

CITIES OF THE WILDERLANDS

There are no true kingdoms in the Wilderlands. Instead, six city states dominate the politics of the Wilderlands and the lands of the Winedark Sea and the Sea of Five Winds: **Viridistan**, called the City State of the World Emperor and the City of Spices, ruled by the sorcerous and otherworldly Green Emperor; the **City State of the Invincible Overlord**, built on the ruins of an ancient city on the Estuary of Roglaroon; **Valon**, a major sea power and home of the lithe and tall avalonian ice-wizards; **Tarantis**, ruled by Atar the Lion, a major sea power and home of the Tarantine Merchants' Association; **Tula**, the legendary City of Mages; and **Rallu**, the City State of the Sea Kings. Each city state is also a major military power in its own right, though some are more concerned with their navy than their army. Viridistan and the City State are perhaps the only two that maintain both in great numbers.

Though powerful, these city states exercise political control only over areas within striking distance of their nearest army or navy. Vast areas remain under no direct political control despite ancient claims and numerous annexations in the past. All populations consider themselves self sufficient to a large degree and barter is more common than trade in coins of any realm. Fierce independence and freedom are the mantras of most able bodied warriors. Loyalty to a family, clan, or tribe supercedes the fealty owed any lord. The local lord who claims an area will have to maintain sufficient force to impose his will upon any populace, even peaceful ones. Political power is largely an illusion and the will of the populace often determines if any or all will respond to a call to arms.

This chapter details the major cities of the Wilderlands. The six city states are described first and in greater detail than the other important cities. These descriptions include commonly known information, whether it is true or not is of course up to the Judge.

CITY STATES

These key cities are marked on the Player's Map in ALL CAPS.

CITY STATE OF THE INVINCIBLE OVERLORD (CITY STATE; METROPOLIS)

Population: 80,000 (20,000 able bodied)

Technological Level: 8

Racial Composition: Mixed (human 72%, dwarf 16%, halfling 5%, elf 3%, others 4%)

Alignment: N/LE

Average Citizen: Since this city is the center of the northern Wilderlands, even the lowest person is better than the average city dweller (usually at least a Com3 or higher, except children) with shopkeepers usually being even more skilled (Exp5 or higher, often much higher). There are few pure commoners within the city walls. It is not unusual to see even common NPCs with class levels appropriate for the city, such as Rogue or Fighter. Many denizens have seen extensive military service or are retired adventurers and visitors should beware—this is no village of common oafs.

Ruler: His Most Terrible Majesty, the Invincible Overlord, Hygelak XI, the Dread Klipmaran Noble (LE male Tharbrian Ftr)

Other Important Figures: Grand Vizier Balamega (LE male human Wiz)

Resources: The greatest market and trade center of the Northern Wilderlands other than Viridistan

Allies: The dwarves of Thunderhold, the Skandiks at Croy, Modron, Bymny, the sea monster Maelstron

TECH LEVEL

Technological level indicates the general advancement level of a location and the knowledge of the citizens of the area regarding crafts. Items reflecting a higher technological area may be available at a location with a lower technological level, but they will have been imported and if for sale will be much more expensive than normal. This is a rough guide and Judges should use their sound discretion.

TL Technology

- 0 papyrus, stone, wheel, hide armor
- 1 stirrup, waterwheel, bronze, leather armor, bronze breastplate, shortsword
- 2 agriculture, rudder, iron
- 3 sundial, linen, candles, broadsword, studded leather armor
- 4 lantern, chariot, felt, scale armor
- 5 screw, windmill, silk, steel, longsword
- 6 crossbow, chain armor, spinning wheel
- 7 hourglass, stagecoach, bastard sword
- 8 knitting machine, compass, plate armor
- 9 rockets, glasses, Damascus steel (finest masterwork items)
- 10 telescope, calculus, sextant

TL 9 and 10: There is only one location with a tech level of 10 in the Wilderlands (Viridistan), and no more than a handful with tech level 9.

