy and relieved to see the PCs. They tell the characters that they are lost. The changelings want the PCs to leave, and try to persuade them to do so. If pressured by a lot of questions they can't bluff answers to, the changelings attack with their pickaxes.

Zargosian changelings (2): AC 8; HD 1; hp 8, 6; MV 120' (40'); #AT 1; Dmg 1d8 (pick-ax); Save F1; ML 7; AL C; XP 13.

4. Astius's Tomb: In the center of this cross-shaped room, which is 30' tall, is a box made of black stone that measures 3' × 3' × 6'. The casket is adorned with bas-relief faces of undead creatures. Inside rests the body of Astius.

Standing on a small stone pedestal at the head (north end) of the casket is the skeleton of a cyclops. In each hand it holds a red orb about 1' in diameter. At the foot (south end) of the box is a vacant stone pedestal. The cyclops is actually a bone golem. The red orbs are rusted iron balls.

Keosus is fiddling with the casket. He is trying to figure out how to open it without setting off any traps. When the PCs enter this room, Keosus uses his *talisman of the bone golem* to make the cyclops attack.

Cyclops bone golem: AC 2; HD 6; hp 34; MV 120' (40'); #AT 1 claw or 1 thrown iron ball; Dmg 1d10/3d6; Save F4; ML 12; AL N; XP 500.

Keosus: 5th level cleric of Zargos (see Secret Societies section for benefits and penalties); AC 6 (cuir-boulli); hp 23; MV 90' (30'); #AT

1; Dmg 1d6 (short sword); Save C5; ML 9; AL C.

Spells Carried: 1st—*cause light wounds, cause fear*. 2nd—*blight, resist fire*.

Magical Items: *talisman of the bone golem* (worn around neck).

5. Laboratory: This square chamber is 15' tall. Tables and shelves line the walls. All are covered with beakers, vials, flasks, and urns containing rotting plant and animal specimens. On a long table is the skeleton of a cyclops, which Astius was apparently planning to animate as another bone golem.

6. Laboratory: Strange glyphs and symbols are drawn on the walls and floor of this room. In some places the stone is blackened and sooty, as if burnt by intense heat. At other places the stone appears corroded or melted. Astius used this chamber to test the spells and chemicals he created.

7. Living Quarters: A simple bed of padded furs rests along a wall here. There is also a small table holding a molded wedge of cheese, a rotten apple, and an empty wine flagon.

8. Storage: Seven clay urns sealed with oily skins hold a variety of provisions: apples, bread, cheese, dried meats, wine, water, etc. Most are no longer edible. Pellnos and a slave are also in this chamber. They are bound and gagged, and nestled among the urns.

If freed, the two Milenians explain that they and another slave were ambushed in one of the tunnels by two undead creatures with huge, glowing eyes and their undead master. The other slave was killed in the fight, and these two were captured. They know little else.

Pellnos: 1st level fighter; AC 6; hp 6; MV 90' (30'); #AT 1; Dmg 1d6 (short sword); Save F1; ML 7; AL L.

9. Concealed Entrance: The double doors between areas 3 and 9 are slightly ajar. The cave

entrance to the tomb is concealed from the outside by overhanging vines. In the center of the chamber is a clay urn filled with 500 silver medallions which Keosus was planning to take. Hanging upside down in the darkness 30' above the urn are the three Zargosian bats Keosus and the changelings rode here. If the PCs enter and explore this room, the bats swoop down and attack.

Zargosian bats (3): AC 6; HD 4+3; hp 19, 17, 14; MV 30' (10'), flying 180' (60'); #AT 1 bite or 1 spit; Dmg 1d8 + paralysis; Save F2; ML 8; AL C; XP 200.

Treasure

Besides the 500 sm (silver medallions) in area 9 and Keosus's *talisman of the bone golem*, it is up to the DM to decide what other treasures (if any) may be found.

Perhaps jewelry, a magical item, or a scroll containing a new spell is buried with Astius. In this case, the casket should be locked and protected by a gas trap: Everyone within 10' must succeed at saving throw vs. poison or suffer 1d10 points of damage. There might also be valuables in his laboratory (area 5), such as gemstones, pearls, or rare herbs.

If you want to roll randomly on the Treasure Types Table in the *Rules Cyclopedia*, consider the dead Astius to have been buried with treasure type E or O (your choice).

Ending the Adventure

If Keosus defeats the PCs, he binds them and puts them in the storage room (area 8) with Pellnos. He quickly loots the tomb, then flies away on his Zargosian bat. The bone golem (if not destroyed) remains on its pedestal and is programmed to attack anyone who attacks it or approaches within 5' of the casket. Eventually, if the PCs have not freed themselves, the slaves outside the mine get up the courage to come looking for them. The PCs are rescued.

If the adventurers rescue Pellnos, he is very gracious—and offers them half of any treasure

that has been found. Since Pellnos owns the mine, he figures he owns the tomb and its contents also. If the PCs threaten him, Pellnos will not fight for the treasure. However, he will file a complaint with the local magistrate. The adventurers may find themselves in trouble with the law.

If Pellnos is killed by Keosus or monsters, the slaves expect the PCs to come with them to their mining camp. The slaves are still afraid they will be blamed for their master's death, and want the adventurers to explain to his family what happened.

