

WORLD OF ALDRAZAR

G A Z E T T E E R



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



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Introduction



So, what is this book...?

The book you hold in your hands is the long anticipated print version of the **World of Aldrazar** (also known as *Garweeze Wurld*) — an official reference work for this campaign world.

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

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

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

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

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

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

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

Jolly R. Blackburn

"It is not fear that etches the lines on my face. It is weariness. For a thousand enemies are set against me. Behind them ready to take their place when they are felled...?"

A thousand more!! Peace has shaken the dust of this wretched land from her sandals. She has departed the world never to return. And with her has gone our hopes."

— from *the Menus Kai*

How to use this book

This book is divided into two sections;

I. WORLD OF ALDRAZAR GAZETTEER

This section describes the various countries and regions of the world. Pages 3-27 deals with those countries that, for obvious reasons, warranted full-page treatments.

Pages 28-30 present a *Cyclopedia of the Realms* — thumbnail descriptions of those countries and regions not covered in the full-page write ups.

Pages 31-34 discusses the myriad languages spoken in the realms and includes supplemental rules for handling communications in game play. Finally, pages 35-37 covers Aldrazar's lunar cycles.

II. WORLD OF ALDRAZAR ATLAS

The Atlas provides the GM with 40 pages of full-color maps presenting Garweeze Wurld in greater detail (pages 40 thru 43 feature full color maps showing the political landscape with terrain features removed).

Finally, an *Index of Place Names* (pages 84 to 86) provides an alphabetical index of all the major towns, cities and countries covered in this work.

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

A few, however, warrant comment.

Sidebar Data

Map Data

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

Map Sheets

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

Racial and Ethnic Groups

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

Religions

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

Social Alignment

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

Languages

Self explanatory.

Government Type

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

National Holidays

Refer to page 38 for a description of many holidays listed under this heading.

Legal System

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

Recommended Order of Reading

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

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



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

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

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

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

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

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

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

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

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

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

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

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



MAP DATA

Coordinates: C7-14-D05

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

Map Sheets: C7-9, C7-10, C7-13, C7-14

BOUNDARIES

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

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

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

GEOGRAPHY

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

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

Elevation:

Lowest point: *Sagenthor Bay* (C7-14-D09) [0 feet].

Highest point: *Mount Tritimar* [4,875 feet]

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

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

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

INHABITANTS

Nationality:
 Noun: Abgreerian(s)
 Adjective: Abgreerian

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

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

Social Alignment: CN

Languages: Abgreerian, Old Forcuran, Forcuran

GOVERNMENT

Type: Dictatorship

Current Leader:
 Tintyle Jantess III

Capital:
 Abgreer (D7-10-J08)

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

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

Legal System: World Empire (see *GameMaster's Guide* page 197, Table 15B).

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

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

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

ABOSORIA

MAP DATA

Coordinates: D7-07-J10

Comparative Size:

About the size of the state of Nevada.

Map Sheets: D7-06.

D7-07, D7-10, D7-11

and D7-12

BOUNDARIES

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

Water: *Kalchurian Gulf* (to the east)

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

GEOGRAPHY

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

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

Elevation:

Lowest point: *Gumdras Lake* (D7-12-B01) [-5 feet]

Highest point: *Lunisar Point* [805 feet]

Natural Resources:

fish, timber, grain, hides, fur

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

Natural Hazards: Flash floods along the rivers and lakes; forest fires sometimes rage out of control.

INHABITANTS

Nationality:

Noun: Abosorian(s)

Adjective: Abosorian

Racial and Ethnic Groups:

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

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

Social Alignment:

 LN

Languages: Abosorian, Forcuran, Old Forcuran, Haagan.

GOVERNMENT

Type: Monarchy

Current Leader:

Dasham Urriad III

Capital: Abos (D7-07-J07)

Administrative Divisions:

Three territories (the former kingdoms)

National Holidays:

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

Legal System:

World Empire, (see *GameMaster's Guide* page 197, Table 15B.)

Political Factions:

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

Political Pressures:

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

Diplomatic Relations:

Allies: *Raagean Empire* (currently), *Fangaerian City States*, *Ara'Kandeesh*, *Barcenora*.