Weapons: Locations of TL 0 have stone or wooden weapons, or wooden weapons with obsidian. TL 1 locations have bronze weapons (see the *PHB*). Locations of TL 2 to 4 have low grade iron weapons or bronze weapons and for this reason tend to use weapons that require little sophisticated metalworking, such as spears, maces and axes. Crude broadswords are available as low as TL 3. Locations of TL 5 and higher have fine bladed weapons. Locations of TL 9 and above can make the finest masterwork bladed weapons. It is possible for a low tech level location to have higher tech level equipment, but that would require a special situation (such as the trade isle of Mysk) and, unless noted otherwise, such items are always extraordinarily expensive.

Government Type: Most low tech level locations are tribal, dictatorial or agrarian. Medium and high tech level locations may have tribal, agrarian, republican, democratic, oligarchic, theocratic, dictatorial, feudal or tributary government types. There are few truly enlightened or democratic governments in the Wilderlands. The various locales are normally ruled by warlords or military governors.

Enemies: Viridistan and the Green Emperor, the Skandiks at Ossary, the Pirates of Hagrost, Orcs of the Purple Claw from Dearthwood, Warwik

Located on a bluff on the western edge of Dearthwood on the Estuary of Roglaroon, the City State of the Invincible Overlord (or just the "City State" as it has come to be known) was founded in 3075 BCCCC on the ruins of what is believed to be the ancient capital of the long lost Dragon Empire of the Orichalans. The City State is one of the greatest cities of the north. Its importance is exceeded only by Viridistan, the City of Spices and seat of the Falling Empire, far to the west.

Though known as Ryan's Ruin by sages, Rhamsandron by wizards, and Normoot by Altanians, the city came to be known as the City State of the Invincible Overlord and its former name under the Dragon Empire was forgotten. The title "Invincible Overlord" has been held by every ruler of the City State since its creation. Because the city was initially founded by a dwarven hero, the city became home to a large expatriate population of dwarves and is allied to the dwarven city of Thunderhold to the north. Many years ago, Lucius the Great—a Tharbrian warlord—took advantage of a civil war and he and his allied clans swept eastwards and conquered the City State. Since Lucius's reign several hundred years ago, the City State has come to dominate the region from the eastern border of the Viridian Empire at the Plateau of Bendigroth to the Winedark Sea. Today, the only city that the City State pays tribute to is Viridistan itself.

The City State is situated at the intersection of the ancient Rorystone Road that runs north to Thunderhold and the Old South Road that runs south to the Pazidan Peninsula through

Black Baron Pass, over the Bellystone Ford on the River Mageven on to the elven city of Onhir. Most trade, however, is done by ship, as the Estuary of Roglaroon allows large drafted ships to sail inland as far as the City State. For this reason, the City State supports the important village of Byrny and the newly-refounded city of Modron which is strategically located on the Estuary of Roglaroon, aiding in the Overlord's campaign to oust the Pirates of Hagrost that prey on the City State's tradeships from their secret hideout on the River Hagrost.

Though few know his true name, the current Invincible Overlord is Hygelak "the Dread," a cruel ruler whose elite group of assassins and secret police known as the Black Lotus roam the city and the surrounding lands enforcing his will and eliminating rivals. The army of the Overlord consists of several "Vasthosts." The Overlord also keeps a substantial fleet, including a number of pirates and freebooters.

The City State is the site of several major temples, including temples to Thoth, Odin, Manannan and Nephtlys, as well as the temple of Harmakhis and the influential Hellbridge Temple, which holds the legendary *Baleful Eye of Morg*.

The City State is plagued by the Orcs of the Purple Claw from nearby Dearthwood and from the fell beasts of the Troll Fens and Memmist Marshes to the northwest and southwest. The Overlord has had several strongholds built or occupied by those loyal to him to keep these creatures in check. He has even posted rewards for their slaughter.

For more information on the City State, see the City State chapter in this book.

