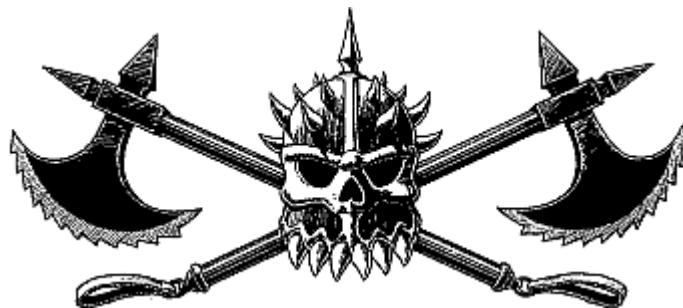


Chronicles of
MAGNAMUND

ÆFTÆMNTME HÆLP

A HIGH-FANTASY CAMPAIGN SETTING
for use with *Saga* and other fine roleplaying systems



Written & Published by
ROWAN WALKINGWOLF



This is dedicated to Michael Moorcock, Ursula K. Leguin, and other anarchist fantasy writers who dare to challenge Tolkien's harmful stereotypes.

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Second Edition, September 2010

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GENERAL OVERVIEW

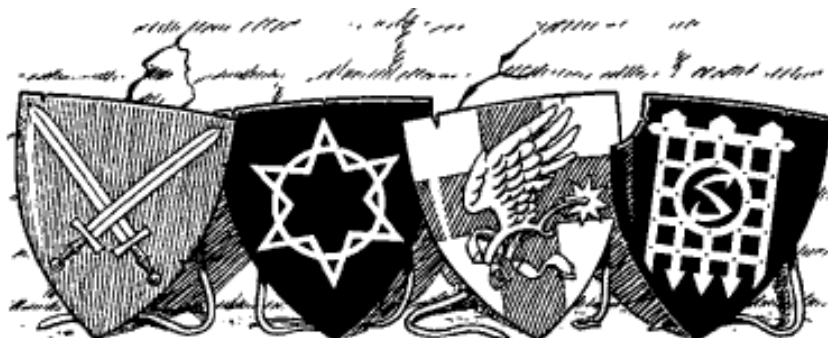
The inspiration for this setting

Chronicles of Magnamund is a fantasy campaign setting for *Saga* based on the world Magnamund, a setting made popular by the *Lone Wolf* series. Any fan of fantasy who grew up in the 80s must certainly know about the *Lone Wolf* gamebooks. They definitely helped shape my childhood. *Lone Wolf* is the longest running and most popular gamebook series ever made. Currently (2010), there is a *Lone Wolf* RPG being produced, but the roleplaying game and its system, much like the series and the world it's set in, has many shortcomings.

Magnamund is a world of high fantasy made up of two continents, North and South Magnamund, that are separated by a river- the Tentarias strait- that leads to the worldwide ocean on either end of the continents. Like many sci-fi and fantasy worlds, Magnamund is trapped by the silly convention that there is only good and evil in the world, and nothing in between. The Kai lords, to whom the character *Lone Wolf* has pledged himself, worship the god of good, and represent virtue and orderliness. They do constant battle with their mortal enemies, the Darklords, who worship an evil god and do various acts of badness. Presumably, all of the individuals in the world fall into one of these dualistic categories too, leaving no neutral or ethically fuzzy ground to explore.

The world is also bogged down by a number of stupid racial stereotypes that are commonly found in fantasy canon: Dwarves are gun-toting, Scottish-accent-having, bearded miners; a fair-skinned, monarchist, urban people called the Sommerlending are the ultimate force of goodness in the world; Giaks- Magnamund's Orcs- are brutish, evil warriors with the IQ of a peanut. All of the Dwarves in the world share the same culture and language, as do all other non-human races, no matter how far they live from their kin. Humans are the most widespread and "advanced" race, and all other races are measured in comparison to humanity's achievements. And of course all of the nations in the world are monarchies, principalities, or baronages, culturally and politically identical to European nations of the Middle Ages.

The *Lone Wolf* books, and the world Magnamund, reveal a number of beautifully illustrated, well-conceived stories. But, these stereotypical shortcomings and hackneyed good-vs-evil dichotomy make Magnamund boring and unbelievable.



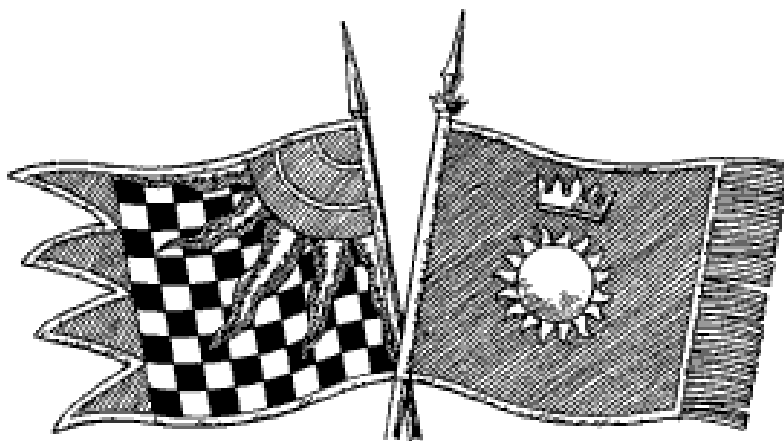
And the setting itself

For the reasons listed above, this adaptation of Magnamund has a number of important changes and improvements. A few new races have been added to the world for diversity, and the races that have been borrowed from Joe Dever's books are less rigid and polarized: some Dwarves are miners, true, but some are also scientists and wizards, and they don't all wear beards; some Giaks are powerful warriors, but many others are mathematicians, priests, diplomats, and thieves. Also, no race is inherently good or evil. Individual members of races perform good deeds and act evilly, while others remain neutral in most cases, and walk the fine line of ethics that makes them neither good nor bad. There are also new religions in the following pages, unlike the *Lone Wolf* novels, which feature one religion with two ideologically opposed gods.

Weapons, armor, magic and psionics have all been adapted to fit the *Saga* core rules, making combat much more realistic and deadly than in the *Lone Wolf* books. Professions are also less racially-restricted. Giaks traveling to Dessi can become magicians if they enroll and learn the proper skills, and lizardmen of the swamps who travel to Sommerlund can become Kai lords if they enlist at the Kai monastery.

Countries and regions have also been diversified and made more realistic. There is a huge variety of political structures, and not all of the nations and people of Magnamund are civilized. There are still indigenous "primitive" cultures characters can play as, ally with or against, visit, or ignore entirely. These peoples are brutally oppressed by the civilized nation states that want to conquer, destroy, convert, or enslave them, providing a wholly new socio-political element that the original Magnamund couldn't dream of.

Much of the art herein is borrowed from the *Lone Wolf* books, and a great deal of the material taken from the books remains unchanged. This adaptation definitely creates a different world, but hopefully seasoned fans of *Lone Wolf* and hardcore nerds from wayback will find this Magnamund a faithful, creative, rich world to play in. And if they don't, well, there's always the expensive, soulless, corporate *Lone Wolf* RPG...



PEOPLE OF MAGNAMUND, RACES

Magnamund is a world populated by many different types of humanoid creatures, and players can choose a character from any of these races. In keeping with *Saga* style, the races of Magnamund are not concretely defined and limited. Rather, they are varied, diverse, and are separated into ethnic groups based on location and the language they speak. Every race is also made up of a diverse pool of individuals having thousands of different abilities and traits. Generalized descriptions of members of each ethnic group are given according to the native land of that group. However, since each ethnic group can be found living in a number of different places, the atmospheres and upbringings of different individuals of the same ethnic group will often be radically different. To get an idea of the entire cultural atmosphere surrounding the many ethnic groups, please refer to the descriptions of the lands they're found in. See the *Saga* Core Rulebook for more information on choosing a race and creating a character.

The names given for each of the following races are standard English names; the name used by each ethnic group to describe itself is listed afterward.

Catfolk

These feline humanoids are descended from the big cats of yesteryear, as evidenced by their fur, whiskers, large ears, manes (on some males), claws, and reversed-joint legs. Humans and dwarves assume that all catfolk are agile and stealthy and that they all enjoy hunting, since their ancestors shared these traits. It is also commonly assumed that catfolk and dogfolk do not get along due to their ancestral rivalry.

To the contrary, the various far-flung, ethnically-distinct catfolk have a huge amount of diversity, and there is no standing tension between them and the dogfolk. Some catfolk are fat and sluggish, others are agile hunters, some are diplomats, some swordsmen, and some are philosophers.

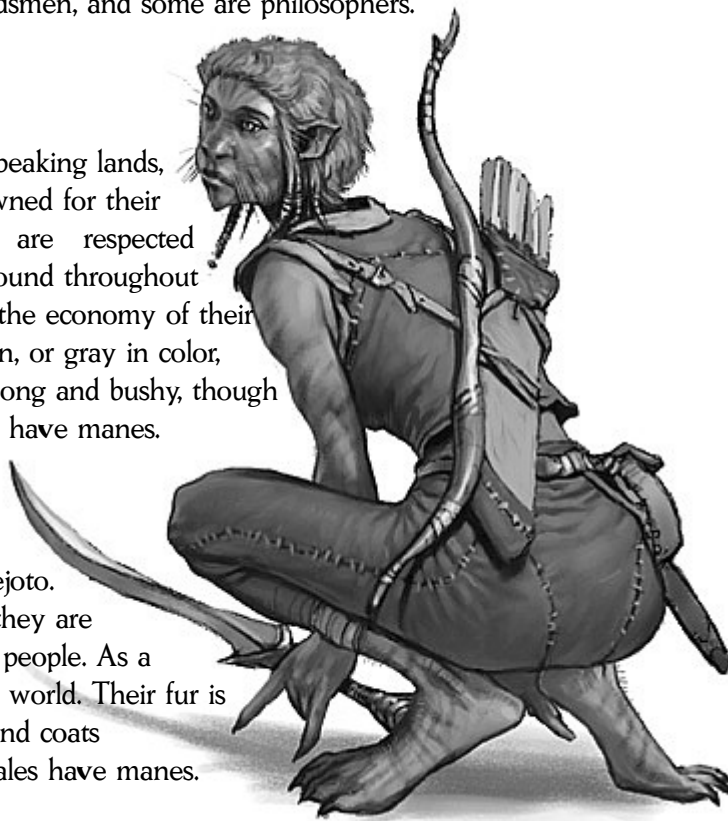
Cultural & Ethnic Groups

Alrushtan

The Alrushtan are found primarily in Slovic speaking lands, and they are native to Slovia. They are renowned for their gorgeous fabrics and clothes, and they are respected silversmiths. Many Alrushtan catfolk can be found throughout Magnamund working as mercenaries, due to the economy of their homeland. Their fur is typically white, light tan, or gray in color, and their tails and coats are characteristically long and bushy, though some members are short-haired. Many males have manes.

Mrrahi

The Mrrahi are found primarily in K'jebolo speaking lands, and they are native to Nwakejoto. Most Mrrahi work as farmers or fishers, and they are generally observed to be a profusely religious people. As a culture, they also love and respect the natural world. Their fur is typically sleek black, like a jaguar. Their tails and coats range from very short to super-bushy. Few males have manes.



Nakamura

The Nakamura are found primarily in O-yengo speaking lands, and they are native to Chuboya. In their homeland, the Nakamura are well respected for working iron, copper, and gold, as well as jade into fine ornaments and jewelry. Chuboya is also a place of much warring, so many Nakamura are fierce warriors. Their fur is typically orange and black striped or solid yellow, and their tails and coats are short. Some males have manes.

Yapuramanu

Yapuramanu are found primarily in Wanaganarasi speaking lands, and they are native to Uluwanrasadi. In their native land, the Yapuramanu are nomadic hunters and warriors who live in a state of semi-constant skirmish warfare, fighting with other tribes for the wealth of gems in the area. Their fur is typically light and spotted like a cheetah, and their tails are thin and coats short. Males almost never have manes.

Dogfolk

These canine humanoids are descended from dogs and wolves, and are covered in fur. There are as many types and breeds of dogfolk as there are of domesticated dogs. Contrary to popular belief, they do not have inherent hostilities toward catfolk. They also are not all vicious carnivores and pack hunters, as so many racist humans assume they are.

Cultural & Ethnic Groups

Kyeol Pak

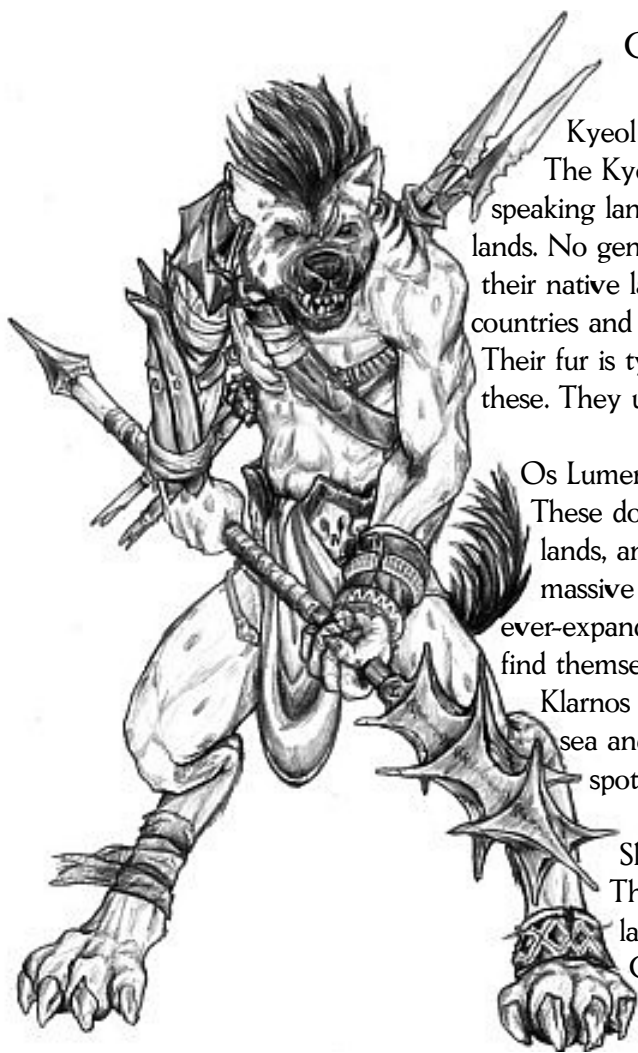
The Kyeol Pak are found primarily in Deng Fui-do speaking lands, and they are native to several of these lands. No generalization can be made about their culture in their native land because they come from a variety of countries and states, each with its own culture and motives. Their fur is typically black, white, gray, or some combination of these. They usually have bushy tails and coats.

Os Lumentri

These dogfolk are found primarily in Cincorix speaking lands, and they are native to Klarnos. Their homeland is a massive dukedom that is constantly threatened by the ever-expanding Lencian Empire. As such, many Os Lumentri find themselves in positions of warriorhood. The culture of Klarnos is also enraptured with poetry and music, and the sea and sailing. Their fur is typically red, brown, or spotted. Most have unusually short tails and coats.

Sloats

The Sloats are found primarily in Slovic speaking lands, and they are native to several of these lands. Chamania is their ancestral home, and the Sloat dogfolk who live there at present are a freedom-



loving bunch of anarchists. They despise empires and nations, and love their autonomy as much as they love their horses. Their fur is typically golden or light brown. Their tails and coats range from short to medium.

Teghudjin

Teghudjin dogfolk are found primarily in Dhujeb speaking lands, and they are native to Dhujazar and Keldazhan. Those living in Dhujazar are organized in nomadic, equestrian tribes who have little government and no economy, characterized by their open, sharing nature. The Keldazhani Teghudjin live in a pacifistic shipbuilding Dukedom, although their Duke is more a figurehead than a despot. Overall, the Teghudjin are a peaceful, welcoming sort. Their fur is typically black and medium to bushy in length. Their tails are long.

Dwarves

Dwarves appear almost identical to humans, except that they're always much shorter and they have broader shoulders and chests. Because of the prominence of Bor and its reliance on mining and metallurgy, many humans and other races mistakenly assume that all Dwarves are miners who enjoy high technology like the Dargan Turitz. Though many of the Dwarves in Bor do share these traits, the many other, ethnically separate Dwarves. Dwarves range in height from 3'6-5 feet.

Cultural & Ethnic Groups

al-Sakr

These Dwarves are found primarily in Wassr speaking lands, and they are native to al-Anari. In their motherland the al-Sakr are known for their metallurgical skills and agriculture, but mostly for their scholarship and religious pacifism. Their skin is light to dark brown, their hair is mostly dark brown to black, and their eyes are usually brown or green. They tend to be slightly taller than other Dwarves. Their hair tends to be very straight.

Bhanarese

The Bhanarese are found primarily in Dhujeb speaking lands, and they are native to Bhanar. Bhanar is a ruthless dictatorship, and as such many Bhanarese dwarves (and others from that nation) are zealous, draconian, and well-disciplined. The country is home to 350,000 people, so there are Bhanarese of all walks of life, but those who live in ways deemed illegal or immoral by Sejanoz the Unforgiving most often live in secrecy. Their skin is ruddy, their hair red and their eyes tend toward grayness. They are of average height for Dwarves. They have high, large cheekbones and thin noses.



Dargan Turitz

The Dargan Turitz are found primarily in Bor'ixt speaking lands, and they are native to Bor. Bor is a massive technologically-advanced kingdom ruled by two kings. The Dargan Turitz who live in Bor are very stereotypical dwarves: they work many types of metals, they love high technology, many are gunsmiths and miners, and they are convivial with their kin but distrusting of foreigners. They Dargan Turitz who live in other Bor'ixt speaking lands are much different than those of Bor. Dargan Turitz skin is typically olive, and their hair blonde or honey colored, and their eyes are usually sky blue. They fall on the shorter side of Dwarfdom. They have large, round noses and eyes.

Erabinimsun

The Erabinimsun are found primarily in Zanupeshtur speaking lands, and they are native to several of these lands. Although they differ according to where they're from, most Erabinimsun are fond of war and some form of the arts. Their skin is reddish-brown, their hair light brown, and their eyes brown or blue. They have larger lips than other Dwarves, and they have Roman noses. They are tall for Dwarves.

Vercitoros

The Vercitoros are found primarily in Cincorix speaking lands, and they are native to Bodenicum. Because of its proximity to Bor, Bodenicum's inhabitants have very similar culture to the Dargan Turitz. However, Bodenicum is a protectorate loyal to the Lencian Empire, and shares much of Lencian culture because of their political status. Vercitoros skin is typically brown, their hair white or very light blonde, and their eyes are golden. They are average to short for Dwarves. They have bushy eyebrows.

Giaks or Orcs

These humanoids have elongated, pointy ears, huge, protruding bottom canines, very little to no body hair, and squat, porcine noses. They are also unique in their solid-colored pupil-less eyes (like isopods, insects, or stereotypical gray aliens). Giaks are faced with tremendous racism from many of the other races, probably due to their appearance. They are commonly thought to be a race of idiotic warriors, but like all races, they are diverse, widespread, and are distinguished by a variety of cultural groups.

Cultural & Ethnic Groups

al-Chani

The al-Chani are found in Wassr speaking lands, and are native to Cloeasia. The al-Chani in this country are heavily materialistic, and value money and trade over all else. As such, many of them are traders, merchants, and purveyors of their nation's exquisite textiles. Cloeasia also has a strong shipbuilding industry, and many al-Chani are shipbuilders. Their skin is typically off-white with tan and/or gold and/or yellow patches (like desert camouflage). Their eyes are usually blood-red, and they almost never have hair.

Hrolmi

The Hrolmi giaks are native to the unforgiving tundralands of Kälte, and are mostly found there. They share their home with the Brundlfr tuskans, and live relatively peaceful lives based on traditional ice-fishing, hunting and trapping, and working the wood of firs native to Kälte. Their skin tone is mostly white with light grayish-blue accents, and their eyes are usually ice-blue or black. They are shorter than other giaks, and are unique in their thick, abundant silver body and head hair.

Magadors or Magadorish

The Magadors are found primarily in Lenting speaking lands, and they are native to Magador. The culture of Magador tends towards finance and scholarship, so many Magadorish pursue fields of work or study in these areas. Magadors make up the dominant population of many other Lenting

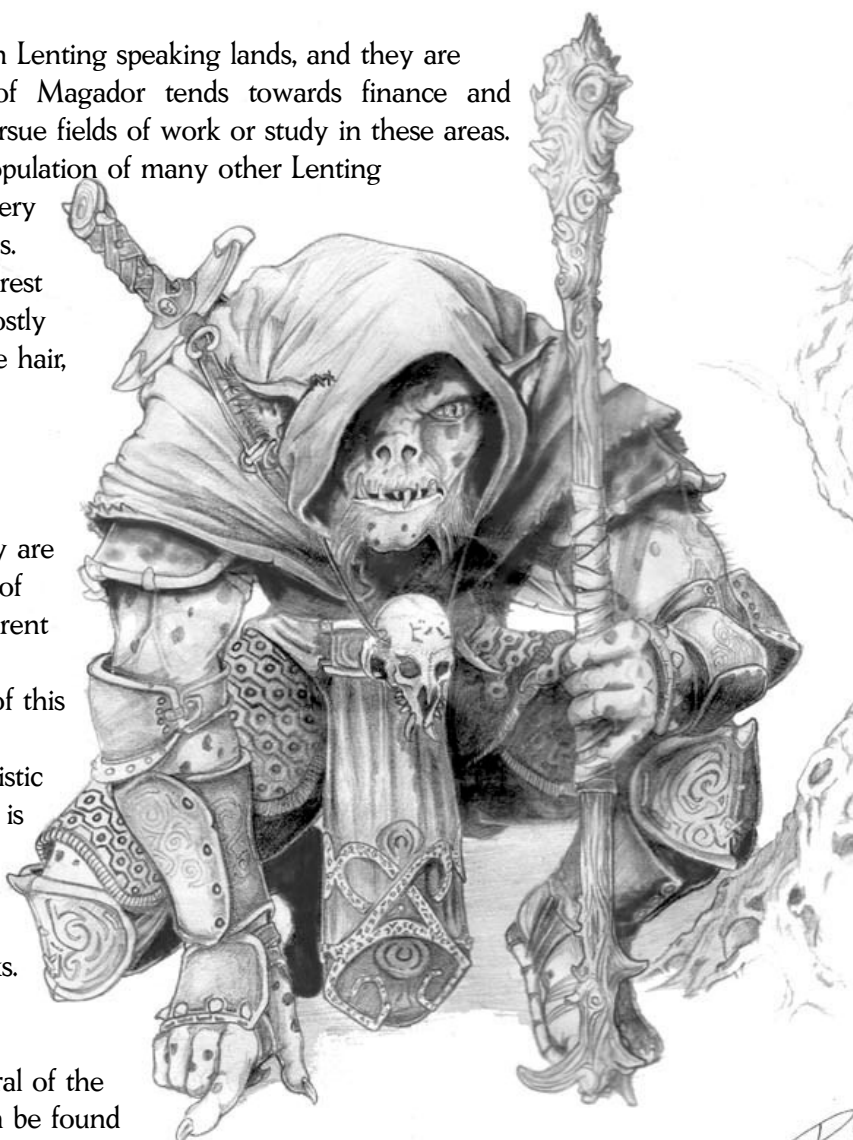
speaking lands, and they have very different cultures and attitudes. Magadorish skin is typically a dull forest green, and their eyes are mostly mustard-yellow. When they do have hair, it is brown or black.

mak-Grug'sho

The mak-Grug'sho are found in shu-Zabekh speaking lands, and they are native to mak-Giaktugur. The giaks of this country live in hundreds of different tribes, each with its own culture and beliefs. However, most of the giaks of this land share interests in militarism, superstition, nature-worship, shamanistic magic, and metalworking. Their skin is typically ashy-gray to dark-gray, and their eyes are cobalt blue or obsidian. A few have red or orange hair. They are among the tallest giaks.

Urupesimat

Urupesimat giaks are native to several of the Zanupeshtur speaking lands, and can be found primarily in this area. Because they come from such a diverse background, no vast generalizations can be made about them. Rather, their cultures, political structures, arts, and religious beliefs differ from land to land. Their skin is typically ashy-blue, and their eyes are usually amber. They, along with the mak-Grug'sho, are among the tallest orcs. Body hair is almost unheard of.



Humans

Unlike so many other fantasy worlds, humans in the world Magnamund are not the measure of all other races, nor are they the most widespread or advanced or popular race. Furthermore, humans in Magnamund are not one coherent group of people, nor are they arranged in a world-dominating empire. There are many ethnic groups of humans, and they come from a number of regions and countries. The social, religious, artistic, and political merits and downfalls of each of these groups is entirely different than the others, as in the real human world.

Cultural & Ethnic Groups

al-Jassr

The al-Jassr humans are found primarily in Wassr speaking lands, and are native to Vassagonistan. This is one of Magnamund's largest, most populous countries, so it's difficult to make generalizations about the al-Jassr. Because their land is so rich in gems, minerals, and spices, many al-Jassr are wealthy merchants who value finance and material goods over other things. Vassagonistan is a powerful Sultanate, so many al-Jassr are also militaristic and religious zealots who serve their sultan, country, and gods with fervor. Their skin is typically light to dark brown, their eyes are typically dark brown or blue-green, and their hair is black.

Jobashi

The Jobashi are found primarily in K'jebolo speaking lands, and they are native to the province Dessi. Many of the Jobashi who live in Dessi get swept up into the culture of life force magic that dominates the Magiocracy, and so they pursue trades using or related to magic. Others in Dessi practice scholarly and artistic trades, as the culture of the nation is largely into study, learning, and theatre. Jobashi skin is dark brown to blackish, their eyes are usually brown or black, and they have thick, curly black or brown hair. Many Jobashi have piercings and tattoos, many of which are magical runes or symbols.

Lenciani

Lenciani humans are found primarily in Cincorix speaking lands, and they are native to Lencia. Their homeland is a fiercely expansive, bellicose empire that seeks to govern all of Magnamund. As such, the Lenciani humans and other races who grow up in Lencia are often militaristic, bureaucratic, patriarchal, racist towards everyone who isn't Lenciani, and imperialistic in the realms of politics and economics. There are those born in Lencia who oppose the Lencian Empire, however. Lenciani skin is typically olive or bronzed, their eyes are usually golden or blue, and their hair is blonde or red.

Lentish

The Lentish are found in Lenting speaking lands, and they are native to Sommerlund. Although they are found in many different Lenting lands with many different cultures, the Lentish humans in Sommerlund are a fearful bunch. They love their king and their religion, and many choose to enroll at the Kai monastery to better serve both. Sommerlund thrives on peasant agriculture, shipbuilding, and mining and metalworking. Lentish skin is typically fair, their eyes are blue or green, and their hair is usually blonde or red. Many have freckles.

Oyotomi

Oyotomi humans are found primarily in O-yengo speaking lands, and are native to Siyen. Those who hail from Siyen are a stern, well-mannered people of few words. Their behavior reflects the simple austerity of their empire, and the very plain, straightforward nature of its art and culture. Many Oyotomi serve their emperor as



part of the ruling warrior caste, although many others engage in the arts. For all its warring and aggressiveness, Siyen is excellent at preserving its ancient forests and doing little harm to the natural world. Oyotomi skin is yellowish, their eyes are usually brown or black, and their hair is usually very straight and brown or black. Their facial shape and body size is comparable to the Japanese.

Lizardfolk

Like cat and dogfolk with their respective ancestors, these humanoids are descended from reptiles, and they have similar patterns, they're cold-blooded, and they share many traits with smaller reptilians. They all have tails, scales, and are lacking external ears and hair.

Cultural & Ethnic Groups

Egatsusumi

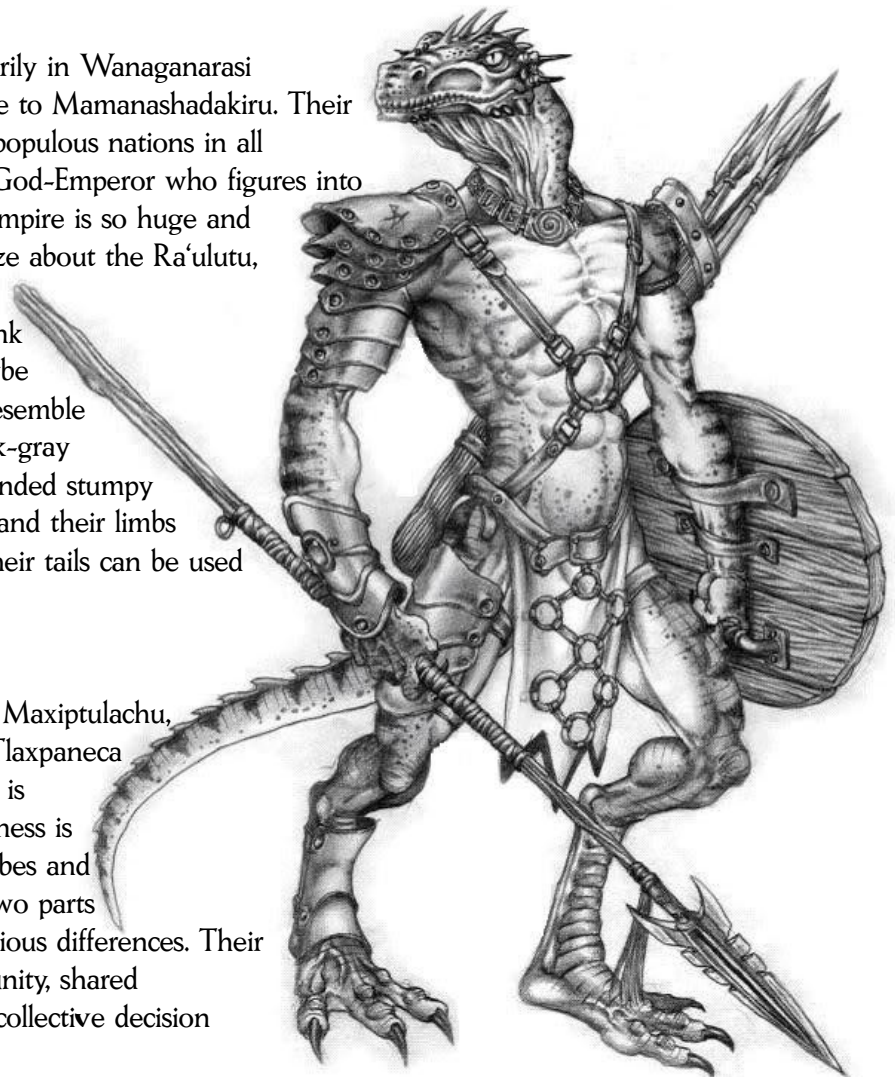
The Egatsusumi are found primarily in O-yengo speaking lands, and are native to Ryukusa. The culture of their homeland is similar to Siyen in its imperialism and austerity. However, perhaps because of their lack of external visible sexes, the Egatsusumi of Ryukusa have an egalitarian culture in which male and female lizardfolk have all the same roles and responsibilities. They resemble anoles: they have smooth light-green skin, lean musculature, arrow shaped heads, and the males have a red sac under their throats they can puff out in mating ritual. Females are slightly larger than males.

Ra'ulutu

Ra'ulutu lizardfolk are found primarily in Wanaganarasi speaking lands, and they are native to Mamanashadakiru. Their home country is one of the most populous nations in all Magnamund, and it is ruled by a God-Emperor who figures into politics and religion. Because the empire is so huge and so diverse, it is difficult to generalize about the Ra'ulutu, except to say that most of them revere their Emperor and truly think him to have godlike powers. Maybe they're right... Ra'ulutu lizardfolk resemble gila monsters: they are mostly dark-gray with orange stripes, they have rounded stumpy heads that look rather like turtles, and their limbs and tail are squat and muscular. Their tails can be used in brawling and grappling.

Greshnoc'ylknu

The Greshnoc'ylknu are native to Maxiptulachu, which they inhabit alongside the Tlaxpaneca trolls. The culture of the two races is identical, and their degree of closeness is so great that they live in mixed tribes and villages and consider themselves two parts of the same race, despite their obvious differences. Their culture is one of openness, community, shared responsibilities and resources, and collective decision



making. They typically love nature, and hate large nation-states. They resemble western skinks: their bodies are mostly glossy black with two yellow stripes down the center, and they have neon blue tails.

Young Seyul

The Young Seyul are found primarily in Deng Fui-do speaking lands, and they are native to several of these lands. As such, their culture differs drastically between provinces. They resemble bearded dragon lizards: they have sand-orange colored bodies, powerful tails and limbs, and they are covered in small spiky protrusions. They also sport “bears” of spikes that are darker of males than on females, and darken to almost black during mating season.

Trolls

Trolls are thought to be biologically related to Giaks as their appearance is nearly identical. One notable difference is the large, mohawk-shaped mane that grows on all trolls, and they increased amounts of visible body hair on their arms, legs, and underarms. Some trolls also grow beards. They also tend to be slightly larger than Giaks.

Cultural & Ethnic Groups

Dargan Pfol'char

Dargan Pfol'char trolls are found primarily in Bor'ixt speaking Eru-tzef. This little principality competes with Bor for metallurgical excellence. The Dargan Pfol'char from professions involving high technology, metalworking of skin is typically rust-red, their eyes are

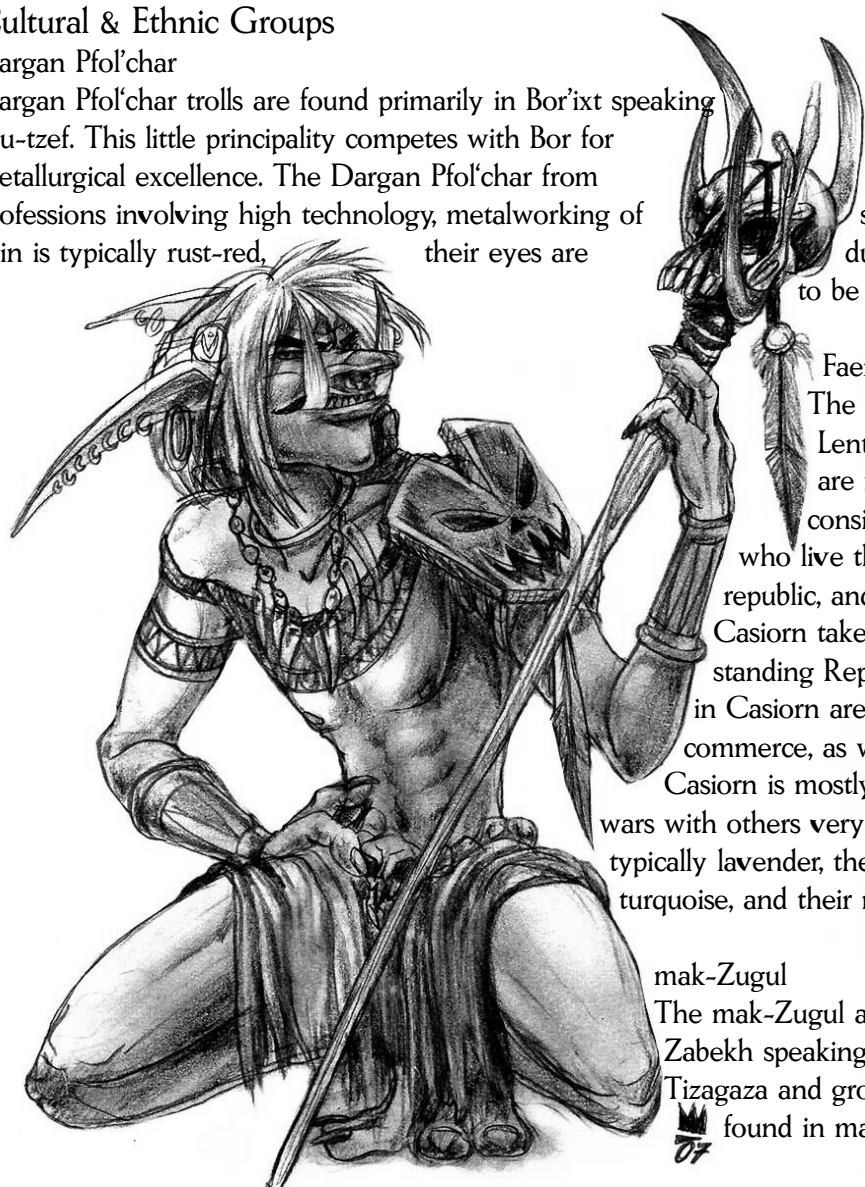
lands, and they are native to technological supremacy and Eru-tzef often pursue some sort, or erudition. Their dull-orange, and their manes tend to be champagne or beige colored.

Faerdrun

The Faerdrun are found primarily in Lenting speaking lands, and they are native to Casiorn. This nation is considered by some (mostly those who live there) to be the world's first republic, and the Faerdrun who live in Casiorn take great pride in their long standing Republic. The most common trades in Casiorn are related to agriculture and commerce, as well as bureaucratic positions. Casiorn is mostly a peaceful, neutral nation that wars with others very infrequently. Faerdrun skin is typically lavender, their eyes are usually burgundy or turquoise, and their manes are midnight blue.

mak-Zugul

The mak-Zugul are found primarily in shu-Zabekh speaking lands. They are native to tada-Tizagaza and gro-Blekta, but many can also be found in mak-Giaktugur. These trolls have



a strong sense of cultural identity and pride, and they carry their culture with them wherever they go. In their native lands they survive as fishers in their coastal homes, harvesting all manner of wild foods from the sea. They are a rustic people, and do not usually enjoy fighting. When they are roused to fight by the warlike tribes of mak-Giaktugur, they fight as if possessed by demons of hell to protect their homes and loved ones. Their skin is typically silvery-gray, their eyes are violet or grass green, and their manes are brick-red.

Tlaxpaneca

Tlaxpaneca trolls are native to Maxiptulachu, which they inhabit alongside the Greshnoc'ylknu lizardfolk. The culture of the two races is identical, and their degree of closeness is so great that they live in mixed tribes and villages and consider themselves two parts of the same race, despite their obvious differences. Their culture is one of openness, community, shared responsibilities and resources, and collective decision making. They typically love nature, and hate large nation-states. Their skin is typically the color of bone, their eyes are the color of corrosion, and their manes are olive.

Tuskans, Bründlfr

Tuskans, or Bründlfr as they call themselves in their native Fjoldi, are a humanoid race of walrus-like creatures that are only known to live in the northern land Kälte. They readily interact with the Hrolmi Giaks in Kälte, but sometimes war with them when times are hard and food is scarce. They are hermaphroditic, capable of both self-reproduction and of coupling. They all have brown to black blubbery skin and they have blue eyes.