Continuing the Adventure

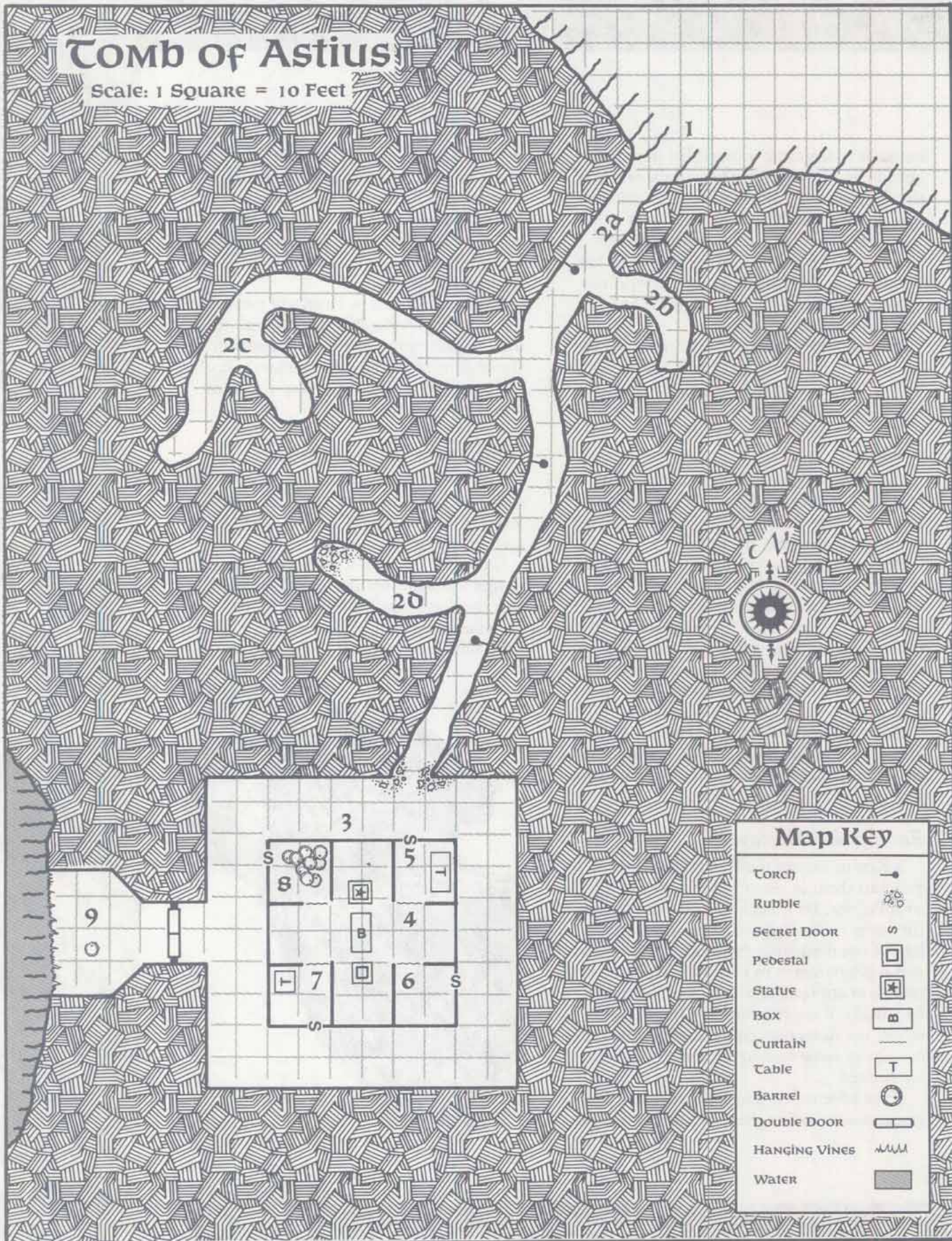
Astius built his sanctum long ago. It is possible that there are other, secret chambers or levels to the dungeon. Feel free to add to the map, if you desire.

If the PCs defeated Keosus, the Followers of Zargos will want revenge. It is also possible that the Zargosians believe the PCs recovered a valuable object from the tomb, and will hunt them down to get it back.



Tomb of Astius

Scale: 1 Square = 10 Feet



Map Key	
Torch	
Rubble	
Secret Door	
Pedestal	
Statue	
Box	
Curtain	
Table	
Barrel	
Double Door	
HANGING VINES	
Water	

The Ship of Bones

For 3-6 Characters, Levels 9-11

Recently, fishing boats and their crews from Phos have been disappearing on Lake Agrisa. The PCs come to the town of Phos to meet with a friend, and soon discover that he is missing also.

The search for their friend brings the adventurers into an encounter with a strange ship made from the skeleton of a dragon turtle. The dragon ship has an undead crew controlled by powerful Zargosian clerics and sorcerers. The evil Zargosians also have a stronghold in the cliffs along the lake.

There is a legend which states that Lake Agrisa was the birthplace of the sun. When the sun finally "dies," the lake will supposedly bear a new sun to replace the old.

The Zargosians have come to the lake to ensure that this prophecy never comes true. Using the dragon ship, they scour the bottom of the lake searching for any clues to refute or confirm the legend.

They also use the ship to capture fishermen. After being questioned about the lake and its legend, the fishermen are forced to drink *zombie broth*, a magical concoction that makes them into mindless automatons. Perhaps the adventurers can put a stop to this evil . . .

Getting Started

The PCs' friend is a fisherman named Palomenes who lives in Phos. Exactly how they know him and why they want to meet with him is up to the DM to decide. Here are a couple of suggestions:

- Palomenes has learned some valuable information concerning an adventure or campaign goal the PCs are currently involved in. The adventurers must speak with him to further their quest.
- Palomenes is an uncle of one of the PCs. Not long ago, the PC received a strange letter from Palomenes, who stated that something

odd was happening on the lake; several fishermen are missing. Having heard of his nephew's brave exploits, Palomenes has requested that the adventurer come to Phos to investigate the disappearances.

The adventure begins when the PCs arrive at the docks of Phos. They are supposed to meet Palomenes's ship, the *Pearl*, at the eastern-most dock.

Palomenes and his boat are not at the dock, but there is another boat here called the *Smiling Shark*. On board is a crusty old fisherman named Dracarnos.

If the PCs ask him about Palomenes, Dracarnos says something like, "Well, his boat's not here, so, of course, he's not here! He's probably still fishing the lake. You might try the Lucky Mermaid, though. Old Palomenes likes to have a drink now and then, but I doubt he's there." Dracarnos can also tell them how to find Palomenes's home, which is near the docks.

Dracarnos: normal human; AC 9; hp 6; MV 120' (40'); #AT 1; Dmg 1d4 (dagger); Save normal man; ML 8; AL L.

At the Lucky Mermaid

This place is very close to the docks. It is an open-air, cafe-like establishment. Patrons stand next to a long bar, where they eat, drink, and gossip. There are three fishermen here now, eating fish stew and drinking wine.

The men can tell the PCs that they haven't seen Palomenes since yesterday. "The ghost ship probably got him, too," says one of the fishermen with a frown. "There's no such thing," says another. "It's only a trick of the fog."

If questioned about the ghost ship, the fishermen tell the PCs that five boats have vanished in the last month. Some people have told tales of seeing a ship made of bones that sails beneath the waves and swallows fishing boats whole. They know little else about it or about Palomenes.

At Palomenes's Home

The fisherman lived in a small mud and brick cottage near the docks. Inside are Palomenes's haggard wife, Tassia, and six young children.

Tassia is already nervous because her husband and two oldest sons are several hours late. When the PCs relate that they are looking for Palomenes, and haven't been able to find him, she becomes frantic. "Oh, blessed Protius, please protect my men from the ship of bones," she wails. She has heard the tales about the ghost ship, but has not believed them until now.

Tassia welcomes the PCs to wait here until Palomenes returns. However, she would rather they went to the dock to look for him, and tell him to get home when they find him.