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RALLU, CITY STATE OF THE SEA KINGS (SILVER SKEIN; METROPOLIS)

Population: 35,000 (8,750 able bodied)

Technological Level: 8

Racial Composition: Mixed (human 79%, halfling 5%, elf 5%, dwarf [slaves, see below], gnome 5%, half-elf 3%, half-orc 2%, other 1%);

Alignment: CE

Average Citizen: The average citizen of Rallu is a human (most likely Ghinoran) sailor or craftsman with a bit of military experience (normally an Exp2-7/War1-3).

Ruler: King Danstone of the Iron Fist, 22nd Sea King of Rallu (N male Ghinoran, Ftr/Ari)

Other Important Figures: Commander of the Army, General Trufo the Tall (N male Ghinoran Ftr); Cousin of the king and contender for the throne, Lord Tgoshe Welstn (CE male Ghinoran Ftr); Leader of the Thieves' Guild, Jesen Reckbane (CE male human Rog)

Resources: Market; ship building and repair; sugar, bananas and coconuts

Allies: Mercantile relations with all city states; suspected secret alliance with Tarantis

Enemies: Tula

Located on the tropical southern tip of the Isle of the Blest, the city of Rallu was founded 1,100 years ago (in 3333 BCCC) by Thellagon the Mariner and a group of travelers from the north. In the 1,000 plus years since then, Thellagon's descendants built up Rallu into the center of commerce and learning on the Isle. The men of Rallu—all mighty mariner's who claim descent from the ship captains of the Kingdom of Kelnore—have come to be known as the "Sea Kings," though the captains of Tarantis might claim they are the true holders of such a title.

These Sea Kings, through careful and cautious exploration and trade with the northern powers and other local island populations, were able to bring skilled artisans and craftsmen and many goods to the city. All of this was accomplished without any wars or submission to foreign governments, mainly due to the fact the hereditary rulers of Rallu kept the city's exact location secret from outsiders. This secrecy lasted until the reign of Forgon the Foolish who came to power in 4217 BCCC and who revealed the location of the city to the outside world. He was assassinated by his advisors three years into his reign for this indiscretion. Over the next 10 years (known as the "Shadow Years") the fate of the city was at many times very bleak and war with the nearby city state of Tula was an ever present threat. While not openly or heavily pursued by either side, the threat of war with Tula persists to this day. The cities test each other's sea power several times a year in small skirmishes.

The main business of Rallu is shipping—whether sea trade, ship building and repairing, or any other craft related to shipping. The market of the city bears goods from all over the world and sees as many visitors as any other of the city states. The present Lord of Rallu and 22nd hereditary monarch of the city is King Danstone of the Iron Fist, Sea King of Rallu. He assumed the throne 8 years ago (on his 19th birthday) and has led his people into an age of profitable progression rivaling that of his

forefathers. Thanks to Danstone's masterful move of doubling the navy, Rallu trades not only far and wide but also openly, even with the city states to the north. Rumors say that Danstone has made a secret arrangement with Atar the Lion, King of the City State of Tarantis, to acquire dwarven slaves as smiths and craftsmen, who are secretly brought in on vessels that put into Rallu supposedly for repairs. This rumor is supported by the fact that Danstone has recently put dwarves to work on the upkeep of the walls and structures of Rallu, which suffer terribly in the tropical weather of the Isle, and are in constant need of repairs.

Law enforcement in Rallu tends to take most outsiders by surprise. There is no local constabulary to speak of. Instead, all 'policing' is done either by the army (through patrols and riot squads) or the navy. All visitors to the city are given a strict overview of behavior and laws upon arrival and are expected to adhere to the rules or face the consequences, as would any permanent citizen. Failure to agree to these terms results in ejection from the city for life.

TARANTIS (TARANTIS; LARGE CITY)

Population: 24,000 (6,000 able bodied)

Technological Level: 9

Racial Composition: Mixed (human [mostly Gishmesh] 80%, dwarf 10%, elf 10%, other 10%)

Alignment: LE

Average Citizen: The average Tarantian is a human Gishmesh tribesmen (Com3 or Exp2-5). Most are merchants and are as civilized as those in any of the other city states.