PROVINCES & GEOGRAPHY OF MAGNAMUND

The following pages shed light on the provinces and nations of Magnamund. Each nation is profiled according to its language group. Language group refers to the dominant language within given provinces, although this certainly doesn't mean the dominant language is the only language. Many tongues are spoken within the borders (or lack of borders) of each province by a number of different peoples.

Similarly, within the profiles of each province is the statistic Largest Ethnic Group. This does not represent the only people living within each province, simply the most populous group. Individuals from all races and ethnic groups choose to travel and relocate to other lands, making for a varied pool of people in every province and nation.

The number that follows a province's name corresponds to its number on the political map of Magnamund. Refer to this map to see how countries abut one another and to see the influence of language and culture throughout Magnamund.

Provinces Speaking Lenting, the "Lenting Lands"

The Lenting Lands most closely resemble the British Isles of the Middle Ages. This is true culturally, politically, economically, and linguistically. Monarchy is the general rule, although there are notable exceptions. Religious orders are common, knights roam the land and keep the peasantry oppressed, and powerful nations trade and war among themselves. The Lenting Lands are known for the Order of Kai native to Sommerlund, for the falconry schools of Halia, the music of the trade nation Casiorn, Palmyrion and the other anti-imperial rebel provinces, the rare herbs and jewels of Kaum, the anarchist pirates of the Lakuri Isles, Magador's anti-magic technocrats, and the matrifocal Horsewives of Talestria.



Casiorn (22)

Magnamund's Oldest Republic

Capital: Casiorn, Government & ruler: Republic- High Mayor Braddic, Population: 30000, Largest ethnic group: Faerdrun trolls, Currency: Gold crown, Resources: Hunting, permaculture, commerce, Culture: Religious, defensive, musical, financial

Casiorn claims to be Magnamund's oldest republic, though there are several other countries that dispute this claim. Casiorn's economy is based on its extensive permaculture, which is necessary to produce food because Casiorn is heavily forested and mountainous. Hunting in Casiorn's woodlands is also common. The capital, also called Casiorn, is an exceedingly wealthy city because it acts as a gateway between the Lenting lands and the Wassr-speaking countries, both of which have much to trade. Casiorn is noted for its high pitched throat singing, and its love of music and musical theory. Many forms of Casiornese music have spread to other parts of Magnamund, including the ominous *bryth-ganweda* battlemarches, and the upbeat squeels of *lleweth* dance music. Traveling bards often use Casiornese lutes in their performances. Architecture and art in Casiorn often reflect the nation's love of music and trade.

Delden (18)

an Idyllic Kingdom

Capital: Luyen, Government & ruler: Monarchy- Queen Lysandra, Population: 65000, Largest ethnic group: Magadorish giaks, Currency: Gold crown, Resources: Agriculture, timber, ore, horses Culture: Fond of theater and dance, sharing, equestrian

This small, landlocked nation survives by a number of means. Agriculture is widespread, producing a fine variety of potatoes and sweetworts; woodworking also provides a great deal of income. Deldenese people love horses, and use them in their work and leisure. There is also small-scale ore mining in Delden. Formal theatrical arts and dance, with the patronage of the ruling Queen Lysandra, are in full bloom, along with a number of independent forms of expression birthed by commoners who also love the arts.

Durenor (26)

the Atheist Monarchy

Capital: Hammerdal, Government & ruler: Monarchy- King Manfred V, Population: 96000, Largest ethnic group: Lentish humans, Currency: Gold crown, Resources: Iron ore, agriculture, shipbuilding, gold, silver, copper, fish, gems, timber, Culture: patriarchal, expansive, militaristic, maritime, atheist

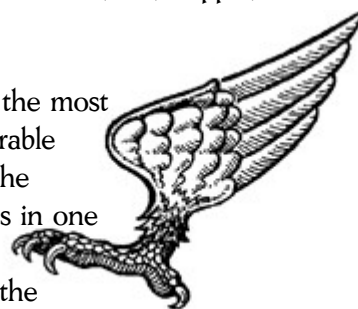
This large monarchic country is a long time ally of Sommerlund. The two have ancient agreements of trade and mutual defense, although since both nations are expansive and militaristic, this really means they have shared plans for conquest. As in most coastal nations, shipbuilding and fishing are huge in Durenor. The many deposits of gold, silver, and gems in Durenor's *Haomhdun Range* make it a wealthy nation. Durenor is notable for its intense sexism, and belief that women exist only to serve men, just as men exist only to serve their king and country. Durenor is also unique in being the only nation whose state religion is atheism, decided many ages ago by the King Beowyhid who saw the idea of god as taking away attention that should have been paid to him.

Halia (51)

the Hawking Lands

Capital: Saldor, Government & ruler: Dukedom- Duke Seward Hawking, Population: 12000, Largest ethnic group: Lentish Humans, Currency: Denarius and lune, Resources: Timber, tin, copper, bronze Culture: Bronze-centric, home to many falconry schools

Halia is one of three countries in Southern Magnamund in which Lenting is the most common tongue. The most distinguishing feature of Halia are its many venerable falconry schools. The nobility of many nations travel to Halia to study with the masters of the art and sport of hawking. Each of the famed schools specializes in one or two particular raptors, and the schools name themselves after the birds they specialize in. Among the prestigious schools, the most notable are the Yellowtail School of Aidenshire, the Banded-Beak Falconry Academy of Oakmeadow, the Nightwing Hawking School of Middleboro, and the Eulwain College of Predational Birdkeeping in Saldor. All of these schools are sponsored by the government of Halia, with Eulwain College receiving the greatest sum.



Halia is covered by the Lunarlian Plain, and is dotted with small thickets of forest and metal-rich hills. Because of the abundance of copper and tin, and the lack of other metals, Halia relies heavily on bronze. Other nations in which iron and steel dominate scoff at this, but Halians view bronze as vastly superior in function and form. Halian bronzesmiths are among the world's finest.

Ilion (50)

the League of the Sword

Capital: Feravan, Government & ruler: Warrior meritocracy- League of the Sword, Population: 55000, Largest ethnic group: Lentish humans, Currency: Denarius and lune, Resources: Agriculture, fishing, shipbuilding, horses, Culture: Riverine, equestrian, militaristic, defensive, fond of epics

This is another of the nations of Southern Magnamund in which Lenting is most often spoken. Ilion is a much fiercer nation than its neighbors Halia and Kaum. Halia and Ilion are tight allies with a long standing history of mutual aid. The Ilions serve to protect Halia from the encroaching Lencian empire and the other strong countries surrounding the two. The Halians fuel this defensive action with arms produced by their talented bronzesmiths. The Ilions also trade a great deal of food crop and fish to the Halians, in exchange for metals and currency.

The culture of Ilion is focused largely on horses and rivers, and the many roles these play in the lives of Ilions. Many a great epic has been writ to the horse and to the river, and to their respective spirits and gods. Politically, Ilion is ruled by a coalition of warriors known as the League of the Sword. Political leadership is given- or rather taken- by the most talented warriors, which correlates directly to Ilions need to constantly fend off aggressors. The symbol of Ilion is the *amfrael*, the front-curving sickle sword that all Ilion warriors brandish. Ilion does not limit its warrior-leadership to males, and in fact encourages women to learn the *amfrael*.

Kaum (52)

Freeland of the *Gwyrws*

Capital: None, Government & ruler: None, Population: 1000, Largest ethnic group: Lentish humans, Currency: None, Resources: Silver, gems, rare herbs, Culture: rustic

This tiny landlocked province is of extreme importance to many of the surrounding lands. Since it has not yet been subsumed by a powerful country, and because it is rich in resources the powerful lust to exploit, the nations around Kaum all seek to conquer it. The geography of Kaum is covered by the Kaum Range- a natural barrier between the Lencian lands and the Lenting lands- which adds to its strategic importance. The ever expansive, extractive Lencian Empire can't wait to get its hands on Kaum, while the Dukedom Klarnos and the Kingdom of Lunarlia make frequent attempts to seize Kaum before the Lenciani. Kaum's neighbors to the north, Halia and Ilion, fight all the mighty surrounding powers to protect and preserve Kaum as an untouched preserve for hawking and respite from civilized life.

The inhabitants of Kaum are few, but no less protective of their homeland than the Halians and Ilions. Kaumites are a calm, quiet people who value their solitude and autonomy. Their biggest source of sustenance comes from hunting the agile *Fork-Horned Gwyrws*, an anteolpe-like creature prized for its meat and hide. The mountains of Kaum are also home to more than 2 dozen highly valued healing herbs of various sorts. The people of Kaum are skilled in the use of all these plants, and sing to them and to the *Gwyrws* often in ritual song. Kaumites sometimes act as scouts and rangers for the military forces of Halia and Ilion, but never for the empires that seek to subdue Kaum.

Lakuri Isles (27)

the Pirates' Haven

Largest Town: Kita Cove, Government & ruler: Democratic- no ruler, Population: 1500, Largest ethnic group: Mixed, Currency: All currencies and barter, Resources: Fish, coast and sea food, coast/sea plants, herbs Culture: maritime, musical, piratical, anti-imperial, communal

The Lakuri Isles take their name from the ancient-Lenting word meaning “sea robber,” and for apt reason. This island chain off the coasts of Durenor, Cloeasia, and Vassagonistan is home to more of Magnamund’s pirates than any other place. The pirates of the Isles are not necessarily more talented or more successful than the pirates of other waters, but they are better organized. The Lakurian pirates manage to stay alive because their base of operations- Kita Cove- is surrounded by unforgiving waters and sharp rocks that only they have the knowledge to navigate. Because they also value and protect common folks and natives, many travelers spread misinformation about their whereabouts to help keep them hidden.

The Lakuri Isles are governed in a true democratic fashion: every adult- regardless of age, sex, race, or wealth- has a say in the decision making process. The people of Lakuri are also a sharing bunch: although no law suggests they must do so, money and goods are divided equally among all the inhabitants. If any mouth goes unfed in Lakuri, all mouths go without food. As with resources, labor is also shared, and all able-bodied adults are expected to share in piracy, anti-imperial sabotage, or at least in the maintenance of vessels, goods, and arms. There is little bias in Lakuri based on gender, age, race, religion, and the like. Life in Lakuri isn’t always easy, and the risk of death is always near, but those who choose the life of a Lakuri pirate (or a craftsman who helps keep them in action) love it.

The governments of the coastal nations near Lakuri have all issued bounties for the heads of Lakuri pirates and supporters, and use their navies to destroy the pirates whenever and wherever possible.

Lyris (21)

Kingdom of Fruit and Smithy

Capital: Varetta, Government & ruler: Monarchy- King Lysander IX, Population: 40000, Largest ethnic group: Magadorish giaks, Currency: Gold crown, Resources: Agriculture, iron ore, mercenaries, Culture: patriarchal, defensive, militaristic, xenophobic

Lyris is a pretty typical military kingdom. The King (like all kings) seeks more land and more power, and floods himself with advisors and religious beliefs that reinforce his conquest. At present, Lyris frequently clashes with Casiorn and Magador. Lyrisians- especially King Lysander- view the Casiornese as weak, profiteering artists, and see that the profits of Casiornese trade rightfully belong to Lyris. In the case of Magador, Lyrisians view their scholarship as a sign of disloyalty and disobedience to their King, and they see the financial success of Magador as another opportunity for conquest abroad.

Like all kingdoms, Lyris is home to a number of state-sanctioned religious-military orders. Knights, priests, clerics, and paladins are very common in Lyris. The metal of choice is iron, and the blacksmiths of Lyris are never without employment. Outside the realm of political conflict, Lyrisians find nourishment in a huge network of fruit orchards throughout the country, and fruit is a national favorite. Apples, apricots, pears, crabapples, persimmons, cherries, and domesticated Quickbeam fruits are common in Lyrisian cuisine. The climate of Lyris also warrants the growing of large amounts of Wormlau, a potent spice, which is exported to many other lands.

Magador (20)

Kingdom of Colleges and Technophilia

Capital: Helgor, Government & ruler: Monarchy- King Edward VII, Population: 82000, Largest ethnic group: Magadorish giaks, Currency: Gold crown, Resources: Iron ore, copper, silver, gold, gunpowder, furs, Culture: technological, financial, scholarly, anti-magical

Magador is the locus of scholarly research and study in Central-Northern Magnamund. The ruling monarch, King Edward VII, has used the influence of his reign to promote and reward erudition, and he has created a number of universities and academies for the continuation of “higher” learning. Foremost among these is His Majesty’s Royal College at Helgor. The prime focus of this university, and all other throne-funded institutes in Magador, is the discovery and application of new forms of technology.

Magador and Bor often collaborate on research, and it is in part due to the discoveries of Magadorish academics that airships, balloons, blackpowder weapons, explosives, and other technologies have been created. Their reliance on and pursuit of “high” technology has led Magadors to blackguard the study and use and even existence of magic. As imperial people always will, many Magadors- particularly the “educated” elite- seek to eradicate magic and magic users from Magnamund. Among these zealots, a twisted, hateful form of Craftarianism- the religion of the crafter god Batzorgel- is popular. In the Magadorish form of Craftarianism, however, Batzorgel is seen as a wise prophet, an example to follow, and nothing else; his godhood is rejected. Magadorish magic-phobia brings many Magadors into conflict with those who embrace and harness magic, and those who reject high technology.

Maakenmire (23)

the Swamp of Indigenous Resistance

Largest settlement/tribe: Maaken, Government & ruler: Communal federation- no leader, Population: 1400, Largest ethnic group: Faerdrun trolls, Currency: none, Resources: Prey, rare herbs, Culture: hunter-gatherer, nomadic, anti-imperial

The Faerdrun trolls and others who live in Maakenmire lead their lives as gatherers and hunters. The Maakenmire is Magnamund’s largest marsh, and the scarcity of solid ground means those who live in and off of the Maakenmire must move constantly. Maaken-established and defended just near the border of Cloeasia- is the only stable settlement, and acts as a meeting ground for all the peoples who inhabit Maakenmire. Groups come and go from Maaken at all times, bringing in the plantfoods they’ve gathered and their successful kills, or venturing off to find more. The swamp itself is home to thousands of unique plant and animal species, most of which grant some kind of sustenance to the swamp dwelling trolls.

All of the denizens of Maakenmire rely on proven primitive skills and have a great degree of self-sufficiency and pride. All the dwellers of the Maaken swamp despise empire, and they will fight with the ferocity of a thousand zlanbeasts to defend themselves and their indigenous way of life from intruding civilizations. All people raised in the Maakenmire have at least passable knowledge of archery, spear fighting and throwing, making friction fire, camouflage and stalking, hunting, primitive trapping, flora and fauna of the swamp, and navigation. Learning and practicing lifeforce magic is also common.

Those who live in Maakenmire are sometimes pejoratively called “Pitchburners” by outsiders, because they burn the fragrant pitch of the Maaken Cypress to repel the swamp’s many insects, and they begin to take on the peppery odor. Several groups of natives have adopted the term as a badge of honor. Maakenmire is more or less left alone by imperial nations who see the swamp as revolting, disease ridden, and useless.

Salony (19)

a Principality in Turmoil

Capital: Rhem, Government & ruler: Principality- Crown Prince Ethlan the Mad, Population: 42000, Largest ethnic group: Lentish humans, Currency: Gold crown, Resources: Agriculture, timber, shipbuilding, iron ore, mercenaries, rare minerals, Culture: maritime, financial, aggressive, militaristic, materialistic, patriarchal

Salony is a small principedom with big aspirations. Prince Ethlan is known to be a tyrant with a not-so-subtle Napoleon complex. Once insulted by Slovia's Prince Piotr, Ethlan considers it his divine duty to eradicate not only the rival Prince, but the nation of Slovia, all its people, and all places touched by its cultural influence.

His ongoing war is suicide, and the people of Salony know as much. The war Ethlan has waged and enacted on Slovia has resulted in the decimation of the Salonic military forces crazy enough to follow the Prince, and has brought economic despair and ruin to the country and its people. Currently, the peasants are revolting, organizing, and refusing the Prince the spoils of their labor. Several mercenary companies have sprung up that openly combat the Prince's military forces. This combined with the assaults of the vastly superior Slovic army have determined that the Mad Prince and his reign of childish idiocy will soon end. Thus, Salony is a place of turmoil and great change. Several countries, including Slovia and Lyris, are eager to jump in and conquer Salony. Many peasants have taken the opportunity to organize free towns and are ready to defend against anyone who seeks to rule. And the other nobles of Salony are desperately scrambling to seize power and convince Slovia to take Ethlan and be done with it.

Sommerlund (24)

Land of the Kai Lords and the Kai Monastery

Capital: Helmguard, Government & ruler: Monarchy- King Cedric III, Population: 150000, Largest ethnic group: Lentish humans, Currency: Gold crown, Resources: Fish, iron ore, copper, gold, silver, agriculture, shipbuilding, Culture: religious, dualistic defensive, militaristic



Sommerlendings are perhaps the most racist people in Magnamund, and the most dualistic. The major religious faith in Sommerlund is the bipolar religion of Kai, the god of good, and Naar, the god of evil. The headquarters of this religion, the Kai Monastery, is found near the capital Helmguard.

The deeply held religious belief that everything has its opposite, and that everything either falls under the domain of Kai (good) or Naar (evil), is at the core of most Sommerlending's being. It influences everything they think and do, from the mundane to the arcane. Combined with their views of racial superiority and nationalism, this allows the Sommerlending to see other nations and peoples are inferior, evil beings who must be destroyed.

Not everyone native to Sommerlund follows these beliefs, but despite the dissenters, Kai/Naar Dualism makes up the foundation for the dominant culture in Sommerlund. The Kai Monastery is favored by the aristocracy, and most of the male nobility of this country spend their childhood and teen years training to become Kai Lords. For a more detailed explanation of the Kai/Naar religion, see the *Religion* chapter; for more on the Order of the Kai Lords, see the section entitled *Organizations*.

Palmyrion (16)

Guild-Syndicate and Consortium of Freetowns, Land of the Printing Press

Capital: Vanamor Town, Government & ruler: Guild-Syndicate, no ruler, Population: 156000, Largest ethnic group: Lentish humans, Currency: Lune, Resources: Agriculture, timber, fish, shipbuilding, Culture: Riverine, nature loving, literary, egalitarian, sharing

The nation known as Palmyrion to outsiders isn't really a nation at all, but a consortium of free towns. The government of Palmyrion consists of gatherings of the representatives of guild-syndicates held once or twice a year in Vanamor Town, during which issues are discussed and solutions achieved through consensus. There are certainly corrupt representatives and the system of guild-syndicates isn't perfect, but the egalitarian workers of Palmyrion's many towns ensure their system remains as efficient and honest as possible.

The kindness and welcoming nature of Palmyrions is known the world round, and many travelers go out of their way simply to interact with the people of this comely province. Palmyrions are also known for their love of reading and writing, which stems in part from the necessity of long distance communication in maintaining a system of confederated syndicates. Because of this necessity, Palmyrion innovated Magnamund's first printing press. The secrets of building, maintaining, and using the printing press are guarded with fervor, because, the Palmyrions known, the press would be used to slander their free way of life and love of nature if it fell into the hands of the dominating, aggressive nations so common in Magnamund. Monopolizing the printing press also ensures Palmyrion a steady source of income from other nations and provinces in need of printing.

Talestria (15)

Matriarchal Land of the Horsewives

Capital: Avalor, Government & ruler: Gynarchy- Matron Llewellyn Brynwyd and Council, Population: 53000, Largest ethnic group: Lentish humans, Currency: Lune, Resources: Timber, fish, agriculture, horses, Culture: matrifocal, nature loving, convivial, equestrian

Talestria is a powerful and unique nation of woman-centric horse riders in Central Magnamund. Unlike most of the nations of the world, the people of Talestria cherish and respect women, and task them with ruling the nation. Talestria is politically allied with Telchos, though culturally Talestria is much less hateful of men than their Amazon sisters. Talestria is oft called a gynarchy or gynocracy, both by Talestrians and foreigners, because the nation is most often governed by women. There have been a handful of male Patrons in the past, but the general political atmosphere of Talestria finds a woman on the throne. The patriarchal nations and peoples of the world find this inexcusably insane, but Talestrians have found it works well for them.

Besides their woman-positive culture, Talestrians are known equestrians. This country is home to an organization called the Horsewives of Talestria, whose sole purpose is the exploration, understanding, breeding, and riding of horses. Most of the unique horse breeds found across Magnamund were bred and born by the Talestrian Horsewives., including the massive Thundering Warhorse, the sturdy workhorses used by peasantry, and swift Windrunners used by messengers and scouts. The methods and goals of the Horsewives are described in greater detail in the section on organizations.

The Wildlands (25)

Autonomous Federation of Freetowns

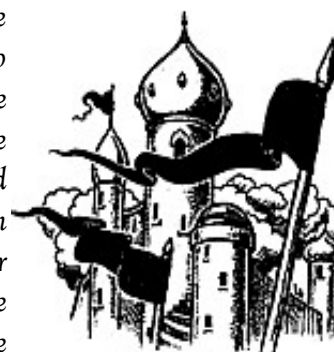
Capital: Ragadorn, Government & ruler: Federation- Dame Dyneard Corianis and Council, Population: 20000, Largest ethnic group: Lentish humans & Faerdrun trolls, Currency: Gold crown and others, Resources: Fish, shipbuilding, Culture: maritime, egalitarian, artistic, magical

The Wildlands is a province of free towns and native villages that have organized themselves into a federation of mutual aid and defense. Each township and village within the Wildlands is politically, culturally, and spiritually distinct from its neighbors. The one trait all the Wildland communities share is their love of autonomy.

Being sandwiched between Sommerlund and Durenor doesn't help their freedom much, but the Wildlanders have developed strategies to keep themselves free and to keep the hungry empires at bay. They trade with and aid the tribes of Maakenmire, who reciprocate supplies and aid to the Wildlanders. The Wildlands also interact with the pirates of the Lakuri Isles, harboring them from "justice" in exchange for information, goods, and defense. And the Wildlanders also use an intricate and powerful system of magic to deceive and befuddle potential conquerers. It remains unknown to the world at large, but the lifeforce magicians of the Wildlands are some of the world's finest.

Provinces Speaking Wassr

The Wassr-speaking countries closely resemble the medieval nations of the Middle East. Geographically, most of the Wassr-lands is dominated by dry, low-elevation scrub desert. This is most true in Vassagonistan, the powerful Eastern Empire whose perpetual growth and expansion caused the wholesale deforestation of their native landbase, resulting in the desertification that now plagues the region. al-Anari and Cloeasia are two small lands not affected by the Vassagonistani ecocide, both maintaining their native grassland habitat. The Wassr Lands are known primarily for the cultural, military, and economic behemoth called Vassagonistan. These lands have also gained wide-spread acclaim for the clothes and finery of Cloeasia, and for the ecological reforestation efforts of the Kakushite people.



al-Anari (30)

Republic of the Rolling Hills

Capital: Tahou, Government & ruler: Republic- President Singhi Jool, Population: 61000, Largest ethnic group: al-Sakr dwarves, Currency: Jaffa, Resources: Livestock, minerals, gold, silver, timber, copper, tin, Culture: metallurgical, scholarly, pacifistic, defensive, religious

This small republic is found southeast of Vassagonistan. Unlike the majority of land within the Wassr speaking nations, al-Anari is not blanketed by desert. Flat plains span most of the country, while the capital, Tahou, is situated atop the tallest hill- called *Fazik bin Tahou*- in the country's central rolling grasslands. Eastern al-Anari is a crescent shaped forest that leads into the *Ma'alina Pass* and into Vassagonistan.

Culturally, al-Anari is a land of study, religious devotion, and pacifism. The al-Anari'i (the people of al-Anari) despise violence, and pride themselves on their religious tolerance and open-mindedness. The capital, Tahou, is home to many centers for secular and religious study, and students and pilgrims travel here from far and wide. Because the nation is so dogmatically peaceful, al-Anari's biggest trading partner, Vassagonistan, often steps in to defend the province from outside aggressors.

al-Anari is a relatively fertile land compared to the desertified wastes surrounding it. The expansive grasslands provide ample grazing grounds for the tens of thousands of pastoralists and their domesticated animals who are the backbone of the al-Anari economy. The stretch of mountains that passes through al-Anari also gives the country mineral wealth in the form of gold, copper, and tin. These metals, in turn, can be seen integrated into the architecture of al-Anari, from intricate accents to the ostentatious blazing minarets of Tahou.

Cloeasia (28)

the Sartorial Sultanate

Capital: Kadan, Government & ruler: Sultanate- Sultan Baaqri, Population: 28000, Largest ethnic group: al-Chani giaks, Currency: Jaffa, Resources: Iron ore, copper, livestock, shipbuilding, fish, rare cloths, gems, Culture: financial, metallurgical, maritime, materialistic

Like al-Anari, Cloeasia is a small country covered in grasslands. Cloeasia is a tremendously wealthy country, due in part to its abundance of gems and metals and in part to the excellence of its people as negotiators and traders. Being a coastal nation also facilitates a constant source of trade and income. Cloeasia is also revered for its production of exquisite headdresses and robes made in the traditional Cloeasian style. These clothes, known as *Yad Shalil* bring Cloeasians money and fame from afar.

Cloeasia doesn't have much of a military of navy to speak of, and relies largely on Vassagonistan for protection. Vassagonistan, while leagues more powerful than Cloeasia, is jealous of Cloeasia's more substantial wealth and economic influence. To keep Vassagonistan satisfied, Cloeasia pays a hefty tithe of respect and tribute once a year. Lakuri pirates frequently prey on the rich merchant vessels of this country, but are somewhat deterred by the Vassagonistani navy ships that sometimes ride with Cloeasian merchant fleets.

Kakush (31)

the Ecocentric Emirate

Capital: Nikesa, Government & ruler: Emirate- Emir Qadessi, Population: 76000, Largest ethnic group: al-Jassr humans, Currency: Jaffa, Resources: Timber, iron ore, gold, minerals, Culture: artistic, musical, culturally expansive, religious, magical

Kakush is the southern neighbor of the vast Vassagonistan, and like its neighbor, it too is covered in desert. Kakush is a center for the arts in southeastern Northern Magnamund, and is considered by many foreigners a gem in the sandy wastes. The government and people of Kakush are not especially fond of Vassagonistan, and often conspire with Dessi and Firalombe against Vassagonistani expansion.

Kakushites are diverse and strange people. A huge cultural imperative is the reforestation of Kakush. The people working toward this goal recognized that long ago, before the imperial intrusion of Vassagonistan's destructive, imperial culture, all of Kakush was a dense forest just like the countries that border Kakush farther south. Working with ecologists from Dessi and the blessing (and funding) of the Emir, Kakushite reforesters have successfully combated desertification near the capital, Nikesa, and in the southernmost

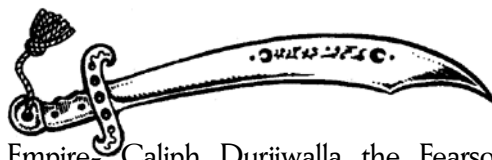
reaches of Kakush.

Working with the Dessi and exchanging cultural beliefs and practices with them, Kakush has seen an influx of magic users in recent years. A great many mystics and lifeforce wizards have migrated into the deserts of Kakush to live, learn, and teach a select few the art and science of lifeforce weaving. It is said many of these magicians come to help the forest regrow. The appeal of these sorcerers draws in travelers and immigrants from all places.

Vassagonistan (29)

Jewel of the East, Empire of a Thousand Sands

Capital: Barrakeesh, Government & ruler: Caliphate Empire- Caliph Durjiwalla the Fearsome, Population: 1000000, Largest ethnic group: al-Jassr humans & al-Chani Giaks & al-Sakr dwarves, Currency: Jaffa & gold crown, Resources: Gold, gems, minerals, spices, silver, platinum, copper, tin, iron ore, fish, slaves Culture: financial, maritime, materialistic, religious, militaristic, aggressive



Vassagonistan seeks to rule all of Northern Magnamund, most especially its ancient enemies Sommerlund and Durenor. Wars between these nations are common, set off by the simplest of causes, and often impatiently anticipated by warmongering myrmidons on both sides of the conflict.

Vassagonistan is almost entirely made up of desert, a result of thousands of years of murdering the native forests for lumber to be used in building structures, siege engines, and warships. Most of Vassagonistan's wood now comes from abroad, and many of the wars of this monstrous empire are fought for resources to exploit. The environmental murderousness of Vassagonistan puts it at odds with Kakush quite often.

Because of its cultural influence and coastal situation, Vassagonistan is rich in many things, including currency, spices, gems, textiles, texts, slaves, and metals. Like all empires, it is never satisfied with what it has, and is always bent on outward expansion.

Provinces Speaking K'jebolo

The K'jebolo lands resemble the nations of arboreal Africa, at least in language. These lands are known far and wide for their interest and supremacy in the art magic. The Order of the Crystal Star is native to Dessi, and the Shamanarchy of Firalombe perhaps equals that group in arcane knowledge, wisdom, and power. The people of this region, even the craftspeople and layfolk, seem to be imbed with a great natural inclination toward magic. This region is also renowned for the musical instruments and hide paintings of the people of Firalombe, and for the fearsome, fanatic legions of Nwakejoto warriors loyal to the Fathers of Truth. The region is almost entirely jungle.



Dessi (40)

the Arcane Jungle, Home of the Order of the Crystal Star

Capital: Tafadzwa, Government & ruler: Magiocracy- Council of Elder Mages, Population: 50300, Largest ethnic group: Jobashi humans & Mrrahi catfolk, Currency: Jaffa & crown, Resources: Iron ore, gold, silver, platinum, rare gems, minerals, Culture: scholarly, magic-loving, forest-loving, literary, technophobic, home to many magic schools and universities

Dessi is the magic capital of the world. That's not to say there are no other areas where magic is strong and where magic users gather, but Dessi certainly has the greatest concentration of mages anywhere in Magnamund. The culture, politics, and religion of Dessi are all magic-centric, and have the advancement and understanding of magic as their goal. Djekem'tabo Rana I'kulu- the Order of the Crystal Star- is one the world's largest and most influential magic fellowships, and is found in Tafadzwa, Dessi's capital.

Besides magic, Dessi is a wealthy nation of traders, scholars, craftspeople, and warriors. Warriors in Dessi are more often than not battlemages, trained in the arts of combat and magic. These fighters help ensure Dessi's autonomy from its enemies, most especially the ever-encroaching Vassagonistan. Dessi are also known for their intense technophobia and wariness of "high" technology, which brings them in conflict with nations like Bor.

Firalombe (38)

the Egalitarian Shamanocracy

Capital: Firina, Government & ruler: Shamanocracy- Grand Shaman Ene Tatenda, Population: 30000, Largest ethnic group: Jobashi humans, Currency: Jaffa, Resources: Cloth, textiles, hides, hide paintings, drums, gathering-hunting Culture: shamanistic, superstitious, egalitarian

The natives of live as they always have in small villages confederated into a coherent government. Their lives are primitive compared to the dwellers of cities, but they see their existence as vastly superior. Firalombeans live in harmony with the forests of their homeland, as most native peoples do, and the utilize hundreds of ecologically wise "primitive" skills to survive, and thrive, in the jungle.

Politically, each tribe is governed by a shaman, as the confederacy of villages is administered by a Grand Shaman. These leaders truly represent their people, and rarely misrepresent those whom they live with and care for. These men and women also consult the spirits and work shamanistic life force magic for various purposes. The magic of Firalombe is all earth-focused, and often involves unique rituals not practiced elsewhere, such as throwing bones and osteomancy, reading tea leaves and entrails, divining messages from thunder and lightning, and the like.

Firalombe makes and exports a huge number of musical instruments to foreign nations, including *lilombetu* drums and reed-flutes called *bikwan*. The hide paintings of Firalombeans are also highly sought after by the wealthy of other countries.

Nwakejoto (39)

Land of Theocratic Despots

Capital: Kelis, Government & ruler: Theocracy- Fathers of Truth, Population: 66000, Largest ethnic group: Mrrahi catfolk, Currency: Jaffa, Resources: Timber, rare metals & minerals, gathering-hunting, fruit, fish, Culture: religious, xenophobic, aggressive

The citizens of Nwakejoto, mostly spurred on by their theocratic government, are on a religious holy war to destroy ecocidal nations and people. Not at all similar to the indigenous peoples and civilized folks who care about the health of the planet and its landbases for their own sakes, the people of Nwakejoto are led to believe that the harder they fight for the earth, the greater shall be their reward in the afterlife., most especially if they die for the cause.

In reality, the Fathers of Truth who govern Nwakejoto don't give a damn about the earth. They only play on the desires and loves of the populace to control their people. Their ultimate goal is to enslave the Dessi and other magical peoples in order to force these magic users to channel their powers and make the Fathers of Truth living gods. Then, of course, they seek to dominate all of Magnamund and subdue all its people, that they may be worshiped and served by all.

Provinces Speaking Slovic

The Slovic nations are similar to the Eastern European nations of the Middle Ages. These lands occupy most of south-central Northern Magnamund, and the lonely land of outcasts, Rezovia, resides in northern-central Southern Magnamund, just across the Tentarias from the other Slovic lands. Politically, these lands are diverse, including Dukedoms and Principalities, the Ruestovna Forest Freelands and Chamania Freestate, the Twin Republics Karonskaya and Labroshtan, and the massive and powerful Slovia Empire. The Slovic lands are renowned for the conviviality and crops of Bautar, the honey, volkorona wine, and wool of Chamania, the patriarchy and Bragovit Dvan dance of Eldenora, the karasht cobalt dye of Slovia, and the criminal safe-havens and underworlds of Rezovia. Geographically, these lands are most diverse.



Bautar (37)

the Convivial Dukedom

Capital: Talon, Government & ruler: Dukedom- The Good Duke Yuri Jesof, Population: 8000, Largest ethnic group: Sloat dogfolk, Currency: Pekla, Resources: Agriculture, timber, fish, copper, tin, Culture: educational, militaristic, defensive, convivial

Bautar is a tiny province administered by Duke Yuri Jesof. The small nation is always armed, always ready for conflict, although it sees very little action. The current Duke, like many in his line, is looked up to and well-respected by his fighting men because he rides and fights by their side. Battles often occur on the eastern border, as Nwakejoto envisions itself ruling over Bautar. Bautar is severely outnumbered in this conflict, but its numbers are bolstered somewhat by troops from Chamania and from the Twin Republics Karonskaya and Labroshtan.

Bautar produces a great variety of agricultural foodstuffs, and exports many of these via the Tentarias. Among their favored crops are cabbage, clover, barley, hops, squash, pumpkin, volko berries, peas, and

beans. Bautaran ale, given its distinct flavor by the traditional *geshpa* spice grown in the region, is world renowned for its invigorating tang. It is exported in great quantity. Bautarans are fond of feasting, and will celebrate most any occasion if given even the slightest reason to do so. They are also usually welcoming of strangers and travelers. Bautaran inns are unusually luxurious.

Chamania (36)

the Beekeeping Freestate

Capital: Kreblika, Government & ruler: Freestate- Arch-Chief Sevadjan, Population: 11000, Largest ethnic group: Sloat dogfolk, Currency: Pekla, Resources: Fish, timber, sheep, wool, horses, Culture: egalitarian, freedom loving, convivial, nature loving, equestrian

Chamania's closest ally is the smattering of unincorporated villages and tribes of Ruestovna, and the two provide mutual defense and aid in times of hardship. Chamania also maintains generally friendly terms with the Twin Republics, Karonskaya and Labroshtan, which affords them better protection against the Slovan Princedom farther north. Chamania is a free state, meaning all its villages and tribes govern themselves in whatever fashion they choose. A representative for the province is chosen each year by a public poll, and this Arch-Chief represents the people of all the towns and villages in diplomatic discussions with other nations.



Apiculture, or bee keeping, is a cultural symbol and activity that unites all the villages of Chamania. Chamanian honey and propolis are considered of the highest quality. This honey is a staple of Chamanian cuisine, and it is used with *volko* berries to create the fruity local wine known as *volkorona*. The people of Chamania are expert equestrians, and use their riding skill to herd sheep. The thousands of sheep of the province are used for wool and mutton. Nearly all of the fabric in Chamania is woolen.

Eldenora (17)

Principality of Patriarchal Dancers

Capital: Duadina, Government & ruler: Principality- Prince Radoslav XIII, Population: 137000, Largest ethnic group: Alrushtan catfolk, Currency: Pekla, Resources: Timber, agriculture, silver, shipbuilding, Culture: patriarchal, technological, expansive, fond of dance

Eldenora is one of the region's oldest and most populated Princedoms. It is also one of the world's most outwardly misogynistic, patrifocal societies. Men are celebrated and revered in every aspect of life, while women are demeaned, belittled, and made to servile. Eldenora is expansive and battlethirsty, which puts it at odds with the equally imperialistic Slovia. Eldenorans also view the egalitarian attitude of their western neighbors, the syndicalist Palmyrions, as backward and idiotic. Because of their opposing ideologies, the two countries have a deeply-rooted, ancient rivalry, which most often takes shape in economic competition, and which sometimes results in bloodshed. The border between the nations is hot with conflict. Eldenorans also aim to steal the printing press from Palmyrion, while Palmyrion uses their technology to mass produce anti-Eldenora propaganda.

Eldenora is known in the cultural world for its form of dance known as *Bragovit Dvan*, or "tumbling wyvern." This dance incorporates large groups of men doing tremendous acrobatics in outlandish costumes, and is often set to blistering time signatures. The dance originated, and is still used, as a pre-battle ritual to bolster morale and drive up the urge to kill. As such, it is performed by men and forbidden to women under penalty of beheading.

Twin Republics – Karonskaya (34)

Capital: Orello, Government & ruler: Republic- Chancellor Svedchek Maldo, Population: 65000, Largest ethnic group: Sloat dogfolk, Currency: Pekla, Resources: Iron ore, copper, fish, timber, ship building, agriculture, silver, Culture: artistic, riverine, financial, pacifistic

Twin Republics – Labroshtan (35)

Capital: Pforodon, Government & ruler: Senatorial Republic- Labroshtan Senate, Population: 87500, Largest ethnic group: Alrushtan catfolk & Sloat dogfolk, Currency: Pekla, Resources: Cloth, textiles, agriculture, silver, minerals, iron ore, Culture: financial, expansive, materialistic, religious

Karonskaya and Labroshtan are together known as the Twin Republics because they are so culturally and politically identical. Technically, they are different countries with independent governments, but the people of both nations consider them the one entity. The border between the nations is unguarded, and crossing back and forth between the two is no trouble at all.