Back at the Dock

If the PCs went to the Lucky Mermaid or Palomenes's home, Dracarnos is still at the dock when they return. He's not surprised that they didn't find Palomenes.

While the player characters are talking with Dracarnos, they hear a cry for help coming out of the fog on the lake. (The warm waters of Lake Agrisa are perpetually covered by swirling fog.) Holding onto a barrel and paddling toward them is a weary looking young man.

After the PCs help him onto the dock, the man speaks to them between gasps for breath. "Please help me," he says. "My father's boat was attacked . . . He and my brother are still out there somewhere."

The adventurers will have lots of questions for him. Here are a few of the most likely questions and answers:

Who are you?

—"I am Laergos, the oldest son of Palomenes. I was fishing with my father and younger brother when it happened."

What happened?

—"It came from below without warning, lifting our boat into the air. I was thrown over

the side. Before I hit the water, I glimpsed our attacker. It was so huge! It looked like a giant, white turtle. I was nearly pulled under to my death by the strong currents of the monster's passing. When I finally reached air, there was no sign of my father or brother or our boat. Luckily, this barrel was thrown over with me. I used it to help me swim here.

"I know my father and brother still live! They may be swimming as I was. We must go look for them."

Where were you attacked?

—"It was at one of my father's favorite fishing places. I can take you there."

Dracarnos offers to let the PCs use his fishing boat so they can begin searching right away. He tells the adventurers that he will alert the other fishermen on the docks in order to get as many boats as possible on the lake to search for Palomenes.

On Lake Agrisa

Dracarnos's boat is very small. Laergos can pilot it by himself. Any PCs skilled at Seamanship are welcome to help him.

Because of the fog, visibility is reduced to about 50' on the lake. After an hour of searching, the adventurers reach the spot where the attack occurred. There is little to be seen here, only a few bits of wreckage. Laergos circles the area several times, calling out to his father and brother, but there is no response.

Suddenly, a school of flying fish jumps out of the water next to the boat. Crashing into the side of the *Smiling Shark* and onto the deck, the beautiful little fish are utterly terrified and flap about crazily. In the next instant, the huge skeletal head of a dragon turtle emerges beneath the small fishing boat and engulfs it whole. The PCs are inside the skull of the Ship of Bones!

The Ship

The vessel is made from the skeleton of a dragon turtle. It is not an undead or otherwise

enchanted creature; it is merely a lifeless boat. The ship measures 180' from its nose to the tip of its bony tail. At its widest, it is 90' across. At the center of its shell, it is 30' tall.

Ship of Bones: AC 0; Rowers 250; Capacity 80,000 cn; Move Mi/Day 12; Move Ft/Rnd 60; Hull Points 200.

The map of the ship shows it with the top half of its shell removed. This is simply to facilitate reading the map. The shell is actually whole and watertight. The following numbered areas match the numbers on the map of the *ship of bones*.

1. Skull: The dragon's eye, ear, and nose holes are sealed with copper and wax. Its jaws can be opened by chains running through its neck to a pair of crank mechanisms located in the main body. The skull can be used to ram enemy ships, to capture small boats, and to scoop items from the bottom of the lake.

When the PCs and their fishing boat are engulfed, the water in the skull is only knee-deep. It is pitch dark. The little boat leans heavily to one side with its mast broken. There is no sign of Palomenes or his fishing boat. The air smells slightly rotten.

The PCs have the definite sensation that they are moving through the water. From the popping in their ears, the dragon ship has evidently taken them quite deep. Be sure the players realize that unless all of their characters can breathe water, breaking out of the skull is a suicidal undertaking.

2. Neck: The neck bones have been hollowed out, forming a tunnel 10' in diameter. Midway down the tunnel is a heavy, iron portcullis. Any PC who succeeds at his Open Doors roll with a -1 penalty lifts the portcullis. However, two zombie guards stand behind the portcullis opposite the PCs. They prod any adventurers who approach the portcullis with their long spears.

Zombies (2): AC 8; HD 2; hp 14, 12; MV 90' (30'); #AT 1; Dmg 1d6 (spear); SD Always

lose initiative; ML 12; AL C; XP 20.

Five feet beyond the portcullis is a round door made of copper. It is watertight. Any PC who succeeds at his Open Doors roll with a -1 penalty can open the copper door. Past the door, the tunnel continues into the main body of the ship, which is illuminated by *continual light* spells. A ghastly smell fills the air.

3. Viewports: Holes 20' wide and 10' tall have been cut in the shell and filled with glass. Zargosians use them as viewports to help guide their ship through the depths of Lake Agrisa.

Standing at each viewport is a Zargosian cleric holding a flag on a small pole. The flags are used to signal the steersman at the dragon's tail, indicating which direction he should turn.

Olyphanes: 5th level cleric of Zargos (see the Secret Societies section for benefits and penalties); AC 6 (*cuir-boulli*); hp 28; MV 90' (30'); #AT 1; Dmg 1d6 + 2 (*mace* + 2); Save C5; ML 8; AL C.

Spells Carried: 1st—*cause light wounds, cause fear*. 2nd—*blight, silence 15' radius*.

Magical Items: *mace* + 2. Olyphanes also has a map showing the location of the Zargosian stronghold.

Sardonus: 7th level cleric of Zargos (see the Secret Societies section); AC 5 (*cuir-boulli* + 1); hp 41; MV 90' (30'); #AT 1; Dmg 1d6 + 2 (*spear* + 2; Save C7; SA *spear* + 2 to hit, +1 damage); ML 9; AL C.

Spells Carried: 1st—*cause light wounds, cause fear, light*. 2nd—*resist fire, silence 15' radius*. 3rd—*curse, striking*.

Magical Items: *spear* + 2, *cuir-boulli* + 1.

4. Limbs: Poles have been attached to the bones of the dragon's four massive limbs so that they may be used as oars. The natural openings in the shell for the limbs have been made watertight, yet flexible, with oily skins and wax.

When the ship dives, only the front limbs are manipulated. When it rises, only the back limbs are rowed. To travel on an even keel, all

four limbs and the banks of oars are used simultaneously.

5. Tail: The dragon's skeletal tail is used as a rudder, steering the ship right, left, and straight on. Positioned at the rudder is a Zargosian cleric. Another cleric beats out a rhythm on a drum standing near the rudder. With each beat of the drum, the rowers pull at their oars. If the drummer stops, the rowers stop and the ship slowly (within 10d10 rounds) rises to the surface.