Ruler: Atar the Lion (LE male Gishmesh Ftr/Ari)

Other Important Figures: Chief Advisor Monach the Canny (N male Tharbrian Wiz/Ari); Minister of War, General Ta Zam-Derco (NE male Gishmesh Ftr/Ari)

Resources: A great market, and the only major source of goods from far-off Kingdom of Karak

Allies: Kingdom of Karak, local pirates through the Tarantine Merchants' Association, the Seahawk

Enemies: Unlicensed merchant leagues angered by the piracy, the Invincible Overlord, Skandiks, Karzulun raiders to the east

An important sea power and the primary source of goods from the Kingdom of Karak, Tarantis was founded in 1792 BCCC by the union of two tribes—the Gishmesh and the Paldorians—across Dahute Bay from the ruins of the Ivory City, the ancient capitol of the Kingdom of Kelnore. In 1885 BCCC, the city of Tarantis was officially laid out, rebuilt, and fortified with high stone walls for protection. Between the years 2266 and 2309 BCCC, Ryobl the Red attempted to bring complete law and order to the city. His legacy to the city is the Tarantine Merchants' Association. After the disappearance of Ryobl the Red, Grantadt, his successor, organized the skillful pirating operations that ply the waters between the city states to this day. Scattered skirmishes occurred over the years between the fleets of the Invincible Overlord and the pirates of Tarantis, but the Overlord—busy with wars with Viridistan—has never made a determined attempt to eradicate the pirates.

Between 4000 and 4200 Tarantis expanded inland and founded two new provinces: Jarmeer and Ganzir-Galad. The current dynasty ruling Tarantis was founded just under a hundred years when Edario the first overthrew the sickly child Emir, Greaust II. Now Edario's son, Atar the Lion, is Emir of

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incandescent lava beneath the wavelets, sea-bats, a Triton Treasure House, sea-frogs and deadly clouded water.

Mysk (Altanis; Village, Pop. 1,384; TL 4): Mysk is Antil's southernmost outpost and a trade market for goods between Actun, Antil and the lands surrounding the Sea of Five Winds, including Viridstan. Mysk was established 350 years ago after an incident with foreigners at Antil caused the death of several Windriders. The foreigners market for traders from the Sea of Five Winds was moved to Mysk to prevent another such incident. Nert Iron-fist, the lord of Mysk, is noted for his nobility and justice. He maintains law and order as well as the security of the temple of Shang-Ta. Sossul is the leader of the trade delegation from Viridstan and looks upon the natives as inferiors. He is also a priest of Armadad Bog and hasn't had much luck in subverting the population to his views. Items of up to TL 8 are available here, despite the fact that the local craftsmen are not very skilled.

Onhir (Altanis; Small Town, Pop. 1,824; TL 5): The elves of Onhir are renowned for their craftsmanship in gems and jewelry. The adjacent Fogbound Forest has over a dozen small sites where the elves mine quartz, citrine, amethyst and aquamarine. The rangers and warriors of Onhir patrol the forest warding off monsters and poachers. The elven smiths of the nearby village of Anatal (not on the map) and the gem smiths of Onhir often work together, allowing the creation of potent artifacts of power. Cuchulainn has recently been appointed as the Prince of Onhir by Kirilis, the leader of the priests of Cilborith. Onhir has enjoyed trade with the region around City State dating back to the time of the Dragon Empire. The Old South Road was built to allow caravans between the two areas to travel quickly to avoid the numerous monsters of the Wilderlands. Onhir is the southern-most terminus of the Old South Road.

Ossary (City State; Small City, Pop. 12,800; TL 7): Ossary is situated on the Pagan Coast south of Sea Rune and is the seat of power of the cruel Skandik Warlord, Alkazed. Originally named Ossyr Lee, the city was renamed when it was captured in the early 23rd century by raiding Skandiks. The Skandiks now control most of the Pagan Coast. The city is divided among several dozen clans that compete and fight against each other. Ossary is also the central market where merchants and raiders meet to trade plundered goods and slaves. Each of the clans is expected to furnish men and longships to the King. The Overlord and the King of Ossary have a long history of conflicts with a half-dozen major battles in the last thousand years. Ossary has a great temple to Odin. Nearby is Longship Havens, where the Skandiks build and harbor their famous longships. The Skandik kingdom on Brezal Isle is allied to Ossary, though the small Skandik island kingdom of Croy is not yet under the Warlord's thumb.