Economically, the Karonskaya and Labroshtan rely upon on another. The large and powerful economy of Labroshtan needs an outlet to the sea, which the ports of Karonskaya provide. Karonskaya, on the other end, benefits from the trade and increased revenues brought in by the skilled Labroshtani traders. The goods and foodstuffs produced by both nations combined elicits huge profits from afar. Karonskaya is a land known from miles away for its tapestries, which are among the finest in the world. Labroshtani traders make bank selling and trading Karonskayan tapestries.

The people of the Twin Republics, while similar, do have their differences. Karonskayans are typically dogmatic pacifists, while Labroshtanis tend to be less peaceful. This is advantageous for both nations since Slovia borders them both and seeks to assimilate them. Karonskaya gives resources and aid to Labroshtan while Labroshtanis hold the front against Slovia.

Rezovia (58)

Criminal Paradise

Capital: Maula, Government & ruler: Barony- Archbaron Dreisomna, Population: 92000, Largest ethnic group: Sloat dogfolk, Currency: Pekla & Takura, Resources: Agriculture, ship building, fish, metals, slavery, crime, mercenaries Culture: riverine, metallurgical, “criminal”

The only Slovic speaking country south of the Tentarias, Rezovia is a land of loners and outcasts. Thousands of years ago, when Rezovia was taken from the southerners to whom it originally belonged, the proto-Slovic empire used it as a penal colony. The country was at first ruled by a viceroy, but has since become an independent Barony, governed at present by the Archbaron Dreisomna. The Barony remains aware of its largely criminal past, and remains a hotbed of criminal organizing, despite the efforts of the Baron to the contrary.

This organizing includes all manner of illegal activity. Some is motivated purely by profit, as in slave trading (which is illegal only in certain places) and highway robbery. Some of Rezovia’s crime is politically motivated, as in organizing against the Baron and other Statist governments, and as in direct action against slave traders. Mind-altering substances are also huge in Rezovia, particularly the powder of Nosegay, which is illegal in most of Magnamund.

Ruestovna Forest (33)

Druidic Freelands

Capital: Mogaruth, Government & ruler: Freelands- no ruler, Population: 8000, Largest ethnic group: Alrushtan catfolk, Currency: Pekla, Resources: Herbs, game mammals and birds, forest, magic Culture: egalitarian, freedom loving, nature loving, semi-nomadic, sharing

Ruestovnans are an anarchic bunch. They live simple lives of hunting, gathering, fishing, and small scale horticulture, and they love their freedom and their woods. Ruestovna's druids and shamans are adept users of herbal medicine and magic, and the scouts of the Ruestovna forest are fleet of foot and scarcely seen.

Slovia and Eldenora both desire the Ruestovna Forest, but Ruestovna's inhabitants are able to maintain their autonomy through several means. First, the Ruestovnans have booby trapped every bit of the forest they don't frequent, and they know the land itself, which ensures they can use guerrilla tactics against their enemies and escape into their beloved thickets. They also have alliances with their fellow freestate Chamania, as well as Palmyrion and the Twin Republics. In exchange for the protection of these stronger states, Ruestovnans give shelter, food, and guidance to travelers from these nations, in addition to granting protection from the beasts and pitfalls of the forest.

Slovia (32)

Empire of the "Loafers"

Capital: Sventina, Government & ruler: Empire- Czar Piotr X, Population: 290000, Largest ethnic group: Alrushtan catfolk, Currency: Pekla & Gold crown, Resources: Cloth, textiles, agriculture, iron ore, silver, mercenaries, Culture: militaristic, expansive, aggressive, musical, financial

Slovia is a huge empire in eastern and southeastern North Magnamund, often at odds with Vassagonistan, Chamania and Ruestovna, Palmyrion, the Twin Republics, and others. Slovia is a typical empire: it seeks dominion over everything, wants to destroy the natural world, and thinks it has divine right to do so.

Slovia is a known producer of some of Magnamund's strongest and lightest chainmail and studded leather armor. The military of the Slovia empire are known for wearing sugarloafed helms, giving them the nickname "loafers".

Slovia has gained some small international fame for *karasht*, the cobalt blue dye it uses in clothing, armor, banners, and coats of arms, and as an ink. This dye/ink is made using *Galat* fruit and the charcoal of burnt *Opanin* Birches, and is often sold abroad by Slovia traders.



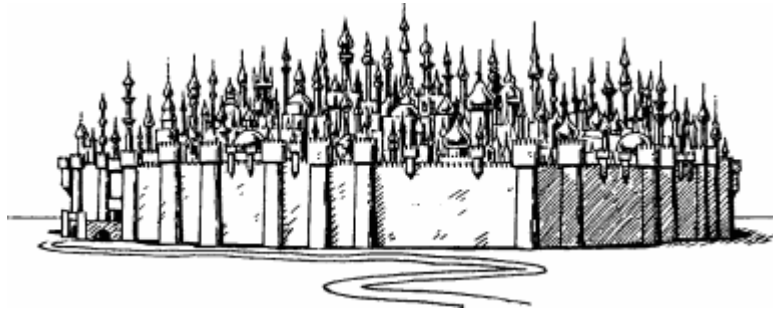
Provinces Speaking Bor'ixt

The Borish Lands are harsh and unforgiving. Bor, the great kingdom of technophiles, lords over all the Bor'ixt speaking provinces. The gadgets and metalworkings of this nation are known in all but the remotest reaches of Magnamund. In the shadow of the Borish Range are the Danarg Steppes, a barren and bitter land of climatic extremes. Besides the barrenness of the Steppes and the technological achievements of Bor, the Borish Lands are known for the epic poetry and illuminated manuscript of Telim Churtz, and for the heavily armed infantry of that nation.

Bor (13)

Technological Capital of the World, Home of the Gunners of Bor

Capital: Boradon, Government & ruler: Dual monarchy- High King Tor'entuk and High King Darxantor, Population: 150000, Largest ethnic group: Dargan Turitz dwarves, Currency: Ain, Resources: Ore, copper, silver, platinum, rare minerals & gems, gold, Culture: technological, metallurgical, convivial, xenophobic



Bor is the capital of high technology in all Magnamund. Although the Borish are usually xenophobic and highly protective of their discoveries, they are close allies to the distant Magadors. By putting aside their differences, coming together on their shared principles of magic-phobia and techno-lust, and by combining their research and efforts, the Borish and Magadors have discovered the science and technology of airships, hot air balloons, blackpowder weapons, and explosives. The technologists of Bor are also experimenting with steam power and steam-powered contraptions.

Besides high technology, the Borish are also famed miners, smiths, and gemologists. The mineral abundance of the mountains of Bor makes the country disgustingly rich and powerful, and helps pay the cost of future research and “development.”

Bors are fond of drink and food, much of which comes from the nations surrounding Bor. Bor trades a great deal with these countries, usually in the form of minerals for sustenance. For such a powerful dual monarchy, Bor is not openly expansionist, seeking rather to show the world its invulnerability and authority through technology rather than through warfare and conquest.

Danarg Steppes (14)

Barren Land of Brutal Extremes

Capital: None, Government & ruler: Tribes and clans,
Population: 50000, Largest ethnic group: Dargan Turitz dwarves,
Currency: Varies locally, Resources: livestock, pastureland
Culture: nomadic, pastoralist, hospitable



The Dwarves and other nomads of the Danarg Steppes live a difficult but rewarding life. Their subsistence comes from milk, meat, cheese, butter, yogurt, wool, felt, and hides from the short-toed sheep and *Urgan-balim* yaks they keep. The 50,000 souls who inhabit the Steppes of Danarg move constantly to avoid over-grazing the land. They live inside large woolen and hide tents called *Qul*, which can be taken down and erected in just over an hour.

The people of the Steppes have little time, interest, or use for the high technology of their Borish neighbors. As such, the Bors fling all manner of racist, classist, imperialist insults at the people of the Steppes, but otherwise leave them alone. Other nations who might be tempted to rule the Danarg are deterred by the harsh climate- 80-90 degree days are common, and it usually drops below freezing at night- and leave the nomads to their rough life.

Eru-tzef (11)

Inquisitive Principality

Capital: Dnaartig, Government & ruler: Principality- Prince Bombur, Population: 13000, Largest ethnic group: Dargan Pfol'char trolls, Currency: Ain, Resources: Iron ore, copper, tin, gold, gems, Culture: metallurgical, technological, scholarly, defensive, magical

Bor's biggest dissenter and enemy in southwestern Northern Magnamund is Eru-tzef. The ruler of this principality, Prince Bombur, does not share the phobia of magic of his Borish cousins. Instead, he seeks to discover the relationship and interactions between high technology (machines) and the energies of lifeforce magic. For the people of Bor, this might as well be heresy.

For Prince Bombur and his people, however, exploring the relationship between these forces is a great adventure, though not always a safe one. Their research has led them to conclude, sometimes from explosive and disastrous results, that lifeforce magic and machines are incompatible. Still, unswayed by past failure, the magic-machinists of Eru-tzef study on, trying to determine what will set off violent reactions, and looking to see if any machines can interact with lifeforce magic without catastrophe.

Telim Churtz (12)

Borish Borderland, Military Buffer Zone

Capital: Gnar Maktiziz, Government & ruler: March- Marquis Jel Zurchinz, Population: 62000, Largest ethnic group: Dargan Turitz dwarves, Currency: Ain and Kika, Resources: Iron ore, minerals, gems, mercenaries, Culture: militaristic, financial, religious, fond of poetry and calligraphy

Telim Churtz is allied with Bor and acts as a buffer zone between Bor and the warlike northerly Zanupeshtur nations, who sometimes dwell on and seek to rekindle ancient hatreds between the Dargan Turitz and Erabinimsun dwarves.

Telim Churtz, though an independent nation, is basically the military extension of Bor. As such, its troops are armed with the finest technological advancements made in Bor, both in arms and armor. These troops

usually wield plate mail with the characteristically huge shoulder pads and helm, the short-spear commonly used by the region's dwarves, and at least one blackpowder pistol or rifle. These heavily outfitted infantry occasionally see combat and are at all times prepared for that eventuality.

The commoners and tradespeople of Telim Churtz love epic poetry and illuminated manuscripts, and are noted for their excellence in both fields. *Minabar Töl* (The Ballad of Tol) and *Pfargun Rel-Batadun Cidor Jasarg* (Epic of the Warrior-Poet Cidor Jasarg) are international favorites. Telim Churtz contracts Palmyrion to reprint and reproduce the original copies of each on their printing press, allowing the public access to these epics. Copies are transcribed and illuminated by hand for nobles and wealthy patrons, often at great expense.

Provinces Speaking Var-il'tchutlan

The *Maxiptulachu Delta* is a fecund place, known abroad for its wildness and abundance. The people of this moist land are the *Greshnoc'ylknu* lizardfolk and the *Tlaxpaneca* trolls, both of whom live in communal harmony paying little regard to race. These peoples maintain a hunter-gatherer existence, and refuse to learn the ways of agriculture, hierarchy, and urban life, despite the constant pressures from "civilized" peoples to do so. This land is rich in magic, herbs, game, fish, and minerals used as tools, such as flint, chert, and obsidian.



Maxiptulachu Delta (10)

Fecund Wetlands

Largest village: Pilia, Government & ruler: Federation of tribes- no ruler, Population: 4500 Largest ethnic group: *Greshnoc'ylknu* lizardfolk and *Tlaxpaneca* trolls, Currency: None, Resources: Rare herbs, minerals, fish, obsidian, chert, flint, game mammals, Culture: riverine, sharing, horticultural, gatherer-hunter, nature loving, defensive, religious

The native lizardfolk and trolls of the *Maxiptulachu Delta* live like the natives of so many other places. They fish, hunt, and gather, and they utilize the fertility of the delta to grow several crops in small scale horticulture. Like the peoples of the *Maakenmire*, the *Maxiptulachuans* despise empires and fight like demons to protect their home and way of life.

Maxiptulachu is unique in its extreme abundance of obsidian, flint, and chert deposits. The availability of these deadly-sharp rocks guarantees that these natives always have lethal spears, atlatl darts, arrows, daggers, axes, and warclubs. Plus, they always have something to trade. The other isolated pockets of indigenous peoples across *Magnamund* use these stones for all the same purposes, but don't always have access to them. Thus, the natives of *Maxiptulachu* make long treks to gift and trade these stones to their distant brethren. They also craft these stones into jewelry to sell to civilized peoples. And, perhaps most importantly, the *Maxiptulachuans* use flint for fire starting, unlike the many other primitive peoples of *Magnamund* who most often use friction fire.

Provinces Speaking Zanutestur

The Zanutestur tongue is similar to language of ancient Mesopotamia. The provinces in which this tongue is spoken are diverse, although monarchy predominates as a socio-political form. Two provinces of this region, Ghatanisham and Mesoturga, are notable for the ashland terrain that covers them, very similar (though less hostile) to the ashlands blanketing mak-Giaktugur. This region is known for the sulfur mines of Ghatanisham, the dust-storms and camels and throat-singing of Mesoturga, the necromantic blood-orgies of Nyrasu, the woodworking and patani birch gum of Nyvoz, the narcotic liera flowers and mountain monks of Zaldirensis, and the axe-wielding mercenaries of Zig-es.



Ghatanisham (7)

Sulfuric Ashlands

Capital: Enzupeti, Government & ruler: Republic- Prime Magnate Babamesh, Population: 25000, Largest ethnic group: Erabinimsun dwarves, Currency: Kika, Resources: Sulfur, saltpeter, ashland plants, mercenaries, Culture: mining-oriented, defensive, religious, literary

As one of the few relatively peaceful nations of Erabinimsun dwarves, Ghatanisham enjoys good diplomatic relations with Bor, especially because it is one of the few places in the wide world where sulfur and saltpeter are found in any quantity. These are both critical components for the creation of black gunpowder, which the Gunners of Bor (and Eru-tzef) and the Magadorish giaks who use blackpowder weapons must have in order to get the explosive mixture just right. Thus, sulfur mining and exporting are Ghatanisham's backbone. Being a small country with little in the way of worldly opportunity, Ghatanishamites regularly leave the country as traveling tradespeople or mercenaries.

The land of Ghatanisham, like much of northwestern Magnamund, is a type of gray, ashy wasteland. It is similar to desert, but the ecology, plants, and animals are totally different, and no one's really sure how or why this type of landform exists.

Mesoturga (8)

the Land of Hardship, the Haunted Ashlands

Largest tribe: Ziggur, Government & ruler: Federation of tribes- no leader, Population: 38000, Largest ethnic group: Erabinimsun dwarves, Currency: Kika, Resources: Timber, iron ore, copper, ashland crops, mercenaries, *telni* (pack animals) Culture: militaristic, expansive, musical



Sandwiched between Ghatanisham and Zig-es is the small province Mesoturga, meaning "land of hardship" in Old Zanutestur. The Erabinimsun dwarves native to Mesoturga are a fearsome lot, who prefer constant war and bloodlust to a life of peace. The near-lifeless landscape makes survival hard enough, and the constant warring in Mesoturga reflects the steady want of a starved and despondent people.

The people of Mesoturga are best known for two things. The first is their reliance on the *telni* beasts

native to the region. These animals are rather like short-necked camels with spotted, ashy coats and covered in bony protrusions. They emit a high trilling *preeeah, preeeah*, the sound of which signals the nearness of Mesoturgan natives who are never far from their mounts. The second defining cultural trait of Mesoturgans is their eerie and beautiful throat singing. The songs sung by Mesoturgans usually center around hardship and battle, or the ancient rivalries with the Dargan Turitz dwarves of the south.

It is said that on nights clear of the dust storms that plague Mesoturga, the native dwarves and their *telni* pack animals join in great choruses of throat singing and trilling. These haunting melodies carry across the dunes like the voices of belligerent ghosts.

Nyrasu (5)

Land of Draconian Necromancers, the Dark Land

Capital: Darket, Government & ruler: Caste system- Warchief Daryus-Elab, Population: 55000, Largest ethnic group: Urupesimat giaks, Currency: Kika, Resources: Ship building, timber, agriculture, Culture: militaristic, maritime, draconian, xenophobic

If the hardships of Mesoturgan terrain are a bad dream, then the political and cultural atmosphere of Nyrasu is a nightmare. The nation is ruled by the Warchief Daryus-Elab, whose fury and vision know no bounds. Nyrasu seeks to rule all of the ashlands, as this was territory that once belonged to the Urupesimat giaks and was stolen away by the Erabinimsun dwarves. Nyrasu has openly hostile relations with just about every nation bordering it. The exception to this is Lencia to the south, just across the Tentarias. Nyrasu sees the vision of Lencia as just and admirable, and the Lencianii see the Nyrasu in the same way. Each sees the other as somewhat backward and inferior due to their racial heritage and foreign-ness, but the two nations trade regularly to fuel their respective war-machine economies.

Unlike many of the other Zanupeshtur-speaking lands, Nyrasu is covered in forest and plain, and is thus quite fertile. The brutally enforced caste system keeps the large peasantry enslaved and working hard on agricultural lands and livestock farms to feed the Nyrasu military and nobility.

There is no national religion to speak of, excepting the cult of the mace and flail, the traditional weapons of the giaks of Nyrasu. The warriors of Nyrasu are known to paint themselves with the blood of their enemies before battle, and to harvest the organs of their slain foes at battle's end. They consume these organs while performing necromantic magics to gain the powers and insight of those they've killed. They also channel these fell energies into their weapons, to whom they give libations of blood and gore, and whom they name for their virtues.

Nyvoz (6)

Kingdom of the Birch, Land of Master Woodworkers

Capital: Kagorishan, Government & ruler: Kingdom- King Mashinamu, Population: 75000, Largest ethnic group: Urupesimat giaks, Currency: Kika, Resources: Timber, agricultural crops, livestock, mercenaries, Culture: militaristic, aggressive, expansive, artistic, religious

The King of Nyvoz, Mashinamu the Mighty, has stirred his people into a nationalistic, racist hatred of the natives of the Maxiptulachu to the south and southeast. They see the province as an opportune resource just waiting to be exploited, and as an easy route to the Tentarias and all the trade and wealth river and sea power bring. Nyvozians also view the Tlaxpaneca trolls and Greshnoc'ylnu lizardfolk as inferior, uneducated, barbarous, heathen, and animalistic, and they see it as their duty to themselves, their king, and their religion to conquer and subjugate these peoples.

Although the forests of Nyvoz have largely been eradicated to fuel the growth of Nyvozian empire, those that remain in the southern and eastern parts of the nation are home to some of the most skilled woodworkers in all of Magnamund. Their carvings, tool and weapon handles, artwork, furniture, jewelry, and carts and wagons are exported to the four corners of the inhabited world. The forests of Nyvoz also produce a type of chewing gum (*patani*) commonly used by Nyvozians and exported to other countries. This gum comes from the sap of the gray-blue Nyvozian Birches that rule the forests of this country.

Besides woodworking and *patani*, Nyvoz relies heavily upon agriculture and livestock raising for income and sustenance.

Zaldirensis (4)

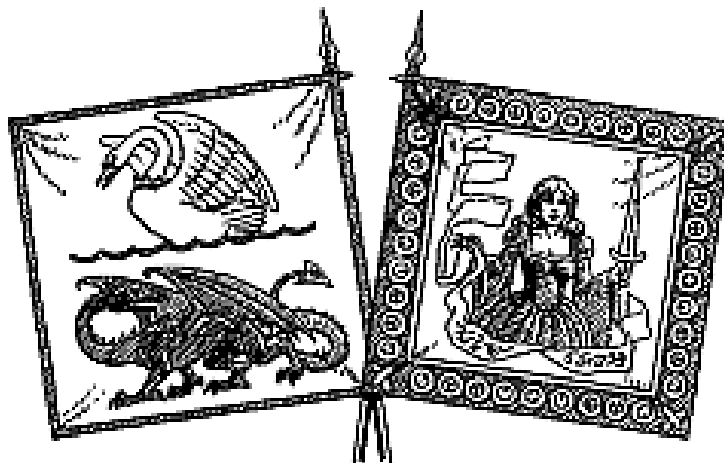
Land of *Liera*, Home of the Ancient Order of Warrior Mystics

Capital: Zaldir, Government & ruler: Monarchy- Queen Esulamasuz, Population: 26000, Largest ethnic group: Urupesimat giaks, Currency: Kika, Resources: Iron ore, forest, copper, Culture: egalitarian, defensive, metallurgical, mountainous

Zaldirensis is a monarchical nation traditionally led by a queen. The government and people of this country are nowhere near as matriarchal as those of Telchos and Telestria, but their typical reliance on female leadership still upsets and angers the male-minded inhabitants of other lands.

The mountainous landscape of Zaldirensis makes it ideal for the growth of *Liera*, the national flower of this small state. This tiny blue flower blankets the hills and crags of Zaldirensis and plays a pivotal role in the economy and culture of the nation. *Liera* emits an overwhelming musk that any traveler to Zaldirensis will instantly recognize. It is also a potent narcotic, and when ingested (in a number of forms) it produces vivid hallucinations, entheogenic suggestions, and mental distortion. The intoxicating properties of this plant are fully endorsed by the government and society at large.

Zaldirensis' mountains are home to the *Taganam Gal-Ishme*. These mountain monks live in a network of abbeys high in the hills, surrounding themselves with the mysteries of existence and learning the arts of magic. These monks ingest the *Liera* drug during daily meditation and exercise to help expand and obfuscate their minds while focusing and hardening their bodies. Their rigorous daily practice in the physical and spiritual realms gives these monks freakish might and psionic ability, which they use to achieve the hidden goals that motivate them.



Zig-es (9)

Kingdom of Many Mercenaries

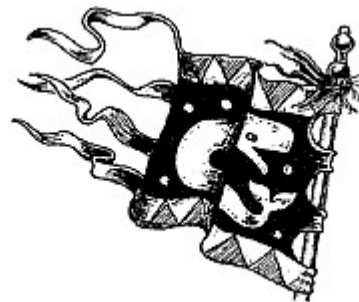
Capital: Xanar, Government & ruler: Monarchy- King Galmeshidu, Population: 42000, Largest ethnic group: Erabinimsun dwarves, Currency: Kika, Resources: Iron ore, silver, mercenaries, Culture: metallurgical, militaristic, xenophobic, dance-loving

Zig-es is yet another military-centric monarchy, governed by a king who, like many kings, seeks to conquer and control. The atmosphere of Zig-es is one of deep-seated hatred for the Dargan Turitz dwarves of the Borish lands farther south. Ancient rivalries and clan disputes fuel the fires of violence in the Erabinimsun natives of Zig-es, and they'd like nothing better than to wipe the Dargan Turitz of the face of the planet.

Because there is little else besides military life in Zig-es, those who seek more often travel abroad. Many of these travelers, accustomed to a life of discipline and combat, sell their services as mercenaries in the wars of other peoples. The favored weapons of the Erabinimsun of Zig-es are the iron hand axe and iron battle axe. The frequency of these dwarves as mercenaries in other nations has given rise in many places to the absurd racist assumption that all dwarves wield blackened axes and speak with the accent common to Zanupestur-speaking peoples.

Provinces Speaking shu-Zabekh

The language shu-Zabekh is based on the Black Tongue of Tolkien fame, although the orcs/giaks of this region bear little resemblance to Tolkien's mindless, evil brutes. This region is known primarily for mak-Giaktugur, the enormous ashland. This region is also known for the Lawless Lands, half of which- tada-Tizagaza- is also ashland. The ashland terrain that dominates this region is a sort of black-sanded desert, in which there is little moisture, few plants and animals, and many lava flows and hard rock. The lives of the inland mak-Grug'sho giaks and the coastal mak-Zugul trolls are very distinct, very different. These peoples have very little contact and very few shared interests.



Lawless Lands- gro-Blekta (1)

Largest village: Xaagon, Government & ruler: Democracy- no leader, Population: 600, Largest ethnic group: mak-Zugul trolls, Currency: None, Resources: Fish, rare minerals, tundra flora and fauna, Culture: rustic, nature loving, pacifistic, coastal, magical

Lawless Lands- tada-Tizagaza (2)

Largest village: Tizagaza, Government & ruler: Democracy- no leader, Population: 2500, Largest ethnic group: mak-Zugul trolls, Currency: None, Resources: Iron ore, fish, timber, ashland flora and fauna Culture: rustic, nature loving, pacifistic, coastal, magical

The trolls of these two territories are culturally, socially, spiritually, and economically similar, but they do have differences. The most notable is that of terrain. tada-Tizagaza is mostly ashland, which keeps most of the inhabitants coastal but allows some inland expansion. gro-Blekta, being at a much more northerly latitude, is an unforgiving tundra. The denizens of each land share a similar spiritual belief that incorporates the two landforms into a coherent mythology: tada-Tizagaza and gro-Blekta are thought to

have been two giants, one gray and one white, who fell in love and decided to live forever embracing one another by the sea.

The nations mak-Giaktugur, Nyvoz, Nyrasu, and Zaldirensis all aspire to rule the Lawless Lands. The mak-Zugul native to these provinces detest the idea of being ruled by others, but the majority among them are also strict ideological pacifists. This has given rise to some of the most talented illusionist and elemental lifeforce weavers in all Magnamund, as they rely on their ability to deceive, mislead, distract, and displace rather than their force to injure. Of course, there are always minority dissenters, and small population of Lawless Land warriors fight hard to protect their homeland while disrespecting the ways of their people.

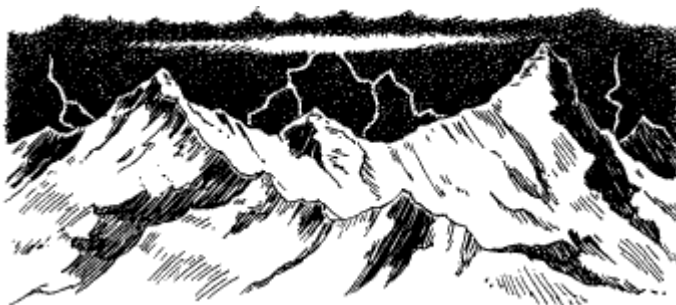
In tada-Tizagaza, the people subsist on a mixture of coastal foods- clams, oysters, all manner of fishes, seabirds, the seal-like *pag-tagrum*, and several varieties of seaweed- and ashland flora and fauna- ash yams, scathecrow plant, and *cuth'bog* (firebeetle) meat. In gro-Blekta, the diet is almost exclusively coastal, including all the same coast foods as tada-Tizagaza plus the enormous *pag-yanuk* (speckled Western whale). The trolls of both lands can frequently be seen in seal- and whale-skin outfits, bearing tools and magic implements made of bone and shell. They are also renowned for their canoes, which differ slightly in construction- those in gro-Blekta are dugouts made of the sparse timber growing in that country, while tada-Tizagazan canoes are made of whale ribcages covered in tanned hides.

The culture of both nations revers the coast and the sea. gro-Blektans and tada-Tizagazans share a great number of stories and songs glorifying all kinds of sea life, the sea itself, and the land on which they live. The mak-Zugul are also notable for their elaborate rituals performed before and after every hunting trip, particularly when a whale is to be killed. Travelers through the Lawless Lands have noted that the natives are generally hospitable and amicable to one another, but they are wary of strangers and difficult to warm up to. Once trusted by the mak-Zugul, however, one is considered part of the welcoming tribe and is treated just as any other member of the tribe.

mak-Giaktugur (3)

the Endless Ashlands, the Land of Fire

Largest tribe: Helg-jur Dag, Government & ruler: Tribal federation- tribes led by warrior-mystics, Population: 123000, Largest ethnic group: mak-Grug'sho giaks, Currency: None, Resources: Mercenaries, iron ore, rare minerals, ashland flora and fauna Culture: feudal, superstitious, militaristic



mak-Giaktugur is a volcanic wasteland, always active and always dangerous. The ashland landform that covers mak-Giaktugur is similar to that in tada-Tizagaza, Mesoturga, and Ghatanisham, except it is much less stable. Lava flows are all too common, and volcanic eruptions and pyroclastic flows happen all too often.

The rough geography of mak-Giaktugur keeps all the mak-Grug'sho natives constantly moving. They live a nomadic lifestyle similar to that of the Mesoturgans, relying also on packs of *telni* for transport and food. They also spend much of their day scavenging the few edible and medicinal plants that struggle to grow in the ashlands, and hunting the *cuth'bog* firebeetle and *claf'rakshu* giant birds of the ashland mountains.

The brutality of their homeland and the scarcity of resources is reflected in the warlike nature of the mak-Grug'sho. Tribal conflicts are common, and very rare is the day that passes in mak-Giaktugur without some kind of skirmish, camp raid, guerrilla attack, or kidnapping.

The giak natives are known for their superstition- they read omens into everything that happens, interpreting the universe and their existence largely through symbols. This includes reading entrails, watching weather patterns, observing sacred animals, consulting the paths of lava, and so on. Some kind of superstitious divination is done before every migration, battle, covert activity, and meal.

Provinces Speaking Cincorix

The language of these lands is based on Latin (and Greek to a lesser extent), and indeed, the Lencian Empire- a major force in this realm- is very similar to ancient Rome. Lencia and its protectorates (Bodenicum, Cincoria, Starnicos) form a large and mighty empire, an empire that seeks to conquer first its neighbors and then the world. Resisting this empire are the other provinces and countries of this region, namely Kastrias, Klarnos, Lunarlia, and Telchos. Each of these nations is culturally distinct and independent of the others. Perhaps most noteworthy is Telchos, land of the Amazons, a nation of intense matriarchy and oppression of menfolk.



Lencia (42)

Triumvirate Bent On World Conquest

Capital: Helmopolis, Government & ruler: Triumvirate Empire- Caius Furio & C. Iupiter & C. Deimos, Population: 94000, Largest ethnic group: Lenciani human, Currency: Denarius, Resources: Copper, silver, tin, agriculture, fish, ship building, slaves Culture: militaristic, maritime, aggressive, expansive, religious, financial, pro-slavery, patriarchal, imperialistic

Lencian Protectorates- Bodenicum (43)

Capital: Anarin, Government & ruler: Lencian protectorate- Consul Gastor, Population: 120000, Largest ethnic group: Vercitoros dwarves, Currency: Denarius, Resources: Iron ore, gold, silver, rare metals and minerals, agriculture, fish, Culture: metallurgical, agricultural, financial, religious, artistic, loyal to Lencia

Lencian Protectorates- Cincoria (45)

Capital: Quilla, Government & ruler: Lencian protectorate- Consul Lucretia, Population: 68000, Largest ethnic group: Lenciani humans, Currency: Denarius, Resources: Timber, agriculture, ship building, silver, Culture: maritime, religious, musical, fond of dance, sharing, loyal to Lencia

Lencian Protectorates- Starnicos (44)

Capital: Mount Vostia, Government & ruler: Lencian protectorate- Consul Anaxagoros, Population: 5000, Largest ethnic group: Lenciani humans, Currency: Denarius, Resources: Iron ore, minerals, gold, gems, silver, Culture: metallurgical, technological, pacifistic, loyal to Lencia

Lencia is the world's most powerful (though not most expansive) empire at present. Lencia boasts the largest military in all of Magnamund, and they're certainly not sparing in using it. The Lencian empire is one of conquest and assimilation, and much of the culture that is known as Lencian in reality hails from one of the provinces conquered and now ruled by the Lenciani.

The language that predominates the region- Cincorix- comes from the land Cincoria, which is now under Lencian control. Also from Cincoria, Lencia has adopted its favored forms of dance, music, and religious rites. Other cults popular in Lencia come from the province Bodenicum, along with much of Lencia's food, armor, financial income, sculpture, and other art. The third Lencian protectorate, Starnicos, yields many valuable metals and the design of the standard imperial spear and sword to Lencia.

Lencia's current goal is to conquer the Republic of Kastrias. The acquisition of this objective seems unstoppable since the Lencian Empire and its protectorates entirely surround and blockade Kastrias. the only outlet Kastrias has not lost is its hold on nautical power in northwestern Southern Magnamund, which Lencia is desperately trying to abolish with its navy.

Because of its assimilatory actions, Lencia and its capital at Helmopolis are great centers of diversity, learning, and trade. All types of people representing all of Magnamund's humanoid races can be found throughout the Lencian empire, concentrated most highly in the cities. These people make their living practicing every skill imaginable.

Lencia and its surrounding vassals are also known for the network of Oracles who dwell in the forests and mountains of the region. It is generally believed in the myriad cults and overarching religion of the Lencian Lands that in order to commune with the gods and spirits, one must be in their domain, which is to say outside urban areas. Within cities, the study of lifeforce magic is also prevalent in the Lencia Lands, and in many cases is funded by the Triumvirate government. These government-sponsored magic academies bring about some of Magnamund's most talented battlemages and wizards, most of whom go on to serve in the oppressive Lencian military.

Lencia is praised near and far for the sports it has given the world. These include gladiatorial arena combat, chariot racing, mock naval battles, and animal fighting. These forms of "entertainment" are most often used to keep the populace placid and unquestioning, and they also bring Lencia great heaps of income. Lencia uses its steady supply of slaves to fuel these many of these games.

Kastrias (46)

The People's Republic

Capital: Casala, Government & ruler: Republic- People's Senate, Population: 160000, Largest ethnic group: Lenciani human, Currency: Synex and Denarius, Resources: Iron ore, fish, ship building, timber, copper, tin Culture: maritime, militaristic, defensive, financial, egalitarian, convivial, anti-slavery

To the south of Lencia and its territories is Kastrias, a proud and powerful republic. For hundreds of years, Kastrias has been and remains one of the most influential forces in resisting Lencia's domination. However, since Lencia has managed to entirely surround the country, Kastrias' power has somewhat waned.

Kastrias upholds what power it does have primarily by its mighty navy. The Kastrian navy is reputed to be the most unstoppable nautical force in world, and the Lencians have learned this through defeat time and time again at the hands of the Kastrians. Through extensive training in the seafaring arts and the

nuances of business, Kastria ensures that all its naval men and women are also merchants. Thus, their navy is also a masterful merchant fleet. Combining both ensures that all vessels leaving Kastria can deal with the threat of pirates and Lencian naval vessels, as well as guaranteeing that each voyage will bring home necessary goods and income, thus keeping Kastria afloat amidst terrestrial blockade.

Kastrias takes pride in its adamant stance against slavery, and gives representation in its governing Senate even to non-citizens. This representation counts less in decision making, but the Kastrian political system is set up to allow foreigners to become citizens with ease. As a rule, Kastrians also measure their collective success by the number of unique cultures and peoples who choose to live together under their shared government, as opposed to the “diversity” of Lencia which is actually homogeneity enforced at the point of a sword. Thus, peoples of all backgrounds can be found in Kastrias and are valued as equals by the native Lenciani humans. All citizens must serve in the Kastrian Merchant-Navy for at least two years, though many opt to serve longer terms.

Klarnos (47)

the Little Dukedom

Capital: Deikosis, Government & ruler: Dukedom- Archduke Xerophagea, Population: 55000, Largest ethnic group: Os Lumentri dogfolk, Currency: Denarius, Resources: Gold, iron ore, fish, ship building, agriculture, copper, Culture: maritime, metallurgical, nature loving, fond of poetry and epics, musical, artistic, militaristic, defensive, expansive

This little Dukedom is found to the west of Lunarlia and south of Cincoria and Kastrias. Because it is surrounded by enormous peaks on all sides with very little passable land between it and bordering nations, Klarnos mostly goes unnoticed and untouched by foreign armies. However, certain forces do seek to rule the province.

Telchos, for one, sees Klarnos as an evil patriarchal state, as it is ruled by a male Duke and male ducal heirs. For the amazons of Telchos, this small land is an ideal spot for staging their planned campaign against Lencia and Lunarlia and all other male-dominated nations. The current King of Lunarlia, like many kings before him, carries an ancient rivalry toward Klarnos as the Dukedom used to be part of Lunarlia and broke away to sovereignty.

Klarnos trades heavily with Kastrias, and the two have mutual defense pacts to protect the trade vital to the existence of both. Because neither nation has a huge or super-potent land military, this usually comes in the form of allied naval forces and marine attacks on Lencian vessels and pirates.

Lunarlia (49)

Land of Xenophobic, Technological Dogfolk

Capital: Avalar, Government & ruler: Kingdom- His Grandness King Archos and Her Majesty Queen Demi, Population: 190000, Largest ethnic group: Os Lumentri dogfolk, Currency: Denarius, Resources: Agriculture, iron ore, copper, gems, livestock, prairie flora and fauna Culture: Riverine, financial, religious, ethnocentric, expansive, metallurgical, technological

Lunarlia is a massive nation, spanned by the Great Lunarlian Plain and dotted with reaches of forest, hills, and mountains. For all its biodiversity, the Os Lumentri dogfolk native to the region lack any diversity of thought or ideology. They are a racist, ethnocentric, nationalistic people, viewing the people of all other races as disgustingly inferior, and seeing the people of all other ethnicities and countries- even other dogfolk- as weak and idiotic.

Dissimilar to other monarchical warrior nations, Lunarlia does not possess an innate sexism. Men and women are not judged by their sex, but rather by their merit to society. Since Lunarlia depends majorly upon its warrior class, combatants of all kinds are valued most highly. Craftspeople who make weapons, armor, and accoutrements for the warring class are valued just slightly less than the warriors. Within these trades, male and female Os Lumentri excel.

Being a prairie, Lunarlia's peasantry produce a great stock of grazing animals and agricultural fare. Among these, sweet tallgrass (*patuus calaliptum*), oyster plant (*haeligo*), greenberries (*utula*), prairie pheasant eggs, and the milk and cheese of *gaphii* bovines are commonly known in Lunarlia and abroad.

Telchos (48)

Land of the Amazons

Capital: Telchos, Government & ruler: Matriarchy- Council of Thirty, Population: 125000, Largest ethnic group: Lenciani humans, Currency: Telc, Resources: Silver, platinum, iron ore, gold, rare gems, agriculture, fish, Culture: matriarchal, militaristic, defensive, xenophobic, artistic, scholarly, nature loving

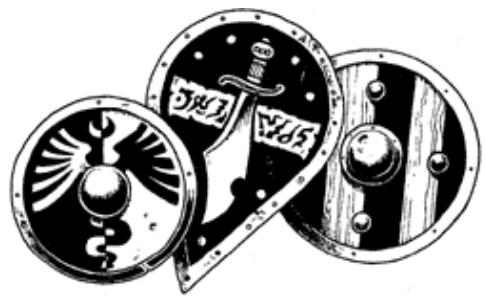
Telchos is Magnamund's sole matriarchy, and is thus closely allied to the matrifocal Talestria. However, the warrior-women who rule Telchos are downright abhorrent of menfolk, and find the Talestrian toleration and sometimes acceptance of men strange and backward. Men in Telchos are little more than sex and work slaves who are allowed to continue living solely to serve their Matrons.

