

FAMOUS FOLK

Most readers not only enjoy reading about places to visit, but also who they might meet on such journeys. Accordingly, the editors of this Almanac have therefore gathered the following information on various “famous folks” of Mystara. Old readers will no doubt recognize that we have concentrated on new people in this volume rather than repeat the same information over and over again. For the new reader who wishes to learn more about the various rulers and their families, we recommend purchasing previous editions of this Almanac.

The following abbreviations are used to determine the profession of the people below:

F	Fighter	C	Cleric (general)	R	Ranger	R	Ranger	M(il)	Illusionist...
Pa	Paladin	Pr	Priest (specialty)	M	Mage	M	Mage	B	Bard

The number after the letter represents the level of skill that person has (ex: F3 means Fighter 3). If a ? follows the letter (such as R?), then the editors of this almanac have been unable to obtain accurate information concerning that person’s skills.

So read on to learn who is the famous hero, who is the evil villain, and who is seeking their heart’s desire.

D.S.

ADVENTURERS, MAGES, AND HEROES

Anand Brishnapur: Anand is a fighting mystic of the Shehid Order in Sind. He has traveled throughout the land with the Prophet Sitara, righting wrongs and doing good. Although he dislikes politics and wars, the current situation in Sind has forced him to act as a military advisor and trainer for the Freedom Warriors.

Born: AC 980. Hair: Brown. Eyes: Clear, pale brown. Height: 6’.

Appearance: Thin, with muscles like steel cords. Bears a scar on his chest from a past conflict with a member of Sind’s ruling class. Always wears a serious expression. Anand dresses in beggar’s rags to show that he is not ashamed to be mistaken for a Kuliya (the lowest caste in Sind).

Combat Notes: AL LG; AC 1; MV 12; human male Fighting-Monk of Gareth 11; hp 40, THAC0 14; #AT 2; Dmg special (as per Martial Art) or 1d6+4 (quarterstaff +3); S17 D14 C11 I12 W16 Ch12; ML 15. Weapon Specialization: martial arts, 3 slots (+3 to hit and damage, +3 chart bonus).

Magical Items: Ring of quickness, quarterstaff +3, gloves of missile snaring.

Chukri of the Manasir: Chukri is a young Makistani warrior of the Manasir tribe who has shown his bravery and battle prowess during the civil war in Ylaruam. He sided with the Kin faction, which eventually won the war. Chukri has now left the army, but still receives the respect and honor of his former rank. He now wanders on his own, looking for more glory, treasure, and honor for himself and his tribe.

Born: AC 995. Hair: Black, worn long and braided with bits of leather. Eyes: Brown. Height: 5’8”.

Appearance: He is short and heavy-boned, with epicanthic eye folds. His nose is large, from an injury which never properly healed; he often rubs it.

Combat Notes: AL LN; AC 7 (leather, Dexterity bonus); MV 12; human male F8; hp 76, THAC0 13; #AT 2; Dmg: 1d8+8 (scimitar +3, STR, specialized); S18(54) D15 C15 I15 W10 Ch10; ML 14. Weapon Specialization: scimitar.

Magical Items: Scimitar +3 flames on command.

Geoffrey of Grunturm: Born in the Heldannic town of Grunturm, Geoffrey had many disagreements with the Heldannic Knights in his youth. He therefore adventured in Norwold, becoming a hero of renown for his good deeds and great kindness. He has since returned to his homeland to help overthrow the tyrannical Heldannic Knights.

Born: AC 962. Hair: Gray; beard and mustache. Eyes: Blue. Height: 6’1”.

Appearance: Geoffrey is a tall, well-built, imposing man.

Although he keeps fairly fit and looks about a decade younger than he is, he's developed a slight paunch.

Combat Notes: AL LG, AC -4/0 (platemail +3, shield +3); MV 12, human male C20; hp 87; THAC0 8; #AT 1; Dmg 1d6+4 (footman's mace +3, +5 vs. undead); S10 D11 C17 I10 W15 Ch9; ML 18.

Magical Items: Platemail +3, shield +3, footman's mace +3(+5 vs. undead), scarab of protection.

Haldemar of Haaken: Haldemar is a Prince of Floating Ar and Captain of the skyship Princess Ark. He is an unpredictable Alpathian aristocrat who does everything with style. Prince Haldemar has traveled throughout - and in - Mystara. He was last seen traveling on a mission through the Hollow World. His current whereabouts are unknown.

Born: AC 911 (apparent age 60). Hair: black tinged with gray, worn long and tied back. Eyes: Deep blue. Height: 5'11".

Appearance: Pale-skinned, prefers knee-high boots, dark blue pants and cloak, and a white, laced shirt.

Combat Notes: AL CG; AC 5 (ring of protection +3, Dexterity bonus); MV 12; human male M17/T4, advances as mage; hp 39; THAC0 15; #AT 1; Dmg 1d4+2 (dagger +2) or by spell; S10 D16 C11 I17 W12 Ch15; ML 10; PP 15%, OL 15%, FT 10%, MS 60%, HS 60%, DN 25%, CW 60%, RL 35%.

Magical Items: Dagger +2 of warning, pouch of security, wand of disintegration, wand of fire, wand of lightning, ring of protection +3.