Gythnos the Steersman: 4th level cleric of Zargos (see the Secret Societies section for benefits and penalties); AC 6 (cuir-boulli); hp 22; MV 90' (30'); #AT 1; Dmg 1d6 + 1; Save C4, special; ML 8; AL C.

Spells Carried: 1st—*cause light wounds, cure light wounds*. 2nd—*blight*.

Xanthipon the Drummer: 4th level cleric of Zargos (see the Secret Societies section for benefits and penalties); AC 6 (cuir-boulli); hp 18; MV 90' (30'); #AT 1; Dmg 1d6 (mace); Save C4; ML 10; AL C.

Spells Carried: 1st—*cause light wounds, light*. 2nd—*resist fire*.

6. Oars: Two banks of 10 wooden oars extend from slots cut in the shell. The slots are made flexible and watertight by a combination of oiled animal skins and wax.

Standing in ankle-deep water at each oar (including the four limbs and tail rudder) are 10 rowers, for a grand total of 250 rowers. Some of them are undead skeletons and zombies, but most are living humans under the influence of *zombie broth*. The broth is a magical fluid that saps the imbiber's will, making him a mindless automaton. Zargosians use the liquid as the first step in making humans true undead zombies. For more information about *zombie broth*, see the Milenian Magic chapter of this book.

200 Normal Humans: AC 9; hp 3 (average); MV 90' (30'); #AT 0; Dmg Nil; Save normal man; ML 6; AL N. Because they are affected

by *zombie broth*, these humans make no attacks and can only perform very simple commands (such as rowing).

Skeletons (25): AC 7; HD 1; hp 4 (average); MV 60' (20'); #AT 1; Dmg 1d6 (short sword); Save F1; ML 12; AL C; XP 10.

Zombies (25): AC 8; HD 2; hp 10 (average); MV 90' (30'); #AT 1 weapon; Dmg 1d6 (short sword); Save F2; SD Always lose initiative; ML 12; AL C; XP 20.

7. Braziers: Two iron braziers holding hot coals stand here. Just above the coals of each brazier hangs an iron pot filled with bubbling *zombie broth*. This is the source of the ghastly odor that permeates the ship. A Zargosian sorcerer tends each brazier, and distributes cups of the broth to the human crew.

Byzaron: AC 7 (*ring of protection +2*); hp 27; MV 120' (40'); #AT 1; Dmg 2d6 (*staff of striking*); Save M9; SD see Secret Societies section; ML 8; AL C.

Spells Carried: 3/3/3/2/1.

1st—*detect magic, dying gasp, shield*. 2nd—*continual darkness, continual light, levitate*. 3rd—*create air, dispel magic, infravision*. 4th—*wall of fire, wizard eye*. 5th—*animate dead*.

Magical Items: *ring of protection +2, staff of striking*.

Heironus: AC 9; hp 24; MV 120' (40'); #AT 1; Dmg 1d6 + 2 (*staff of an element (water)*); Save spells; SD see Secret Societies section; ML 10; AL C.

Spells Carried: 3/3/3/2/1.

1st—*analyze, dying gasp, shield*. 2nd—*knock, phantasmal force, wizard lock*. 3rd—*create air, protection from normal missiles, steal breath*. 4th—*curse, remove curse*. 5th—*animate dead*.

Magical Items: *staff of an element (water)*. Note that if Heironus uses his staff to conjure a water elemental, it forms from the ankle-deep water in the ship.

Water Elemental: AC 2; HD 8; hp 42; MV (swimming) 180' (60') or 60' (20'); #AT 1; Dmg 1d8; Save F8; ML 10; AL N; XP 650.

Battle for the Ship

If the PCs manage to get past the portcullis and copper door in the ship's neck, they can enter the body of the vessel. The Zargosians believe they have captured another fishing boat with a few meek fishermen on board. They are not expecting powerful adventurers.

When the battle begins, the clerics command the skeletons and zombies to leave their oars and engage the PCs in combat. The human crewmen keep rowing as long as the drummer continues to beat a rhythm.

Zargosian clerics can control undead just like "lieges." (See the *Rules Cyclopedia*.) This makes turning the skeletons and zombies more difficult. When a character tries to turn undead pawns, he must make two attempts. The first is checked as if against the liege, who is normally an undead creature himself. If the liege is a Zargosian cleric, consider the cleric to be the equivalent of an undead with the same number of Hit Dice as the cleric's level. For example, a 4th level Zargosian cleric would be the same as a wraith because wraiths have 4 Hit Dice. If the first attempt is successful, the control link between the cleric and his pawns is broken with no other effect. For the former pawns to be turned, the PC must make another attempt with normal chances and results.

While the adventurers battle the undead, the Zargosian clerics and sorcerers harass them with their spells. If the PCs defeat the skeletons and zombies, Katnonius might use his *staff of an element (water)* to conjure a water elemental (DM's option).

If the PCs defeat the Zargosians and their undead pawns, they can take control of the ship. The human crewmen will obey their command to row if they beat the drum. If the PCs simply do nothing, the ship will rise to the surface on its own.

Palomenes and one of his sons are among the crew. Because of the magical broth, the fisherman does not recognize the PCs or even his own son. If the PCs have sought Palomenes

for information, now is the perfect time to ask him because *zombie broth* acts like a truth serum. The fisherman will tell them everything he knows.

Ending the Adventure

If the PCs defeat the Zargosians, they can return to Phos in the Ship of Bones. They are hailed as heroes for rescuing the 200 humans on board. The local magistrate may offer them a reward (determined by the DM). Consider a suitable reward to be between 10 and 100 gold medallions for each person rescued.

Not all of the humans are fishermen. Some were captured in other parts of the Empire, while others were slaves of the Zargosians. The *zombie broth* wears off after one sleep, and the humans are themselves once again.

The magistrate confiscates the Ship of Bones. It may end up being used by the navy, or simply scuttled and sunk in the lake. The magistrate will not let the PCs keep it, for fear that it might be used against the Empire.

Continuing the Adventure

If the PCs found the map revealing the location of the Zargosian stronghold, they may decide to go there, rather than returning to Phos. If they do, continue the adventure with the following section.

The adventurers may have been defeated and captured by the Zargosians. If so, they are forced to drink *zombie broth*, and positioned at the oars. Any PCs who succeed at a saving throw vs. poison are not affected by the broth. Smart players will have their characters pretend to be affected, making it easier for them to attempt an escape. Those PCs who do not "play along," and are obviously unaffected by the broth, are forced to take more drinks until they succumb or pretend to be affected.

At the Stronghold

After five sleeps of traveling (covering 60 miles), the ship finally arrives at the strong-

hold. If the PCs are captives, each sleep they are given another dose of *zombie broth*. The adventurers may attempt saving throws vs. poison to resist the potion's effects.