The warrior-women of Telchos are known in all lands by the Middle Cincorix word that has described their order for as long as it has existed: *amazon*. The Amazons of Telchos uphold a reputation for unrivaled ferocity, savagery, and hatred in the heat of battle. Telchos Amazons take no prisoners, but they do take trophies, often in the form of body parts. They also give themselves ritual tattoos and brandings for every life they end, resulting in battlemaidens who make hardened killers tremble. For more about Telchos Amazons, see the section on groups and organizations.

The land within the political borders of Telchos is quite diverse. Much of the geography is covered by plains and the large *Vaspana* desert. The northern and eastern borders are protected by mountains, and the western border of the country is home to arboreal coastline known as the Suncoast. Such biodiversity guarantees the dwellers of Telchos a variety of plant and animal life, and the ability to procure food by hunting, gathering, fishing, and horticulture.

Provinces Speaking Dhujeb

The language Dhujeb is based loosely on Mongolian, Kazakh, and Armenian, and the nations and provinces of this region of Magnamund take some traits from these various cultures. Dhujazar for one borrows heavily from the equestrian Mongols in language and in culture. This region is also known for Bhanar, the terrifying empire of tortured-hazed demon warriors led by the diabolical Sejanoz the Humorless. Keldazhan also brings fame to the Dhujeb Lands, both from its biodiversity of fungi and from the kasl tea plant. Mhytan is known abroad for the stiff levies it imposes with its powerful navy, and Vaduzhan is known in northern Magnamund for its relationship with Palmyrion.



Bhanar (55)

the Face of Terror, Empire of the Ageless Autarch

Capital: Otavai, Government & ruler: Dictatorship- Imperial Autarch Sejanoz the Humorless, Population: 148000, Largest ethnic group: Bhanarese dwarves, Currency: Jadu, Resources: Fish, ship building, timber, agriculture, silver, copper, jade, slaves Culture: draconian, militaristic, aggressive, expansive, maritime, financial, materialistic, religious, pro-slavery

This bully of a nation is hostile toward all of its neighbors, most strongly toward Seita Khan and his hordes of Nakamura catfolk raging out of Chuboya. The ruler of Bhanar is known as Sejanoz the Humorless, a nickname earned from his twisted practice of forcing enslaved captives to perform as his court jesters, then promising them freedom if they can amuse him. Currently, the heads of ninety-eight slain jesters surround his throne in Otavai.

Sejanoz lusts after the fertile and poorly defended alliance of tribes known as Dhujazar. He also hates the royalty of Keldazhan and Mhytan, and hungers for the lands of these countries. The rulers and peoples of these nations frequently appeal for help to foreigners near and far, claiming that the Imperial Autarch is a demon. Because he has lived for well over 150 years, it is difficult to argue otherwise. More likely than not, Sejanoz is a terrible, powerful sorcerer who fends off aging and death with dark magics.

Being a dictatorship, Bhanar relies on an elite army to quash enemy forces, enslave foreign captives, and subject the peasantry under their control to a life of servitude and profligacy. The Bhanarese dwarves who make up the bulk of Bhanar's army are easily recognized by their black and red striped trousers, red scalemail, and plumed platemail helmets that portray the gnarled faces of imps and demons. The troops who wear these mask-helms call them *ger yalqedan*, the face of terror. Using these masks in ritual torture-hazing, the Bhanarese troops are able to conscript those they've defeated and terrorize them into serving the Empire.



Dhujazar (54)

Land of the Horsemasters

Capital: None, Government & ruler: Tribes, Population: 3500, Largest ethnic group: Teghudjin dogfolk, Currency: None, Resources: Prairie, timber, horses Culture: rustic, nomadic, equestrian, sharing, religious

This small autonomous alliance of indigenous tribes seems doomed. It is surrounded on all sides by unfriendly leviathans ready to gobble it whole. Lunarlia, Chuboya, Siyen, and Bhanar stand ready to overrun Dhujazar. Luckily for the Teghudjin natives, these giants are all busy fighting amongst themselves and with external opponents, which allows Dhujazar some reprieve. The warriors of Dhujazar are also

skilled equestrians and guerrillas, killing their aggressors with hit and run tactics and escaping to fight again. Dhujazar is also encircled by the ring of mountains called *Neputig Ram*, granting another degree of protection to an endangered people and way of life. All of these factors combined keep Dhujazar independent for the time being.

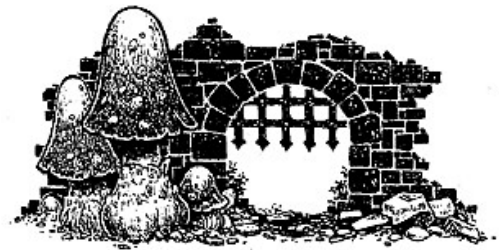
The people of Dhujazar are known for their simple way of living, their love of the earth, and most of all for their adoration of the horse. Everything the Teghudjin dogfolk do is related to and in praise of horses. When Dhujazaris reach adulthood they are given a horse of their own, whom they are expected to name. This is done on a journey the individual takes with the horse and only the horse, during which the two become intimately bound for life. The Dhujazari then names the horse, composes verse highlighting the horse's greatest virtues, then makes a traditional standard upon which the horse's name and the poem are embroidered. Adult Dhujazaris never mount their horses without flying these standards.

The reliance on and exultation in horses is not merely symbolic for these people. Besides riding and using horses for everyday tasks, the Teghudjin of Dhujazar are expert lancers and mounted archers. The throwing-lances and short bows they make and use are finely adapted to life on horseback, and they are well-respected by all the enemies of Dhujazar.

Keldazhan (53)

Land of the Veil, *Kesl* Country

Capital: Sheasu, Government & ruler: Dukedom- Duke Harbaizor, Population: 23000, Largest ethnic group: Bhanarese dwarves, Currency: Myokud, Resources: Fish, forest flora and fauna, ship building, timber, Culture: maritime, riverine, woody, pacifistic, rustic



This peaceful province tries hard to remain neutral in all conflicts and is mostly disinterested in the conflicts of the region. The people of Keldazhan live simple lives, as does the Duke who administers the country. Horticulture, forestry, woodworking, fishing, ship building, beekeeping, wax working, hunting, and mushroom gathering are all common trades. Keldazhan has the greatest mycological diversity anywhere in Magnamund, and its mushrooms are sent to lands near and far. The word Keldazhan, meaning "Land of the Veil," reflects the importance of mushrooms in its history.

It is in Keldazhan's dense forest that the *kasl* bush thrives. *Kasl* is an aromatic leafy shrub that is Magnamund's equivalent of the tea plant. *Kasl* grows elsewhere in Magnamund, but it originates in Keldazhan, and Keldazhani *kasl* is considered the finest and most valuable in the world. Processing the *kasl* bush is a difficult and well-guarded process that affords Keldazhan the protection of larger nations who rely on Keldazhani exports.

Mhytan (57)

the Sea Leech

Capital: Shotia, Government & ruler: Principality- Grand Prince Dorj, Population: 46500, Largest ethnic group: Bhanarese dwarves, Currency: Myokud, Resources: Ship building, spices, fish, silver, copper, Culture: maritime, financial, expansive, religious

The small Principality of Mhytan controls the entrance to the Bay of Unecheg. Using their naval influence, Mhytan is able to extract levies from all incoming ships whether they intend to trade with

Mhytan or not. In addition to coastal trade, this is Mhytan's primary source of income.

Prince Dorj is a materialistic man born out of a culture of materialism. His empire is primarily financial, although the Mhytanese navy is a force of admirable power. Mhytan maintains a minimal standing army which exists almost exclusively for the protection of the Prince. The country manages to avoid land attack by upholding strong diplomatic relations with other countries and trading with even the direst of enemies, thus putting money in the hands of those who would otherwise attack.

Vaduzhan (56)

Syndicate of the South

Capital: Vaduz, Government & ruler: Craftocracy- Craft Syndicates & Trade Councils, Population: 120000, Largest ethnic group: Teghudjin dogfolk, Currency: Myokud and Lor, Resources: Fish, timber, ship building, gold, silver, iron ore, copper, spices, Culture: maritime, egalitarian, metallurgical, technological, defensive, expansive, artistic

Vaduzhan's government and political atmosphere is almost identical to that of Palmyrion, and as such, the two nations have excellent diplomatic relations and trade heavily between themselves. Vaduzhan is ruled by collective decision making on the part of trade councils and craft syndicates. The people of these trades control the trades in which they labor, and the people of Vaduzhan enjoy a high standard of living and much more freedom than the subjects of kings and emperors.

Most citizens of this craftocracy train in one or several forms of combat and self-defense to help ensure they retain their freedom. Most nations don't find it worthwhile to attack Vaduzhan because of the defensive ring of mountains surrounding it and the location of the capital on Zhor island off the coast of the mainland. Many other countries are also deterred from attacking Vaduzhan because they would lose trade and coveted resources.

Vadzhanis excel in every crafting field. However, their love of technology and hand-crafting objects has not led them to the ecocidal planet-hatred that empires and technocratic societies experience. They also don't hate magic or magic users, although magic is somewhat rare in Vaduzhan. Vaduzhan mints its own coinage, called *Lor*, to further its autonomy from other countries.

Provinces Speaking O-yengo

Three nations claim O-yengo as their official tongue: Chuboya, Ryukusa, and Siyen. The language and culture of these nations is similar to feudal Japan. Chuboya is the exception, this nation being ruled by a series of Khans rather than the rigidly-structured empires that are its neighbors. The O-yengo region is known for its constant bellicosity; warfare is the norm here. The two empires that make up the bulk of this region are culturally, religiously, and ethnically distinct. The polarization of these nations is made more apparent by their leadership: Ryukusa is led by a sorcerer-warrior Empress who charges into battle with her hordes; Siyen is governed by a learned and well-bred Emperor who sends his troops to die far from his comfortable palace.

Chuboya (60)

Hammer of the God of War

Capital: Pensei, Government & ruler: Khanate dictatorship- Seita Khan, Population: 89000, Largest ethnic group: Nakamura catfolk, Currency: Po, Resources: Fish, timber, gold, silver, iron ore, agriculture, copper, jade, Culture: militaristic, financial, expansive, aggressive, religious, patriarchal

This belligerent land is covered in the majestic Risan Plain, which all too often bears the feet of soldiers off to kill and pillage. It is said among the Nakamura catfolk who make up the largest ethnic group in Chuboya that Seita Khan carries the warhammer of the god of war. They attribute his outstanding successes in every campaign he's launched to this hammer.

The hammer is a very important symbol in Chuboya, and is the favored weapon of Chuboyan fighters. Warriors in Chuboya live every day according to a strict code of warriorhood established by the Cult of the Warhammer, which they follow without question. And it is by their distinctive warhammers and battlehammers that foreigners recognize them. This contrasts sharply with the culture of the sword so common in the empires Ryukusa and Siyen that border and clash with Chuboya.

Ryukusa (61)

Empire of the Maple

Capital: Rakori, Government & ruler: Empire- God Empress Gakuyari-cho, Population: 220000, Largest ethnic group: Egatsusumi lizardfolk, Currency: Takura, Resources: Horses, agriculture, copper, silver, iron ore, Culture: equestrian, egalitarian, militaristic, imperialistic, expansive, metallurgical

This is one of two enormous empires in the region, and it is certainly the fiercest. Ryukusa is a country of war, through and through. Its other achievements are considered secondary, if they're considered at all. In contrast with Siyen's love of honor and gentility, Ryukusa is coarse, straightforward, terse, and always ready to impale enemies.

One distinguishing feature of this nation of warriors is that women are not thought less of than men. The Egatsusumi lizardpeople who make up most of the population of Ryukusa have no concept of gender roles. Everyone, regardless of sex or perceived gender, is taught at a very young age how to fight and kill, and how to enjoy killing.

Most Ryukusans see their empress as a god, and thus follow her every order, even into certain death. Gakuyari-cho is a masterful sorceress as proven time and again in battle. She rides with her warriors, casts projectiles with her archers, lances foes with her halbardiers, and is well respected for her seeming invulnerability and courage.

The preferred weapon in Ryukusa is the great sword known as *nodachi* and *dai-katana*. It is not unusual to witness a Ryukusan warrior cleave a horse in twain on the field of battle. The strength and physique Ryukusan warriors develop using this sword is an extension of their philosophy that dying in battle is idiotic because one cannot continue to fight for one's empress when one is dead. This philosophy of longevity and self-preservation has earned Ryukusa the nickname "empire of the maple," because the tiny-leaved maples that grow in Ryukusa never lose their leaves and can live for several hundred years.

Such adoration of their own lives and bodies separates Ryukusa from Siyen, where warriors are known for their body hatred and the desire to die in battle. Ryukusan poetry, calligraphy, and the hauntingly simple twanging of *gatsuya* music depict the importance of preserving oneself in order to continue

fighting and conquering for the country.

Siyen (59)

Empire of the Cherry Blossom

Capital: Seroa, Government & ruler: Empire- Emperor To-Daisugama, Population: 480000, Largest ethnic group: Oyotomi humans, Currency: Iji, Resources: Agriculture, timber, shipbuilding, fish, iron ore, copper, gold, gems, Culture: riverine, financial, religious, expansive, scholarly, literary, musical, imperialistic, honorable

Although the two countries share a border, Siyen is a much different place than its traditional enemy Ryukusa. Honor is of utmost concern to all people of Siyen, particularly the warrior caste. Siyeneses warriors live by a concrete code of warrior laws that govern everything they do and ensure that they never dishonor themselves. Because death is not considered an end or a thing to be avoided, in the event a Siyeneses warrior dishonors himself he will often commit ritual suicide to untarnish his name and family.

The culture of Siyen is a good deal gentler than Ryukusa. This is most true for women in Siyen, who are thought to be delicate and weak, a treasure to be kept away and pampered. The Siyeneses warrior class also spend more time educating their youth in the ways of poetry, music, painting, reading and writing, and etiquette, leading to a more civilized caste of killers.

The Siyeneses are known for their complete disregard for life and their willingness to die at any moment. They see no need for tactics, and often send wave after wave of warriors to throw themselves on the spears of the enemy simply to neutralize the spears themselves. They consider death in battle the highest honor, and have no care for worldly pain and suffering. Most peoples of the world find this attitude and practice wasteful and insane. Because the lives of Siyeneses warriors are often so short, Siyen has earned the nickname "empire of the cherry blossom," which it embraces. The cherry blossom is the national symbol of Siyen, and appears on all the finery.

The Emperor of Siyen seeks to conquer and destroy the culture of Rezovia, which he considers corrupt and dishonorable. He is also vying for Dhujazar like so many other militaristic nations.

Provinces Speaking Deng Fui-do

Southeastern Southern Magnamund- the region where Deng Fui-do is commonly spoken- is known as the Land of a Thousand Clans. The language and culture of this region are based upon feudal Korea. This region gets its name from the factious infighting and lust for power and conquest so innate to its peoples. Besides the many small clans and nations, this region is notable for its larger, more eccentric provinces. Atsu Meibu is a land in conflict, a land of free thought and democratic decision making, respect for magic, technological complexity, masterful bow making and fletching, and deforestation and ecological destruction. Kang Zhou encourages intense competition to achieve renown according to the Laws of Merit, yet it also righteously defends the natural world and its landbases, and funds the Kupei School. And with a power greater than all the other nations of this region combined, Sikwan plots and acts, growing stronger and more frightening by the day.



Land of a Thousand Clans- An Dui (65)

Capital: Andui, Government & ruler: Clan An Dui, Population: 8000, Largest ethnic group: Kyeol Pak dogfolk, Currency: Barter, Resources: Iron ore, copper, agriculture, Culture: militaristic, defensive, xenophobic, religious, fond of calligraphy

Land of a Thousand Clans- Fei Lu (68)

Capital: Fei Lu, Government & ruler: Clan Fei Lu, Population: 17000, Largest ethnic group: Kyeol Pak dogfolk, Currency: Barter, Resources: Timber, iron ore, agriculture, jade, Culture: militaristic, expansive, religious, musical, nature loving, xenophobic

Land of a Thousand Clans- Korli (66)

Capital: Korli, Government & ruler: Clan Korli, Population: 15000, Largest ethnic group: Kyeol Pak dogfolk, Currency: Barter, Resources: Agriculture, fish, ships, Culture: maritime, rustic, convivial, musical

Land of a Thousand Clans- Sei-Dong (64)

Capital: None, Government & ruler: Clan Sei-Dong, Population: 2000, Largest ethnic group: Kyeol Pak dogfolk, Currency: Barter, Resources: Agriculture, Culture: rustic, religious, nature loving, fond of poetry

Land of a Thousand Clans- Sun Po (70)

Capital: Port of Sun, Government & ruler: Clan Sun Po, Population: 21000, Largest ethnic group: Kyeol Pak dogfolk, Currency: None, Resources: Fish, spices, rare herbs, rare minerals, ships, Culture: maritime, financial, materialistic, defensive, racist, xenophobic

Land of a Thousand Clans- Tsu Ko Wei (67)

Capital: Gyanima, Government & ruler: Various clans, Population: 7500, Largest ethnic group: Young Seyul lizardfolk, Currency: Barter, Resources: Agriculture, fish, jade, Culture: feudal, rustic, defensive

Land of a Thousand Clans- Yagyu Mu Farli (69)

Capital: None, Government & ruler: Various clans, Population: 2900, Largest ethnic group: Young Seyul lizardfolk, Currency: Barter, Resources: Timber, prey, rare herbs, rare metals, Culture: feudal, rustic, nomadic

Southeastern southern Magnamund is known in many parts of the world as the Land of a Thousand Clans. At present, there are only seven major clans. But, because alliances are always shifting, clans are always playing other clans against one another, and because conquest and splintering are common, the name is appropriate. It is rumored that hundreds of years before present, the region actually was home to a thousand warring clans.

The largest and most powerful of the seven clans is Sun Po. This clan is made up almost exclusively of Kyeol Pak dogfolk. Like most of the region's clan, Sun Po is xenophobic. They are also extremely racist, taking every opportunity to assert the superiority of dogfolk- in particular Kyeol Pak dogfolk- over all other people.

Using their power and influence, combined with their racism, the dogs of Sun Po frequently try to rally the other clans against Tsu Ko Wei and Yagyu Mu Farli, who are both primarily made up of Young Seyul lizardfolk. Due to outside pressures, these two clans have temporarily put aside their time-honored

rivalries and allied against their racist aggressors.

Many travelers have lamented traveling through the Land of a Thousand Clans because the majority of the ruling clans are distrustful and sometimes downright hostile to foreigners. The general exception to this rule is Clan Korli, who are famed hosts of festivals and parties that can last days at a time. Korlians produce a number of unique musical instruments and love experimenting with new styles and time signatures.

Ryukusa aspires to displace all the clans and rule exploit their lands. The largest opposition to this is Clan Sei-Dong, who wishes to unify the Land of a Thousand Clans into a coherent entity capable of amassing defensive armies and beating back the power-crazed empire.

The only other force keeping the empires at bay is the traditional martial art of the Deng Fui-do lands: mounted griffin combat. The *buyeng*, or griffinriders, simply can't be beaten in combat. Most of the armies of imperial nations are used to land combat, and even the most skilled archers among them have difficulty wounding or felling the griffinriders. Those who learn the skills to tame and ride griffins also train in one or more forms of armed combat, making them even deadlier. It is not unheard of for a handful of griffinriders to take on dozens or even hundreds of warriors from stronger nations and defeat them without a scratch.

Atsu Meibu (72)

the Great Southern Democracy, Land of Master Bowyers

Capital: Oku Lai Ba, Government & ruler: Democracy- no leader, Population: 12000, Largest ethnic group: Young Seyul lizardfolk, Currency: No-beoul, Resources: Rare herbs, rare minerals, timber, spices, Culture: coastal, defensive, sharing, convivial, scholarly, technological

Atsu Meibu is the center for technological study and development in southeastern Magnamund. The democratic nature of the country allows people a great degree of freedom, and they use this freedom to learn and research together.

Unlike other technological nations, the people of Atsu Meibu do not hate magic and magic users. However, Atsu Meibuans are rapidly destroying the forest that covers the country to fuel research and machinery. This infuriates the nature-loving Kang Zhou and the magic users of Sikwan who realize the link between magic and the natural world. Both of these nations are taking active steps to preserve the forest of Atsu Meibu and curb the destructive ways of its people. There are those among Atsu Meibu natives who sabotage the efforts of deforesters as well.

The Young Seyul lizardfolk and others of this land are well respected as bowyers, fletchers, and archers. Some of the finest bows and arrows in the world come from Atsu Meibu, including the composite bow known as *Wan Taiying*, a bow as legendary as the Oak Bow of Duadon.



Kang Zhou (71)

Ecocentric Meritocracy, Home of the School of Kupei

Capital: Karnali, Government & ruler: Meritocracy- Sado of the Long Knife and Council, Population: 17000, Largest ethnic group: Young Seyul lizardfolk, Currency: No-beoul, Resources: Rare hides/fur, rare minerals, fish, agriculture, Culture: competitive, nature loving, ecological, coastal, defensive, sharing, literary, fond of storytelling

Karnali is led by a Meritarch and a council of ten trade meritarchs who advise him or her. The supreme meritarch is elected by the council of trade meritarchs any time the position comes open or at any time when the council feel the supreme meritarch has become impotent. The Council wields more power than the Supreme Meritarch, but the S.M. is the figurehead for all stately functions, like diplomatic meetings, leading troops in warfare, leading covert squads and stealth operatives, leading recovery efforts when disasters strike, and so on.

All aspects of life in Kang Zhou are governed by the Laws of Merit, which establish that those with more skill are more important and have more rights. This constant competition to outdo others in one's field warrants unparalleled mastery in all the arts in Kang Zhou. Anything that can be crafted, written, composed, grown, mined, or performed can be found in the highest quality in this nation.

Generally, despite the competitive atmosphere, Kang Zhouans are a sharing people who love and protect the natural world. They recognize that they are animals and cannot survive without a healthy planet. Thus, they have waged an active campaign of conquest and sabotage against those who exploit and destroy Magnamund. They are even wary of their own mines, and ensure that all the minerals removed are taken by hand and pickax, never relying on machines to do the work of people.

Magnamund's first college of ecology is located in a small town outside the capital called Kupei, The Kupei Academy of Ecological Preservation, or Kupei School as it is more commonly called, teaches not only ecology and environmental ethics but also the arts of sabotage and combat. Living in the wild and engaging in field studies takes up most of the time of students at this academy. Many of Magnamund's militant rangers have graduated from this school.

Sikwan (73)

Theocratic Police State

Capital: Temple of Pai-Sook, Government & ruler: Theocracy- High Priest Jin Min Bok, Population: 5400, Largest ethnic group: Kyeol Pak dogfolk, Currency: None, Resources: Agriculture, fish, timber, Culture: xenophobic, religious, magic worshipping, scholarly, defensive, literary

This nation is lorded over by the High Priest Jin Min Bok, whose proficiency in the magical arts is frightening to behold. His use of rejuvenation life force combined with the sacrifice of young initiates has kept Jin Min alive for at least 300 years. He also practices divination regularly to try to predict and influence the affairs of other nations and peoples.

Besides Jin Min Bok, the only individuals allowed to practice magic are his disciples and servants. Otherwise, magic is strictly forbidden under penalty of extreme, drawn-out torture and eventual death. Magic users who travel to Sikwan are occasionally unaware of or sometimes forget the ban on magic, and the consequences are horrendous. Jin Min Bok makes sure to publicly execute all people who violate the magic ban to make an example of them.

The people and culture of Sikwan are generally oppressed and quiet. Jin Min Bok and his magical dictatorship take precedence over all else, and any kind of subversion is harshly stamped out. Jin Min has an army of golems that serve without thinking, in addition to a hidden army of the undead. He also employs an elite squad of lesser mages who help him channel his powers for whatever purposes he has in mind. This includes broadcasting colorful magical-theatre at all hours of the day and night, and magical-music that flows across the wind, both of which exist to keep the populace calm and obedient.

Provinces Speaking Wanaganarasi

This language predominates in two provinces, the Theocratic magic-state known as Mamanashadakiru, and Uluwanrasadi, home of the elusive Yapuramanu catfolk. This region of the world is home to many mysteries, and holds great allure for the inhabitants of Magnamund. Mamanashadakiru is heavily forested, while Uluwanrasadi encapsulates several bio-regions, including mountain, mountain valley, and arid desert. It is in this region, hidden deep in the forests of Mamanashadakiru, that the God-Emperor Olafuguwamadiruku- perhaps the most powerful being in all Magnamund- resides.



Mamanashadakiru (63)

Rainforest of the Incarnate

Capital: Shadaki, Government & ruler: Theocracy- God-Emperor Olafuguwamadiruku, Population: 527000, Largest ethnic group: Ra'ulutu lizardfolk, Currency: No-beoul, Resources: Fish, agriculture, timber, iron ore, gold, copper, silver, rare gems, spices, Culture: religious, metallurgical, scholarly, theatrical, musical

Officially, Mamanashadkiru is a theocratic nation ruled by a powerful godhead known as Olafuguwamadiruku, or simply Ola. Although this being claims absolute power, it seems to be a mostly benevolent dictator, and a dictator who doesn't dictate much. In fact, many of the people of Mamanashadakiru doubt it even exists because it's never seen and it rules with a velvet fist.

In reality, Olafuguwamadiruku is in an ongoing thousand year trance. Its meditation is a constant communion with the life force energy of the universe, and its corporeal being is but a shell. Ola is entirely composed of magic, conscious magic, and it rarely acts or projects itself because it doesn't want to draw attention to its power. Luckily for the people of Magnamund, Olafugu. is a wise and beneficent being who seeks only to protect.

This godly spirit does sometimes act. When it does take action, it's always in defense of the rainforest, mountains, or coast. It seems likely that this creature is a manifestation of the power and majesty that is the rainforest that covers much of Mamanashadakiru.

The people of this nation are a simple folk. Some worship their God-Emperor, others don't believe the God-Emperor exists. Fishing and hunting are common means of sustenance, and the jungle provides everything else the people need to live. Emerald-like stones called shadakidite are found in bulk here, and the people of the jungle trade these to outsiders in exchange for goods and privacy. Some theorize that the God-Emperor makes these appear regularly for the prosperity of the people.

Uluwanrasadi (62)

the Walkabout Under the Sun

Capital: None, Government & ruler: Tribes and clans, Population: 113000, Largest ethnic group: Yapuramanu catfolk, Currency: None, Resources: desert flora and fauna, valley flora/fauna, gems, gold, copper, silver, tin, Culture: elusive, nomadic, xenophobic



The Yapuramanu catfolk native to this province rarely show themselves, and when they are seen, it's usually a sign of war. They live most of the year in the lowland valley enveloped by the Sadi mountains in the northeastern part of the country. Any time foreigners approach, they disappear into the mountains or small pockets of forest.

During the summer months, nearly all of the tribes of the valley pack up and trek to the Sadi desert which covers 85 percent of the country's landmass. Here, they live a sparse existence, challenged by the desert to stay alive and stay strong. They come to the desert for two reasons. The first is for seclusion and training. No one can find them in the murderous depths of the desert, and living a desert life in the hottest months of the year keeps every tribe strong and supple. Second, it is a ritual for the young catfolk of this land to go on solitary walkabouts in the desert.

These walkabouts serve as coming of age rituals for young men and women, and they make the initiates strong for life. During a walkabout ritual, the initiate must live off the most unforgiving land, learn from the plants and animals, listen to the land itself, and respect the omnipotence of the sun. In so doing, it is believed the individual on the walkabout finds his or her true self, and thus returns to the tribe as a strong adult.

The preferred weapon of the cats of Uluwanrasadi is the boomerang, which they fashion from the yatayata tree which grows crooked and light at the edge of the desert. All adults are proficient and deadly in the use of the boomerang and other throwing sticks.

Provinces Speaking Fjoldi

Only a single province claims Fjoldi as its primary tongue: Kälte, the frozen northern tundra. The language and culture of this land resembles the native peoples of Scandinavia, and the land itself is much like northern Scandinavia and Russia. This region is of note both for its demanding, unique landscape, and also because it is the only known populated continent besides mainland Magnamund.



Kälte (41)

Largest village: Juk, Government & ruler: Tribes and clans, Population: 11700, Largest ethnic group: Brundlfr tuskans and Hrolmi giaks, Currency: None, Resources: Ice fishing, timber, ice, furs, Culture: coastal, rustic, convivial, sharing, defensive

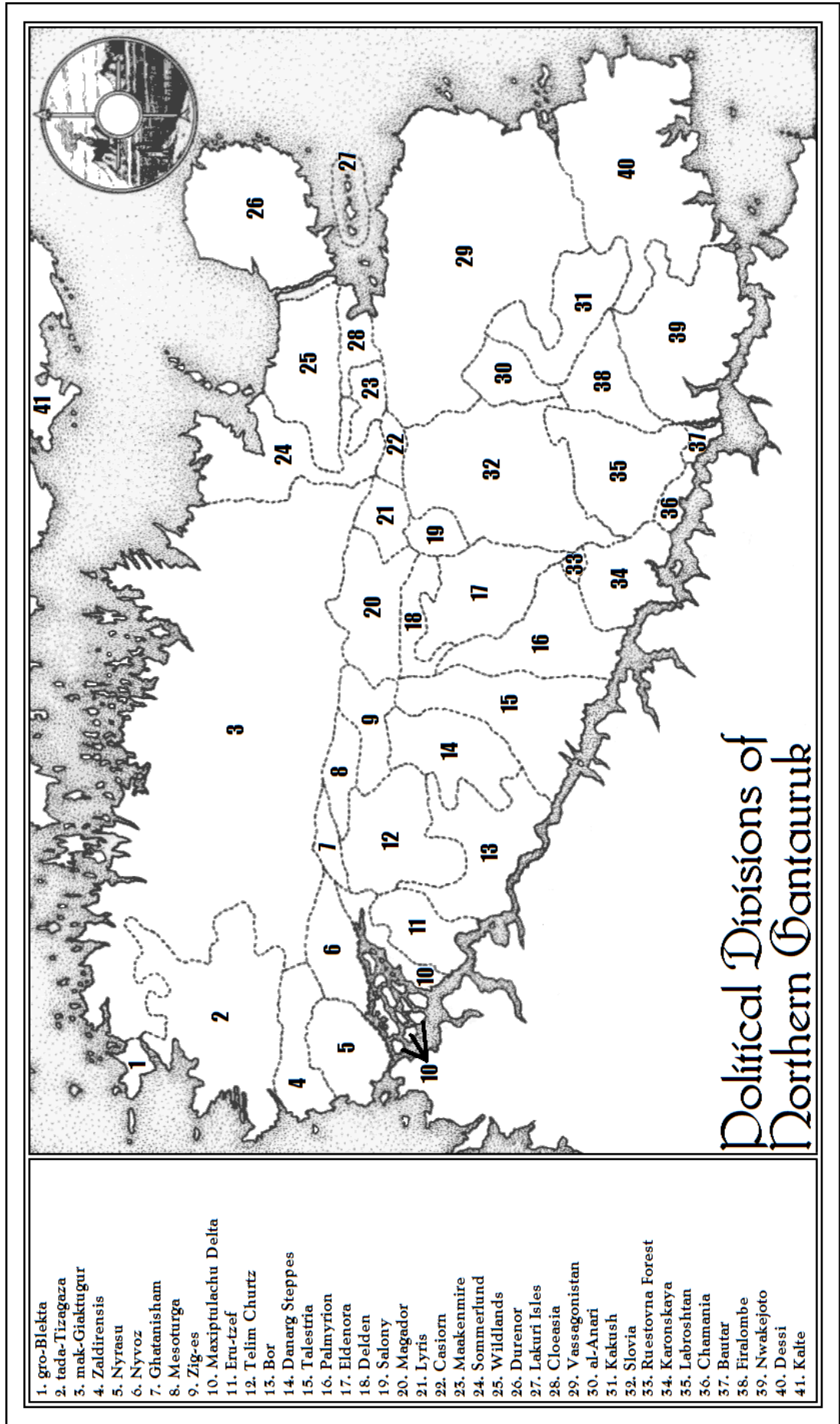
The only province populated by humanoids that is not on the main continent is Kälte. This frozen tundraland is north of the main continent and is inhabited by some of the hardest peoples in all of Magnamund.

The natives to the land are the Tuskans, a hermaphroditic species of walrus-like people who call themselves Brundlfr in their own tongue. Their neighbors are the Hrolmi giaks, who are descended from a line that long ago embarked from mak-Giaktugur on the mainland. The two were the bitterest of enemies in the early days, but now their tribes, language, and way of life are one.

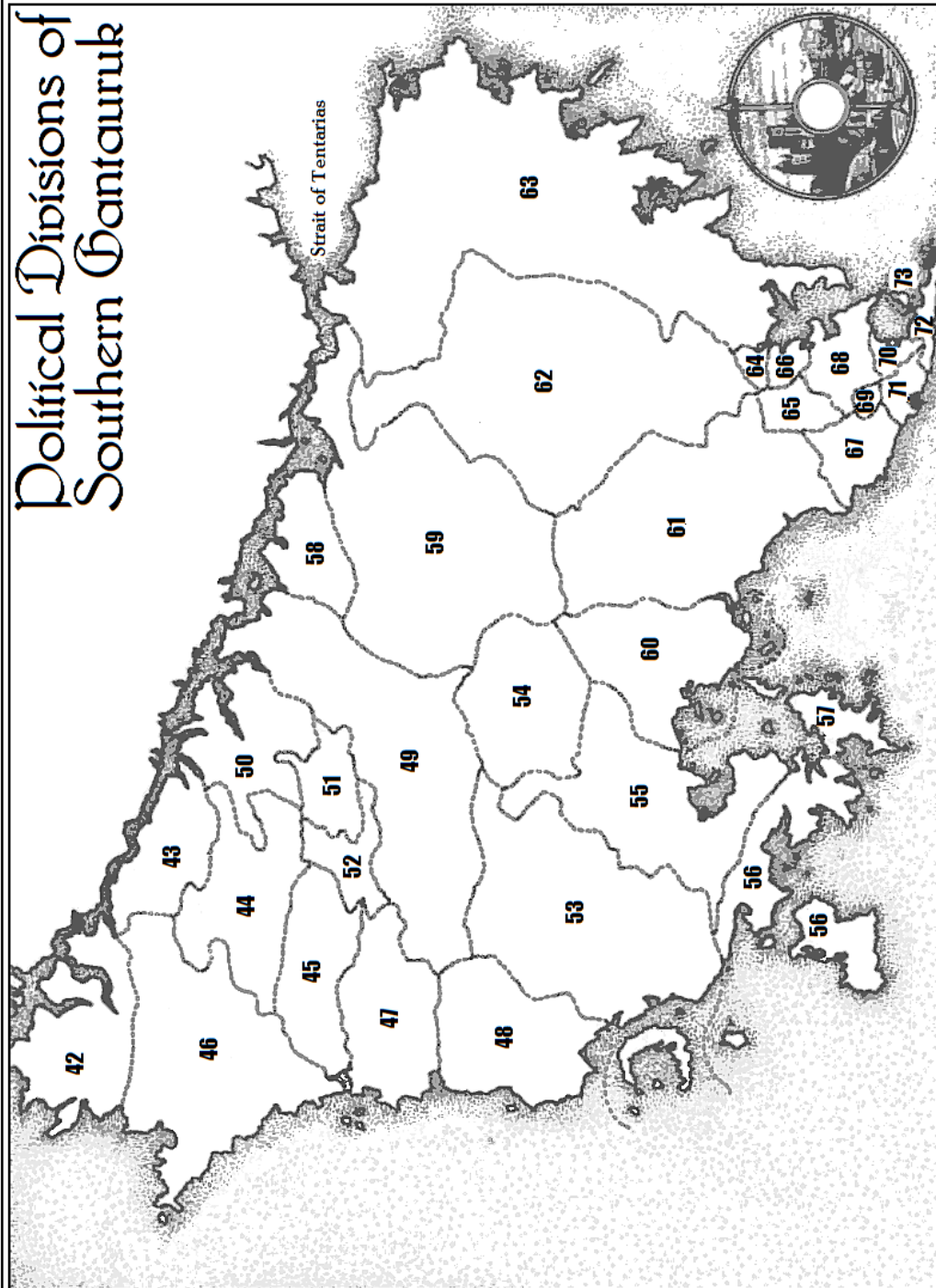
The people of Kälte survive by ice-fishing, gathering coastal foods, hunting seals and whales, and making use of the tiny number of plants who grow so far north. The culture, tools, and clothing of these people are indicative of their way of life. They wear skins, furs, shells, and bones, and their tools are all made from bone, shell, and wood. Even the weapons they bear are most often made of bone. The art produced in Kälte depicts banadir (see Animals section), whales, fish, seals, the sea, the forest, beaches, shells

The Hrolmi and Brundlfr are known for their use of spearthrowers and bone spears. They also make a unique form of music that is not pre-arranged and never performed intentionally. The natives call this music *joiken-tala*, and it is a spontaneous form of drumming and chanting that helps the tuskans and giaks get through their rough days and frigid nights. *Joiken-tala* is also used as a gift to others, and is created when a person feels so compelled by love or friendship that the *joiken* bursts out of them and gifts itself to the other. Children also receive a *joiken* when they are born that is performed communally by every member of the village who feels compelled to sing and drum. The *joiken* stays with the individual throughout life, and is often how they are named.





Political Divisions of Southern Gantauruk



- 42. Lencia
- 43. Bodenicum
- 44. Starnicos
- 45. Cincoria
- 46. Kastrias
- 47. Klarnos
- 48. Telchos
- 49. Lunardia
- 50. Ilion
- 51. Halia
- 52. Kaum
- 53. Keldazhan
- 54. Dhujazar
- 55. Bhanar
- 56. Vaduzhan
- 57. Mhytan
- 58. Rezovia
- 59. Siyen
- 60. Chuboya
- 61. Ryukusa
- 62. Uluwanrasadi
- 63. Mamanashadakiru
- 64. Sei-Dong
- 65. An-Dui
- 66. Korli
- 67. Tsu Ko Wei
- 68. Fei Lu
- 69. Yagyu Mu Farli
- 70. Sun Po
- 71. Kung Zhao
- 72. Atsu Meibu
- 73. Sikwan

TRADE & CURRENCY

Currency

In the profiles for each nation listed above, the currency commonly used and accepted in each nation is listed. When traveling through Magnamund, it's important to understand the exchange rates for these forms of currency. In every large city in every nation, money changers can be found who will aid characters in trading in foreign currency for the local coinage. The exchange rates in the following chart are a standard suggestion. Individual money changers and money lenders will embellish these numbers in small or large amounts.