Misha Mananov: Misha was born in the Black Eagle Barony, which she fled at the age of 15. She took shelter with the Church of Traladara and soon became one of their priestesses. She has once again started to wander, making the pacification of goblinoids her own personal mission. She is currently in the Northern Reaches doing her best to end the violent goblinoid incursions in the area. Her pet white wolf "Kitten" is always by her side.

Born: AC 981. Hair: Black, worn long and tied back. Eyes:

Brown. Height: 5'4".

Appearances: Misha is an extremely attractive Traladaran woman. She almost always has a smile and warmth visible in her eyes.

Combat Notes: AL LG; AC 3 (chain mail +2); MV 12; human female C12; hp 60; THAC0 14; #AT 1; Dmg 1d6+3 (staff +3) or by spell; S11 D14 C15 I15 W17 Ch17; ML 14.

Magical Items: Chain mail +2, staff +3, ring of levitation.

Bergthor "the Wild" Mordson: Born of the Oberbeck clan in Soderfjord, Bergthor is devout to the warrior ways of Thor. He almost became a priest of Thor, but decided to remain a warrior instead and merely follow Thor's warrior code. Bergthor has shown his might and prowess with a warhammer during the raid on the Falun Caverns, and to this day continues to attack and defeat the hordes of goblinoids in his homeland.

Born: AC 994. Hair: Red, worn long, but tied back before combat. Also has a small beard. Eyes: Icy-blue. Height: 6'2".

Appearance: Bergthor is a tall and imposing man who enjoys looking down on those he perceives as weak. He is proud and violent, the traditional hero of Soderfjord.

Combat Notes: AL CN; AC 1 (Chainmail +2, shield, Dexterity bonus); MV 12; human male berserker F9; hp 75; THAC0 12; #AT 2' Dmg 1d4+8 (warhammer +2, specialization, STR bonus); S18(93) D15 C16 I9 W8 Ch14; ML 16; Weapon Specialization: war hammer.

Magical Items: Chainmail +2, warhammer +2, horn of Valhalla.

Ricardo "The Great": Ricardo is a wandering hero in the Savage Baronies who claims to be the greatest swordsman alive. Unfortunately, he is completely incompetent with any weapon, but this does not stop him from making his claim. It seems he also has the reputation of being the luckiest man alive and manages to win any confrontation regardless. The fact that his kind heart and good deeds have also made him powerful friends and allies also help keep him alive, despite his annoying, childish, and somewhat arrogant attitude.

Born: AC 886 (apparent age 28; he was trapped by a magical spell and placed in suspended animation for a century. He was freed in AC 1010.). Hair: Dark brown, tinted slightly red. Eyes: Green. Height: 5'11".

Appearance: Ricardo is thin, almost to the point of being skinny. He wears a continuous comical grin of triumph, even when he is merely haggling for a better price at the market.

Combat Notes: AL CG; AC -1 (banded mail, ring of protection +2, Dexterity bonus); MV 12; human male F5; hp 22; THAC0 20 (because of his incompetence with weapons); #AT 1; Dmg 1d8+3 (longsword +3, luckblade); S10 D17 C9 I11 W12 Ch14; ML 14; Special defense: Legacy of Luck.

Magical Items: Luckblade +3, scarab of protection, luckstone (stone of good luck), ring of protection +2.

Sitara Rohini: Sitara became the Prophet of the Immortal Gareth in AC 1011 after receiving visions in her dreams. She has since wandered Sind, performing miracles in the name of her Immortal and spreading the faith of Gareth. Recently, Sitara has been forced out of her temple at Karakandar by the Huleans. She has since joined the Freedom Warriors of Sind and uses her skills to help overthrow Hule's grip on Sind.

Born: AC 993. Hair: Black, worn in a long braid. Eyes: Black. Height: 5'5".

Appearance: Sitara is slight and very graceful. Kind and generous, she makes friends easily.

Combat notes: AL LG; AC 6 (Dexterity bonus); MV 12; human female Pr5 of Gareth; hp 31; THAC0 19; #AT 1; Dmg 1d6+3 (Staff of Gareth equivalent to staff +3) or by spell; S10 D18 C9 I13 W18 Ch15; ML 14.

Magical Items: Scroll of illumination, Staff of Gareth.

Verri Smoothvoice: Born in the Five Shires, Verri moved to Darokin to learn what it was like in the human world. She has since acquired a reputation of being able to gather information of all kind, from who's who in the underworld to rumors of treasures from around the world. Her connections have made her one of the most successful merchants in Darokin. She also sponsors many adventurers to acquire the treasures which would be too dangerous for her to go after herself. She can often be found roaming the Known World looking for business or a profit to be made.

Born: AC 952. Hair: Blond, cut short. Eyes: Brown. Height: 3'2".

Appearance: Verri has a nice round belly acquired from the ability to purchase all the food she wants. She has a very disarming smile and can find her way into almost anyone's confidence.

Combat Notes: AL N; AC 8 (leather); MV 6; halfling female T6; hp 19; THAC0 18; #AT 1; Dmg 1d4 (dagger); S9 D13 C12 I15 W13 Ch17; ML 10; PP 65% OL 50% FT 45% MS 35% HS 35% DN 45% CW 45% RL 25%.