Renth (Altanis; Village, Pop. 936; TL 5): The western shores of the Straits of Maerstag are lush with hemp and flax. For thousands of years the village of Renth has created the ropes, sails and other rigging needed for the elven swan ships. Ships made in the Great Forest, Actun, Serpeant Little and other elven communities often sail here with temporary sails and have their final rigging done here. Orc raiding parties are often seen in the area. Cira is the master rope maker of the village and works with rope makers, sail makers, and riggers of the villages on the ships that dock to be fitted.

Revelshire (Ebony Coast; Village, Pop. 1,096; TL 3): Revelshire was founded due to the desire of the elves to be

near—and to protect—Najelsthirt, a treant, whose name means "Revelroot" when translated into the Common tongue. They built the graceful Revel Tower to protect him, as well as the city. This is no normal city: it is in the treetops, for the original builders were elves, and tree lovers. They caused the trees to grow especially tall and large for this purpose, and formed their homes and shops from the living branches. They also caused an impenetrable hedge to grow around Revelroot and Revel Tower. The village sits at the confluence of the Sandy River and Revel Run, where they form the Starlight River. Many years after the founding of Revelshire, the Starlight River became an east-west trade route for humans. Soon, Revelshire became a trading center where goods were transferred from animal caravans to ships. The humans coming in began to interbreed with the elves, and soon the elves were outnumbered in their own city. They took the only course available to them, and moved out. Thus, few elves remain in Revelshire, although its former owners still watch the city. The half-elven folk pay lip service to old traditions of the elves and still care for the trees and for Revelroot, in fear of elven retribution. Only a very few still know the words which cause the hedge to let them through to Revelroot and Revel Tower, and fewer care. The half-elven folk have taken advantage of the demand for timber, weeding out old, sickly, dying and dead trees.

Sacred Rock (Southern Reaches; Small Town, Pop. TL 6): Sacred Rock is an extremely crowded town. Built on the mouth of the River Quicksake as a companion to nearby Silvership Castle, there is little room for construction. Houses are often built atop each other, or into the side of the mountain, creating treacherous terraces and serpentine streets. All manner of goods are sold and bought, and all manner of races found—including, it is said, demonbrood from the southern Demon Empires. Bards are held in high esteem. The town has two faces: one that is clean and safe; and one filled with lowlives, drug dens, bordellos and secret slaver rings. These two faces seem to coexist with little difficulty.

Sae Laamer (Viridistan): The very rich and beautiful abode of the merfolk is located deep in the treacherous sea of the Trident Gulf between the islands of Tric and Trac—lands with their own unsavory reputation. The city has been ruled for several centuries by Queen Deleamaka. The city is subjugated by the Emperor at Viridistan. The queen is currently a "guest" at the Imperial Palace, hoping to persuade the Emperor to accede to her requests for independence.

Sea Rune (City State; Hamlet, Pop. 540; TL 5): Over three thousand years ago, Amazon Shield Maidens wandered into Sea Rune and discovered its ancient harbor, obviously not of natural origin. Named for the statue at the center of the harbor and the poem to the sea inscribed on it in Markrab runes, Sea Rune was eventually conquered by the raiding Skandiks, who drove the Shield Maidens to take refuge in the nearby ruined Markrab fortress (now known as the Castle of the Shield Maidens). Since then, Sea Rune has been ruled by Skandik Jarls. The Overlord has on numerous occasions attempted to take Sea Rune. On a recent campaign, the men of Sea Rune were hard-pressed and outnumbered by the Overlord's troops. The men of Sea Rune had drawn up a shield-wall upon a little hill, prepared to die like men and earn their passage to Valhalla, when the Thor himself appeared, wielding his mighty hammer and mowing down entire ranks of elite Marines like a harvestman in a wheat field. The men of the Overlord fled in terror, leaving their dead to be