To change between two currencies that are not base currencies, you must find the exchange rate. This is done by comparing the number of coins each is worth in Base Currency. For example, if you're changing Po to Lune, 2 Po are worth 1 BC and 5 Lune are worth 1 BC. Therefore, the exchange rate for changing Po to Lune is 2:5. So, 2 Po yield 5 Lune. Changing any amount of Po to Lune, then, is done by multiplying the starting amount by 5, then dividing that result by 2. Or, inversely, the beginning amount can be divided by 2, then the result multiplied by 5.

Exchanging a less valuable denomination for a more valuable one is done the same way. Changing Telc to Gold Crowns, for example, yields a 3:2 exchange rate. Thus, to change Telc to Crowns a character would multiply the starting amount by 2 then divide the result by 3, or divide the starting amount by 3 and multiply the result by 2. Either method yields the same results.

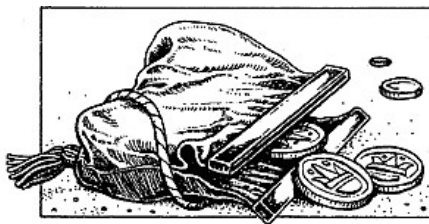
Example 1: A character has 17 Pekla and wishes to trade them in for No-beoul. The exchange rate is 3:5. So, $(17 \times 5) / 3$ yields a result of 28.3. A moneylender would most likely round this down to an even 28 No-beoul.

Example 2: A character wishes to exchange 153 Kika for Synex. The exchange rate is 10:2, thus $(153 \times 2) / 10$. This yields 30 Synex (30.6 rounded down as moneylenders would).

Exchange Rates

Base Currency

1 Jaffa = 1 Ain = 1 Denarius = 1 Iji = 1 Jadu



1 Base Currency = 2 Gold Crowns	(1 Gold Crown = 1 Po = 1 Synex)
1 Base Currency = 2 Po	(1 Po = 1 GC = 1 Synex)
1 Base Currency = 2 Synex	(1 Synex = 1 GC = 1 Po)
1 Base Currency = 3 Pekla	(1 Pekla = 1 Telc)
1 Base Currency = 3 Telc	(1 Telc = 1 Pekla)
1 Base Currency = 5 Lune	(1 Lune = 1 No-beoul)
1 Base Currency = 5 No-beoul	(1 No-beoul = 1 Lune)
1 Base Currency = 6 Lor	
1 Base Currency = 7 Takura	
1 Base Currency = 8 Myokud	
1 Base Currency = 10 Kika	

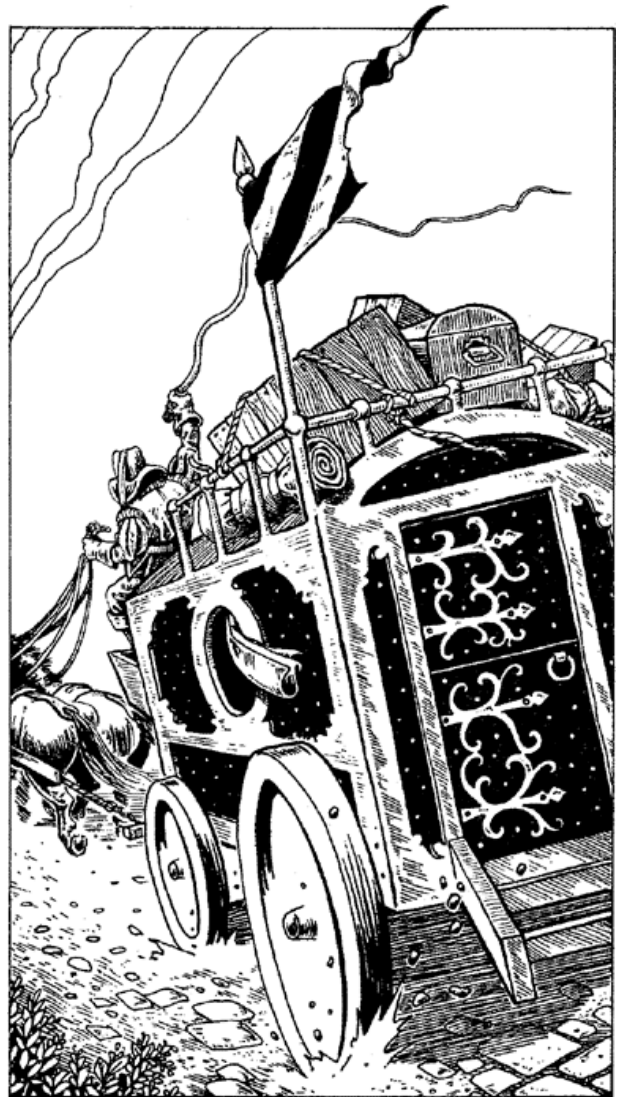
Trade

Almost all the nations of Magnamund engage in active trade, though there are a few- namely the freestates and the self-sufficient countries- who don't pursue commerce with other nations. The most heavily traded goods in Magnamund are iron ore, gold and silver, copper and tin (thus bronze), precious gems, spices, livestock, food, textiles and clothes, and weapons and armor.

In the land of Bor and in the southern Deng Fui-do speaking lands, gunpowder is an important commodity. In the imperial and warlike countries, slavery is a legal and driving economic force.

Because Gauntauruk has a single habitable continent (with the exception of Kälte), most trade is done on and across land. This is accomplished by foot, with pack animals and carts, and with large, sturdy caravans. Coastal and riverine nations trade heavily by ship and barge, and are constantly wary of the ever present pirates of the outlying islands.

Certain provinces and countries do not trade. Indeed, some do not even use currency. This is true in all lands that maintain a nomadic or semi-nomadic, gatherer-hunter way of life. It is also true in certain Freestates- lands that don't necessarily live "primitively", but who remain self-sufficient or interdependent enough to avoid trading. The "civilized" Freestates often engage in reciprocal exchange and mutual aid, but it is not trade in the sense that no medium of exchange is used and values are not quantified.



LANGUAGE

The provinces detailed earlier are categorized by their language group. Each of these languages can be learned and used by characters in a Magnamund campaign. However, the language categories listed above only represent the largest languages, and there are a number of smaller and regional tongues spoken across the land. Following below are all of the major and minor languages spoken in Magnamund; the countries and regions major languages are spoken in can be found in the section on nations, while the minor languages listed below describe where they're found.

The major languages of Magnamund are described in greater detail in the next chapter, *Language Databases*. The lesser-spoken tongues of Magnamund are described below. Players and Narrators are encouraged to elaborate upon the descriptions of minor languages in developing their characters.

Majority Languages

Bor'ixt	O-yengo
Cincorix	Slovic
Deng Fui-do	shu-Zabekh
Dhujeb	Var-il'tchutlan
Fjoldi	Wanaganarasi
K'jebolo	Zanupeshtur
Lenting	

Minority Languages

Asufir: Spoken in Ilion by the ruling warrior caste.

Atepe: Spoken in the Lakuri Isles and several small islands, used a pirate tongue.

Barakel: Spoken by the people of Vaduzhan and Palmyrion to make mutual aid easier.

Farguhac: Spoken by Faerdrun trolls in Maakenmire.

Jatha: Traditional genteel language spoken by the nobility of Vassagonistan.

Ko'el: Spoken in Sikwan by priests and mages who serve the High Priest.

Ndasuunye: Spoken by Alrushtan catfolk in the Slovic countries.

Thyascar: Spoken in Telchos as a secret tongue of the ruling battlemaidens.

Uurgé: A trade language spoken by merchants throughout Magnamund.

Xulor: Spoken by the natives of the Danarg Steppes

Ytel'halai: Regional language spoken in Firalombe to counter Dessi's elitism.

LANGAUGE DATABASE

With a diversity of majority languages in the game, it's important for players and storytellers to be able to use words, terms, and phrases that fit with these languages. Doing so creates a believable atmosphere and enriches immersion.. For example, if characters come across a random small town or NPC or creature or plant while traveling across Vassagonistan, it becomes necessary for the storyteller to name this random element using words that sound like they are part of the Wassr tongue. Similarly, if characters are introduced to an NPC from a Dhujeb-speaking nation, it seems reasonable that this NPC will have a name that sounds Dhujeb.

To encourage players and storytellers to use a variety of languages in campaigns, databases of words for each majority language have been provided below. Please don't limit yourself to what you find here. Once you're in the spirit of a particular language, feel free to make up new words and phrases on the spot.

Bor'ixt

Abarix, Agon'fel, Bombur, Bthuand, Chul'mathix, C'tazad, Darg'pfoz, Dundor, Essix, Ezer'tol, Finglit'ar, Fodif, Gula'trud, G'zatzur, Hafin, Havr'choltz, Iolor, Itzix, Jaf, Jur'qaldix, Kel'pfor, K'dantur'fel, L'xar, Lo'dnapf, Menok'tir, Murtzl, Ndarchuntz, N'tral'pfutz, Odur'ur, Ovim Tel, Pfordil'hag, Pilz, Qavit, Q'tchunt, Rerdrim, Ryy'l'bthar, Star'gadun, Suth'aq, Tel Churtz, Tzag'phur Ze, Ur Jabil, Ujax, Vibiq'utz, Vro Fel, War'tyl, Wutz'i'garn, Xamand Jinz, Xel Pfetir, Y'trang C'ud, Yyf, Zutan'juritz, Zy'tch Legim.

Cincorix

Aescripius, Atrenus Ovis, Batersae, Brutolinium, Capitularum, Cedera, Craemenes, Chytensia, Demenas, Damaxagoras, Eogenae, Ephridites, Facid, Filiamenar, Genostenes, Gorgraphus, Hacianus, Hemonisis, Iana, Insetacles, Itheniam, Iupocanses, Latunensis, Lucretanus, Matuus, Minerva, Ophiucus, Os Numachia, Phaetrocles, Psidronis, Radenia, Rufus, Saltronex, Siseneticum, Thagaea, Tiberonicus, Ursor Dex, UPLICATUS, Vanatrices, Virgilus, Xephrogenax, Xyphon, Zaphid, Zemandar.

Deng Fui-do

Ae-cha, Ae-sook, Bo-bae, Bon-hwa, Bong-cha, Cael-mo, Chin-hwa, Chin-mae, Chul, Chung-hee, Dae, Dak-ho, Dong-sun, Dong-yul, Duk hyong, Eun, Eun-ae, Eun-jung, Eun-kyang, Gi-tak, Hana, Haneul, Hei-ryong, Hwan, Ho, Il-sung, Iseul, Jae-hwa, Jin, Joo-chan, Joo-eun, Jung, Kang-dae, Kyuyong-bae, Kwang-seyoul, Mi-sam, Min, Moon, Myung, Nam-ryun, Sang, Seung, Shin, Suk, Sun, Tae-cha, Tyoul, Wook-mae, Yon, Yong, Yoon, Young, Yun-he.

Dhujeb

Ad, Alaghadai, Aghadai, Arigh, Arslaan, Batus, Bayan, Bayke, Berke, Butalir, Checheg, Chinua, Caarigh, Dalan, Das, Delgin, Dhurjil, Dochin, Dolosheg, Dorgabet, Ejeb, Enq, Fadai, Fetgen, Foyan, Furilegh, Ghat, Gitan, Hesij, Horditan, Jinte, Jurgadhan, Kaaq, Kamidhan, Koke, Kritaagh, Lajig, Litan, Lotaar, Maitam, Merileg, Mongge, Qadan, Qorchat, Qutlugh, Qutugh, Shritan, Slaatar, Tatit, Tegus, Tolui, Tughas, Ubrataj, Ulaan, Ulatagan, Vaghij, Yanaj, Yeghedai, Yisun.

Fjoldi

Adalbjorg, Alf, Baldur, Bjarten, Bolvark Broddi, Caldr, Cnut, Dagmund, Dori, Einar, Elgfroth, Embla, Eydenris, Frøya, Fyren, Gjurd, Gunbjorn, Gunrir, Gunnhild, Gylfi, Halvden, Hjordis, Idun, Ingr, Ingigunnur, Ingjard, Jarlhun, Jorund, Kjoll, Kulfinr, Leif, Ludin, Magnus, Mundgerd, Marnlheft, Norri, Oin, Øybjorn, Olaf, Sigdis, Sigurd, Skap, Skjaldi, Skjöldr, Thialfi, Toki, Torstunga, Torvald, Tyr, Valkr, Yggrasen, Yngvar, Ymir.

K'jebolo

Abimbola, Awiti, Baako, B'yemolo, Chike, Chukwuemeka, D'katu, Dubaku, Efua, Emem, Folami, Fumnanye, Gbemifole, Gwansoje, Ife, Isingoda, Jelengu, Jumaansaye, Kayode, Kgobise, K'jumama, Kwadwi, Lamake, Lungala, Manyara, Mirembe, Mwabudike, Ndidi, Nkechikwa, Ntoyi, Obutume, Oluwasanki, Rala'kwato, Rufanye, Sefu, Ssengo, Tonge, Thulile, Titilase, Udulo, Uyenwa, Wasswa, Yejide, Yewande, Zuri.

Lenting

Annabel, Archibald, Bartlett, Brianne, Calanthia, Crispin, Daphne, Dugan, Eldridge, Eustacia, Felicity, Finley, Geoffrey, Gwendolyn, Hunter, Hiram, Ian, Isabella, Jaden, Jaquelyn, Kaleigh, Kendrick, Lyman, Lynwood, Madoline, Manfred, Narissa, Neville, Octavia, Ormond, Paxton, Peregrine, Quentin, Quirina, Radclyffe, Rhiannon, Selwyn, Sinclair, Tatiana, Tristan, Ulric, Ulyssa, Virgil, Vivianne, Warwick, Willow, Xavier, Xenia, Yorick, Yasmine, Zander, Zelda.

O-yengo

Akemi, Atsuko, Ayumi, Chinatsu, Chiyoku, Chou, Daichi, Daisuke, Emi, Etsuko, Goro, Gyatsuko, Hachirou, Hana, Hayato, Hideyoshi, Hikaru-ne, Ichiro, Izumi, Jin, Junko, Kaori, Kazuki, Kenshi, Kumiko, Makoto, Megumi, Mitsuko, Natsuki, Noboyumi, Obaru-wa, Ogane, Rei, Rikuto, Rokouran, Ryu, Ryuunosuke, Sakura, Setsuko, Shinichiro, Shizuka, Susumi, Takahiro, Taro, Tsubasa, Ume, Uzech, Wakata, Wazugama, Yori, Yuki, Zazou.

Slovic

Afanasiy, Allochka, Avdotya, Bogdanya, Bronislava, Danil, Darya, Desya, Dimitri, Ekaterinya, Evdokaya, Evgeniy, Faddei, Fedya, Filipp, Fyodor, Galya, Gavriil, Gennadiy, Igor, Ilya, Iosif, Irinushka, Jekaterinya, Katenka, Kazimir, Klavdaya, Lavrentiy, Lazar, Lidochka, Makariy, Masha, Nastasya, Nazar, Onisim, Oxana, Pavel, Petya, Radoslav, Rufinya, Semyon, Sevastyan, Snezhana, Timofei, Valentina, Vasiliy, Yaropolk, Yevdokiya, Zhannochka, Zinaida.

shu-Zabekh

mak-Artug, gro-Azkhag, mak-B'char, mak-Bargtrof, C'tunc-jur, Cuut'apal-gub, mak-Darzug, Dru'jatar-vek, gro-Drut'z'pekh, Farg'tur'khep-den, mak-Fr'tzuk'shek'a, Gaarg'kha-jur, mak-Gruunt'k, mak-K'paan'kh, Krak't'mok, gro-Praak'kh'lor, mak-Pugzug, Qaath'khad, Qrad'plek-jur, mak-Sorg'gl'dar, Strak'khag'a-den, mak-Tak, mak-Tugarg.

Var-il'tchutlan

Acaxochtl, Ahexotl, Amacui-Xolotl, Atlixcatzin, Cacamachihuatzin, Chicomecoatl, Coyalxauhqui, Cuitlaxapchitzi, Eloxochit, Huitzilochtzin, Huixtochihuatl, Icxoxochitl, Ixchell, Izquixochitl, Malinal, Malinche, Mayahuel, Metzli, Miyahuaxiuhtzi, Necahuel, Nopalxochitl, Omixochitl, Papantzin, Quetzalli, Quetzalpetlatl, Quiauhxochit, Tacapantzin, Tecuichpo, Tepin, Tlaco, Tlazolteotl, Toci, Tonantzin, Uacalxochitl, Xilonen, Xitllali, Xochiquetzal, Xoco.

Wanaganarasi

Alohilani, Anahera, Ataahua, Dagetukino, Dubaajakoto, Ekewaka, Haunanirato, Hemiso, Hajinefotu, Hohepawarana, Huhnamisana, Inoamara, Ionakana, Kamakaniotu, Kaulana, Kimokewanutu, Kiri, Koukakalakaga, Lokelanimawarina, Maata, Mere, Mikaera, Noelanitupo, Ngaio, Paora, Patariki, Piripi, Puelanikai, Roimata, Ruiha, Tamati, Ulunawagate, Walewaleto, Wegutupono, Whetu, Wiremu.

Zanupeshtur

Akalamdug, Ashusikildigir, Baalit, Belutanishti, Damuziser, Dugarnerapal, Ealassu, Endukagga, Enmul, Eshtirvassat, Etanelektet, Giltarapushtun, Gundal, Hargish, Humbaba, Humwawa, Ibi-suq, Ishbanalet, Ishtanna, Ishtarudel, Kaa, Kurgish, Lugal-zaggasi, Lugalbanda, Meskalam-barat, Mushtigam, Namtar, Nergalitipsi, Ningirsu, Ningizzida, Ninurtu, Pashtinamsu, Qaanit, Puzur, Rigilsut, Runamaset, Samuqan, Tutu-barashte, Ur-Nammu, Urshanabi, Zitsurudan.

RELIGIONS & RELIGIOUS BELIEFS

Other than sheer racism and the lust for power and domination, nothing causes more warfare in Magnamund than religion. Not all of Magnamund's peoples are heavily religious, but the cultures that do follow religion are usually pretty insistent that their faith is the right faith, the *only* faith.

The following religions represent the largest and most influential religions in Magnamund, though there is a huge number of smaller regional religions and cults, some of which are noted. Please feel encouraged to include new religions in any Magnamund campaign, especially when detailing the numerous polytheistic pantheons of various peoples and provinces.

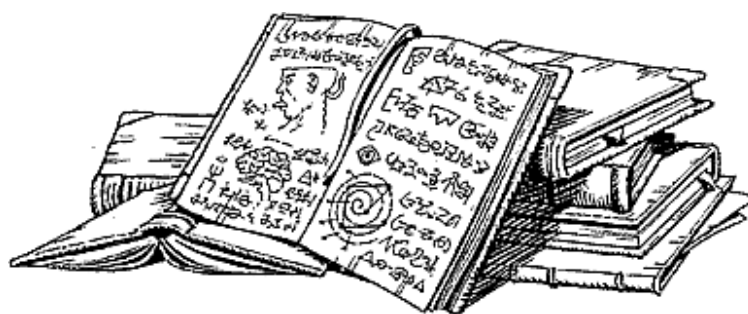
The Path of Madness, The Dark Road

This cult, though much less visible than other religions, presents a much bigger danger to established civilizations and tribal peoples alike. Its followers, who call themselves different names in their respective tongues, worship the concept of madness, of incoherency and inconsistency, which they hold to be the only sacred, constant force in the universe.

It's not simply their reverence that makes them threatening, but the manner in which they "worship": those who are truly devout live in total madness. They make decisions based not on reason, but on impulse. They have no regard for laws, for political or personal boundaries, no care for economics or for poverty, no concrete ideals on which to stand, *except* that inconsistency is the only constant and is therefore holy.

Their adherence to principles of disorder and mayhem frequently results in violence, theft, insanity, even acts of brutality against other followers of The Dark Road. Followers of this religion often take mind-altering drugs and keep themselves as incoherent as possible. Followers of madness are found in most major cities in Magnamund, where they have temples that host bizarre and freakish rituals that are never twice the same. Many small townships also have a host of The Mad (as the followers of this religion are called), and the cult has established outposts in some extremely rural areas where there is no population to speak of.

Because The Madness is centered most heavily in and around cities, some speculate that the force of insanity that drives this religion and its followers is resultant of the madness and destructiveness of cities themselves. The Mad are known to follow powerful sorcerers, whose magics provoke terror in even the bravest hearts. Little is known of the true motivations of this path, if indeed it has any. The people of Magnamund- civilized and "primitive", religious and atheist- are united in seeking the uprooting and destruction of this cult.



Ch'tanism

The prophet Ch'tan, a blind troll from the nation Eru-tzef, lived many hundreds of years ago at the height of conflict between his people, the Dargan Pfol'char, and their warlike neighbors, the Dargan Turitz dwarves. Although the Bor'ixt-speaking nations are now at relative peace, in Ch'tan's lifetime they were lands of great suffering, pain, genocide, and hatred.

Ch'tan was blind, though, and saw no difference between his people and the dwarves: they shared a common language and had similar cultures, he argued, and with this philosophy he sought an end to countless decades of embittered struggle. In the course of his life, Ch'tan acted as a peace negotiator between his people and their neighbors, achieving peace with most of the dwarven clans and nascent nation-states.

In the latter years of his life, Ch'tan retired to a small hut near his favorite river and dictated his philosophies, teachings, history, politics, and wisdom to a young scribe named Grotz'jr, who named the collection *Ch'tan z'Fenoc*, or Ch'tan the Prophet. The work details Ch'tan's belief that the entire universe is a deity, though not conscious, and that all things- material and immaterial, good and bad- are reflections of the divine nature of the cosmos. It also elaborates on Ch'tan's introspection on being born blind, in which Ch'tan stresses that all beings, regardless of race, sex, age, social status, or birthright, are inherently the same, all aspects of the universal divine. Ch'tan also spoke of love for all living things, and respect for the natural world, stressing that no thing, however minuscule, is any less important and wonderful than any other.

After Ch'tan's death, Grotz'jr wandered the lands of Magnamund giving away copies of his book and disseminating the ideas of Ch'tan. As word of this peaceful, compassionate new ethos spread, Grotz'jr became regarded as the first disciple in the religion of Ch'tan. Followers of Ch'tanism began calling themselves *fr'tzel'shix*, or children of the infinite, as Ch'tan described himself. Ch'tan never spoke of heaven or hell, except to describe the conditions of the physical world: heaven, he said, was the unity and peace of all things, while hell was fighting, discord, pain, and hatred.

Most Ch'tanists do not eat meat, practice diligent pacifism (except when defending themselves), regard all beings as equal, and treat all people with kindness and respect. They also have little reverence for worldly institutions, like governments, rulers, warlords, and financial institutions. Ch'tanists are among the leading abolitionists and underground opponents of slavery.

Ch'tanism is the state religion of Eru-tzef and is almost universal in the Danarg Steppes. It is also popular in Maakenmire, where the nomadic Faerdrun trolls- cousins of the Dargan Pfol'char- have adopted the religion of Ch'tan.

Craftarianism or Constructionism

Baghtev Goulam Keshetzig Vrousan, or the Illustrious Church of the Builder, originated in the Dhujeb-speaking country Vaduzhan. This religion began when the master stonemason, Segbaatar, was knocked unconscious by a piece of falling marble while busy in his workshop. While unconscious, he saw a vision of the great builder god Batzorgel, who told Segbaatar that he must gather eight other master crafters, each from a different trade, and construct a chapel in his honor.

Segbaatar traveled Magnamund for 3 years telling his magnificent tale to other craftspeople who were renowned as the best in their particular trade. When he had found eight other willing masters, they all prayed together at a local temple to Batzorgel and asked him where his temple should be built.

Some months later, after collecting supplies and workers, Segbaatar and his companions began construction of the Illustrious Church of the Builder near Mt. Oyun in Segbaatar's home country Vaduzhan. The cathedral itself took 11 years to complete, and the works created by the eight enlisted artisans were finished in due time to adorn the completed church. Each of the chosen eight artists, including Segbaatar, became a Grand Prophet-Builder of craftarianism, and the work she or he created became a holy relic of this religion.

The nine Grand Prophets of this religion are Segbaatar the Stonemason, Aldric the Glassblower, Brok'shu-nibok the Sculptor, Nashwah the Poetess-Calligrapher, Hasnayot the Painter, Nur-kubi Zuzum the Horticulturist, Gerasim the Potter, Kikigati the Woodworker, and Akamari-cho the Master Smith. Their respective relics were the Church itself, the Crown of Batzorgel (blown glass), the colossal Statue of Batzorgel, the Epic of Batzorgel (a 250 page poem depicting his creation of the universe, the world, and all other things, his supremacy over other gods, and his adventures in the world), a series of paintings illustrating the Epic, the massive gardens surrounding the church, the Goblet of Batzorgel, the Throne of Batzorgel (upon which the statue sits), and the World-Forger Hammer of Batzorgel.

Before the completion of the church, Batzorgel was just a local god among a pantheon of more powerful deities. After the church was finished, however, an entire religion sprang up around Batzorgel and the Nine Grand Prophet-Builders. Each of the Grand Prophet-Builders became a patron saint of his/her field, to which followers of the Craftarian faith pray for success. Batzorgel himself was elevated from local deity among a pantheon to the supreme builder of the universe, Magnamund, and all living and non-living things.

Some followers of this religion hold artisans in the highest regard, and think all other professions are less valid than the builders and creators of the world. They also praise technology and research, and generally look down on but accept lifeforce magic. The majority of Constructionists see the natural world as the most masterful of Batzorgel's creations, thus something to be preserved and cherished that it might be utilized in the future.

Among the minority of Constructionists, there are more radical, militant factions that completely shun the use and existence of lifeforce magic as heretical and evil. These extremists also view the natural world as an expendable pool of resources to be used in crafting better tools, structures, and works of art.

All Craftarians sects, level-headed and extreme, see all the peoples of Magnamund as being born of Batzorgel. Thus, Constructionists usually don't hold any racial prejudices. However, among the militant sects, the dominant attitude toward nature and their predilection toward civilization means they usually despise tribal and rustic peoples, and those societies that live with and love the planet.

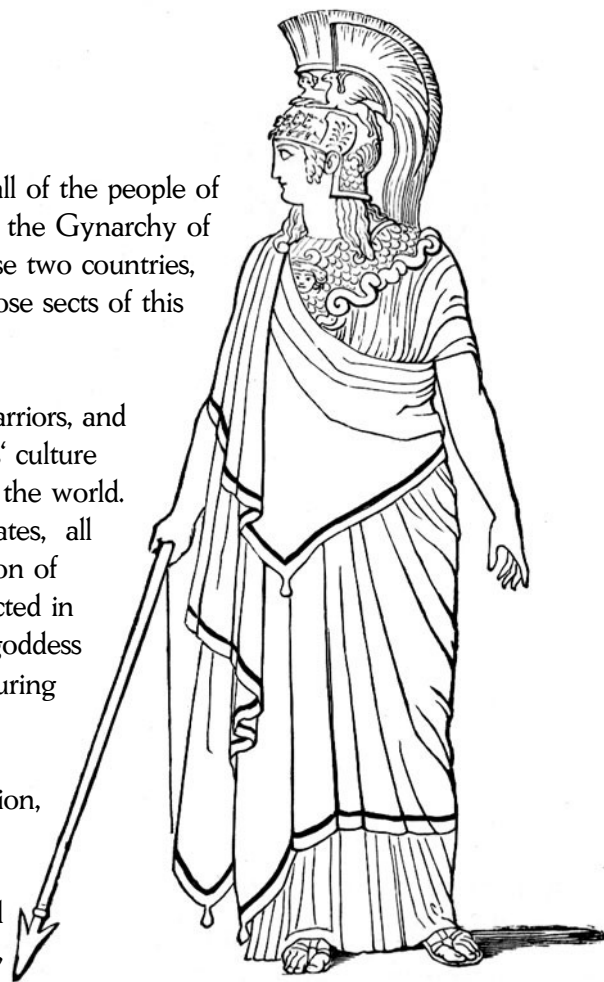
Craftarianism is most common in huge cities and in societies that value and pursue technology and metallurgical sciences. Craftarianism is the state religion of Bor, and is extremely popular in its homeland Vaduzhan and its ally Palmyrion, in which there is no state religion. This religion is also popular among the democratic, technological people of Atsu Meibu.

Goddess Worship

The belief in and worship of goddess figures is as old as all of the people of Magnamund. At present, this belief system is strongest in the Gynarchy of Talestria and the Matriarchy of Telchos. It is in these two countries, particularly Telchos, that the militant and outwardly bellicose sects of this religion originate.

The nation of Telchos is dominated by female rangers, warriors, and mystics. The matrilineal and matriarchal nature of Telchos' culture butts heads with the mostly male-dominated countries of the world. This is especially true with Lencia and its protectorates, all characterized by their imperialism and wholesale oppression of women. Their refusal to be oppressed by menfolk is reflected in the myths and rituals of their goddess cult. The primary goddess of Telchos religious belief is called *Natro Syphebe*, or Nurturing Mother.

Goddess worship is most common in Telchos and Palmyrion, but is by no means exclusive to these nations. It is also found among tribal and rustic peoples, and is sometimes incorporated into the beliefs of those who love and worship the natural world. In the case of Telchos' religion, goddess worship is also the worship of the female form, of women over men, of birth and child rearing, and of love and romance between women. In other lands, goddess worship doesn't necessarily involve all of these aspects and never incorporates the worship of women over men.



The Cult of Kai, Kai-Naar Dualism

This religion, named after its supreme god, originates in the Lenting-speaking country Sommerlund. The Kai Monastery, which holds the holy text *Book of the Magnakai*, is also found in Sommerlund. The religion and the monastery were established by Osgood Fletcher, the Sun Eagle. Osgood was, as his name suggested, a fletcher, who worked for his father, a mediocre bow maker. Osgood excelled at his trade, and loved his father, but was bored to tears by his stationary life. At the age of 17, Osgood announced to his father that he was leaving in search of adventure and knowledge. His father was scared for his son and sad to see him leave behind a stable life for that of the vagrant, but he wished his son well and equipped him for his journey.



Osgood traveled for years and had many adventures, always siding with what he perceived as good and just. One day, traveling through a desolate mountain pass, a band of marauders, recognizing him for the paragon of goodness he was, ambushed Osgood, and, despite his prowess with bow and sword, he couldn't overcome them. They beat and stabbed him, stole his mount and his effects, and left him for dead.

As he lay unconscious and bleeding, the powerful entity Kai appeared before Osgood in a vision of light and delivered a message to him. Kai had saved his life, the being said, because Osgood was to be his champion, and was to spread his religion and found a monastery in his name. Kai also explained to Osgood that he was forever locked in a struggle against the supreme god of evil, Naar, and that the Kai Lords- as the yet-to-be-founded order would be called- must be defenders of virtue and punishers of evil. Kai gave Osgood the new name Sun Eagle and bestowed great blessings on him and healed his wounds.

Osgood the Sun Eagle then recovered and set out immediately to build the Monastery of the Kai Lords. After completing the monastery, Sun Eagle began mission work, converting a great many to the religion of Kai. These converts became the first of many generations of paladins trained in the Kai monastery. Each of these Kai Lords and Ladies went on to do notable deeds, including the foundation of dozens of other Kai monasteries.

Many who follow the religion of Kai study at the Kai Monastery of Sommerlund, training in the arts of combat, lifeforce magic, and proselytizing. They hold Kai to be the supreme god, all other gods beneath him, but they will help and work with members of other faiths simply due to their pledge to help the weak and needy and to do good at all times. Because their religion is dualistic- good vs. evil, with no gray area- Kai Lords tend to polarize all decisions and dilemmas into "us vs. them" thinking, which often causes unnecessary trouble. Followers of Kai often regard Giaks, Trolls, and Lizardfolk as untrustworthy because their bestial appearance is similar to that of the corporeal incarnation of the god Naar. As such, individuals of these races aren't permitted to join the ranks of the Kai Lords.

As for Naar, most people think that the being never gained much of a following. This is only because the followers of Naar, afraid of persecution at the hands of the Kai Lords, keep their dark rituals in shadow and secret. Naar's faith is much less codified than the religion of Kai. Naar's followers believe



in the same good vs. evil dichotomy as the Kai Lords, except they ally themselves to the darkness, suffering, and “evil”. Although there are those who believe Naar a peaceful entity who is oppressed by the fanatical Kai for its differing morality, Naar’s actions do seem to suggest that it enjoys inflicting pain, destruction, torment, and horror on others. Naar accomplishes these actions through its humanoid devotees and by conjuring hordes of demons and the undead. Naar’s forces are known collectively as The Darklords. The Darklords are the unceasing enemies of the Kai Lords.

Although most people in Magnamund do not think Kai and Naar the only gods in the universe, (and indeed they are not), these people also recognize the misdeeds of the Darklords and the zealotry of the Kai Lords as regular threats. The Kai mostly patrol Sommerlund, Durenor, and the rest of the Lenting-lands, but the Darklords hold at least minor power in many nations of the world. Their treachery and cruelty leads many to oppose them, even if they don’t worship or care about the powerful being Kai.

The followers of Naar occasionally ally themselves with those who follow the Path of Madness, but not often. To many, it would seem that the two faiths compliment one another. However, the worshipers of Naar are fully devoted to their god and its power; the followers of Madness are devoted only to madness. When these two forces do work together, it is usually because the followers of Naar conscript or enlist the Mad, and later dispose of them.

In any Magnamund campaign, storytellers and players can collectively decide that Kai is “good” and Naar “evil,” or they can agree that the two entities are simply both power-mad gods who do horrendous things in the name of their own glory. Certainly, the people of Magnamund, with their myriad attitudes and ethics, have a variety of opinions about the religions of Kai and Naar.

Nature Worship & Animism

Among the earliest and still most common of Magnamund’s religions is the worship of the natural world as a deity or creator or powerful spirit. This form of religion is ancient, but remains a powerful and common force in present day Magnamund, especially among tribal and rustic peoples. Many Herbwardens (see the chapter on *Organizations*) subscribe to some form of nature worship. Nature worship and animism are the most common form of religion in Magnamund, and find footing even among those who worship deities and pantheons.

Polytheism

Almost as old and every bit as widespread as nature worship is polytheism. Because so many civilizations and nations put faith in pantheons of goddesses and gods, most people recognize that foreign deities are the same as theirs, only with different names. Temples to local and regional deities can be found nearly everywhere in Magnamund. Given the current state of Magnamund, gods and goddesses of warfare, travel, trade, the arts and sciences, healing, magic, the sea and sailing, agriculture, the sun and moon and stars, and prophecy are all important deities. Polytheism in its various forms is as common as nature worship. For information on the actual deities behind these pantheons of belief, please see the next chapter: *Gods & Demons*.

Humanism

This is the dominant religion in Lencia and all of its protectorates. It is an elitist, racist religion born of fear and contempt for non-humans. This religion teaches that only humans were created by the one true god, Patronius, in his image, and that all women were created in the image of Patronius' wife, the goddess Iaolia.

All other races of beings, Humanism suggests, are spawned of vile and odious demon gods, and are to be thought of and treated as inferior. Humanists consider dwarves to be short humans, and draw no distinctions between the two races. Otherwise, they are especially hateful toward all other groups of people.

Because Humanism is the state religion of the Lencian empire and all its territories, it gives its leaders a lot of sway in convincing Lencia's subjects to hate and brutalize the many non-human races. Humanism has many followers in the Lencian lands, but is much less common outside that region of the world.

Yamaje

This zealous regional cult originates in Dessi, and to a lesser extent Firalombe, where magic has a greater societal influence than in any other place. Yamaje teaches that lifeforce magic, the underlying fabric and power of the universe, is the only creative force, and that all things created by sentient creatures are sinful and destructive to the connection of lifeforce magic to the physical world. Practitioners of Yamaje shun all technology, all artistic creations, and pursue an ascetic life devoted to perfecting and surviving by their use of magic. They all seek to eventually become one with lifeforce.

Their beliefs sometimes make members of this religion furious toward Craftarians and indifferent toward most other religions. By no means do all the inhabitants of Dessi and Firalombe follow this faith; most, in fact, consider it over-enthusiastic, even heretical. However, its focused nature makes most of the followers of this small religion quite powerful, as their entire existence- food, shelter, protection and defense- is secured via ritual and belief.

War God Cults

This god, whose true name is Bulzabolabi, is a universal feature in all the nations and provinces of Magnamund.

There are endless cults, rituals, and regional belief systems to compliment the god of war and its thousand names. In some places, battle and conquest are considered rituals of high order. In other lands, sacrificing slaves and war captives is considered a sacrament.

On rare occasion, if the god of war is pleased by his devotees and their cause, it is said he will appear on the field of battle and lead the faithful army to victory. It has been observed that when the god of battle appears to aid the Telchos amazons, the being appears as a woman, seeming to suggest that the spirit itself doesn't have a gender or gender preference. For more information on the god of war, please see the next chapter.

GODS & DEMONS

The previous chapter discusses the various religions, cults, and faiths practiced by the people of Magnamund. As the last chapter points out, polytheism is an almost universal presense in Magnamund. The names of deities change from region to region, but the archetypes remain the same. The universality of these archetypes seem to suggest that powerful demons or gods- or demon-gods- actually underlie the religious beliefs of Magnamund's inhabitants.

Indeed, such demon-gods do exist in the world Magnamund. The demon-gods of Magnamund are not benevolent beings by any stretch of the imagination. They all have desires and drives, allies and nemeses. Some of them- the foremost example being Kai- are considered to be good or benevolent beings, but those who are punished, tormented, or destroyed by the disciples of these demons see things differently. Others, like Naar, are generally considered malevolent and evil. The ethical "goodness" and/or "badness" of these demon-gods in-game are left to the discretion of the Storyteller.

Besides the polarized demon-gods Kai and Naar, a number of other deities exist in the pantheons of many cultures. To list the regional names of each of these deities would be exhausting, and it is ultimately unnecessary. Instead, in the chart following below, the True Name- the name used by each being to describe itself- is given.