It is up to you to decide if the ship has any random encounters during the journey on the lake. An encounter might give the PCs an opportunity to take control of the ship, if they are captives (and are not under the affect of *zombie broth*).

The numbered areas below correspond to the numbers on the map of the Zargosian stronghold.

1. Subterranean River: The entrance to the river is concealed in a shadowy cleft in the cliff walls along the northwestern coast of Lake Agrisa. It is very difficult to spot without a map. The Empire has never discovered its existence.

The underground river twists through the chain of mountains called the Emperor's Rampart, and eventually connects with the Bay of Laroun. Traveling the length of the river is hazardous due to rapids, waterfalls, monsters, and changes in the width and height of the channel. The *ship of bones* is much too large to navigate all the way to the Bay of Laroun.

The Zargosian stronghold is located about one mile up the river from Lake Agrisa. The current is very slow here, and the river reaches a depth of 100'. Anchored near the stronghold are five fishing boats that have been captured over the last month.

If the PCs are the captives of the Zargosians, the ship's oars are retracted and the vessel is rotated to rest the skull on the beach. The jaws are opened, and the human crew (including the PCs) is forced to disembark and taken to the stockade (area 4). The 50 skeleton and zombie crewmen (if they have not been destroyed) remain on board.

If the PCs are in control, it is up to them to decide how to disembark. They might decide to row the *Smiling Shark* (if it is still in the dragon ship's skull) to the beach.

2. Beach: There are 10 zombie guards standing at the cavern entrance. They will attack the PCs, unless the adventurers are captives.

Zombies (10): AC 8; HD 2; hp 16, 15, 14, 13, 12, 10, 8, 7, 4, 3; MV 90' (30'); #AT 1 weapon; Dmg 1d6 (spear); Save F1; ML 12; AL C; XP 20.

3. Main Tunnel: It averages 20' wide and 10' high. The main tunnel is lighted by torches. Moisture condenses on the walls and forms puddles on the ground.

4. Stockade: This long cave is cold and damp. The ceiling is low, being only 5' high. Ten skeletons guard the entrance. If the PCs are not captives, the skeletons attack them.

If the PCs are captives, they are taken here with the rest of the human crew. All of them are forced to sit in the darkness. Some of the mindless humans blather to themselves, others drool, and most fall into a fitful sleep.

If the PCs have not escaped after 1d3 hours, two Zargosian clerics named Eumennon and Gedros enter the stockade and remove six of the humans chosen at random. However, none of the PCs are taken, yet. The six humans are escorted to the temple (area 8), where they will be transformed into zombies.

If it looks like the PCs are not going to escape, you have a couple of options:

- The adventurers are taken to the temple and transformed into zombies. They are now NPCs and effectively "dead." Roll up new characters.

- Assume the *zombie broth* wears off, and the PCs regain their willpower. Some of the other humans in the stockade may also be free of the broth, and can help the PCs overpower the skeleton guards.

Skeletons (10): AC 7; HD 1; hp 8, 7, 7, 6, 6, 5, 4, 4, 2, 1; MV 60' (20'); #AT 1; Dmg 1d6 (spear); Save F1; ML 12; AL C; XP 10. These skeletons are not undead pawns at the moment, and can be turned with normal chances and results.

Eumennon: 3rd level cleric of Zargos (see the Secret Societies section for benefits and penalties); AC 6 (cuir-boulli); hp 15; MV 90' (30'); #AT 1; Dmg 1d6; Save C3; SA spear (+2 to hit, +1 damage); ML 7; AL C.

Spells Carried: 1st—*cause light wounds, cure light wounds.*

Gedros: 2nd level cleric of Zargos (see the Secret Societies section for benefits and penalties); AC 6 (cuir-boulli); hp 8; MV 90' (40'); #AT 1; Dmg 1d6; Save C2; SA spear (+2 to hit, +1 damage); ML 8; AL C.

Spells Carried: 1st—*cause fear.*

5. Living Quarters: This cave is lighted by a torch. The ceiling is 15' above.

Eight wooden bed frames covered with mattresses of sheep's wool are in this chamber. The Zargosian clerics and sorcerers, except Helikion and Vixnalia (see area 9), sleep here. A large, iron brazier filled with burning coals and incense keeps this cavern warm. No one is here.

At the back of the cave, a large rock (Strength 13 required to lift it) covers a hole. In the hole are two iron chests measuring 1' x 3' x 3'. The chests belong to Byzaron and Katnonius, the two Zargosian sorcerers encountered on the ship. Each chest has been *wizard locked* by its owner. Inside are the sorcerers' spell books.

6. Treasure Chamber: This cavern is not lighted. The ceiling is 20' above.

Not long ago, the Zargosians discovered a shipwreck on the bottom of the lake. They recovered three huge chests, which sit in the center of this cavern. The chests measure 3' x 3' x 6' and are covered with dried seaweed. They have been *wizard locked* by Helikion (see area 8 for his game statistics).

If the PCs were captured, their belongings are here also. Whether or not their items have been locked in a chest is for the DM to decide—the PCs may need their magical weapons to defeat the wraith (see below).

Exactly what may be found in the chests is

for the DM to determine. You can either deliberately choose treasure from the lists in the *Rules Cyclopedia*, or roll randomly on the Treasure Types Table in that same book. If you decide to select randomly, consider each chest to have a different treasure type. It is suggested that the treasure types be A, B, and C.

The treasure chamber is guarded by 10 skeletons, standing quietly around the chests in a circle. Hovering in the darkness above the chests is a wraith. The skeletons are pawns of the wraith, and the wraith is in turn a pawn of Vixnalia, a female cleric located in the temple (see area 8 for her game statistics).

Skeletons (10): AC 7; HD 1; hp 8, 8, 7, 6, 6, 5, 5, 4, 3, 1; MV 60' (20'); #AT 1; Dmg 1d6 (spear); Save F1; ML 12; AL C; XP 10.

Wraith: AC 3; HD 4; hp 30; MV 120' (40'), fly 240' (80'); #AT 1 touch; Dmg 1d6 + energy drain; Save F4; ML 11; AL C; XP 175.

7. Storage: This small cave is not lighted and has a low ceiling (6'). It is filled with barrels and stoppered urns containing wine and food (salted meat, bread, vegetables, and fruit).

8. Temple: This large cavern is lighted by torches. The ceiling is 20' above.

Toward the center of the cave, an altar of black stone has been erected in honor of Zargos. Standing before the altar are two iron braziers holding burning coals and incense. Resting on the coals of each brazier is an iron cauldron filled with bubbling *zombie broth*.