Magical Items: None.

Thurgg: Thurgg is an orc of the Dark Fangs clan living within the Black Mountains near Hule. He joined the military of Hule and participated in the conquest of Sind. There, he met Anand and Sitara. He became so impressed with their prowess and fierce dedication to their beliefs that he joined their order of Gareth. He has since returned to his clan and is attempting to "civilize" them; to bring them out of their violent ways and also turn them to the worship of Gareth.

Born: AC 996. Hair: Brown. Eyes: Dark green. Height: 6'4".

Appearance: Thurgg stands straight and at attention, evidence of his military training. He has a large right fang which protrudes from his mouth at all times.

Combat Notes: AL LN; AC 4 (chain mail, Dexterity bonus); MV 12, orc male fighting-monk of Gareth 3; hp 16; THAC0 20; #AT 1; DMG special (as per martial art) or 1d8+2 (long sword); S18 D15 C16 I11 W12 Ch12; ML 15.

Magical Items: None.

MOST WANTED INFAMOUS VILLAINS

Bargle the Infamous: Bargle acquired his reputation from working with his former master, the Black Eagle Baron. It is rumored that he practices dark magics and has performed experiments on humans and hins. There is a 500,000 Gold Royals reward for his return to Karameikos (half that if dead). His last known whereabouts was the Esterhold Peninsula back in AC 1013.

Born: 962 (apparent age 30). Hair: Light brown; long mustache and beard. Eyes: Black. Height: 6'1".

Appearance: Lean, handsome, and charming when it suits him.

Dresses in colorful robes chosen to deliberately clash with and upstage others.

Combat Notes: AL CE; AC -1 (bracers of defense AC 2, Dexterity bonus); MV 12; human male M17; hp 37; THAC0 15; #AT 1; Dmg 1d4+2 (dagger +2, +3 spellcasters) or by spell; S9 D17 C10 I18 W9 Ch15; ML 10.

Magical Items: Bracers of defense AC 2, dagger +2 (+3 spellcasters), staff of the magi, horn of blasting.

“Gentleman Jehann”: Jehann’s origins are unknown, as is his true name. His nickname reflects his impeccable manners toward his victims as well as his fellow bandits. He robs only from the rich and the high society while leaving the poor - and the ladies - alone. He has thus become somewhat of a popular hero. Jehann and his bandits operate in the hills of Karameikos. There is a 5,000 Gold Royals reward for his capture (alive).

Born: Unknown. Hair: Brown. Eyes: Blue. Height: 6’.

Appearance: He wears a forest-green cape and matching green hat adorned with peacock feathers. He is always smiling and always in motion. His favorite mount, a dark stallion, is as handsome and energetic as his master.

Combat Notes: AL CG; AC 7 (dexterity bonus); MV 12; human male T8; hp 42; THAC0 17; #AT 1; Dmg 1d8+2 (longsword +2); S15 D17 C15 I14 W12 Ch18; ML 13.

Magical Items: Longsword +2, cape of blending.

Karolek Two-Fist: A violent Alphetian pirate who preys on ships - especially weak or storm-damaged ones - in the New Alphetian Sea. His brutal attacks end with the execution of all on board. Karolek’s only interest is in gold and brutality against others. The NACE offers a 100,000 Crowns reward for his capture, dead or alive.

Born: AC 985. Hair: None (bald). Eyes: Blue. Height: 6’1”.

Appearance: Wears a patch over his right eye which he lost in combat. Karolek loves to wander his ship bare-chested so to show off his muscles and impress those he is about to kill.

Combat Notes: AL NE, AC 8 (dexterity bonus); MV 12; human male F10; hp 82; THAC0 11; #AT 2; Dmg 1d2+4 (punches, with 3 levels of mastery); S17 D16 C14 I12 W15 Ch12; ML 15; Weapon Mastery: punching, 3 levels of specialization.

Magical Items: Unknown.

Reinhard Madelhari: A former Heldannic Knight, Reinhard betrayed his order, killed several other Knights, burned down a temple of Vanya and escaped with a stolen Heldannic Warbird. The exact reasons are still unknown, but it is believed the Heldannic Inquisition had something to do with it. Reinhard has used his military training and the skyship to conquer independent dominions in Norwold, using the gold to build up his own army in the hopes of carving out his own nation in the anarchistic wildlands. Reinhard is just in battle and does not kill needlessly, but his crimes against the Heldannic Knights have marked him for death anyway. There is a 100,000 Gelders reward offered by the Heldannic Knights for bringing back his body to them.

Born: AC 982. Hair: Blond; wears a trimmed beard. Eyes: Blue. Height: 6’1”.

Appearance: Reinhard always stands erect; part of his long military training. His uniform is in perfect condition. His face is always serious and he rarely laughs.

Combat Notes: AL LG; AC -4 (full plate +3, shield +1); MV 12;

human male Pr12 of Vanya; hp 62; THAC0 14; Dmg 1d8+4 (longsword +2, STR bonus) or by spell (despite being an enemy of the Heldannic Church of Vanya, Vanya still sees fit to grant Reinhard his spells. Ironically, the Heldannic Knights, however, can no longer cast spells!); S18 D12 C15 I12 W15 Ch10; ML 13

Magical Items: Full plate +3, shield +1, longsword +2, bag of holding, Heldannic Warbird.