Kai and Naar are exceptions to regional naming: because of the proselytizing of the Kai Lords, the True Names of Kai and Naar are used almost universally in Magnamund. These deities are known worldwide by their True Names.

Also anamalous are Patronius and Iaolia. These beings are active only in the Lencian Lands, suggesting they have a genuine allegiance to the Lenciani humans and their empire. When foreigners do speak of these deities or call upon them in their native realm, their True Names are always used.

Also given in the list below are the domains or areas of governance of each of the beings listed. Sometimes, the powerful demon-gods of Magnamund will step outside their general areas of interest and meddle in other affairs. Furthermore, the sex/assumed gender of each deity is given. This doesn't say anything about the actual sex or chosen gender of the creatures, only that this is the form they most often take when revealing themselves to humanoid mortals. Little is known of the biology of these beings, or whether they have a concept such as gender.

Demon-gods of Magnamund

<i>Name</i>	<i>Domains</i>	<i>Sex/Gender</i>	<i>Description, Aliases</i>
Kai	Protection, Healing, Benevolence, Piety, Charity, Humility, the Sun, "Good"	Male	The Good Lord, King on High, The Redeemer
Ishir	The Moon, Truces, Healing, "Good"	Female	Wife of Kai, The Good Lady
Naar	Pain, Suffering, Malevolence, Darkness, the Moon, "Evil"	Ambiguous	Beast-of-a-Thousand-Names, The Dark One
Patronius	Human Men, Fatherhood, Lencia, Nationhood, War	Male	Husband of Iaolia
Iaolia	Human Women, Motherhood, Childbirth, Home and Hearth, Crafts	Female	Wife of Patronius
Aka	Women, Female Strength, War, Wisdom, Motherhood, Warriorhood, Moon Cycles, Birth, Death, Midwives	Female	The Wrathful Mother, The Supreme Goddess; this is the demon invoked in Magnamund's various Goddess cults
Amms	Innovation, Technology, Machines, Mines	Male	Sometimes ally, sometimes rival of Batzorgel
Atareesh	Thievery, Trickery, Illusion, Ruses, Riddles	Ambiguous	The Masked God, The God of Thieves
Batzorgel	Crafting, Handicrafts, Artisans	Male	
Bicinduc	Poetry, Music, Bards, Troubadours	Female	Sister-wife of Nulkauret
Bulzabolabi	War, Conquest	Usually Male	The Bloody One, The Charioteer
Creac	Plants, Forests, Herbal Medicine, Rejuvenation	Ambiguous	Appears as a crawling, living, organic tangle of plant matter
Devessa	Harvest, Agriculture, Seasons, Cycles, Birth	Female	The Crop Bearer, Mistress of the Change
Dhaelhel	Birds, Falconry, Sky/Air, Speed	Ambiguous	Takes the form of various birds; The Beaked One, The Winged God
Flor	Rivers, Streams, Lakes	Ambiguous	
Gant	Earth, Caves, Rocks, Soil, Mountains	Male	
Henesp	Poison, Serpents, Death, Decay	Serpentine Female	The Corpse Eater, The Serpentalady, The Scaled One
Illawen	Compost, Decay, Rotting, Moisture, Fungus, Darkness, Night	Female	The Mushroom Mistress, The Dark Lady

Jand	Suffering, Endurance, Siege Warfare, Barricades, Fortifications	Male	The Stalwart God
Jazool	Merchants, Trade, Marketplaces, Money, Greed, Ambition	Usually Male	Known to bring fiscal ruin to most who deal with him
Kob	Love, Sexuality, Communication	Male & Female	
Kevennaweg	The Sea, Water, Sea Travel, Ships, Sailors	Ambiguous	Lord of the Sea, The Deep One, God of the Depths
Kylaea	Justice, Liberty, Freedom	Female	Patron of the anti-slavers
Levroo	Fate, Chance, Luck, Gambling, Dice	Male	The Fickle Lord
Maddokht	Medicine, Healing, Rest, Recuperation	Male	
Morgmelocha	Books, Reading/Writing, Scribes, Lore, Knowledge, Colleges/Academies, Divination	Ambiguous	
Nilema	Roads, Crossroads, Messengers, Travel	Ambiguous	The Four-faced God
Njetsiku	Pastoralism, Shepherds, Fields, Meadows		
Nulkauret	Poetry, Music, Bards, Troubadours	Male	Brother-husband of Bicinduc
Oshkim	Beasts, Wildness, Hunting, Stalking, Foraging, Lycanthropy	Ambiguous	Appears as various wild non-humanoid animals, The Feral One
Pym	Metalworking, Smithing, Forges, Smiths	Female	Fierce rivalry with Batzorgel; The Lady of the Forge
Rilb	Fire, Volcanoes	Ambiguous	Often appears as a phoenix
Rinsilric	Curses, Hexes, Enchantments, Confusion	Changes frequently	
Shairlaum	Weaving, Looms, Basketry, Clothing, Tailors	Female	
Siglismuyn	Plagues, Pestilence, Disease, Sepsis	Ambiguous	Appears as a festering, rotting hound; The Pox-bringer, Plague Hound
Sulbhris	Arcane Knowledge, Sorcery, Enchantment	Ambiguous	Universally revered and respected by magic users
Tinunkar	Wine, Beer, Brewing, Intoxication, Charms	Usually Female	
Ulella	Ghosts, The Undead, Burial, Burial Grounds, Death, Embalming	Usually Female	The Veiled One, Lady of Hallowed Grounds
Vraoti	Archery, Bowery, Fletching, Hardwood Trees	Female	
Wobricilh	Spiders, Poison, Fate, Storytelling, Assassins	Arachnid Female	The Webspinner
Yogal	Night, Darkness, Shadow, Stars, Disguise, Illusion	Ambiguous	Not considered an evil being, just one of darkness
Zirhel	Hardship, Cruelty, Torture, Sorrow, Malevolence, Hatred, Rage	Ambiguous	Appears horned and horrifying, like stereotypical demons; The Terrible One, Lord of Sorrows

ORGANIZATIONS & POWER GROUPS

Being a large world with a huge variety of ideas and motivations, Magnamund is home to hundreds of organizations characters can join or rally against in their adventures. A few of the internationally-known, famed groups are listed below. This list is by no means exhaustive, and players and storytellers are encouraged to make up new organizations to help enrich the campaign setting.

Order of Kai, The Kai Lords

The Kai Lords are a religious order of ranger-paladins who specialize in a variety of skills. Their order is an ancient one, described above in the *Religion* chapter. Characters seeking to devote their lives to the god Kai should seek out the Kai Monastery, found in Sommerlund. All Kai initiates are expected to embrace and pursue at least one weapon discipline (long blades, axes, bows, etc.) and the martial arts (brawling and grappling). Many choose to learn multiple forms of armed combat.

In the mental realm, Kai study Magnamund lore, the Lenteng language and at least one other foreign tongue, they learn the flora and fauna of Magnamund's many regions, and in higher ranks they study psionics. Kai also pursue a range of outdoor skills, including tracking, fire building, swimming, camouflage, fishing and hunting, rope making and knotting, and detecting. Some also learn how to set and disarm traps, and a few learn stealth skills.

The Kai are governed by a council of Grand Masters, who earn their positions through lifelong servitude. Beginners in the Order start as initiates. Initiate training lasts for seven to twelve years, depending on the aptitude of the student. Upon graduating from Initiate status, members become full fledged Kai Lords. Female students are accepted into the order, but are also known as Kai Lords upon graduating. A life of service to the Order is expected of all Kai Lords, and expulsion is the price for idle hands and neglect.



The Kai Lords are the sworn enemy of the Darklords, and actively hunt and kill their ancient enemies. Anyone who serves the god Naar is an enemy of the Kai, and is subject to religious persecution.



Darklords, the Servants of Naar

This organization is very similar to the Kai Lords, although the two are philosophical and ideological opposites. The Darklords worship the destructive, hideous being called Naar, who is the ancient enemy of the being Kai. Some of the Darklords acknowledge that Naar is an evil being, while other sects think of Naar as being oppressed by the zealous, moralistic Kai. In any case, most of Naar's servants are attracted to the power and influence the creature promises in exchange for loyalty and service.

The Darklords are masters of powerful magics, especially in the realms of conjuration and necromancy. They devote much of their time summoning Naar's otherworldly servitors and legions of the undead and demons into Magnamund. These forces the Darklords release to wreak havoc, torment, and annihilation to the nations and peoples of Magnamund.

There seems to be little method to the madness of this religion. Besides actively seeking to eradicate the Kai Lords, all the people and institutions of Magnamund are subject to attack and destruction. The Darklords tend to attack nation-states and cities rather than nomads and primitive peoples, but there are exceptions to this rule.

The Darklords don't take race or sex into consideration when recruiting and allowing new members into their midst. Their only demand is that initiates be entirely devoted to and ready to kill and die for Naar. There are no commandments or tenets of the religion of Naar, except that of absolute devotion. Thus, the Darklords are an unpredictable, violent, chaotic group, feared by many.

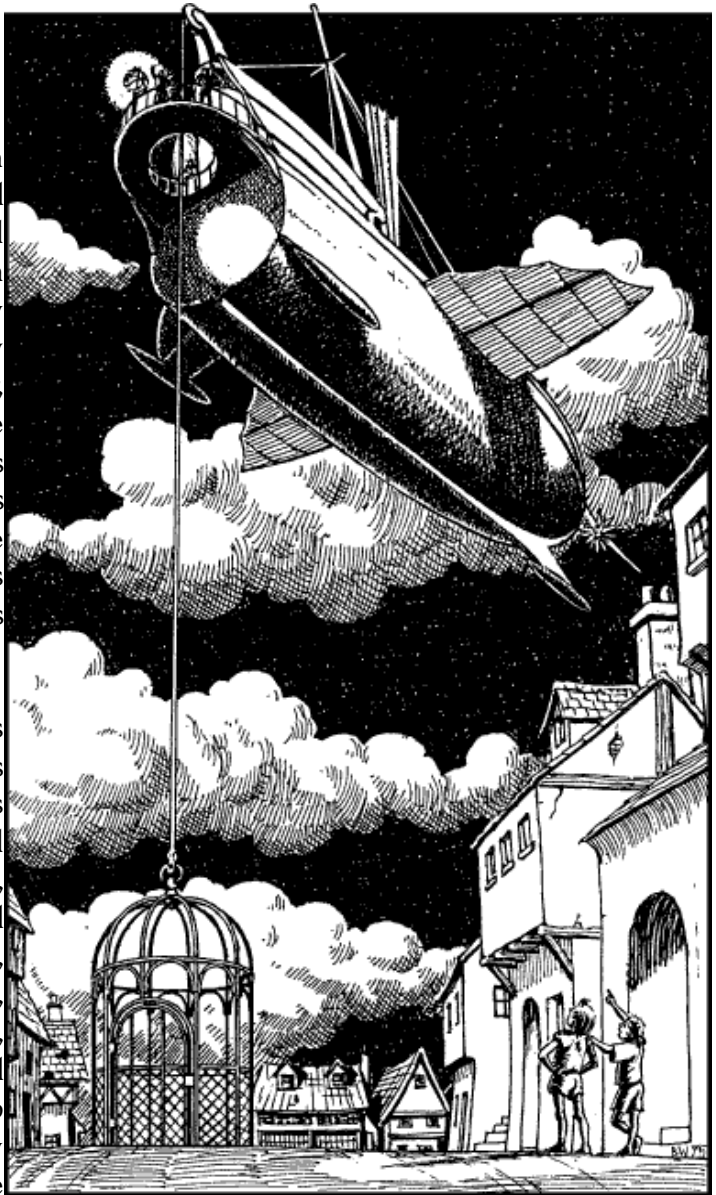
Because they are hated and feared by most of Magnamund's inhabitants, the Darklords tend to work and worship in shadow. Their congregations live in secret, often literally underground or in caves, other times in sewers, abandoned mines, tunnels, and the intricate cracks in the fabric of cities worldwide.

Thus hidden and working in secret, joining the service of Naar can be a challenging task. These cultists fill their ranks in several ways. First, they are known to kidnap children and indoctrinate them from infancy, using the gospels of the demon-god Naar and powerful magics to aid them. Darklord cells also monitor their territories very closely, seeking and reaching out to potential new recruits who display a fondness for destruction and torment. Also, on rare occasion, the beast Naar itself communicates directly to those it wishes as servants.

Brotherhood of the Crystal Star (*Djekem'tabo Rana I'kulu*)

This ancient order of magicians is based in Tafadzwa, the capital of Dessi. The Brotherhood is reclusive, entrenched in a life of study and practice, though it occasionally gets involved in social or political conflicts. It is an extremely exclusive organization as well, and very few individuals are admitted to its ranks each year, and only then after a rigorous mental test. The Brotherhood operates outposts and small schools throughout Magnamund, many acting as recruiting posts for the larger University of the Crystal Star in Tafadzwa. A council of 7 elders commands this Brotherhood and admits hopefuls.

The Brotherhood is also well known across Magnamund for offering airship service used as mass transit between major cities. These services can be found in and between Tafadzwa and Barrakeesh, Barrakeesh and Hammerdal, Barrakeesh and Sventina, Hammerdal and Helg'jur Dag, Helg'jur Dag and Boradon, Boradon and Sventina, Boradon and Helmopolis, Helmopolis and Telchos, Telchos and Seroa, Seroa and Karnali, Seroa and Shadaki, and Shadaki and Tafadzwa. The price for an airship ride varies with distance, but is usually somewhere between 15-30 base currency or the local currency adjusted for exchange rate.



Novices of the Brotherhood can be of any race, sex, religious faith (or none), and social background, and entrance is based on merit. Once inducted, the program of study within the Brotherhood demands the pursuit of at least two schools of life force magic and one form of psionics, though advancement to higher ranks requires members to delve into all schools of magic. Classes are taught in K'jebolo, so characters of foreign origin and locals who do not speak K'jebolo must either learn the language or magic that allows them to understand what's being said.



Herbwarden Society (Tradush ve Zedanko)

This organization originated in the Slovic-speaking country Bautar. It was founded with the initial purpose of studying the huge variety of plants, shrubs, and trees in its native Dukedom, but has now spread everywhere in the world that is rich in flora.

The goal of the Herbwardens, or Herbalish as they're commonly known, is the complete understanding and preservation of and stewardship to the natural world. They study all herbs and their applications, including tinctures, potions, compresses, infusions and decoctions, and edibility. The Herbwardens have huge amounts of land set aside on which they cultivate and preserve rare, endangered, and greatly threatened plants.

Most of the monetary income of the Society comes from sales of their publications: *The Herwarden Society's Guide to Edible Wild Plants* and *The Herbwarden Society's Guide to Medicinal Herbs*. The books are printed for the Herbalish by the printing presses of Palmyrion. Many of the residents of this nation themselves are Herbwardens.

Characters in a Magnamund campaign who spend much time in the outdoors will find these tomes invaluable in their travels. Each book commonly sells for 25 base currency, or the local equivalent.

Politically, the Herbalish oppose empires and kingdoms that are outwardly expansionist, as they often bring war, and war, in turn, always leads to environmental destruction. The Herbalish also often ally with tribal communities and indigenous peoples who feel they are oppressed by civilized governments.

The Herbalish do not discriminate on the basis of sex, race, or religious beliefs, except for the religions that are outrightly opposed to the goals of the Herbwarden Society. Theirs is a non-hierarchical organization, all decisions being made by democratic committees open to all members. They do, however, give yearly honors for outstanding research or fieldwork, and they often honor members who've devoted long periods of their life (10 years or more) to the Herbalish cause.

It is rumored that the Herbwarden Society sometimes acts as an underground railroad for militant defenders of Magnamund's ecosystems who are wanted by authorities. Herbwardens firmly and wholeheartedly dismiss these rumors.

Gunners of Bor

(Far-Durimpatenix)

This company of hotshots is found in the Kingdom of Bor. The Gunners, sometimes called Longarms, are the descendants of the first developers of firearms, and are dedicated to preserving the history and art of firearms and to honing their effectiveness in the future with improved technology. They're also the world's leading force in researching explosives.

The ranks of the Gunners of Bor are mainly composed of male Dargan Turitz dwarves, and the group tends to exhibit intense xenophobia, sexism, and racism. They reject women altogether and almost never admit individuals of other races. The Longarms are most hateful toward the hermaphroditic Tuskans, whom they regard as foreigners *and* women.

The main compound of the Gunners of Bor is in Boradon, adorned with shooting ranges, a factory for manufacturing arms and ammunition, a library detailing the history and practice of firearms, and a guildhall for feasts and other events. Once a year the Gunners host the Magnamund Gunnery Tourney, a kind of olympics of ballistics featuring a host of events. Entry in the GGT is open to anyone, though most of the participants and winners belong to the Gunners.



The Gunners are often called upon as mercenaries for nations and individuals alike, and residents of Bor and its surrounding areas frequently call upon the Gunners to rid the land of pests and dangerous beasts. They are led by a council of the five most skilled senior members of the organization.



Talestrian Horsewives

The woman-focused and woman-led nation Talestria is home to a loose organization of master equestrians known as the Talestrian Horsewives. This woman-only group trains and breeds the finest horses in all Magnamund, from fast scouts and racers to massive war steeds. The Horsewives are often commissioned by governments, militaries, and nobility to encourage new breeds and powerful individuals for a variety of reasons.

Entry into this organization is done through apprenticeship. Potential apprentices must show at least marginal aptitude with horses and find an open teacher. Once accepted into an apprenticeship, new members learn all the secrets of the trade over a period of years. Apprenticeships typically last between 5 to 10 years, depending on the aptitude of the pupil. Upon becoming full fledged Horsewives, the women who go through this program are given a horse that compliments their personality and they are sworn in in a secret ritual

Mercenary Companies

Mercenaries travel from country to country, selling their services to the wealthiest nobles and most desperate governments. Some countries produce a substantial number of mercenaries, as noted in the profiles in the Provinces of Magnamund section.

Although there are far too many mercenary companies to list them all, here are a few: the Tak shu-Bek ("Red Lances") led by Raam Juk'tigrul, the Vanupezimuk Ur ("Thousand Swords") led by Umerzit Aishigilk, the Ebiesu-uh ("Roaming Dragons") led by Bilit Sabu, the Zimubanath Sharz ("Freewarriors of Sharz") led by Zinal Ninruk, the Company of the Black Rose led by Lady Altonce Thorning, the Landstrider Legionnaires led by Gallveig Balon, the Zdentevik Borana ("Freerangers United") led by Vlastimil Koszle, and the Farg Urdrangtzi ("Roaming Guns") led by Khal Shadpfan.

Hundreds of other mercenary companies roam the lands in search of gold and glory, and characters can join up with these, or, with sizable fortunes, they can form their own. Players and Storytellers are encouraged to create and add new mercenary companies.

Knightly Orders

For every mercenary company trekking the land there is a knightly order loyal to its country. As with the mercenaries, there are innumerable knightly orders, at least one in every kingdom, principality, march, barony, and dukedom. The freestates, empires, democratic federations, and tribal nations do not have orders of knights. Typically, knightly orders are highly militant, well-trained and well-provided for, they are steeped in history and pedigree, they are loyal to whatever noble house rules their land, they are largely religiously motivated, and they are fiercely nationalistic.

Some notable Knightly Orders are: the Knights of the White Mountain in Durenor, the Centurios Lunarliae (“Lunarlian Centurions”), the Mhytan Gundiytai Qoyor (“Mhytanese Fellowship of the Phoenix”), and the Palmyrion Brotherhood of the Dragon.

Knightly orders are often sexist, though some do permit women to enter their ranks, particularly those in nation-states where sexism is rare or absent. Knightly orders can also be highly xenophobic and racist, although potential initiates- despite their heritage- who display loyalty to the reigning leader, knowledge of the customs of the land, and a love for the order’s country, may be permitted to join foreign knightly orders.

Knights are usually well-respected, even revered, in their nations of origin. Peasants and serfs often hate knights, as they are the main source of oppression for the poor farmers and workers of many countries. Nobility, however, adore knights, and hold them in the highest social regard.

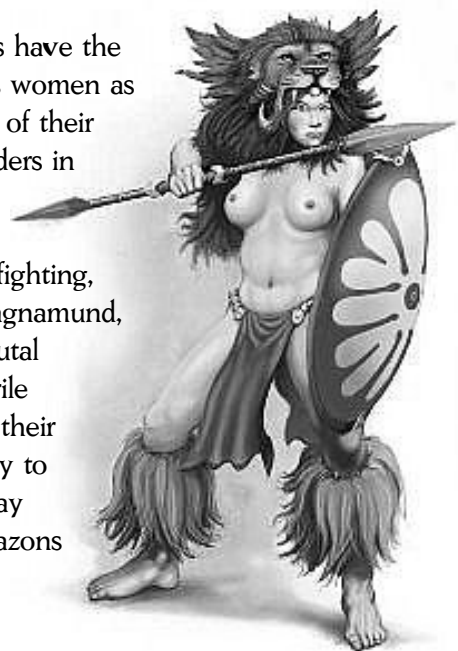
Countries that possess standing knightly orders frequently throw tournaments, or tourneys, for their own monetary gain and for the display of chivalry, honor, and militaristic might. In these tourneys, knights from near and far compete in jousts, mock group combat, and individual melees. Many prizes can be won at such competitions, including the favor of nobility, riches, arms and armor, horses, land, and so on.

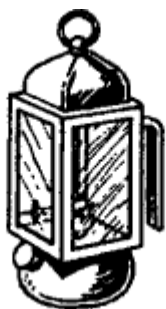
Telchos Amazons

(Telchos Amazoniae)

Although Telchos does not have a traditional knightly order, it does have the Telchos Amazons. Because Telchos is a matriarchal society, it values women as superior to men, and allows men to serve only in the rank and file of their military. The Amazons are the combative equivalent of knightly orders in other realms.

This woman-only order trains its members in bladed combat, spearfighting, the use of bows and crossbows, horse riding, flora and fauna of Magnamund, an array of outdoor skills, and in some cases stealth skills. These brutal warriorresses are as deadly on the field of battle as any arrogant, virile knight, and they are renowned in all the lands of Magnamund for their unparalleled courage and skill. Female characters who display loyalty to the land Telchos, and to its leaders and people, may be asked or may seek to join the Amazons. Only women who’ve served in the Amazons may become members of the Council of Thirty that leads Telchos.





Kylaëa's Torch

Within and without the lands where slavery is legal there are those who oppose it. One of the most widespread but little known organizations in Magnamund is called Kylaëa's Torch. Kylaëa is recognized in many countries as the goddess of justice and liberty, and it is said that the light shed by her lamp brightens the way to freedom.

Kylaëa's Torch is an underground movement of liberators, infiltrators, revolutionaries, and compassionate religious followers who actively work to free slaves and give them safe passage to countries in which slavery is outlawed. Due to the illegal nature of their work, the standard greeting among Torchbearers is "Have you seen my torch?" and the proper response is "It lights the way to freedom." A Torchbearer who asks this question and gets any other reply knows that she isn't talking to another member of this clandestine crew.

Kylaëa's Torch exists in all parts of Magnamund where slavery is legal and in many surrounding countries as well. Kylaëa's Torch has no leader, all cells work autonomously and democratically. Members of the Slavers Guild take violent action against known Torchbearers, and bounties are often put on the heads of anti-slavers.

Slavers' Guild

This guild is concerned with the capturing, buying, trading, and selling of slaves. They also act as marshalls, patrolling lands in which slavery is legal and recapturing runaways. The Slavers' Guild opposes Kylaëa's Torch and its members in every way, as Kylaëa's Torch does the Slavers' Guild.

Most of the slaves this unforgiving group gets hold of are indigenous peoples and "uncivilized savages," in the words of the guild itself. Thus, the natives of Magnamund's lands who still live traditional "primitive" lifestyles are always on guard against the merciless Slavers. These native groups frequently harbor Torchbearers and others who oppose the Slavers' Guild.

By kidnapping, buying, trading, and selling slaves, this guild has a constant source of income. They are also hired quite often by slave owners whose slaves have run away in their capacity as marshalls. They are paid handsomely for this unjust service. Much of the money the Slavers make goes into pressuring countries that disallow slavery into legalizing it.

The Slavers' Guild headquarters and main barracks is in Maula, the dodgy capital of the Barony of Rezovia. The only requirements for joining the Slavers' Guild are the taking of a very serious oath and a tattoo of the guild's symbol- an upside-down, equilateral burgundy triangle-



upon one's forehead. The guild provides the tattoos for new members, but insists that any who join must have the tattoo to prove their dedication and to terrify those who recognize the symbol for the life of suffering and captivity it represents. New members- or "fresh meat" as the slavers say- can be of any race, sex, religion, and economic background, as long as they take the oath and bear the tattoo.

The Thieves' Guild, Pensey's Pockets

Some say there is no honor among thieves, but they're obviously not a part of the Thieves' Guild. This tightly-knit group is also known as Pensey's Pockets, named after the founder of the guild. The Thieves' Guild can be found in every large city in Magnamund, and in many rural cities and towns as well. Though the Guild is well-known, the exact whereabouts of local hideouts is almost impossible to uncover if not a member of the guild.

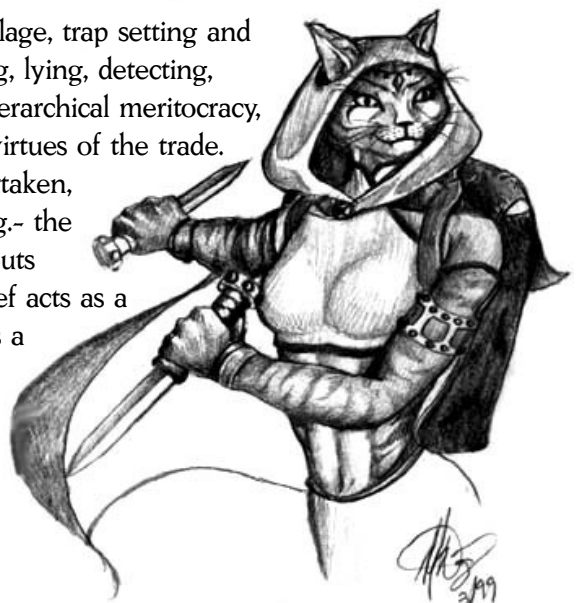
People generally think poorly of the Thieves' Guild, but it does have standards and regulations for its members. Thieves belonging to the guild agree not to steal from the poor, not to steal from one another or from the Guild, and they agree to never use excessive force when engaged in stealing, with the exception of using non-lethal bludgeons and martial arts to render others unconscious. This prevents cutthroats, muggers, and violent burglars from joining the guild.

By refraining from stealing from the poor, the Thieves' Guild has gained a foothold in many ghettos and shantytowns, often providing food and money for the leagues of impoverished workers and families in exchange for quiet tongues, privacy, and occasional aid.

New members almost never seek out the Guild. Rather, the Guild employs a crack network of scouts and observers, whose job it is to watch for non-members engaged in stealth and thievery. When a potentiate is spotted, they are contacted within a matter of days with an invitation and instructions on how to join the guild. These instructions usually detail stealing some minor item from an easy spot. This item is then to be brought to a fence in the area who directs the applicant toward the local hideout.

In rare cases, talented novices might actively seek out Thieves' Guild hideouts. Simply by finding these guildhalls, thieves prove their worth and are admitted to the ranks of fellow guild thieves.

Thieves' Guild hideouts offer training in stealth and camouflage, trap setting and disarming, pickpocketing, lockpicking, brawling and grappling, lying, detecting, charming others, and so on. The Thieves' Guild is a non-hierarchical meritocracy, traditionally "led" by a Master Thief who embodies all the virtues of the trade. Decisions are made as a group, and when actions are undertaken, individuals who excel at specific tasks take on those jobs (e.g.- the finest lockpicker picks locks while the stealthiest sneaker scouts ahead.) In cases of conflict between thieves, the Master Thief acts as a mediator. The Master Thief also exerts influence and acts as a decision maker when the guild must make a collective decision but cannot decide either way on an issue.



Illuminated Monks of the Siyen Mountains (O-Kotsayumi Ishoki Siyenga Yoshoriko)



This is a group of mystics who live and train in the Siyen mountains in southern Magnamund. Theirs is a life of contemplation, discipline, focus, and physical and mental prowess. The Siyen monks train in every martial field while also developing their magical and psionic talents. When trained, they are a fearsome enemy, a deep and critical thinker.

The Monks are distrustful of foreigners, and at present there has been only one female Siyen monk. The Monks practice an extremely mystical form of meditation and contemplation, and, though they worship no god or gods, they show respect for all things, living and inanimate. The Siyen Monks are very similar to the *Taganam Gal-Ishme* of Northern

Magnamund, except that they do not ingest mind-altering substances in their practice. The two orders stay in contact and send emissaries to trade skills and knowledge. On more than one occasion, the two orders have aided one another in time of military conflict.

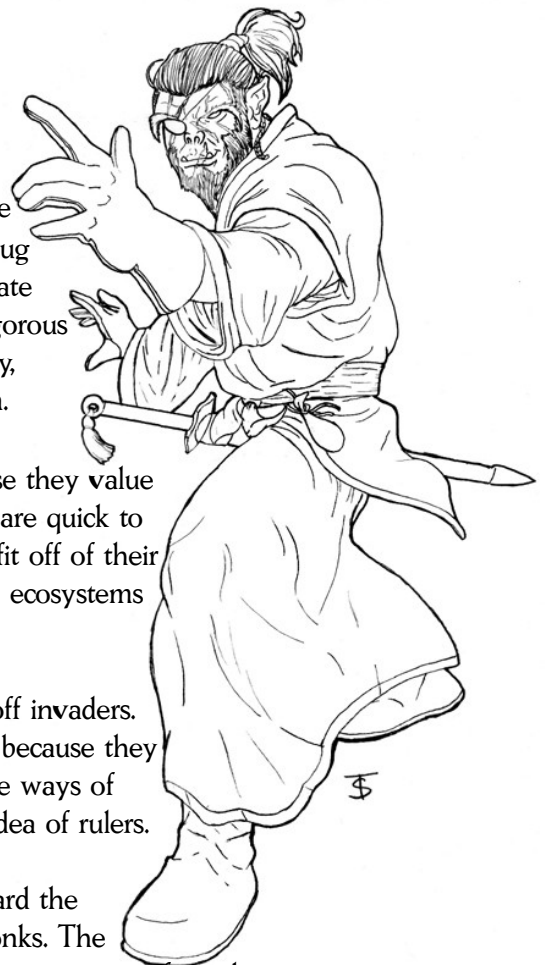
Ancient Order of Warrior-Mystics (Taganam Gal-Ishme)

Zaldirensis' mountains are home to the *Taganam Gal-Ishme*. These mountain monks live in a network of abbeys high in the hills, surrounding themselves with the mysteries of existence and learning the arts of magic. These monks ingest the *Liera* drug during daily meditation and exercise to help expand and obfuscate their minds while focusing and hardening their bodies. Their rigorous daily practice gives these monks freakish might and psionic ability, which they use to achieve the hidden goals that motivate them.

Because they rely on the *Liera* plant for their rituals, and because they value the wild beauty of their high up homes, the Zaldirensis Monks are quick to defend the mountains and forests against those who would profit off of their annihilation. Since their skills in battle is deadlier than most, the ecosystems of the Zaldirensis mountains remains unscathed.

Zaldirensis frequently relies on the *Taganam Gal-Ishme* to fend off invaders. The monks do so not because they care about the country, but because they are entirely devoted to their way of life and will not yield to the ways of others. The monks have no political allegiances, and shun the idea of rulers.

As mentioned above, the *Taganam Gal-Ishme* are friendly toward the monastic warrior order of Southern Magnamund, the Siyen Monks. The orders share knowledge and techniques, and they aid one another in times of need.





Friends of the Path, Pathfinders

(Jin Baoyan)

The Pathfinders are an organization that trains and employs scouts and rangers to act as guides for travelers unfamiliar with the wilds or unaccustomed to jungle and/or desert treks. They are based in the small town Kupei, in the province Kang Zhou. They are associated with the school of ecology based in this small town, working side by side on many projects.

The Pathfinders maintain outposts in every province of Magnamund where there is still wilderness, even areas where indigenous peoples still live. Their primary function is to provide scouting and guidance through wilderness areas and between towns and cities. They perform this trade for monetary compensation, and they don't care who or what is employing them to do so. Thus, merchants, nobles, and high-ranking diplomats use their services more than anyone else. This puts the Pathfinders in conflict with the natives who live in some of their areas of operations, as these natives are hateful (and justly so) of merchants, diplomats, and nobility who all seek to rule and exploit them.

Pathfinder fees are reasonable, varying with difficulty and distance of a given journey. Every member of this organization is trained in tracking, navigating, scavenging, fire building, camouflage, swimming, animal taming, detecting, flora and fauna of different bioregions, and a number of other outdoor skills. The Pathfinders are always seeking new employees, especially those who speak more than one language and who are familiar with jungle, forest and/or desert terrain.

Griffinriders of the South

(Buyeng)

In the Land of a Thousand Clans, the traditional martial art of the natives is *Buyeng Xu*, the art of griffin riding. The griffinriders of this land are the sole factor keeping the many clan lands autonomous. A handful of these skilled warriors and warrioresses can take an entire legion of troops from the imperial nations that wish to conquer.

Traditionally, those of the region who wish to be griffinriders announce their intentions to their clan, then embark upon a *bu hanshirang*, or warrior pilgrimage, into the mountains. On this journey, the warrior purifies him or herself, says the proper prayers, evokes the power and permission of his or her ancestors, and mentally prepares for the task ahead. Then, the hopeful seeks out a griffin in its rocky lair and challenges it to combat. Griffins are intelligent creatures, and, when bested by a humanoid in combat, they submit and allow themselves to be captured rather than fight to the death. However, the skill in defeating a griffin comes not only in fighting but also in the ability to beat a griffin without killing it. Hopeful griffinriders who kill a griffin on their warrior pilgrimage are shamed and cast out, held in the lowest regard.

There has never yet been a griffinrider from a foreign land, but there is nothing to suggest it couldn't happen. Some theorize that the griffins (who are really unstoppable) allow themselves to be beaten by worthy fighters whose cause they find just. This theory does have some gravity, because it seems those who seek to become griffinriders who are fiercely opposed to the encroaching empires seem to have great success in the capture. Some think the griffins recognize the threat to their habitat and freedom by large empires, and so they ally themselves to the warriors fighting against such oppression. Thus, if a foreigner traveling to the Land of a Thousand Clans wanted to learn the ways of the *buyeng*, if his or her cause was worthy and martial prowess sufficient, it's possible that this person could become a griffinrider.

Racial Supremacy Groups

For every race that lives in Magnamund, there is an organization that preaches the superiority and dominance of that race over all others. These racial supremacy groups often clash with others of the same ilk. In areas where many races mingle together- mainly large cities and towns along trade routes- these groups preach the hardest. The anti-slavery group Kylaea's Torch typically positions itself against all of these hatemongering bigots.

Bandits & Highway Robbers

In many of the sparsely populated and wild areas of Magnamund, marauders and highwaymen have entrenched themselves in bandit tribes, preying on the rich and wealthy who make the mistake of treading in their territory. These are most often disenchanting, forgotten peasants who are frustrated with the plight of the poor, but there are bandit troops who rob and kill just for the thrill of it.

Trade Guilds, The Merchants' Guild

Commerce is vital to the interdependent, civilized nation-states of Magnamund. To protect the rights of their members, and to lobby for fair compensation for their labor and products, there are Trade Guilds for every occupation in Magnamund. This includes blacksmithing, goldsmithing, silversmithing, bronze working, gem cutting, weapon and armorsmithing, leatherworking, woodworking and carpentry, shipbuilding, fishing, hunting, tailoring, stonemasonry, bowery and fletching, barding and acting, roving and bushranging, and a number of others. There is also a Merchants' Guild, which is the wealthiest and most successful of the trade guilds.

Guilds frequently offer training (for a fee), they host events in their Guildhalls, like competitions of crafting skill, and they usually have a yearly or bi-yearly feast celebrating their patron saint, god, benefactor, or whatever. Guilds help their members find commissioned work and offer legal protection to their members. Wealthier guilds also have extreme influence in the politics, diplomacy, and religion of their province.

Pirate Companies

The epicenter of piracy in Magnamund is the Lakuri Isles, a democratic, anarchistic freestate off the coast of Durenor. However, this is by no means the exclusive haunt of Magnamund's pirates. Everywhere there is an empire, kingdom, or nation, and everywhere in between where merchants can be found, there are pirates lurking off the coast. Most of these companies are roving democracies, although there are also wealthy, dictatorial pirate kings and emperors. As a rule, pirates are friendly toward the poor and toward native peoples, and they prey only on the rich.

Regional & Local Cults

As discussed in the chapters on *Religion* and *Gods & Demons*, Magnamund is home to a number of powerful demon-deities that are revered and worshiped, hated and feared by Magnamund's inhabitants. These demon-gods are known by many names, and the rites and rituals devoted to these demons are as numerous as their names.

In all of the provinces of Magnamund- urban and rural, civilized and primitive- local cults exist for all of Magnamund's demon-gods. Different cults hold differing amounts of power and influence in different regions. Each has its own motivations and goals, its own rites, its own books of lore and wisdom. Cults war among themselves and with other religious and secular factions; sometimes, even different sects of cults devoted to the same god work against one another. Due to the prominence of cults in all parts of the world, these religious organizations should play a major role in all Magnamund campaigns.



ARMS & PROVISIONS

This chapter details all of the weapons, armor, and goods characters are likely to come across in a Magnamund campaign. Although there is plenty of diversity and difference between all of Magnamund's provinces and nations, they can all be classified in two categories: Primitive/Hunter-Gatherer and Civilized/Urban. Primitive or Hunter-Gatherer societies are those that live in harmony with their landbases, and use technologies that are based upon and made of their natural surroundings. Civilized or Urban societies are those peoples who typically live in cities, rely on agriculture for year-round sustenance, and usually use "advanced" technologies that require specialization and sometimes industry. Civilized societies almost universally use metal implements, although the type of metalworking varies with culture. Arms, armors, and provisions found in primitive lands are all found in civilized lands. Also, civilized arms and provisions may well find their way into primitive lands through various means, but they are much rarer and are not manufactured in such lands. Keep all of this in mind when reviewing the sections below.

For weapon and armor statistics and rules, please refer to the *Saga Core Rulebook*.