Performing a ceremony at the altar are Vixnalia and her husband, Helikion. Any other Zargosians who have not previously been defeated during the adventure are taking part in the ceremony also.

The ceremony is being performed to change six humans into zombies. If the PCs were held captive in the stockade (area 4), these are the same humans who were taken from there. Unless the PCs interfere, the ceremony is completed within 1d3 rounds after they enter the temple.

Zombies (6): AC 8; HD 2; hp 14, 12, 11, 8, 5, 3; MV 90' (30'); #AT 1 claw; Dmg 1d8; Save F1; SD always lose initiative; ML 12; AL C; XP 20.

Helikion: 11th level Zargosian sorcerer (see the Secret Societies section for benefits and penalties); AC 9; hp 31; MV 120' (40'); #AT 1; Dmg 6d6 (*wand of lightning bolts*); Save M11; ML 9; AL C.

Spells Carried: 4/3/3/3/2/1.

1st—*detect magic, dying gasp, light, shield*.
2nd—*detect evil, levitate, wizard lock*. 3rd—*create air, dispel magic, lightning bolt*. 4th—*clothform, wall of fire, wizard eye*.
5th—*animate dead, woodform*. 6th—*stoneform*.

Magical Items: *wand of lightning bolts*.

Vixnalia: 10th level cleric of Zargos (see the Secret Societies section for benefits and penalties); AC 4 (*cuir-boulli* +2); hp 42; MV 90' (30'); #AT 1; Dmg 1d6+3 (*spear* +3); Save C11; SA *spear* (+2 to hit, +1 damage); ML 11; AL C.

Spells Carried: 4/4/3/2/1.

1st—*cause fear, cause light wounds, cure light wounds, resist cold*. 2nd—*bleed, blight, resist fire, silence 15' radius*. 3rd—*cause disease, cure disease, striking*. 4th—*animate dead,*

cure serious wounds. 5th—*cause critical wounds*.

Magical Items: *cuir-boulli* +2, *spear* +3.

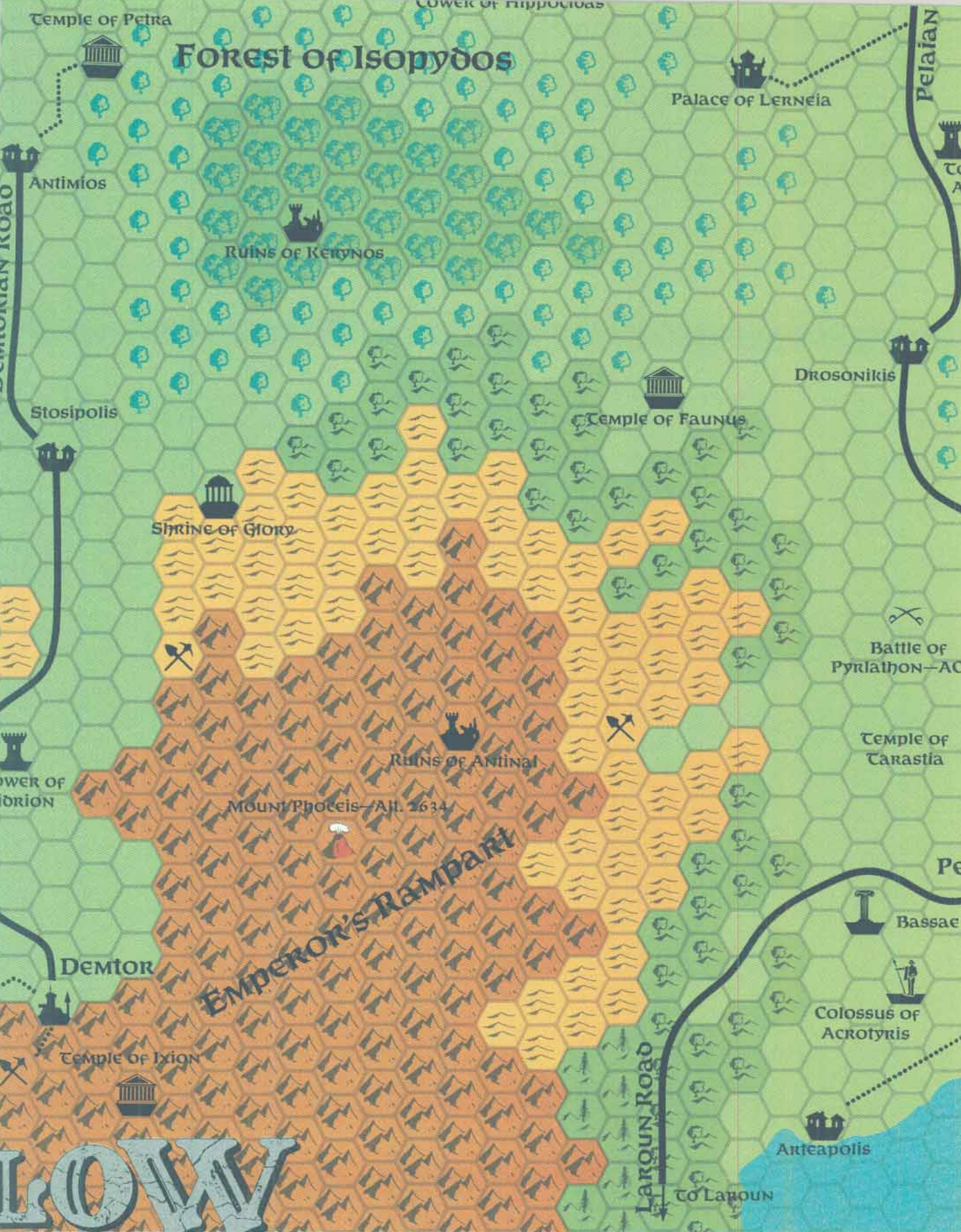
9. Helikion and Vixnalia's Cave: A curtain separates this small cave from the temple cavern. It is dark, and the ceiling is 10' above.

A large wooden bedframe supports a silk mattress. Under the bed is an iron chest measuring 1' × 3' × 3'. It has been *wizard locked* by Helikion. Inside are his spell book and Vixnalia's private journal. The journal has been written in code; a *read languages* spell is required to read it. The journal reveals the legend concerning Lake Agrisa and the birth of a new sun. There are also several maps in the journal revealing the locations of shipwrecks on the bottom of the lake.

The End?

After ransacking the stronghold and rescuing the humans, the adventurers can return to Phos in the *ship of bones*. Some time in the future, the PCs will likely meet with Zargosians hungry for revenge.