Lucas de Nadore: Lucas is a wheellock sharpshooting elf of Cimarron County. He is one of the best, and enjoys challenging those who do not stand a chance of winning just to acquire their money/belongings after a “lawful” duel. He also simply enjoys shooting people. No one has yet managed to even come close to hitting him during a duel. Back in Cimarron, his practices are acceptable by law, but in the other Savage Baronies, he has become a wanted man. Although there is no huge reward for his capture, anyone who defeats Lucas is bound to make quite a reputation in the Baronies.

Born: AC 798. Hair: Reddish-blond; has a large bang in front of his right eye. Eyes: Green. Height: 5’3”.

Appearance: Lucas always wears a worn leather vest and a belt which holds two wheellock pistols. He tends to have a piece of straw in his mouth, and often frowns when people look at him.

Combat Notes: AL NE; AC 6 (studded leather, Dexterity Bonus); MV 12; elf male sharpshooter F9; hp 71; THAC0 12; #AT 1; Dmg 1d8+ (wheellock); S10 D16 C11 I14 W14 Ch12; ML 13; Weapon Specialization: wheellock pistol. Special Defense: Legacy of Speed.

Magical Items: Ring of missile protection.

Psa'gh: Leader of the Hardanger Kobolds, Psa'gh is believed to be the most powerful and intelligent kobold to have ever lived on Mystara. Over the past years, Psa'gh has united to kobold tribes of the Hardangers, then made a pact with Thar, creating the largest horde in the area for centuries. Their forces were defeated, but Psa'gh's location is still unknown.

Born: Unknown. **Hair:** Dark brown. **Eyes:** Red. **Height:** 3'5".

Appearance: Psa'gh is a large and very muscular kobold with only one little horn remaining on his head. His left horn was destroyed in a long ago battle.

Combat Notes (rumored): AL CE; AC -2 (shining armor; possibly plate mail +3, Dexterity bonus); MV 6; kobold male F12; hp 75; THAC0 9; #AT 3/2; Dmg 1d8+4 (scimitar +3, STR bonus); S17 D16 C15 I17 W12 Ch14; ML 15

Magical Items: Scimitar +3, Shining Armor (properties unknown), amulet of proof against detection and location.

Xavier Tanos: This dashing man is a thief extraordinaire. In AC 1013 he stole the seal of the Republic of Darokin from Chancellor Mauntea's office, then boldly ransomed it. This year, he somehow managed to acquire a holy artifact from under the noses of the priests of the Church of Karameikos. Rumors now claim that his next target, sometime in AC 1015, will be the fabled Star Of Ylaruam. Xavier sometimes demands a ransom, sometimes merely returns the object, and sometimes keeps them as a memento. His motive appears mainly to be glory and reputation, but he also keeps enough to live in a very comfortable lifestyle. His current whereabouts are unknown. There is a 500,000 Daros reward in Darokin for his capture; dead or alive. The Church of Karameikos is similarly offering a 250,000 Gold Royals reward for the return of their relic.

Born: AC 988. **Hair:** Chestnut-brown, cut short. **Eyes:** Brown. **Height:** 5'10".

Appearance: Xavier moves with grace and confidence. Rumors claim that his eyes appear to pierce right through to a person's soul when he stares at them.

Combat Notes: AL N; AC -1 (leather armor +3, ring of protection +2, Dexterity bonus); MV 12; human male T18; hp 58; THAC0 12; #AT 1; Dmg 1d6+2 (short sword of quickness +2); S12 D18 C13 I17 W13 Ch15; ML 13; PP 105% OL 90% FT 110% MS 105% HS 115% DN 90% CW 90% RL 70%.

Magical Items: Short sword of quickness +2, leather armor +3, ring of protection +2, dust of disappearance, elven boots, portable hole.

Thar: This former leader of the Broken Lands has still managed to create a huge horde despite losing his position to a kobold (Kol XIV). Upon allying with Psa'gh, the number of goblinoids under his command grew even larger. His horde was soon defeated by the people of Soderfjord, however, and Thar's current whereabouts are unknown.

Born: AC 954. **Hair:** Black. **Eyes:** Brown. **Height:** 6'3".

Appearance: A large, powerful orc with sharp tusks, coppery skin, and mesmerizing eyes. Even his speech is mesmerizing.

Combat Notes: AL NE; AC 0 (bracers of defense AC 0); MV 12; orc male F18; hp 99; THAC0 3; #AT 5/2; Dmg 2d4+4 (bastard sword +1, flames on command, used two-handed); S17 D14 C16 I13 W11 Ch18; ML 18; Weapon Specialization: bastard sword (two-handed).

Magical Items: Bastard sword +1, ring of regeneration, bracers of defense AC 0, drums of panic, horn of blasting.

Timok "Burning Heart" of the Tiger Clan: Timok is a warrior from the Atruaghin clans who has taken on a personal quest to collect as many scalps as he can. He ventures out into the plains of Darokin, where he either kills people and scalps them on the spot, or brings them back to his lands where they are sacrificed to Atzanteotl. The Council of Darokin is offering a 50,000 Daros reward for his capture (dead or alive).