Arms in Primitive Lands

Atlatls (spear-throwers), Arrows, Blowguns & Darts, Bone Knives, Bone Shanks, Bows (self-bows, short and long, sometimes recurved), Clubs (wooden), Clubs (bone), Magical Primitive Weapons, Nets, Slings, Spears (sharpened stick), Spears (stone head), Stones, Stone Axes, Stone Knives, Throwing Sticks, Traps, Wooden Staffs.

Armor in Primitive Lands

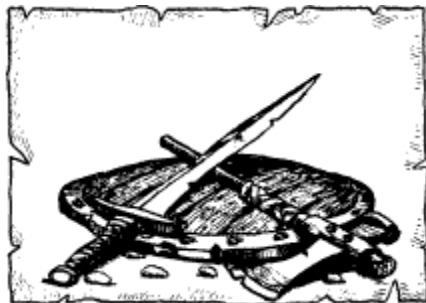
Bones, Furs, Leather/Animal Skins, Magic, Magical Tattoos, Shell, Shields (wooden or wood & leather).

Provisions in Primitive Lands

Animals (herd, pack, game), Animal Hides/Leather, Arrows/Arrowheads (primitive), Artist's Tools, Awls, Backpacks (hide, cloth, wicker), Bags/Sacks, Baskets, Bedrolls (hide/leather), Bones, Bone Tools, Bowls (wooden, stone, bone), Canoes, Chert/Chert Tools, Cloth, Clothes, Cordage/Rope (plant fiber), Cordage/Rope (sinew), Drums, Feathers, Fermented Food & Drink, Fire Kits (spindles/hearthboards, bow drills, etc.), Fish, Fishing Poles/Nets, Flint/Flint Tools, Flint Fire Kits, Flutes, Food, Jugs, Kayaks, Looms (primitive), Magically Enchanted Items, Medicinal Herbs, Musical Bows, Obsidian/Obsidian Tools, Ocarinas, Paint/Ink, Pottery, Plant Fiber, Rafts, Sailboats, Sewing Kits (bone needles, fiber or sinew thread), Sinew, Sleds (in Kälte), Tattooing Tools/Ink, Smoking Pipes, Tents (hide/leather), Torches (sticks w/ animal fat), Urns, Water, Waterskins, Wooden Tools, Woodworking Tools.

Arms in Civilized Lands

Primitive Weapons, Bronze Axes, Bronze Clubs & Bludgeons, Bronze Knives & Shortswords, Bronze Polearms, Bronze Swords, Bows, Crossbows, Firearms (in Bor and its vassals), Iron Axes, Iron Clubs & Bludgeons, Iron Knives & Shortswords, Iron Polearms, Iron Swords, Magical Metal Weapons, Steel Axes, Steel Clubs & Bludgeons, Steel Polearms, Steel Knives & Shortswords, Steel Swords.



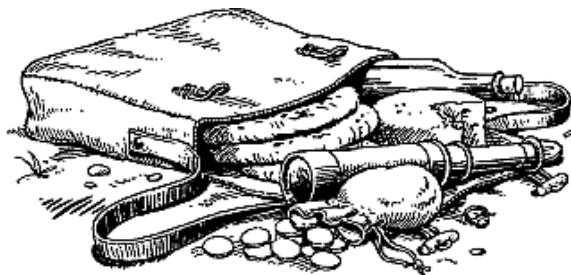
Armor in Civilized Lands

Primitive Armors, Brigandine/Jack-of-Plate, Bronze Chainmail, Bronze Plate & Heavy Plate, Bronze Scalemail, Iron Chainmail, Iron Plate & Heavy Plate, Iron Scalemail, Leather, Magical Metal Armors, Metal Shields, Quilted Armor, Steel Chainmail, Steel Plate & Heavy Plate, Steel Scalemail, Studded Leather.



Provisions in Civilized Lands

All Primitive Provisions, Agricultural Tools (hoes, shovels, etc.), Airships, Books, Brass Instruments, Bronze, Carts, Carriages, Chains, Chariots, Chests/Trunks, Copper, Covered Wagons, Dice, Drays, Fermented Food & Drink (beer, wine), Gambling Supplies, Gems, Gem Cutting Tools, Glass, Glass Goods, Horseshoes, Ladders, Looms, Metalworking Tools, Paper, Papyrus, Plows, Rowed Warships, Saddles & Reins, Sailing Ships, Seeds, Shackles, Slaves, Spinning Wheels, Stonemasonry Tools, Stringed Instruments, Vellum/Parchment, Wool, Writing Inks, Yokes.



LEGENDARY ARMS & ARTIFACTS

In the previous chapter, we discussed the common arms and provisions found in the primitive and civilized lands of Magnamund. In this chapter, we examine some of the powerful weapons, armors, amulets, rings, and artifacts of legendary fame. This is but a sampling of the powerful items in the world, Magnamund is a world full of magical and mysterious items, and Narrators and Players are encouraged to add their own artifacts to supplement the following list.

Black Hands of Atareesh

The Black Hands are truly the stuff of legend. These gloves were reputedly given to Pensey, the founder of the Thieves' Guild, for his or her lifetime service and great achievements in the name of Atareesh, the demon-god of thieves. The character Pensey is a legend him or herself, his or her existence a matter of dispute and heated debate between thieves the world over. Whether Pensey truly existed is myth; the origin of these gloves, however, is certain. An object so powerful and magical must have originated with one of Magnamund's demon-deities. The whereabouts of the gloves are unknown at this time.

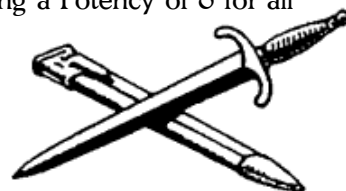
These gloves impart a +2 bonus to all stealth and thievery related rolls (except for untruthful communication), and give a +5 bonus to pickpocketing, lockpicking, and other stealthy feats that directly involve the hands.

Claw of Naar

This wand was crafted by Naar itself to aid the Darklords in their conquest of Magnamund. It is an artifact of immense power, unspeakable evil. It resembles a mace, the end of which appears to be a petrified vulture's foot grasping a black orb. The length of the shaft is like a gnarled and twisted root, and small holes perforate its entirety. It is pitch in color, cast of cold metal, with scarlet flecks upon its surface. This wand acts as any number of ingredients in Necromancy magic. It can be used to raise skeletons, zombies, liches, undead non-human animals, and all manner of other undead creatures for any amount of time. It also saps the life and energy of the living, and can paralyze the weak of heart with monstrous fear. The Claw of Naar can only be wielded by those who worship and follow the demon-beast. If any other attempts to wield it, it instantly burns red hot, causing a roll to wound with Deadliness 5. Also, anyone who survives an attempt to use the wand is cursed, and the demon-god Naar will take every opportunity to madden and destroy that person.

Dagger of Vashna

Vashna is a Darklord of some renown, whose wicked dagger is famed worldwide. This dagger has been used in countless dark arts and ceremonies of evil intent, including, but certainly not limited to, the sacrifice of children to Naar. Vashna's dagger has the following stats: Deadliness 6, Penetration 5, Size 1, negates all size penalties. Wounds caused by this dagger fester and rot, having a Potency of 6 for all purposes of healing and medicine. Anyone wounded by the dagger must make constant (once an hour) rolls against Terror 6 to avoid being crippled by horrifying images and visions. This effect lasts several weeks to a month (unless blessed by magic sooner). Also, Vashna's dagger is a potent implement (ingredient) in Necromancy/Decay magic.



Firespheres of Kälte

These ten artifacts are scattered across the frozen wastes of Kälte in burial barrows, caves, and ancient places of that frozen land. The Ten Firespheres were created countless years ago by a kind-hearted and compassionate Tuskan shaman whose tribe was suffering. It was a winter of unparalleled cruelty and hardship: the winds blew harder and colder than ever before, the game and fish were scarce, warfare was rampant, the people suffered. This shaman- Bori by name- was approached by his people to help ease their misery. He asked to be alone to contemplate this problem. Some time later, his people found Bori petrified and very dead in his hut. Surrounding him were 10 spheres of light, radiant and beautiful to behold, casting a brilliance that warmed the body and the mind. These are the Ten Firespheres of Kälte, balls of crystal, shell, and bone that were long ago imbued with the spirit and radiance of Bori's form, and to this day continue to radiate heat and light all around them. Bori's people used these to help them through that unforgiving winter and many others, but eventually the spheres found their way, one by one, away from his village and into the wilds. These treasures are famed among all the people of Magnamund, especially so among the Giaks and Tuskans of the far north. They radiate light even in the darkest of places up to a radius of 5 feet, and they also provide enough warmth to keep one or two humanoids alive even in the coldest conditions.

Helshezag & Nadazaga, Twin Swords of the Darklords

These two artifacts were forged together by the Darklords Kraagenskul and Gnaag. They are both made of a bluish-black metal, and they glow with the sickly pallor of forboding and death. These swords travel from hand to hand, always in the service of Naar and sometimes Zirhel, and they are never far apart. They are as twins, of the same origin, of a similar mind, always close by, always seeking to be together when they are apart. Many a Kai Lord has met his doom on the edge of Helshezag and Nadazaga. The swords have the following stats: Helshezag, Deadliness 7, Penetration 6, Size 1; Nadazaga, Deadliness 5, Penetration 5, Size 1. Helshezag also has all the same effects as the Dagger of Vashna (negates size penalties, wounds infect and rot, wounds cause terror, etc.). Nadazaga, on the other hand, casts a constant aura of pestilence at a radius of 10 feet. This aura withers crops, blights soil, and sickens and kills plants and animals. This effect has a Potency of 7 for all purposes of rolling, and if it infects PCs or NPCs, the Potency of whatever disease it infects them with is also 7. The bearer of Nadazaga is immune to this effect, and he or she can request of the sword that it not infect certain individuals (like his or her companions). The power of these swords is significantly weakened if they are more than a mile apart.



Ring of the Worldforger, Band of Batzorgel

There are many magical rings in Magnamund, not a few of which aid craftsfolk in their trades. Greatest among them is the Band of Batzorgel, also known as the Ring of the Worldforger. The god of the Craftarian religion is known universally as a patron of the handicrafts, lord of the craftsman and the common working woman. Among such folk as these, the Band of Batzorgel is an artifact of unrivaled fame. This ring aids the wearer in *all* crafting skills, giving a +3 bonus in any roll involving crafting skills.

This ring often finds itself in the possession of those who please the demon Batzorgel, and he frequently gives it as a personal gift and expression of thanks.

Silver-Oak Bow of Duadon

This legendary bow has seen many a battle, has won great glory for itself in the hearts and minds of the people of Magnamund. In the *Lone Wolf* gamebooks, Lone Wolf manages to win the Bow of Duadon in an archery competition in the sixth book. Having won the bow, Lone Wolf uses it to aid him in many situations in the following tales. In terms of gameplay, the Silver-Oak Bow of Duadon has the following stats: Deadliness 5 (no matter the arrows used), Penetration 5, +3 on rolls to hit.

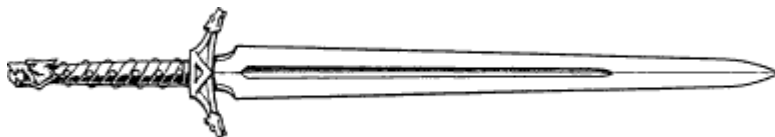
Skullcrusher, the Hammer of Bulzabolabi

This is the hammer of the god of war, a weapon of true might and destruction. It can be wielded only by those of exceptional, super-human strength, and as such does not often find itself in the hands of mortals. When a mortal is able to wield this warhammer, she or he is practically unstoppable. The Hammer of Bulzabolabi has the following stats: Deadliness 8, Penetration 8, Size 1, ignores size penalties. This hammer requires truly legendary strength to wield, not only physical but also strength of will. Anyone who attempts to wield this weapon without sufficient physical or mental strength suffers intense weakness and even death, and will often win the brutal disfavor of the god of war.

Sommerswerd

This item is the archetypal sword of goodness. It is the ultimate weapon and embodiment of the demon-god Kai, and it is the symbol of never-ending warfare with the Darklords. This sword is usually wielded by the supreme Kai Lord, but it occasional travels with lesser Kai Lords and Journeyman Kai on their errands. The Sommerswerd is a magically-embued broadsword, intricately made, embossed with lions on the crossguard. It can only be wielded by those devoted to the service of the god Kai. If it is wielded by anyone besides a Kai Lord, it becomes incredibly heavy, dull, and loses all its magical powers. These powers return when it finds itself in the hands of a Kai paladin once again.

When wielded, the Sommerswerd imparts a +2 bonus to all combat rolls involving attack and defense with the sword. It also gives a +5 bonus in rolls to wound Darklords, their demonic servants, and all the forces of Naar. If a character is unfortunate enough to find herself in combat with the demon-god Naar, the Sommerswerd gives a +1 bonus to wound that creature. The Sommerswerd has the following stats: Deadliness 5, Penetration 5, Sz 1, treats all demons as size 1.



Shroud of Korlinium

The origin of this tarpaulin is unknown, but it is a valued item nonetheless. The Shroud of Korlinium has the singular and unique ability to completely conceal the true nature of any object or person. This applies primarily to other magical items: the shroud hides the magical nature of any magically imbued item that it covers, making it appear dull, old, plain, worthless. When worn by a humanoid character, the shroud makes them appear to be plain and normal in any and all surroundings: if in a bustling city street, the character will appear as a commoner; in a courtly environment, the character will appear as a noble; in foreign lands, the character appears as a foreigner. The specific effects of this item are left to the Narrator

and Players to decide. Because of the illusory nature of this item, it is incredibly difficult to come by. It was reputedly last seen in Rezovia.

Three Obsidian Runes of Agarash the Damned

These powerful artifacts were created and once possessed by Agarash the Damned, one of the most terrible Darklords ever to blacken Magnamund with his presence. Although Agarash has long since left Magnamund, his dark legacy lives on in these three carved hunks of obsidian. These magical artifacts are highly sought after by sorcerers worldwide, although, as with many of Magnamund's legendary artifacts, their whereabouts are unknown.

Vaag Rune

When activated with Transmutation magic, this rune summons forth one or more of the creatures known as Vaag. The vaag are a Size 2 bat-winged, vampiric, other-wordly demon. They feed on the psychic energy of their prey, and are also quite physically deadly. Once summoned, the vaag do the bidding of the summoner. The statistics of individual vaag are left to the discretion of the Storyteller, but keep in mind that these are extra-planar winged demons, certainly nothing to be trifled with. The powerful energies of the Vaag Rune can also be used as a potent ingredient in physical and transmutation magic.

Vorka Rune

Like the Vaag Rune, the Vorka Rune can be activated with Transmutation/Alteration magic to summon forth creatures. This rune summons Vorka, a sharp-clawed, fire-eyed reptilian creature. Vorka are Size 1, and their statistics are left to the Narrator's prerogative. As with the Vaag Rune, the powerful energy of the Vorka Rune can be used as a potent ingredient in physical/alteration/transmutation magic.

Zorkaan Rune

This rune is perhaps the deadliest of the three runes of Agarash. The Zorkaan Rune, when activated by transmutation magic, summons the ancient liche Zorkaan the Soultaker. This being is of infathomable power. Zorkaan grows stronger each time it steals the life-essence of its victims, hence its title Soultaker. The Zorkaan Rune can be used as an ingredient in transmutation/alteration/physical magic.

Veil of al-Kasheema

al-Kasheema was an al-Chani giak of the Wassr lands, reviled and feared for her hideousness. As a child, Kasheema fell into a fire, disfiguring and maiming her face and neck. All who looked upon her feared her as an abomination. However, Kasheema was a remarkably gifted speaker, trader, and diplomat, a wise advisor, and a tender and compassionate communicator. In order to pursue these skills, Kasheema began wearing a veil to cover her deformities. Thus disguised, she plied her trades and eventually won great respect and fame. She wore the veil her entire adult life, and so doing, imbued it with her intensity and fierce determination. And so, hundreds of years after her passing, the Veil of al-Kasheema has become one of the legendary artifacts of Magnamund.

When worn, the Veil imparts a +3 bonus to all rolls involving communication, haggling, lying, leadership, diplomacy, and so on. The Veil also makes the wearer appear ideally attractive to all who behold the wearer.

FLORA, UTILITARIAN & MEDICINAL HERBS

Magnamund is home to a tremendous variety of plantlife, much of which will come into play in campaigns set in this world. Many of the plants found on our earth are also found in Magnamund. These plants are not described in depth, as information on these plants is readily available. The other plants listed- those who do not exist in our world- contain more detailed descriptions.

Many of these plants, real and imagined, contain useful properties that can be utilized in game. Some heal wounds, some stop bleeding, some paralyze, some induce hallucinations, and some check specific maladies. Besides medicine, Magnamund's plants have myriad other uses, such as bow wood, fiber, food, and friction fire materials.

Storytellers and players are encouraged to create and incorporate new plants into Magnamund campaigns. When doing so, make sure to give these new plants several uses and traits such as those in the following list.

Real-world Plants Occurring in Magnamund

Alders, Almond, Amaranth, Apple, Apricot, Artemesias, Aspens, Ashes, Asparagus, Balsam Roots (Balsamorhiza spp.), Bamboo, Banana, Baobabs, Barley, Basils, Bay, Beet, Betony, Birches, Blackberry, Borage, Boysenberry, Bracken, Brussel Sprouts, Burdock, Buttercup, Cabbage, Cacti, Cantaloupe, Carrot, Cedars, Celery, Chamomile, Chard, Cherry, Chestnut, Chickpea, Chickweed, Chicory, Chili Peppers, Chives, Cinnamon, Cleavers, Clover, Cloves, Coconut, Comfrey, Cork Oak, Corn, Costmary, Cotton, Crabapple, Cypressess, Daisies, Damiana, Dandelion, Date, Datura, Devil's Club, Dock, Elders, Dogwoods, Elfwort, Endive, False Solomon's Seal, Fennel, Ferns, Feverfew, Fig, Firs Flax, Foxglove,, Garlic, Ginger, Ginseng, Gooseberry, Grape, Grass, Guava, Hazel, Heal-all or Self-heal or All-heal,, Hawthorns, Heath, Heather, Hemlocks, Hemp, Henbane, Honeydew, Hops, Horse Chestnut, Horseradish, Horsetails, Huckleberry, Ivy, Jackfruit, Japanese Lantern, Junipers, Kohlrabi, Kumquat, Larch, Lavender, Leek, Lemon Balm, Lentil, Lettuces, Lily, Lime, Lindens, Liquorice, Lovages, Lupins, Mahogany, Mallows/Cheeses, Mango, Mandrake, Maples, Marijuana/Hemp, Melon, Mesquite, Mints, Moss, Motherwort, Mugwort, Mullein, Mushrooms (thousands of species), Mustard, Nectarine, Neem, Nightshade (Bittersweet and Deadly), Oaks, Oat, Okra, Olive, Onion, Orange, Orchids, Palm, Parsleys, Parsnip, Passion Fruit, Pau D'arco, Pawpaw, Pea, Peach, Pear, Pennyroyal, Pepper, Pine, Pineapple, Plantain (fruit), Plantain (Plantago spp.), Plum, Poison Hemlock, Poke, Pomegranate, Poppies, Potato, Pumpkin, Quince, Radish, Reed, Rhubarb, Rice, Roses, Rosemary, Rowan/Quickbeam, Reishi, Rue, Rye, Saffron, Sages, Saxifrages, Scallion, Seaweed, Shepherd's Purse, Skirret, Skullcap, Solomon's Seal, Sorrels, Sphagnum, Spinach, Squash, Strawberry, Stinging Nettle, Sumacs, Tamarind, Tangerine, Tanoaks, Tansy, Thistle, Tobacco, Tomato, Tumbleweed, Turnip, Vanilla, Violet, Walnut, Water Hemlock, Wheat, Willows, Wild Carrot, Wild Pea, Wild Ginger, Wild Strawberry, Yam, Yarrow, Yew, Yucca.

Flora Unique to Magnamund

Adgana

Adgana is a small white flower that contains a powerful narcotic. This compound increases strength, sharpens reflexes and enhances skillfulness of those who consume it. The effects of the drug decrease with each subsequent use. Adgana is highly addictive. This plant is found throughout northern Magnamund's meadows and foothills.

Alether

A small gnarled shrub that produces orange berries. The berries can bring vigor to ailing bodies and help to fight certain diseases, especially those of the mind. The leaves and roots are effective at numbing the pain of wounds and the drain of weariness. Throughout the fruiting months, these shrubs produce a basket-full of berries every day. Grows best in swamplands.

Black Lakeweed

A grayish-green, carnivorous pitcher-plant commonly found in the swamps and freshwater lakes of central Magnamund. Known for the pungent odor it secretes to attract prey. Ignoring the skunky aroma, these plants are edible and highly nutritious.

Cowana, Seaside Laumspur

A pink-leafed, marine variety of Laumspur with equivalent healing and recuperative properties. Grows on beaches and near coastal lagoons in the north and south. See *Laumspur*.

Crypalla

A plant that produces clusters of brown berries around its many stalks. The berry juice is commonly used to make writing and tattooing ink, and is oft used in body decorations and camouflage. The astringency of the berries makes them unenjoyable as a foodstuff, but they are edible. This plant grows deep in old-growth forests in northern Magnamund.

Di-gong-shu

A bush native to southern Magnamund whose root is used for a variety of purposes. Besides its excellence in healing, the root of di-gong-shu is valued because, depending on how the root is prepared, it can be used as a stimulant or a sedative. This plant grows in a variety of habitats and elevations.

Dragonkiss, Phinomel, Purple Phinomel

This flowering shrub grows around rocks and stones where its root system takes root in the damp soil beneath. The name dragonkiss comes from the flowers of the plant. Each flower is a semi-transparent pod whose color comes from the potent, purple acid it contains. If the main plant is disturbed, the pods squirt a stinging jet of acid capable of inflicting serious wounds. The secret to plucking the pods is to reach behind the pods and twist their stalks with a quick nimble movement. The acid is used by warriors who coat their weapons in the caustic juice, and by wizards who sometimes require the acid for its magical properties. The stalks of this plant also contain large amounts of iron and silica, making it an excellent fiber plant.

Druse

A tree native to the Dhujeb lands of southern Magnamund. The clear, sticky resin beneath its bark is the only known cure for the Red Death. Because of the prominence of the Red Death in the urban areas of northern Magnamund, druse is cultivated on a number of northern farms.

Gallowbrush, Sleptooth

A dark red, briar-like shrub with sharp crimson barbs. These barbs contain a poison that makes its victims weak and sleepy. The thorns of this bush can be decocted into a strong sleeping and immobilizing brew. Skilled hunters who know their terrain also use the bush as a means of catching prey: they chase their game toward and into tangles of Gallowbrush, and the animal, once weakened, becomes much easier to catch and kill. The sleeping properties of this plant are also utilized by healers and surgeons. This plant grows in disturbed areas, wastegrounds, and where forests open into meadows.

Giant Azawood

These enormous blue-green trees are native to north and south Magnamund. They are valued as superb incense plants, having a smell comparable to honey-dipped chocolate. The smoke these behemoths produce when burned and inhaled yields strong hallucinations and the feeling of great revelation. Thus, wizards and mystics across Magnamund use azawood incense in their rituals and practices. Azawood trees are most common along the banks of the Tentarias Strait.

Gnadum, Poisontree

A smooth tree whose sap is deadly to all mammals and many other creatures. It is often used by assassins as a poison because the sap is clear and lacks any flavor or scent. These trees can be seen growing along rockfaces and crags facing the sea. The habitat of these trees makes gathering the poison quite tricky. This difficulty in harvesting acts as an unspoken badge of courage for the assassins skilled enough to succeed.

Golta

This plant has white-laced, spade-shaped green leaves that grow in huge clumps around white-flowering stalks. The leaves are chewed to promote increased sensitivity to movement and noise, and to heighten perception in general. (In game terms: + to detect and small + to all skills involving perception). However, once the effects wear off, those who ingest this plant are left dazed and foggy, unable for a short time to perform perfunctory tasks. This plant grows near bodies of water throughout southern Magnamund.

Guyen, Snaketree, Arrowtree

A gentle-smelling, early-blossoming fruit tree of southern Magnamund. The fruit of this tree, also called guyen, is long and slender, speckled, and forks at the outgrowing end. The snakelike appearance of this tree's fruit gives the tree its name. The fruit tastes of rich apricot and pear flavors, and is praised in its native land and afar. The straight-growing wood of guyen is often used as arrow and bow wood.

Haida

A flower with lavender-dotted turquoise petals that, when poulticed, is highly effective at healing wounds. The entire plant is also edible, and has a taste and texture similar to mustard greens. Chewing the leaves of this plant cures headaches and increases concentration. It grows in the deserts of northern and southern Magnamund.

Jotundr, Icewort

This rare and valuable herb cures over 20 illnesses and maladies, and is noted for the sense of happiness it imparts upon ingesting. The beautiful golden leaves of jotundr feel clammy to the touch, and are covered in tiny hairs. Jotundr is only found in a few remote areas of Kälte. The natives of this inhospitable land praise this herb in song and story.

Kalabiwatate, Breathwort, Water-ward

This incredibly rare herb grows only in the near-impenetrable jungles of Mamanashadakiru and Dessi. It is a foul-tasting orchid that is perhaps more highly valued than any other plant in Magnamund. When ingested and digested, this plant allows humanoid bodies to extract oxygen from water, thereby allowing humanoids to "breathe" underwater for extended periods of time. This rare and amazing ability has innumerable uses.

Karmo

A twisted taupe bush with burgundy and cream flowers. A white liquid inside the flower buds is one of the most potent stimulants in all of Magnamund, granting boosted intelligence, speed, endurance, and strength when ingested. Like most stimulants, this plant is highly addictive. It also must be taken with great care, as an overdose commonly results in catatonia or heart-attack and death. Karmo grows in abundance in the Slovic lands and elsewhere.

Kasl

Kasl is Magnamund's equivalent of the tea plant. It grows in and around Keldazhan's forests and is praised worldwide. It is harvested, processed, and used in all the same ways tea is. The plant itself is an evergreen shrub with waxy leaves and bronze flowers. Because of the caffeine in kasl, the plant is addictive. However, it also contains a horde of beneficial compounds that counteract its deleterious effects.

Lacaress, Witchbane

A plant that produces beautiful blue and pink flowers. It is a renowned calmate and sedative. It also has the unique ability among plants to detect and reveal lifeforce magic. Any time the flowers of Lacaress come within 10 feet of recently-cast or still-active magic, they change in color from blue or pink to a jet black. Although it doesn't reveal what kind of lifeforce has been woven, many adventurers carry Lacaress flowers with them to avoid pitfalls and dangers created by the magical ways. Lacaress grows high in the snow-capped mountains of Magnamund. This plant is extremely valuable in barter and trade.

Larnuma

A fruit-bearing tree found in hot, sunny regions of Magnamund. The purple fruit is juicy, sweet and nutritious. Translucent purple oil from the fruit has a soothing and relaxing effect when rubbed into the skin. Larnuma fruit is frequently made into wine and liquor.

Laumspur, Laumwort

An uncommon, wild and delicious tasting herb with bright magenta flowers. This plant is highly prized due to its unparalleled healing properties. This small herb repairs wounds as a poultice without rival, and it can be chewed and eaten to increase stamina. Laumspur can be found in many places in Magnamund, most commonly in the Lenting lands in the north.

Liera

This tiny sky-blue flower is the national plant of Zaldirensis. It emits a musky stench that gives Zaldirensis its unique scent, and it is known worldwide for the vivid hallucinations and entheogenic emotions it invokes when eaten. For more on this plant, see the profile for Zaldirensis.

Moonplant, Ashyam, Zanimukat

This unique plant is a staple crop for the peoples of the ashlands of northeastern Magnamund. The bulk of the plant is a sweet yam-like tuber that is prized for its taste, texture, and substance. Above ground, the plant sprouts a single stalk of tiny gray-green leaves topped by a lone blue-striped white flower. Moonplant's flower always grows in the scimitar curve of the moon, giving the plant its name. It can be found thriving in great numbers in all the ashlands of northern Magnamund.

Nosegay, Sniffwort

Nosegay spans the great Lunarlian plain in massive numbers. The plant's name derives from the pleasant tickling feeling that comes from inhaling its pollen. Nosegay grows very straight and tall in a pair of stalks covered in orange and green flowers. The stalks make excellent spindles for use in starting friction fires.

Ogosho, Bowel Tree

This ubiquitous tree has a number of uses. Its striped, papery bark is used to make containers and writing paper. It also produces a mustard-colored fruit that is enjoyed in all parts of Magnamund. Moreover, as the name implies, all parts of this tree can be used medicinally to maintain the health of internal organs.

Pojar, Stomachleaf

This little plant grows in whitish-green basal rosettes and sprouts delicate salmon-colored flowers. It is renowned worldwide for its stomachic and emetic properties. This is Magnamund's most bitter plant, and as such is commonly used as a digestive aid. However, in large amounts, the plant's astringent compounds are extremely emetic, causing intense vomiting. The plant is used in this capacity for poisonings and ritual purging.

Satich, Madroot

Satich is a large bush and sometimes small tree that produces a nut similar to cashews. These nuts contain large amounts of a toxin that brings total raving lunacy to those who consume it, often for long periods of time. Several victims of the Satich poison have been permanently rendered mad. This plant grows in cold, rainy regions, and is often used by the people who inhabit these areas to poison their enemies.

Senara

A yellow flowering bush whose unripened buds have restorative qualities when eaten. The large, yellow, acorn-shaped buds exude a sugary aroma. Senara is extremely rare throughout Magnamund.

Stargrass, Keepfresh, Ujritan

This innocuous grass grows across all of central Magnamund, including the Lunarlian plain. Food wrapped in or smoked with stargrass keeps for months, making this otherwise unimposing plant quite important to travelers and adventurers.

Toa

A species of tall, nut bearing tree that has strong and flexible wood. Toa trees are able to thrive in dry areas due to a root system that can draw moisture from even the most arid soils. The nuts of these trees are eaten throughout Magnamund, and the wood is used for spears, tools, and bows.

Volko

These berries are found in Chamania and Bautar, where they are used as food and in brewing the beverage called *volkorona*. See the profiles for Chamania and Bautar in the *Provinces & Geography of Magnamund* chapter for more.

ANIMALS, BEASTS, & MONSTERS

This section details many of the creatures that PCs will come across in their travels in a Magnamund campaign. This list is by no means complete, so please feel free to add new creatures of your own creation and to adapt your favorite creatures and monsters from other settings.

In many of the creature profiles below, one or more individual examples are given. As always in *Saga*, all creatures can come in a variety of forms, a great diversity of individuals. Some griffins, for example, will be strong and slow, some fast and intelligent, others slender and skilled in combat, others still all of these things, and yet others none of these. Keep this in mind when using the general descriptions below to create individual monsters for use in game, and remember this also when adding new creatures to a Magnamund campaign.

For information on how creatures and their statistics work, please to the *Saga* Core Rulebook.

Animals, real-world

As with the plants listed in the previous section, many of the animals in Magnamund resemble animals on our earth. It isn't necessary to list them all here. Rather, include real-world animals that you want in your Magnamund campaign, and exclude those you don't.

Banadir, Reindeer-dog

Size 1 Mammal, Beast of Burden

The Banadir are native to the tundralands of Kälte, where they are herded in great number by the giaks and tuskans who share the land. Banadir come in many sizes, shapes, and breeds. Because of their versatility and hardiness, these creatures have been imported and domesticated in many lands in north and south Magnamund. These creatures trade their enormous strength and endurance for slower than average movement, although the occasional speedy Banadir comes about. Banadir look like a cross between reindeer and huskies, having all the majesty of reindeer and all the loyalty of dogs. Their bones, flesh, organs, and hides are used by the natives of Kälte. The passive nature of these creatures makes giving them stats for battle superfluous, as they are easily slain without struggle.

Dappled Silkfish

Size 0-1 Fish

Though this fish contains silkfish toxin, one of the deadliest and quickest acting poisons on Magnamund, it is captured and kept by the wealth and conservationists alike for its exquisite beauty. Handling the fish's skin directly, or being stung by one of its tail barbs means almost instant death (the lethal dose is .1 mg), but for those brave enough to try and capture a silkfish alive, the monetary reward (or the poison deposit) is substantial. Dappled silkfish are found near reefs and sandbars, and are attracted to flashing metal. There's not much point in giving these creatures stats for battle, as they are tiny and killed very easily, and likely to use their poison and escape rather than fight.

Dragon & Wyvern

Size 2-3 Flying Reptile

Dragons are one of the most universal creatures of Magnamund, though they vary considerably from place to place. Dragons are classified by their color, and the known species include red, green, blue, silver, brown/gold, white, and black. This classification is a bit misleading, because even within a given color, dragons have a cornucopia of patterns.

Some dragons and wyverns are intelligent and can hold conversations in the tongues of humanoid races. These tend to be the older giant serpents, who, as a rule, seem to become very wise and patient in their many centuries of life. These are also the dragons and wyverns who sometimes accumulate vast hordes of treasure and precious riches in their rocky dens. It is thought that the older dragons do this not because they care about riches, but because having treasure attracts gullible adventurers to their dens, thus bringing them dinner rather than having to find it for themselves.

Younger dragons tend to be belligerent killing machines with little regard for anything smaller than themselves. It is because of these novice worms that people the world over fear dragons and seek to rid Magnamund of their terrific might.



As a general rule, dragons are not known to use magic or psionics. Surely, there are some who do, but in creating dragons and wyverns for use in game, STs should mostly avoid giving dragons magical abilities.

Weapon, Tail whip: Sz 2-3, D: 2-4, P: 2-3

Weapon, Claws/Bite: Sz 2-3, D: 2-4, P: 2-3

Weapon, Fire Breath: Size 2-3, D: 4-5, Rng: 5m line, can fire once every few turns

Armor, Scaly Hide: Pr: 1-3, FR: 3-5

Sample #1: Small, Ancient Gold Dragon “Tethanir”

Size 2, Endurance: 3, Intelligence: 5, Speed: 2, Strength: 4, Combat, Unarmed: 3, Detect: 5, Intimidate: 3, Courage: 4, Stealth: 5, Independence: 5, Skills: speaks Lenting, Deng Fui Do, Wassr, Bor'ixt
Claws/Bite: 4/2 Tail Whip: Sz 2, 3/3 Fire Breath: Sz 2, D: 5 Scaly Hide: 3/5

Sample #2: Immature, Strong Red Wyvern “Gal-po”

Size 3, Endurance: 4, Intelligence: 3, Speed: 3, Strength: 4, Combat, Unarmed: 4, Detect: 2, Intimidate: 4, Courage: 3, Stealth: 2, Independence: 4
Claws/Bite: Sz 3, 4/3 Tail Whip: Sz 3, 4/2 Fire Breath: Sz 3, D: 4 Scaly Hide: Pr: 1/3

Fork-Horned Gwyrws

Size 1 Mammal

This springy antelope is a distant cousin of the much larger fugaye, also called Jathan's Horned Leaper. These creatures roam the hills and valleys and mountains of the Lenting Lands, but are most concentrate, and most revered, in Kaum. In that land are they hunted for their hides and meats, the bones and horns. They are a swift and erratic beast, beloved for their speed and grace, praised in song and verse.

Fugaye, Jathan's Horned Leaper

Size 2 Mammal

These quick beasts are common in the warmer areas of the world. They are often tamed and trained as mounts where horses and banadir are unavailable. Fugaye are fleet of foot and strong of back, and are known for their springy nature. These beasts sometimes get about by walking or trotting, but most often they move in frantic leaps from place to place. This makes for awkward but exhilarating riding. These creatures are also valued for their pelts, which are a lovely chestnut color speckled with white spots. They are close relatives of the Fork-Horned Gwyrws found in Kaum.



Giant Ant

Size 1 Insect

One of many creatures mutated and enlarged by the constant use of magic in the world, giant ants pose a very real threat to many communities and individuals. They are hive-minded creatures and often act in packs of 3-10 individuals. Their large numbers combined with their huge pincers gives giant ants a reputation of terror which they rightly deserve. These creatures are found in all parts of Magnamund, but are most common in rural areas like swamps and woodlands. The chitinous plates of giant ants can be used as armor plating when harvested and sewn onto clothing or armor. Such armor has a Protection value equal to that of the ant's armor. Because of their hive mentality, ants are immune to fear and intimidation and they cannot be tamed.

Weapon, Pincers: sz 1, 2-4/1-3

Armor, Chitinous Plates: sz 1, 1-3, PR value counts for physical attacks and fire/explosive attacks

Sample #1: Aggressive Giant Ant

Size 1, Endurance: 4, Speed: 3, Strength: 4, Combat, Unarmed: 5, Detect: 2, Intimidate: 3, Stealth: 2

Pincers: 4/2 Chitinous Plates: 3

Immune to intimidation and fear, and cannot be tamed.

Sample #2: Weak, Crippled Giant Ant

Size 1, Endurance: 1, Speed: 2, Strength: 2, Combat, Unarmed: 2, Detect: 3, Intimidate: 1, Stealth: 4

Pincers: 2/1 Chitinous Plates: 1

Immune to intimidation and fear, and cannot be tamed.

Giant Hare

Size 2 Mammal, Transport Creature

Like the Fugaye and Banadir, giant hares are mostly harmless creatures who are used as transportation. Because they travel in great leaps, their use as pack creatures is limited. However, they travel with extreme haste, and can avoid many obstacles that other less jumpy animals cannot. Scouts and messengers often use giant hares for their great speed. Giant hares come in a variety of colors, shapes, and sizes. They live in the wild in dense woodlands, meadows, and even into the tundras of the north. Their hides and meat are hot commodities in many parts of the world. On the rare occasion one of these creatures becomes hostile rather than fleeing, they are known to kick with their powerful hindquarters and to bite with their large incisors.

Giant Rat

Size 1 Mammal

No creature is more universal in Magnamund than the giant rat. These creatures are found in every city, every ruin, every wilderness area, every kind of biome and landform, every agricultural field, every granary, every sewer- they're everywhere. However, their ubiquity doesn't make them a huge threat to humanoid life, as they are mostly flighty animals who avoid contact with other. There are aggressive, bellicose individuals, though. As a rule, giant rats are stealthy, perceptive scavengers who avoid combat.

Giant rats tend to be bolder and more combative when living in and around cities, where the constant contact with humanoids makes them less afraid of interaction. It also seems as if waste and focused magic use make them more aggressive, both of which are found in great supply in Magnamund's cities. Giant rats can be tamed, and the inhabitants of some places keep them as pets.