The adventurers might decide to explore some of the shipwrecks mentioned in Vixnalia's journal. This could make for several exciting underwater adventures of your own.



Temple of Petra

Forest of Isopydos

COWER OF Hippocreas

Palace of Lerneia

Pelagian

Antimios

Ruins of Kerynos

Stosipolis

Shrine of Glory

Temple of Faunus

Drosonikis

Battle of Pyriathon-AC

Temple of Tarastia

TOWER OF DRION

Ruins of Antinal

Mount Phoebeis - Alt. 2634

Emperor's Rampart

Pe

Demtor

Bassae

Temple of Ixion

Colossus of Acrotiris

LOW

Laroun Road

Arteapolis

TO LAROUN





Dorias

Tromeas

Battle of Epithon—AC 515



Lentys Fort



Swamps of Achai



Temple of Zirchev

Ruins of Mecenis



Great Woods of Drosonai

Ruins of Drosonai



Mount Anaxophon—Alt. 2517

Battle of Philipponia—



THE MILENIAN EMPIRE

	PALACE		LIGHTHOUSE		LIGHT FOREST		WATER
	CASTLE		TEMPLE		LIGHT FOREST		COAST LINE
	FORT		SHRINE		HEAVY FOREST		RIVER
	TOWER OR KEEP		STATUE		HEAVY FOREST		WATER FALL
	RUINS		IMPERIAL MONUMENT		HILLS WITH FOREST		GREATER CATARACT (RAPIDS)
	CAPITAL		VOLCANO		HILLS WITH FOREST		MEDIUM CATARACT (RAPIDS)
	CITY		CLEAR PASTURELAND FARMLAND		SWAMP OR MARSH		LESSER CATARACT (RAPIDS)
	TOWN		MOUNTAINS		PLATEAU OR CLIFF		TRAIL OR SHIPPING LANES
	VILLAGE		HILLS		REEF		ROAD

To the
Traidar
Kingdoms

Battle of
Corisa—AC 422

Southern
Atlass Ocean

US
ASS

of Corisa

Scale: One hex equals 3 miles



Forest of Pyos



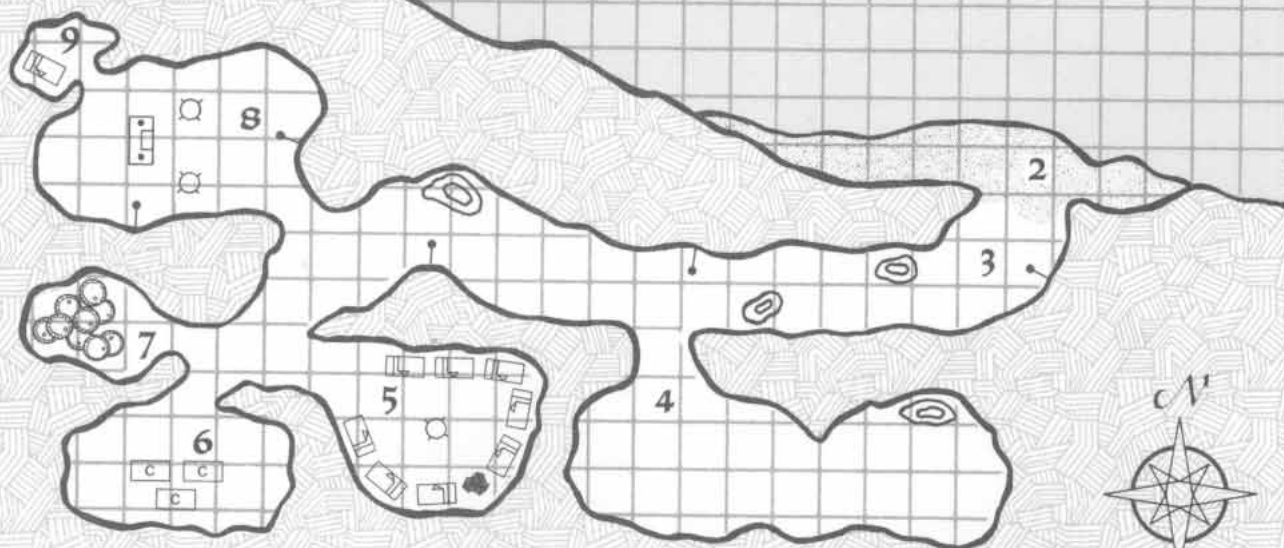
Zargosian Stronghold

Scale: 1 Square = 10 Feet

Map Key

Water	—	
Beach	—	
Torch	—	
Natural Pool	—	
Bed	—	
Brazier	—	
Boulder	—	
Chest	—	
Barrel	—	
Altar	—	

I



Milenian Melee Weapons

Weapon	Damage	Cost (gp)	Enc (cn)
Axe, Battle	1d8	7	60
Boxing Thongs (sharp)	1d3	1	10
Club	1d4	3	50
Dagger	1d4	3	10
Javelin*	1d6	1	20
Mace	1d6	5	30
Mace, Flange	1d6 + 1	10	30
Pike*	1d10	3	80
Lance**	1d10	10	180
Short Sword	1d6	7	30
Spear*	1d6	2	30
Staff	1d6	5	40
Trident*	1d6	5	25

* Special bonus: +2 to hit, +1 damage.

** Used mostly by Griffon Riders.

Milenian Missile and Hurled Weapons

Weapon	Damage	Cost	Enc (cn)	Range
Bow, Long	1d6	40 gm	30	70/140/210
Bow, Short	1d6	25 gm	20	50/100/150
<i>Dagger</i>	<i>1d4</i>	<i>3 gm</i>	<i>10</i>	<i>10/20/30</i>
<i>Dagger, Needle</i>	<i>1d3</i>	<i>5 gm</i>	<i>5</i>	<i>10/20/30</i>
<i>Javelin*</i>	<i>1d6</i>	<i>1 gm</i>	<i>20</i>	<i>30/60/90</i>
<i>Javelin, Sunbolt*</i>	<i>1d8</i>	<i>**</i>	<i>15</i>	<i>30/60/90</i>
Javelin Thong	—	1 sm	***	40/80/120
Net	Nil	25 gm	25	10/20/30
Sling	1d4	2 gm	20	40/80/160
<i>Spear*</i>	<i>1d6</i>	<i>3 gm</i>	<i>30</i>	<i>20/40/60</i>
<i>Trident*</i>	<i>1d6</i>	<i>5 gm</i>	<i>25</i>	<i>10/20/30</i>

Italicized weapons can be used in hand-to-hand fighting.

* Special bonus: +2 to hit, +1 damage.