Born: Unknown (apparent age: late 20s). Hair: Black, worn long and tied back. Eyes: brown. Height: 5'8".

Appearance: Timok has a long scar on his face which he suffered during a Daraxi game. The man never smiles. He also wears various "jewelry" of stones and shells.

Combat Notes: AL CE; AC 7 (leather and Dexterity bonus); MV 12; human male F6; hp 68; THAC0 15; #AT 2/3; Dmg 1d4+4 (tomahawk +1, ST bonus, specialization); S16 D15 C18 I12 W11 Ch10; ML 15; Weapon Specialization: tomahawk.

Magical Items: Tomahawk +1.

Narcantina Zelandir: This sorceress is known to have used her position as a student at the Great School of Magic in Glantri to gain access to various dangerous magical items, which she stole and put for sale on the black market. The Great School of Magic is offering a 250,000 Ducats for her capture, dead or alive.

Born: AC 935 (apparent age: 35). Hair: Red, worn long down to waist level. Eyes: Brown. Height: 5'7".

Appearance: Narcantina appears petite and harmless, which often gains the trust of others. She tends to wear clothing which accentuates her good looks, which is also helpful for duping the males.

Combat Notes: AL CE; AC 2 (bracers of defense AC 2); MV 12; human female M(ev)15; hp 26; THAC0 16; #AT 1; Dmg 1d6+2 (staff of power) or by spell; S9 D13 C10 I18 W13 Ch17; ML 12

Magical Items: Bracers AC 2, staff of power, wand of fire, ring of spell storing. Various unknown items stolen from the Great School of Magic.

ELIGIBLE BACHELORS AND HEIRESESSES

Joam Astlar, Sheriff of Seashire: Joam was appointed Sheriff of Seashire in AC 1012. Before that, he was a knight-hero of the Five Shires, rushing into danger to save those who needed help. Joam has amazing courtly manners and is wonderfully skilled at singing, dancing, and party games.

Friends say that Joam is looking for a woman who is not cut up in the "time-frittering clack of the small-minded" of politics, and would rather have someone who is more interested in riding, traveling, and enjoying life.

Luciana Carnelius, Thyatian Senator: Luciana, a lovely woman in her mid-thirties, has decided that it is time to start her own family. She is known throughout Thyatis City for her many works to improve the lot of the poor citizen and prevent the rich from controlling their lives.

Anyone interested should be a good diplomat, care for the downtrodden, and also be good in financial planning. Such a male must also be able to conduct himself in high-classed gatherings and social events. A love of children and the desire to have them is also a requirement.

LaVeron Chonere, Master of Illusions at the Great School of Magic: LaVeron is a bright and intelligent sorceress who enjoys jokes and illusions. Her exact appearance is unknown, as it tends to change week to week.

Any suitor should be a capable mage in his own right, and must be very good at playing mind games. The love of research is recommended, and the ability to survive the politics of Glantri is also a must.

King Everast XVI, King of Rockhome: Born Bofin, son of Bifin, Everast XVI inherited the throne of Rockhome when his father died during the Challenge of the Kings in AC 1012. Bofin is a somber dwarf who grew up in a military life.

To find her way into the King's heart, this female dwarf must be intelligent, courageous, always there when he needs her, and patient enough to be his friend for years in the absence of any sort of encouragement, as is the typical dwarven way.

Valen Karameikos, Prince of Karameikos: Prince Valen is a clever young man who even managed to lose his parents' agents during his Shearing ceremony. Valen loves new toys, particularly beautiful or magical ones. Now that he knows he is not the named heir to the throne, Valen often talks of leaving the court life altogether to continue adventuring.

The perfect young woman for Valen must be someone who can continuously surprise him with something new. She must also be strong and intelligent, with a wit capable of matching his. If she is capable of following the young Prince on his adventures, all the better.

Devan Linton, Darokinian merchant: Devan Linton is next in line to inherit the Linton House of Darokin, one of the great merchant houses of Darokin. Devan Linton is personally in charge of his own trade ship, which he often uses to travel abroad in the Sea of Dread and the New Alphatian Sea.

Devan's ideal mate must love the sea as much as he does, and also have a shrewd mind for business and trade. She must also be able to accept the responsibility of managing House Linton when the title of house ruler is finally passed down to Devan.

Anita Nantais, LB Trading Company merchant: Anita is one of the high placed merchants of the LB Trading Company based in Cimarron County on the Savage Coast. She is only in her early twenties, which marks her as extraordinary for such a successful merchant.

This lovely woman is looking for a roguish swashbuckler with a sense of adventure as well as a knack for business. He must be at home on a ship, and not afraid of dealing with members of other races.

MYSTARAN MISCELLANEA

THE MYSTARAN YEAR

Most Mystaran calendars consist of twelve months of 28 days each. These months are divided into 4 weeks of 7 days. Each day of the week has a name, but the weeks themselves do not.