Enemies: *Maur-Haud' Feem*

Conventional Long Form: The Kingdoms United

Conventional Short form: Abosoria

Local Short Form: Abbos

Local Long Form: Abosorian Kingdoms United

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

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

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

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

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

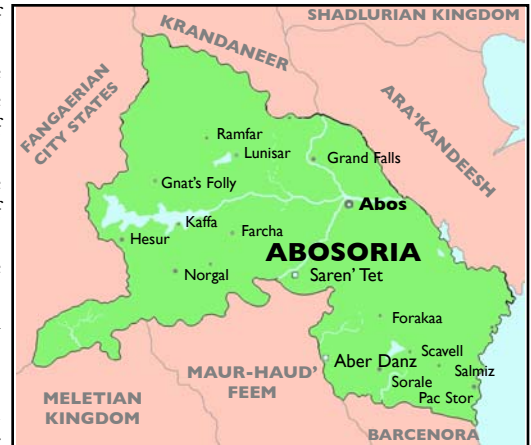
All of this has made Abosoria a rich and prosperous kingdom that is the envy of her neighbors. Many foreigners hate the Abosorians because of their wealth. They see the kingdom as a parasite feeding on the labor of others — much like the three bandit kingdoms of old.

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

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

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

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



ARA' KANDEESH

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

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

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

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

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

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

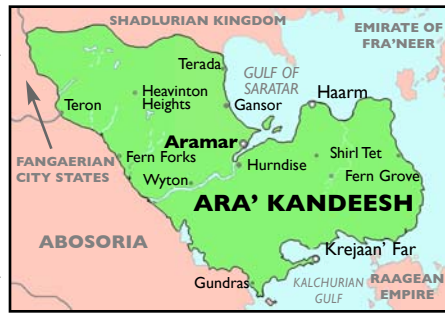
A thousand years later when the Raagean Empire would boldly build the colonial city of Aramar on the very ruins of the elven city of Saratar. It would take nearly two decades to fully force their will upon the region and its population. The Sadoks themselves were never fully brought under Raagean rule.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

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

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

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

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



MAP DATA

Coordinates: D7-08-I05

Comparative Size:

About the size of the state of Kentucky.

Map Sheets: D7-07, D7-08, D7-12, D8-09

BOUNDARIES

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

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

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

GEOGRAPHY

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

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

Elevation:

Lowest point: *Gulf of Saratar* (D7-08-E04) [0 feet]

Highest point: *Heavinton Heights* [723 feet]

Natural Resources:

fish, timber, furs, elven art

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

Natural Hazards:

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

INHABITANTS

Nationality:

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

Racial and Ethnic Groups:

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

Religions: Marlog, Zeus, Corellon Larethian

Social Alignment: LG

Languages: Forcuran, Old Ara'Kandish, Haagan.

GOVERNMENT

Type: Limited Monarchy

Current Leader:

(human) Salamos II/(elven) Therayasha'laugird

Capital: Aramar (D7-08-G03)

Administrative Divisions:

Five provinces, separated into elven and human districts

National Holidays:

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

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

Political Factions:

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

Political Pressures:

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

Diplomatic Relations:

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

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

BARCENORA

MAP DATA

Coordinates: D7-15-D09

Comparative Size:

About the size of the state of Virginia.

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

BOUNDARIES

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

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

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

GEOGRAPHY

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

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

Elevation:

Lowest point: *The Carlyness River Delta* near Saramor [- 92 feet] **Highest point:** *Rungan Point* [3,567 feet]

Natural Resources:

fish, timber, silver, copper, gold

Land Use: Major timber harvesting, mining.

Natural Hazards:

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

INHABITANTS

Nationality:

Noun: Barcenoran(s)
Adjective: Barcenoran

Racial and Ethnic Groups:

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

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

Social Alignment:

NG
Languages: Haagan, Old Forcurian, Forcuran, Meletian.

GOVERNMENT

Type: Constitutional Monarchy

Current Leader: King Polwar Dencaryl'n II

Capital: Barcen (D7-16-D01)

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

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

Legal System: civil law system/World Empire (*GameMaster's Guide* p 197, Table 15B.)

Political Factions: Free Traders, The Keepers.

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

Diplomatic Relations:

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

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

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

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

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

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

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

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

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

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

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