** Sunbolt javelins cannot be bought.

*** No significant weight.

Cultural Armor and Shields

Type	Armor Class	Cost	Enc (cn)
Cuir-Boulli	6	30 gm	300
Leather	7	20 gm	200
Shield, Round	(-1 to AC)	10 gm	100

Brief Timeline of Recent Events

The schemes of the Immortals brought about dramatic changes to many countries on the surface of the Known World during the WRATH OF THE IMMORTALS campaign. Though the Immortals' struggles seldom involved lands of the Hollow World, the Milenian Empire was not left unaffected. This timeline lists some of the most important events.

AC 1,004: A Heldannic skyship arrives at Corisa. Trade negotiations are begun in the Senate, but personalities soon collide. The Milenian leaders realize the Heldanns are bent upon conquering all nations of the Hollow World. Talks end with the skyship impounded and its crew imprisoned.

AC 1,005: The Heldanns brought an invisible menace with them—plague. Thousands of Milenians perish before the disease runs its course. Heldannic spies arrive to investigate the disappearance of the skyship. They find allies among the "Kings of Milenia" and agree to support a revolt. Long sympathetic to the Kings, the people of the city of Pelai revolt, declaring independence from the Empire. Weakened by the plague, imperial forces are driven from the city.

AC 1,006: Backed by a flotilla of Heldannic skyships, the rebel army grows, sacking the city of Laroun and taking the Island of Amora. The Empire nears collapse as minor revolts spring up in other border provinces. However, Emperor Adronius fully recovers from the plague, as does as the rest of his massive army. To regain the confidence of his people, Adronius himself takes to the field of battle himself. Zealous Milenian phalanxes storm the cities of Pelai and Laroun, reclaiming them. The Heldannic flotilla retreats in defeat.

AC 1,007: A year of relative quiet and restoration follows. Though tension remains high among the formerly rebellious provinces, the Milenian Empire is whole once again.

AC 1,009: As a side effect of the doomsday machine of the Brotherhood of the Radiance, the Hollow World's sun is extinguished for one sleep. The people of the Empire panic. Riots, murder, and madness grip Milenia.



**MILENIAN
EMPIRE**

River Silvius

Dophius River

Lake Agrisa

Bay of Laroun

Battle of Corisa

Gulf of Corisa

Island of Amora

Emperor's Rampart

Mt. Blackshade
10,080 ft.

Mt. Xyntrillia
540 ft.

Island of Okta

Sodhan Channel

Tyrnus

Flavian Fort

Moreus

Laxan

Dophius

Portos

Corisa

Xarda

Tromeas

Lentys Fort

Demtor

Phos

Agrisa Fort

Pelai

Laroun

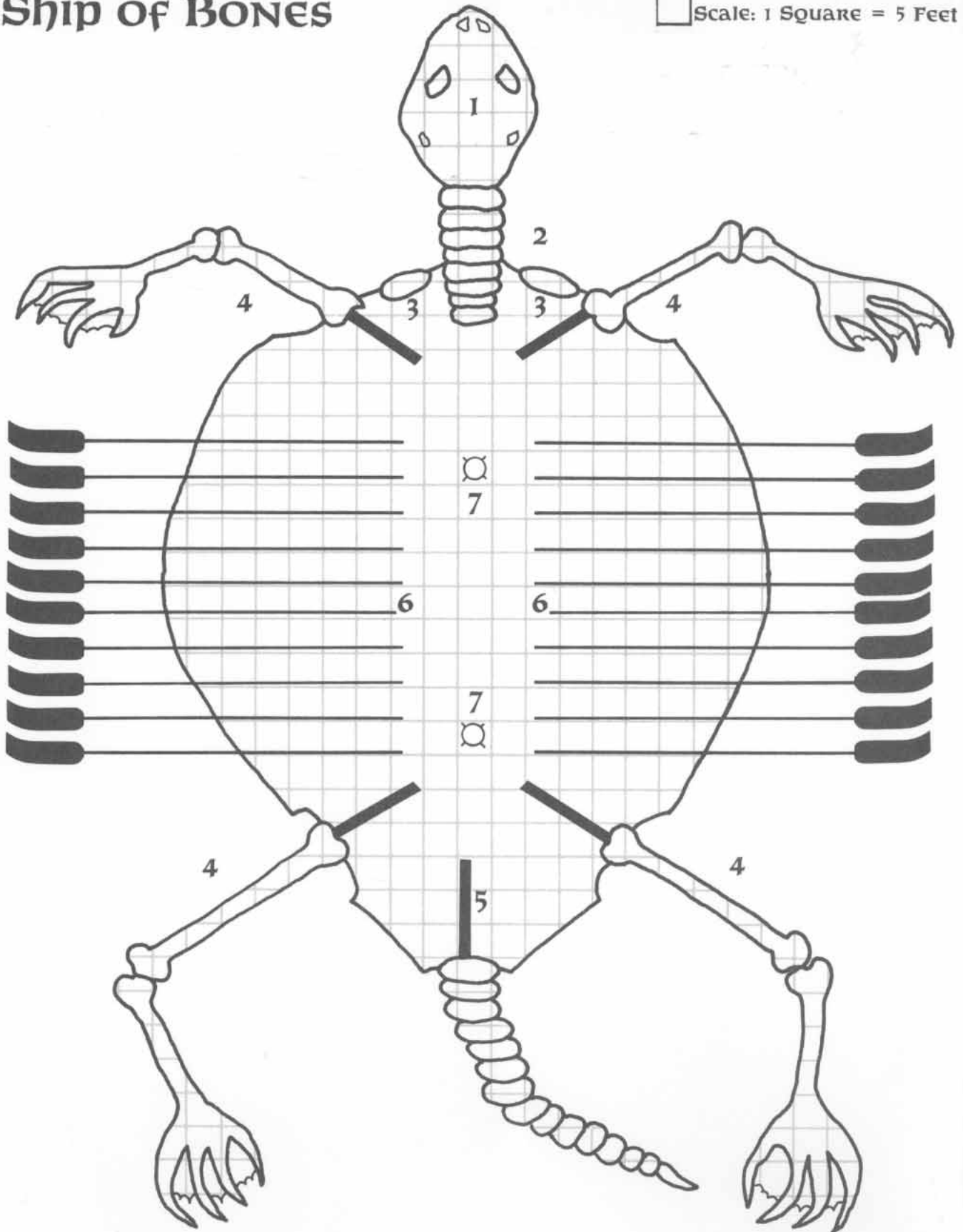
Pharos

Battle of Pharos

us Fortress

Ship of Bones

Scale: 1 Square = 5 Feet



Challenger
Dungeons & Dragons
series

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