Month (example: Nuwmont)

Days	Date			
Lunadain	1 NM	8 FQ	15 FM	22 LQ
Gromdain	2	9	16	23
Tserdain	3	10	17	24
Moldain	4	11	18	25
Nytdain	5	12	19	26
Loshdain	6	13	20	27
Soladain	7	14	21	28

NM= New Moon; FQ= First Quarter; FM= Full Moon; LQ= Last Quarter

Most nations have adopted the Thyatian calendar which is dated from the crowning of their first Emperor, Zendrolion I Tatriokanitas. It is currently the year After Crowning 1015.

The name of the months and days depends on the nation. A few examples for the months follow:

Months of the Year

nation:	Thyatis	Five Shires	Ethengar	Rockhome
SEASON				
midwinter	Nuwmont*	Clabbas*	Amai	Wharlin
late winter	Vatermont	Vuuldiir	Hiskmai	Morlin
early spring	Thaumont	Maehin	Yalmai	Hralin*
middle spring	Flaurmont	Odelin	Haimai	Hwyrilin
late spring	Yarthmont	Gondulrim	Kevamai	Styrlin
early summer	Klarmont	Mithintle	Seimai	Bahrilin
midsummer	Felmont	Goldaun	Lingmai	Buhrilin
late summer	Fyrmont	Fyrtal	Tringmai	Klintin
early fall	Ambyrmont	Aumbyr	Demai	Birlin
middle fall	Sviftmont	Ssantiir	Chagai*	Biflin
late fall	Eirmont	Tembiit	Rinpoch	Jhyrlin
early winter	Kaldmont	Dauntil	Komai	Kuldlin

*: marks the first day of the year.

MYSTARAN HOROSCOPE

Many Mystaran cultures practice a form of astrology in which every month of the year corresponds to an animal or monster totem (a star sign). Children born under one of the totem signs are expected to acquire personality traits appropriate to that sign. These traits are governed by the child's Ascendence and Influence.

Date of Birth	Month	Star Sign	Traits
1	Nuwmont	Manticore	Cunning, ardent, brave
2	Vatermont	Hydra	Shrewd, self-centered, resourceful

3	Thaumont	Centaur	Vigorous, strong, generous
4	Flaurmont	Basilisk	Robust, passionate, domineering
5	Yarthmont	Chimera	Confident, charismatic, possessive
6	Klarmont	Gorgon	Reserved, private, studious
7	Felmont	Griffon	Warm, practical, steadfast
8	Fyrmont	Dragon	Ambitious, cold, independent
9	Ambyrmont	Salamander	Calm, practical, miserly
10	Sviftmont	Pegasus	Enterprising, flighty, imaginative
11	Eirmont	Warrior	Astute, efficient, courageous
12	Kaldmont	Giant	Selfish, strong, stubborn

Week Ascendency Traits

1 st	Sun	Proud, authoritarian, predictable; leans toward Lawful alignment
2 nd	Land	Earthly, steady, rational; leans toward Neutral alignment
3 rd	Sea	Creative, mercurial, unpredictable; leans toward Chaotic alignment
4 th	Sky	Philosophical, versatile, tempestuous; no particular alignment tendency

Time of Day Influence Traits

Sun is up	Winds of Law	Fortifies lawful temperaments; sways neutral disposition toward good; curbs chaotic personalities
Moon is up	Winds of Chaos	Undermines lawful tendencies; sways neutral disposition toward chaos; intensifies chaotic behavior
Both are up	Winds of Wisdom	Tempers all dispositions with prudence, caution, common sense
Neither are up	none	Bodes either great luck or hardship for the child

Horoscope for AC 1014

Manticore: The Warrior Star in the House of the Manticore indicates bravery and efficiency are needed to overcome your problems during the year. This may be the best year to take chances for those goals you always dream about. Still, these risks will not be without obstacles or dangers, so be cunning and careful as well. Auspicious Days: Flaurmont 3, Klarmont 6, Klarmont 24. Inauspicious Days: Nuwmont 4, Nuwmont 5, Felmont 14.

Hydra: The Hydra Star in the House of the Hydra indicates that this is your year. This year, especially during the summer months, you will get everything you deserved and have worked so hard for. Be on the lookout for opportunities for advancement, as there will be plenty if you look in the right place. Auspicious Days: Felmont 15, Fyrmont 24, Ambyrmont 3. Inauspicious Days: Nuwmont 7, Vatermont 12, Kaldmont 22.

Centaur: The Gorgon Star in the middle of the Centaur House shows that this year is the time to calm down and relax. Be careful of those who ask for help, as you will become overburdened with too much to do. This is the year for you to do some soul searching and discover just what it is exactly you want to do. Auspicious Days: Yarthmont 15, Ambyrmont 10, Ambyrmont 12. Inauspicious Days: Vatermont 19, Felmont 10, Felmont 25.

Basilisk: The Manticore Star in the House of the Basilisk indicates an increase in wealth and fame. This is your chance to leap into the spotlight and be talked about by bards throughout the land. Be careful who you step on however, as enemies made are likely to last for your entire life. The month of Yarthmont promises romance. Auspicious Days: Vatermont 16, Yarthmont 13, Eirmont 25. Inauspicious Days: Vatermont 17, Flaurmont 1, Sviftmont 12.