Giant rats usually travel in packs of 3-5 individuals, although their nesting sites may be much more populous. They are valued for their hides and for their meat, although the feral rats of the wilderness are thought to taste better than their greasy, pseudo-domesticated cousins.

Weapon, Bite: 1-3/2-4

Sample #1: Rabid, Old Giant Rat

Size 1, Endurance: 2, Speed: 4, Strength: 1, Combat, Unarmed: 1,

Detect: 3, Intimidate: 2, Courage: 4, Stealth: 3, Independence: 5

Bite: 1/2

Rabid: Carries rabies and can transmit it to humanoids; immune to fear and intimidation.

Sample #2: Horrific, Mutant Giant Rat

Size 1, Endurance: 4, Speed: 3, Strength: 5, Combat: 3,

Detect: 2, Intimidate: 4, Courage: 5, Stealth: 3,

Independence: 5

Bite: 3/3



Giant Wasp

Size 1 Flying Insect

Another creature altered by the presence of magic is the giant wasp. These beasts are now gigantic in proportion, and even more aggravated and warlike than their small relatives. Giant Wasps live in colonies anywhere there are trees in which they can build their nests. Some species burrow into the ground and live much like ants. The most horrific of the various types of giant wasp are those who lay their young inside other creatures, who then become living nurseries and food sources for the developing wasps.

These creatures are a very real threat to many communities and individuals, as they are incredibly combative and can sting repeatedly without dying. Their stingers are roughly the size of a short sword, and this added to their ability to fly creates a deadly foe. They are also protected by a series of strong, interconnected chitinous plates. As with giant ants, these plates can be removed from dead wasps and sewn onto cloth backing as armor. Such armor has the same protection value as the wasp from which it came.

Giant wasps frequently attack travelers, most especially those with pack animals. They are known to prey on carrion and on living creatures, and should be considered dangerous at all times. Giant wasps cannot be tamed and are immune to fear and intimidation. Giant wasps usually travel alone or in groups of two.

Weapon, Sting: 2-3/3-4

Weapon, Toxin: causes humanoids and mammals when stung to roll to focus vs. 3 every turn until recovered (30 minutes to an hour, unless treated with medicine, herbs, or magic). These do not compound if stung more than once. Failed roll results in a turn lost to itching and burning.

Armor, Chitinous Plates: 1-2, PR counts for physical attacks and fire/explosive attacks

Sample #1: Neonate Giant Wasp

Size 1, Endurance: 3, Speed: 3, Strength: 2, Combat, Unarmed: 2, Detect: 3, Intimidate: 3, Stealth: 2

Sting: 2/3 Chitinous Plates: 2

Immune to intimidation and fear, and cannot be tamed. Sting contains toxin. Flying.

Sample #2: Mediocre, Ugly Giant Wasp

Size 1, Endurance: 3, Speed: 3, Strength: 3, Combat, Unarmed: 3, Detect: 3, Intimidate: 5, Stealth: 1

Sting: 2/2 Chitinous Plates: 1

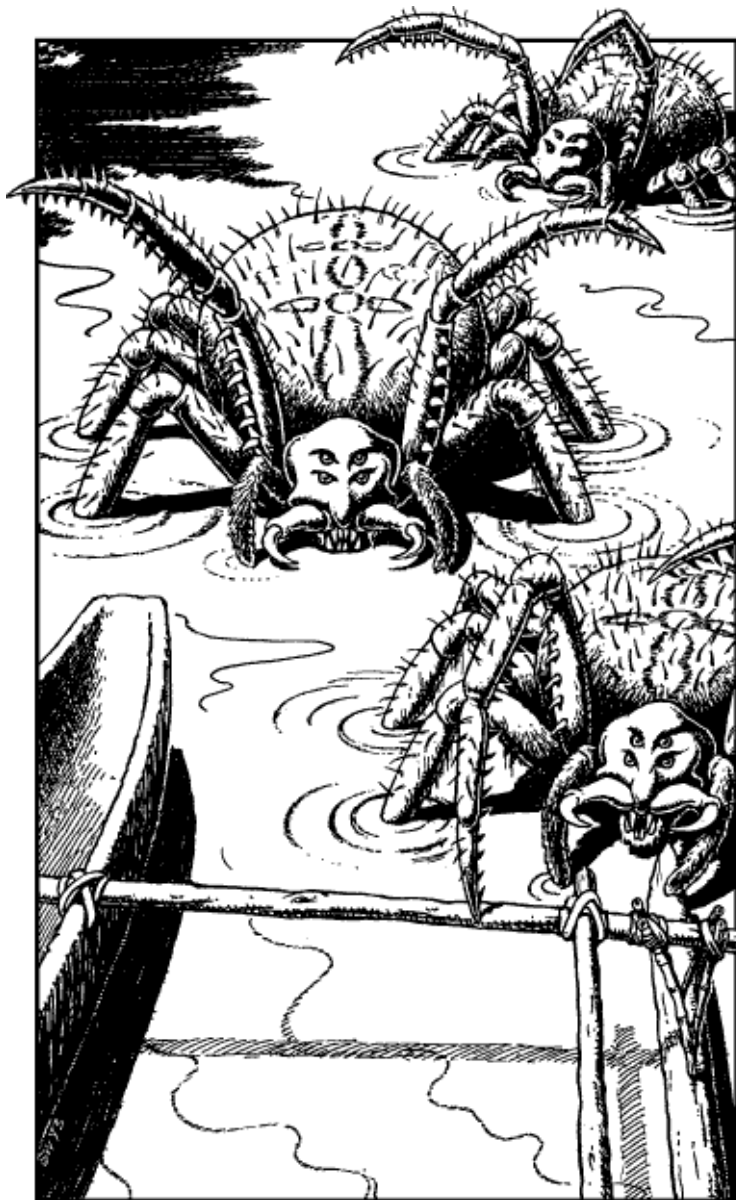
Immune to intimidation and fear, and cannot be tamed. Sting contains toxin. Flying.

Sample #3: Stealthy, Swift Giant Wasp

Size 1, Endurance: 3, Speed: 5, Strength: 2, Combat, Unarmed: 2, Detect: 3, Intimidate: 3, Stealth: 4

Sting: 3/4 Chitinous Plates: 1

Immune to intimidation and fear, and cannot be tamed. Sting contains toxin. Flying.



Giant Wolf Spider

Size 1 Hairy Arachnid

The wolf spiders most altered and mutated by the presence of magic are those who burrow. These wolf spiders, now giant, are feared throughout Magnamund as apex predators. Nothing eats them, but they'll eat just about anything, including humanoids and their companion animals.

These giant wolf spiders are found most commonly in woodlands and caves, but can be found in some quantity everywhere in Magnamund except the tundra lands. These spiders create large burrows (except, of course, the ones who live in caves) in which they wait, and focus, and eventually prey when victims come near enough their lairs. As a rule, giant wolf spiders are silent walkers, obscure hidiers, patient waiters, and fierce combatants.

The main weapon of the giant wolf spider, besides camouflage and stealth, is a neurotoxic venom it injects via its fangs that paralyzes its victims. They also use their burrows as weapons, camouflaging trap doors that, when stepped upon, give way and allow prey to fall directly into the waiting fangs of the spider. PCs and NPCs can attempt to detect these

traps by rolling Detect vs. Difficulty (which varies with the skill of the spider in laying traps; ST discretion).

These are solitary animals, and few ever settle into one burrow for long. Because they are so dangerous, these spiders are actively hunted near towns and villages. They rarely appear near big cities. Giant wolf spiders are immune to fear and intimidation and cannot be tamed.

Weapon, Fangs: Venom/1-2

Weapon, Venom: Potency 1-5 (When injected, roll potency vs. endurance. If this initial roll is successful, victim becomes paralyzed until treated with herbs, medicine, or magic. If this roll fails, the venom simply weakens the victim with a temporary (until treated) -1 Endurance. Characters can die from paralysis if they go without food and water for too long. Also, giant wolf spiders can execute a Sneak Attack on characters when they are paralyzed, killing them instantly.)

Sample #1: Fierce, Gnarly Giant Wolf Spider

Size 1, Endurance: 2, Speed: 4, Strength: 3, Combat, Unarmed: 4, Detect: 3, Intimidate: 2, Stealth: 5
Fangs: Potency 4/2

Immune to intimidation and fear, and cannot be tamed.

Griffin, Bu

Size 2 Winged Mammal

These majestic animals are native to the mountains within the Land of a Thousand Clans. Although they are most concentrated in this pocket of Southern Magnamund, they can also be found in much smaller number in the mountains and highlands of other regions. They roost in high craggy areas almost inaccessible to any other creature, and they fly down from these sharp heights to hunt and kill. Their quarry is usually small mammals and other flying creatures, although from time to time they kill humanoids for food.

The griffin plays an integral role in the lives of the people of the Land of a Thousand Clans. Their traditional martial art is called *buyeng xu*, or the art of griffinriding. It is by taming these creatures and mounting them in combat that the many smaller nations of this region are able to retain their autonomy from the bigger empires that would happily swallow them up. For more on the griffinriders, see the chapter entitled *Organizations & Power Groups*.

PCs and NPCs aren't too likely to stumble across one of these creatures on accident, but a journey through a poorly-traveled mountain region might call for the addition of one in game. Griffins are highly intelligent, swift, strong, and reclusive, and they are also zealous defenders of their young. Although they cannot speak humanoid tongues, griffins understand many humanoid communications and can make efforts to communicate in return if they so desire. They can fly, and in instances of exceptional talent they can be tamed.

Weapon, Talons: 2-4/1-3

Weapon, Beak: 2-4/1-2

Sample #1: Strong Feral Griffin

Size 2, Endurance: 5, Speed: 4, Strength: 5, Intelligence: 3, Combat, Unarmed: 4,

Detect: 3, Intimidate: 4, Courage: 4, Stealth: 3, Independence: 5

Talons: 4/2 Beak: 4/1



Iceworm, *Icibrunwald*

Size 2-3 Monstrous Annelid

In the frozen wastes of Kälte crawls a beast of unimaginable terror. The ice worm, or *icibrunwald* as it's called by the locals, burrows in ice caves under the earth, emerging when attracted to the sound of movement above. The ice worm feeds on just about everything that isn't a tree or rock, and is a lethal adversary when hungry.

Few who see this beast live to describe it. However, because of the stories, legends, and myths of the people of Kälte, it is known that the iceworm is white and light bluish in color, is humongous, and propels itself with a series of tiny arm-like protrusions found uniformly around its body. The "face" is a gaping maw of razor sharp teeth, above which sits a pair of useless, vestigial, black eyes.

One of the ice worm's only weaknesses is that it enters a state of euphoric sleep after feeding, during which time it is very vulnerable. However, since they live deep underground, finding an iceworm after it feeds is near impossible.

The inhabitants of Kälte practically deify anyone who kills one of these monsters, not only because it's one less hostile creature but also because a dead ice worm provides food and fuel for months upon months. Many natives of the region carry daggers and dirks fashioned from the teeth of dead iceworms, and some sport armor made from the tanned hides of *icibrunwald*.

Immediately before feeding, iceworms burrow up from beneath the surface, and raise themselves, mouth open, directly under their prey. Potential victims may roll to detect to attempt to hear or feel the creature emerging. If this roll is failed, the iceworm's initial attack is a sneak attack, and can simply swallow or devour the prey without rolling. For more on sneak attacks, please see the *Saga Core Rulebook*.

Iceworms are totally immune to cold effects, ice, snow, and any magic or magically-enchanted objects that involve cold/snow/ice. However, their acclimation to cold and ice makes these worms susceptible to fire and flame in the greatest degree. All fire and flame based attacks (including magic and magically-enchanted fire/flame objects) get a +3 bonus to wound this animal. Size bonuses/penalties still apply.

Weapon, Bite: 2-4/1-3

Armor, Vermiform Hide: 1-2, no Fire Resistance

Sample #1: Enormous, Sluggish, Oblivious Iceworm

Size 3, Endurance: 4, Speed: 2, Strength: 3, Combat, Unarmed: 4, Detect: 2, Intimidate: 3, Stealth: 4

Bite: 4/2 Hide: 2

Helghast

Size 1 Undead Humanoid

A Helghast is a powerful, skeletal shape-shifting monster. In its true form, a Helghast looks like an undead creature with a rotting face and glowing red eyes, and it nearly always wears a long hooded cloak, possibly to disguise its form. Helghast are very similar to lichs, except that they possess very little to no control of magic in their unlife. They are, however, made of and kept half living by the lifeforce magic. This makes them immune to ordinary mundane weapons. Helghast can disguise themselves with dark magics as humans and other creatures, and are thus often used as spies and assassins. Upon their destruction, Helghast turn into a vile green vapor. As with other humanoid creatures, Helghast have a diversity of stats and specialties, and they carry a wide array of arms and goods. Because they can only be wounded and killed by magically enchanted weapons, they rarely, if ever, carry magical arms. Enchanted armors and other objects are not unheard of among helghasts. Helghasts, being unliving, are totally immune to poison.



Sample #1: Terrible Helghast "Xuthorjl the Undying"

Helghast, Age 267, Sz 1, 5'8", 156 lbs

Endurance: 4, Intelligence: 5, Speed: 3, Strength: 4

Acrobatics: 3, Combat, melee: 4, Combat, ranged: 3, Combat, Unarmed: 3, Courage: 5,

Intimidation: 5, Detect: 2, Stealth: 4, Noteworthy Skills: Polearm: 5

Rusted Bronze Pike, Bronze Short Sword, Bronze Scalemail Cuirass, Bronze Helm of Shadow (gives +2 in rolls to remain unseen/unheard), 95 jaffa, Xuthorjl's Mantle (gives +3 in rolls of disguise/concealment/verbal deceit), Xuthorjl's Locket (gives -3 to all negative magical effects that target or affect the wearer, including casting rolls directed at the wearer)

Sample #2: Ancient, Mind-rotted Helghast "Djorik the Mindless"

Helghast, Age 1008, Sz 1, 6'2", 175 lbs

Endurance: 5, Intelligence: 1, Speed: 2, Strength: 2

Acrobatics: 1, Combat, melee: 5, Combat, ranged: 5, Combat, Unarmed: 1, Courage: 5,

Intimidation: 3, Detect: 5, Stealth: 5, Noteworthy Skills: Communication Skills: 5, Poisons: 5

2 Steel Shortswords, 5 Steel Throwing Knives, Studded Leather Jerkin, Bronze Skullcap, Black Cloak, Worn Black Mask, Djorik's Ring (gives +4 in all stealth related rolls)

Liche, Vordak

Size 1 Undead Humanoid

Of all the undead legions in the world, liches are the most heinous. Liches are living beings who undergo a secret and harrowing ritual to totally imbue themselves with necromantic energies, so that it deteriorates their body but gives them greater command of their dark magic, and in the process renders them immune to disease, poison, fatigue, and natural death.

This ritual is difficult and takes many weeks and many attempts to fully take effect. Many botched attempts at this ritual can mutilate, distort, or even kill the caster. Liches are all lifeforce and/or psionics users, and they are all sentient and intelligent. Liches come from all races.

The motivations of the world's liches are many, but the dark ritual that leads them to their state of being seems to pervert and blacken even the most virtuous mind. Thus, liches are usually a pretty evil bunch. Most liches serve the being Naar and do its bidding. There are, however, liches who serve other demon-gods, and some who serve no master but him or herself. Most of the inhabitants of Magnamund view liches as utterly and irredeemably evil.



Because they study the dark arts of lifeforce for many, many years, the potency and effectiveness of spells cast by NPC liches can be significantly increased. Also, being creatures of decay lifeforce, spells within the school of decay that would normally hurt or weaken others actually heal liches, whereas healing rituals of the school of rejuvenation harm liches. Their embodiment of necromancy also makes these creatures immune to mundane weapons. Like Helghasts, Vordaks can only be harmed by magically enchanted weapons and magical rituals. Their immunity to normal weapons and mastery of the dark arts makes liches one of Magnamund's most dangerous creatures.

Sample #1: Average Liche "Sehajtian the Scourge"

(Female Bhanarese Dwarf) Liche, Age 530, Sz 1, 5'0", 120 lbs, Undead Necromancer

Intelligence: 5, Speed: 3, Strength: 3, Acrobatics: 3, Animals: 1, Combat, melee: 4, Combat, ranged: 1, Courage: fearless, Intimidation: 5, Magic/Psi: 4/4 Detect: 4, Outdoors: 2, Science/Medicine: 1/5, Stealth: 3, Noteworthy Skills: Decay Magic: 5, Transmutation Magic: 5

Bone staff, Dragon Skull Helm, Black Leather Jerkin, Leather Boots, Brown Monk's Cloak, Polished Silver Mirror, Bag of Gems, 769 Gold Crowns, Sehajtian's Grimoire (powerful necromancy ingredient, +1 in necromancy rolls)

Immune to disease, poison, fatigue, death by age, and mundane weapons.

Massive Thudscuttle, Paadhanarj

Size 3 Mammoth Reptile

These colossal beasts are mainly herbivorous, and only eat flesh if they are startled or attacked. They live in the mountains and mountainous forests of Magnamund, and are exceptionally fond of dwelling in caves. They are extremely protective of their young and will kill anything that they perceive as a threat.

These hulking heavyweights are hunted for their meat, bony-plated hides, bones, blubber, and entrails, which are the most common source of instrument strings in Magnamund. Many indigenous communities revere the peaceful thudscuttles, and some incorporate these creatures into their myths and stories.

Weapon, Tail Whip: 2-4/2-4

Weapon, Claws & Bite: 2-3/1-3

Armor, Bony Plates: 1-3, PR counts for physical attacks and fire/flame

Sample #1: Slow, Strong, Perceptive Thudscuttle

Size 3, Endurance: 4, Speed: 1, Strength: 4, Combat, Unarmed: 3, Detect: 5, Courage: 5, Intimidate: 1, Stealth: 1, Independence: 5, Tail Whip: 3/3 Claws & Bite: 3/1 Bony Plates: 3

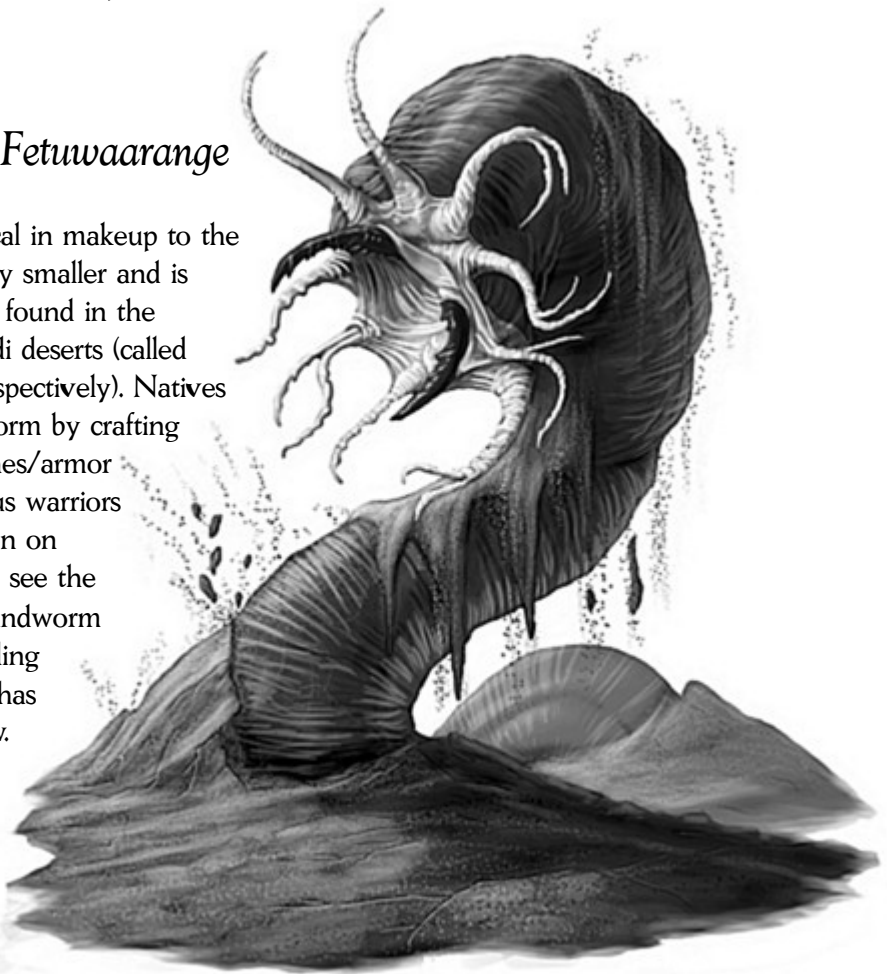
Sample #2: Sneaky, Fierce Thudscuttle

Size 3, Endurance: 3, Speed: 3, Strength: 3, Combat, Unarmed: 5, Detect: 3, Courage: 3, Intimidate: 2, Stealth: 5, Independence: 5, Tail Whip: 4/4 Claws & Bite: 2/2 Bony Plates: 2

Sandworm, Shaihulud, Fetuwaarange

Size 3 Monstrous Annelid

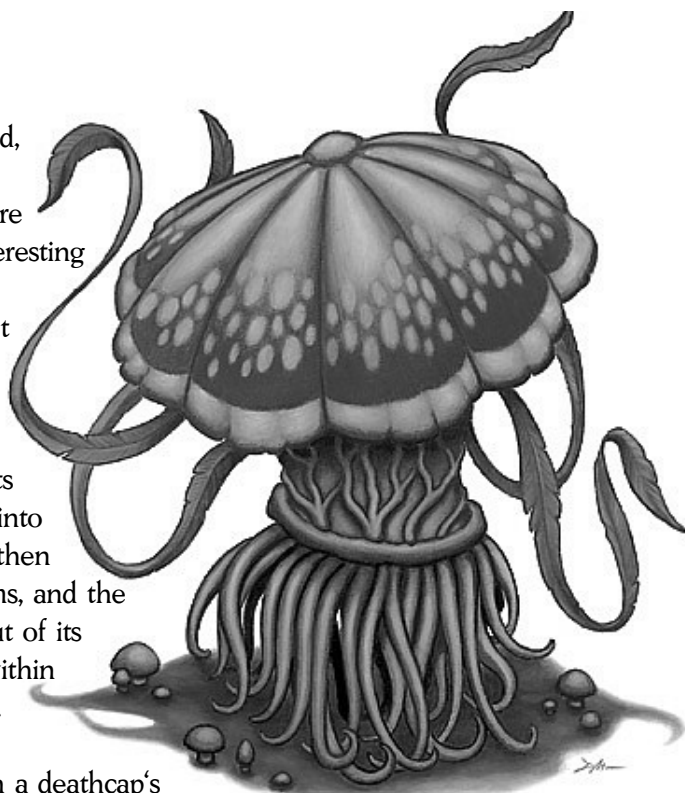
The sandworm is almost identical in makeup to the iceworm, except that it is slightly smaller and is golden in color. Sandworms are found in the Vassagonistan and Uluranwasadi deserts (called shaihulud and fetuwaarange, respectively). Natives celebrate the killing of a sandworm by crafting daggers from its teeth and clothes/armor from its hide, adorning victorious warriors with these items. For information on statistics and sample individuals, see the entry above for *Icworm*. The sandworm has all the same bonuses regarding fire and heat that the iceworm has in regards to cold, ice, and snow.



Sleeper's Bane, Deathcap

Size 1 Predatory Fungus

In the moist jungles and forests of Magnamund, semi-sentient fungus has developed. These slow-moving creatures seem placid, but they are carnivorous, and consume their prey in an interesting way. When the deathcap is prowling for food, it continuously releases a cloud of spores 5 feet in all directions. These spores cause victims to become drowsy and sluggish, and in time causes them to fall asleep. With its prey fast asleep, the deathcap creeps onto the head of its victim and inserts its many root-like tentacles into the victim's nostrils and mouth. The tentacles then begin to take root in all the body's vital systems, and the deathcap sucks the nutrients, blood, and life out of its prey. Most victims of the deathcap suffocate within minutes of the deathcap entering their nostrils.



In gameplay terms, when characters are within a deathcap's spore radius, they must roll to concentrate (Intelligence/Mental Power vs. Spore Potency) every turn to remain conscious. Spore potency varies with individual deathcaps, and also increases when targets are prolonged to a saturated cloud for more than a minute. Also, as a rule deathcaps are extremely slow, and as such, they usually have very low Speed attributes.

Weapon, Sleep Spores: Potency 1-5, released 5ft. in all directions

Slime, Slime-mold

Size 1 Predatory Fungus

This creature is a semi-intelligent predator, evolved from the spongy slime-molds of old. They come in a rainbow of colors- yellow, green, blue, and red- and are always translucent. They don't have any attacks that can kill outright, and their method of attacking and eating and digesting their prey is unique. Any time a slime touches another creature (attacking with Combat, Unarmed skill), it rolls the potency of the toxin it emits vs. the endurance of the victim. If successful, the target is paralyzed for 10-30 minutes. If this initial roll is failed, target suffers -1 Endurance for future rolls until the toxin wears off. Also, because slimes are covered in a sticky mucous, characters suffer -1 Speed when they are touched by a slime until the goo is washed off. This slime also corrodes metals, giving penalties to the Deadliness and Penetration values of metal weapons that come in contact with the slime.

Once a target is paralyzed, slimes will crawl onto their prey and begin consuming it. Characters who are totally enveloped by the slime mold suffocate in a matter of minutes. For every minute slime mold feeds on another character or creature, it regains 1-3 Endurance and 1-3 Strength if any is lost, the target loses 1-3 Endurance and Strength, and an automatic wound is inflicted on whatever body part slime mold is feeding on.

Slimes typically travel and hunt alone or in pairs, and they usually avoid large groups of prey. However, when faced with multiple opponents, slimes are intelligent enough to attempt to paralyze all their foes before feeding on one or more. Slimes are immune to fear and intimidation and cannot be tamed. Also, because they are amorphous blobs without any kind of expression of emotion, slimes cannot attempt to intimidate others. Being a fungus, they are also immune to most poisons, fatigue effects, illnesses, and mental effects involving Intelligence.

Weapon, Toxin: Potency 1-5

Weapon, Sticky Mucous: gives -1 Speed to any creature touched by slime, corrodes metals

Sample #1: Fast, Stealthy Red Slime

Size 1, Speed: 4, Strength: 3, Combat, Unarmed: 3, Detect: 1, Stealth: 5

Toxin: Potency 4 Sticky Mucous

Sample #2: Combative Watchful Blue Slime

Size 1, Speed: 2, Strength: 4, Combat, Unarmed: 5, Detect: 4, Stealth: 1

Toxin: Potency 3 Sticky Mucous



Slithgar, Tutupalo

Size 2-3 Lurking Reptile

Slithgar are enormous, spotted alligator-like creatures who lurk in swamps, lakes and rivers, and wetlands across Magnamund. They are also known as *tutupalo*, which comes from the K'jebolo meaning "deep lizard," and understandably so. These creatures are terrifying juggernauts of muscle and teeth. Few who encounter healthy adult slithgar survive.

Slithgar prey on everything biological. They are primarily carnivorous, but are known to eat several varieties of plants as staples of their diet. Slithgar normally hunt by lurking silently in bodies of water and swiftly and unexpectedly overcoming their prey in or near the water. In general, slithgar are stealthy in water, strong, fierce, courageous, and feral. Never has a slithgar been successfully tamed, but there are cases of jumpy slithgar who can be frightened.

Slithgar stalk their prey from below. If a slithgar is able to sneak up on a PC or NPC in the water, it can execute a Sneak Attack whereby it latches onto the target and pulls them underwater to drown them. If this does

not kill the PC outright, the slithgar must make subsequent Strength rolls (Str vs. Str) to continue holding on and keeping the PC/NPC under water. If a slithgar is successful in enough rolls, the target is drowned. In such a struggle, PCs and NPCs suffer penalties for fighting underwater.

Weapon, Tail Whip: Sz 2-3, 2-4/2-4

Weapon, Bite: Sz 2-3, 2-4/1-4

Armor, Scaly Hide: 1-2, PR counts for physical attacks and flame/fire

Sample #1: Terrifying, Endurable Tutupalo

Size 3, Endurance: 5, Speed: 2, Strength: 3, Combat, Unarmed: 4

Detect: 3, Courage: 5, Intimidate: 5, Stealth: 2

Tail Whip: 4/2 Bite: 3/4 Scaly Hide: 2

Sample #2: Small, Swift Slithgar

Size 3, Endurance: 3, Speed: 5, Strength: 3, Combat, Unarmed: 3

Detect: 2, Courage: 4, Intimidate: 2, Stealth: 5

Tail Whip: 2/3 Bite: 2/2 Scaly Hide: 1

The Undead: Skeletons & Zombies

Size 1 Undead Humanoid

By means of insidious necromantic life force rituals, the dead are resurrected into undead servitors and soldiers for the living. Besides Helghasts and Liches, Magnamund is home to two other forms of the undead: skeletons and zombies. Skeletons are the necromancer's run-of-the-mill minions, easiest of the undead to raise and simplest to control. Skeletons come from bodies whose flesh has long since returned to the earth, leaving only bones and petrified ligaments.

Zombies are like skeletons, except, since they are freshly deceased and still covered in rotting flesh, they can carry a host of diseases that can be passed on to others. Also, as their flesh reacts with the dark magic that gives them re-life, zombies can develop a disease called zombism, which turns their victims into zombies if undetected and untreated. It's a common idea that zombies like to eat human flesh. If that's the case in your game, they don't have claws or sharp teeth, so they must first knock out a target or kill it with weapons before digging in. Zombies can't just rip targets apart with their hands, contrary to popular belief. These





creatures are often used as fodder in the armies of cunning wizards and nefarious liches, and especially in the service of the Darklords and the servants of other "evil" gods.

Since these creatures are reanimated bodies that have no mind, they have no intelligence. Their "thoughts" are guided by whatever magic or dark force brought them back from the dead, including the will of their summoner. They also have infinite Endurance, being immune to poison, disease, and fatigue. Their Strength depends on the strength of the spell that conjures them, and their Speed depends partly on spell strength and partly on the form of the resurrected creature (undead dogs are usually faster than undead human skeletons, for example). The value of skills depends largely on the desires of the summoner and the skills the undead creature/person had before dying.

Being dry, dessicated creatures, the undead are more susceptible to fire than other creatures (small bonus for fire/flame attacks). Further, being made of decay life force, spells and rituals of the necromancy/decay school heal the undead, and spells of the rejuvenation

school harm them. Undead humanoids can carry all the same equipment as their living counterparts. Plant and fungus creatures are immune to being resurrected into undeath.

Warg, Doomwolf

Size 2 Canine Mammal

Wargs are fast, cunning, perceptive, and literally armed to the teeth. They typically live in tundra and mountainous regions, especially Kälte, but live in smaller packs in the woods and highlands throughout mainland Magnamund. They hunt all manner of mammals and are themselves sometimes the prey of iceworms. Doomwolves generally hunt in packs of 3 to 10 individuals, and will actively hunt humanoids.

Warg pelt is one of the most highly sought after commodities in all of Magnamund, as is their blood, which is said to make one invincible in battle when consumed. Wargs are usually grayish, but can be completely white, too. They have bifurcated (split) tails and large ears, but otherwise look like wolves.

Some of the inhabitants of Kälte have tamed doomwolves, and ride them into battle when battle arises. Tamed doomwolves are loyal companions and trusted allies.

Weapon, Bite: Sz 2, 2-4/1-3
Armor, Tough Hide: 1-2, 0 FR

Sample #1: Hardcore Alpha Warg

Size 2, Endurance: 4, Speed: 5, Strength: 5, Combat, Unarmed: 5, Detect: 3, Courage: 5, Intimidate: 5, Stealth: 2, Independence: 4 Bite: 4/2 Tough Hide: 2

Sample #2: Weak, Snarling Doomwolf

Size 2, Endurance: 5, Speed: 3, Strength: 2, Combat, Unarmed: 2, Detect: 2, Courage: 3, Intimidate: 4, Stealth: 3, Independence: 2 Bite: 2/3 Tough Hide: 1

Sample #3: Standard Warg

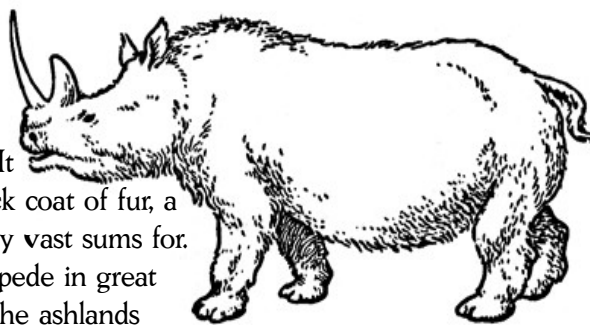
Size 2, Endurance: 3, Speed: 4, Strength: 3, Combat, Unarmed: 3, Detect: 4, Courage: 3, Intimidate: 2, Stealth: 3, Independence: 3 Bite: 3/3 Tough Hide: 1



Wooly Rhino, g'arak-Uparg

Size 2 Mammal

This native of tada-Tizagaza is found in several parts of the world, and is a popular and fearsome mount. It resembles a rhinoceros except that it is covered in a thick coat of fur, a coat that many humanoid creatures value highly and pay vast sums for. These beasts are quick to anger, and are known to stampede in great groups called "crashes." In their native land, they roam the ashlands feeding on the scarce vegetation that grows in its dusty climes.



Weapon, Horn: Sz 2, 1-3/1-3

Weapon, Trample: Brawling/Combat, Unarmed attack that can kill Size 1 creatures

Armor, Thick Hide: 1-2, PR counts for physical attacks and flame/fire

Sample #1: Slow, Aged Wooly Rhino

Size 2, Endurance: 5, Speed: 1, Strength: 3, Combat, Unarmed: 3, Detect: 2, Courage: 5, Intimidate: 1, Stealth: 1, Independence: 5 Horn: 3/3 Trample Thick Hide: 1

Sample #2: Strong, Fierce Wooly Rhino with a Broken Horn

Size 2, Endurance: 4, Speed: 3, Strength: 5, Combat, Unarmed: 2, Detect: 3, Courage: 4, Intimidate: 5, Stealth: 1, Independence: 4 Horn: 2/1 Trample Thick Hide: 2

Sample #3: Skilled Alpha Wooly Rhino

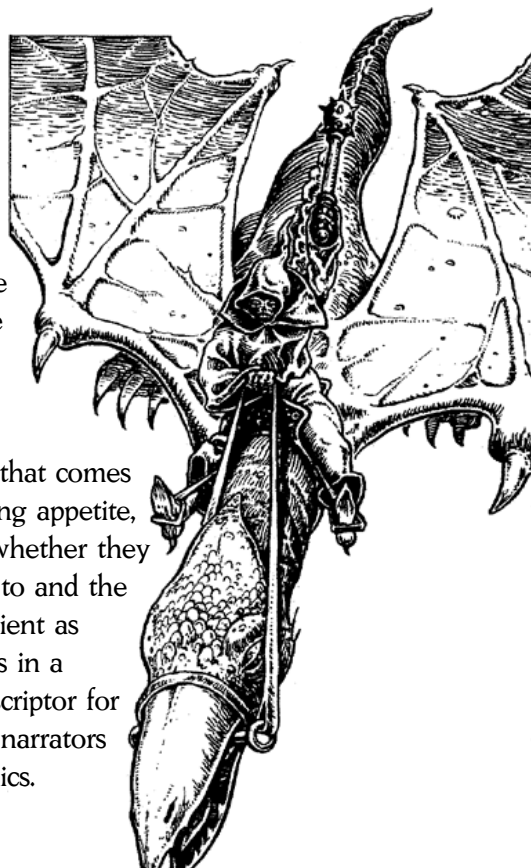
Size 2, Endurance: 3, Speed: 4, Strength: 5, Combat, Unarmed: 4, Detect: 3, Courage: 5, Intimidate: 3, Stealth: 3, Independence: 5 Horn: 3/2 Trample Thick Hide: 2

Zlanbeast, Kraan

Size 2 Flying Reptile

Kraan are flying reptilian creatures often used as mounts in the shu-Zabekh and Zanupeshtur speaking nations. Because of their ferocity and frightening appearance, they are also the favored warmounts of the Darklords. Though they have garnered a reputation for evil because they are utilized by the Darklords, these creatures aren't necessarily good, neutral, or evil. They are simply wild animals like any other.

Feral kraan are ferocious, and will attack anyone or anything that comes near their nests, including other kraan. They have a demanding appetite, and, unlike most other wild creatures, they often kill for fun whether they are hungry or not. Because kraan sometimes show resistance to and the use of psionic attacks, it is thought that they might be as sentient as humanoids. If storytellers choose to include sentient zlanbeasts in a campaign, they should be given an intelligence value and descriptor for purposes of rolling in game. In the event of a sentient kraan, narrators can also assign the creature an ethical alignment or set of ethics.



Kraan are jet black in appearance with dark blue streaks surrounding their scaly, vulture-like bodies. They use their razor sharp bite and the inescapable grip of their talons to take down prey, and they hunt just about everything that moves. Cannibalism among warring zlanbeasts is common, especially the devouring of rival young. Due to their striking similarities, many have suggested that zlanbeasts and dragons are closely related.



Weapon, Bite: 1-3/1-3

Weapon, Talons: 1-3/1-3

Weapon, Death From Above: Can snatch targets (brawling/grappling), fly to great heights, and drop target to their death

Armor, Scaly Hide: 1-2/1-4 (increased FR due to climate)

Sample #1: Brilliant, Hostile Kraan

Size 2, Endurance: 2, Intelligence: 5, Speed: 3, Strength: 4, Combat, Unarmed: 5, Detect: 3, Courage: 4, Intimidate: 3, Stealth: 1, Independence: 5 Bite: 3/3 Talons: 1/2
Death From Above Scaly Hide: 1
Capable of speech and communication. Has Psionics Skill: 3.

Sample #2: Immature, Swift, Thick-skinned Zlanbeast

Size 2, Endurance: 4, Intelligence: 3, Speed: 5, Strength: 2, Combat, Unarmed: 3, Detect: 4, Courage: 2, Intimidate: 1, Stealth: 3, Independence: 3 Bite: 1/2 Talons: 2/1
Death From Above Scaly Hide: 2

Sample #2: Average Zlanbeast

Size 2, Endurance: 3, Intelligence: 3, Speed: 4, Strength: 4, Combat, Unarmed: 2, Detect: 3, Courage: 3, Intimidate: 3, Stealth: 3, Independence: 4 Bite: 2/2 Talons: 2/2
Death From Above Scaly Hide: 2



Chronicles of **MAGNAMUND**

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