Chimera: The Pegasus Star in the House of the Chimera means that there will be much traveling during the year, either for business or pleasure. Klarmont, when Matera eclipses the Pegasus Star, is a dangerous month, and any journey made during that period might be your last. Also beware any place that seems too good to live in; it most likely is. Auspicious Days: Flaurmont 12, Ambyrmont 1, Ambyrmont 2. Inauspicious Days: Klarmont 5, Klarmont 7, Klarmont 8.

Gorgon: The Centaur Star in the House of the Gorgon means that it is time to let out all the feelings that you've been holding inside. Revealing what you think of someone might be the spark you needed for romance to bloom. Be sure to stand on solid ground in matters of importance to you, however, as revealing too much will expose you to those who will try to take advantage of you. Auspicious Days: Thaumont 2, Thaumont 3, Kaldmont 14. Inauspicious Days: Nuwmont 4, Fyrmont 7, Fyrmont 8.

Griffon: The Basilisk Star in the House of the Griffon indicates that there will be many tests to your character and your morals. You will have to be strong to stand up for what you believe in and let no one else dictate how to live your life. Autumn should bring a welcome respite from financial troubles. Auspicious Days: Vatermont 16, Thaumont 13, Ambyrmont 28. Inauspicious Days: Vatermont 17, Vatermont 18, Kaldmont 1.

Dragon: The Giant Star in the House of the Dragon means that this is the year you achieve your dreams. However, the price for them may be dear; be careful who you ignore or offend, as your ambitions and independent streak will likely cost you good friends. In Kaldmont, look for unexpected news involving a family member. Auspicious Days: Felmont 6, Klarlont 25, Sviftmont 3. Inauspicious Days: Nuwmont 7, Vatermont 9, Felmont 11.

Salamander: The Chimera Star in the House of the Salamander will only increase your miserliness and greed. You will find you will go out of your way to acquire things that you might want. Luckily, you'll be able to convince others to help you out as your usual calmness will tell them you are right. Sviftmont is the best time to heal old wounds between you and your friends. Auspicious Days: Vatermont 20, Thaumont 10, Sviftmont 13. Inauspicious Days: Felmont 3, Felmont 4, Eirmont 28.

Pegasus: The Griffon Star in the House of the Pegasus means that it is time to get your head out of the clouds and come back down to earth for a bit. The goals you may have are probably too far out of reach, and to continue to try for them could spell disaster. Also, be on the lookout for someone special whom you've failed to notice for the past year. Auspicious Days: Yarthmont 3, Klarlont 3, Eirmont 27. Inauspicious Days: Nuwmont 1, Klarlont 6, Kaldmont 12.

Warrior: The Griffon Star in the House of the Warrior indicates that a great battle is going to arrive, where if you don't stand your ground, you are liable to lose everything dear to you. Expect a friend to be in trouble sometime at the beginning of the year. Auspicious Days: Flaurmont 23, Flaurmont 24, Ambyrmont 1. Inauspicious Days: Nuwmont 28, Vatermont 28, Thaumont 28.

Giant: The Salamander Star in the House of the Giant shows an increase to your selfish side. On the good note, it also indicates a decrease in your tempers and stubbornness, as you will take a more practical look at things. You will face a test sometime during the summer, and if you accomplish it fast enough, you will receive a great reward. Auspicious Days: Klarlont 23, Felmont 17, Eirmont 12. Inauspicious Days: Thaumont 17, Flaurmont 21, Felmont 16.

ECONOMICA

Currency Exchange Fees

Most nations add 5% surcharge to the regular fees for exchanging gems and treasures.

Currency	Fee	Currency	Fee	Currency	Fee
Almarr^n	No fee	Glantri (a)	10%	Rockhome (b)	10%
Alphatia (a)	5%	Heldann Freeholds	No fee	Sind	15%
Atruaghin	No fee	Hule	15%	Soderfjord	No fee
Cimarron	No fee	Ierendi (a)	10%	Thyatis	10%
Darokin	5%	Karameikos (a)	10%	Vestland (a)	10%
Ethengar	No fee	Minrothad	5%	Wendar	10%
Five Shires	5%	Ochalea (a)	10%	Yavdlom	5%
Gargo TM a	5%	Ostland	15%	Ylaruam	15%

(a): For gems and treasures, drop the usual 5% surcharge but double the exchange fee.

(b): 5% exchange fee maximum on gems and treasure. Gems are duty free (no import/export tax).

Major Imports/Exports

[The following uses a system introduced in GAZ 9: Minrothad Guilds and GAZ 11: Republic of Darokin. For those without the rules, assume a simple +/- 1 equal to +/- 10% to the price of the item. The better the city class (A is better than B), the better the chances to find/buy or sell items. These tables are not identical to those in the GAZ. Main changes include prices of grain (i.e.: increased in Darokin due to all the disasters) and prices of weapons (cost more where there are wars going on). ED]

Here is how the various cities of the world stood for the prices of various items in the year AC 1014. A negative price adjustment means export, a positive price adjustment means import.

City;	Nation	Class	Modifiers to Price Adjustment
Akesoli;	Darokin	D	Fish -1, Porcelain -1, Tea -2; Grain +1, Salt +4, Silk +3, Spices +2
Akorros;	Darokin	C	Fish -3, Hides -1, Meat -2; Cloth +2, Grain +1, Semiprecious Stones +2, Wine +2
Alpha;	Alpha (NACE)	C	Grain/Vegetables -3, Meat -3; Armor +2, Ivory +6, Coffee +5, Weapons +2, Wine +5
Athenos;	Darokin	D	Gems -2, Glassware -3, Ivory -3, Meat -2; Animals +1, Monsters +2, Precious Woods +2, Porcelain +3
Atruaghin;	Atruaghin	E	Coffee -3, Mounts -3, Tobacco -4, Textiles -2; Beer +3, Semiprecious Stones +4
Azurun;	Hule	C	Grain -3, Cloth -2, Gems -2, Glasswork -1; Red Steel +3, Common Metals +2, Fish +2, Salt +2, Spices +2, Silk +1, Dye +1, Tobacco +1
Beitung;	Ochalea	C	Silk -4, Grain -2; Wood +1, Rare Books +2, Art +2
Biazzan;	Thyatis	D	Silk -2, Spices -2, Tea -2; Animals +2, Ivory +2, Rare Books +3
Castellan;	Soderfjord	E	Common Metals -4, Dyes -2, Semiprecious Stones -3; Armor +3, Fish +2, Weapons +4
Ciudad Real;	Gargo TM a	D	Art -2, Musical Instruments -1, Grain -1; Cinnabryl +2, Rare Books +3
Ciudad Tejillas;	Alma.	D	Silver -3, Cloth -2, Tobacco -1, Coffee -2, Furniture -1; Cinnabryl +2, Red Steel +1, Rare Books +1
Corunglain;	Darokin	B	Gems -2, Monsters -2, Semiprecious Stones -2; Grain +1, Hides +2, Pottery +2, Weapons +3
Cubia;	Ylaruam	E	Pottery -3, Dye/Pigments -4, War Horses -3; Grain +3, Meat +3, Hides +3
Darokin;	Darokin	A	Common Metals -2, Common Woods -2, Grain -1, Ivory -2, Textiles -2; Gems +3, Monsters +5, Mounts +2, Precious Metals +4, Weapons +2
Dengar;	Rockhome	B	Armor -4, Gems -4, Weapons -3; Animals +3, Grain +3, Tobacco +4
Dunadale;	Thyatis	B	Porcelain -3, Weapons -2, Monsters -4, Gems -2; Tea +5, Ivory +5, Grain +4, Glassware +3
Ethengar;	Ethengar	D	Hides -3, Mounts -4, Salt -3, Common Metals +4, Common Woods +4, Tea +2
Freiburg;	Heldannic	D	Animals -3, Porcelain -2, Armor +3, Oil +3, Weapons +2
Glantri;	Glantri	B	Monsters -4, Rare Books -3, Pottery -6; Gems +4, Glassware +3, Tobacco +4
Harbortown;	Minrothad	B	Fish -2, Dye -2, Animals -3; Spices +2, Meat +2, Wine +2
Ierendi;	Ierendi	C	Fish -2, Precious Metals -2; Dyes +2, Cloth +2, Animals +3, Silk +1, Meat +1
Kelven;	Karameikos	C	Glassware -2, Pottery -3, Precious Metals -2; Ivory +2, Meat +2
Kerendas;	Thyatis	D	Beer -2, Grain -3, Meat -2, Wine -2; Common Metals +3, Common Woods +2, Dyes +2, Oil +1

Kopstar ; Glantri	D	Dyes -3, Oil -5, Precious Metals -3; Precious Woods +4, Semiprecious Stones +2, Spices +2
Minrothad ; Minrothad	B	Coffee -2, Tea -2, Beer -2, Fish -3, Dye -2; Pottery +3, Cloth +2, Precious Metals +2, Gems +2, Common Wood +2
Mirros ; Karamaikos	C	Animals -1, Common Metals -2, Common Woods -3, Hides -2; Armor +2, Mounts +3, Rare Furs +3, Weapons +2
Newkirk ; Thyatis	B	Armor -2, Dye -4; Coffee +3, Gems +4, Porcelain +3
Norrvik ; Vestland	C	Salt -3, Silk -4, Weapons -2; Cloth +2, Ivory +3, Pottery +2
Oceansend ; Heldannic	D	Books -2, Common Wood -4; Dye +2, Grain +2, Salt +2, Silk +4
Sayr Ulan ; Sind	B	Salt -2, Spices -2; Common Woods +2, Fish +2, Tea +3
Seahome ; Minrothad	D	Wood -2; Silk +3, Dye +4, Hides/furs +2
Selenica ; Darokin	B	Cloth -2, Precious Woods -3, Rare Books -1; Dyes +3, Fish +3, Glassware +2
Shireton ; Five Shires	D	Beer -3, Grain -2, Tobacco -4, Wine -3; Coffee +2, Fish +3, Tea +2
Slagovich ; Slagovich	C	Cinnabryl -3, Fish -1, Common Metals +2; Salt +2, Spices +2, Red Steel +3
Smokestone City ; Cima.	C	Ale -2, Cinnabryl -1, Smokepowder -2, Wheellocks -1; Grain +2, Meat +2, Salt +1, Spices +1
Soderfjord ; Soderf.	C	Common Woods -4, Grain -2; Armor +3, Wine +3
Stahl ; Rockhome	C	Ivory -3, Monsters -3, Precious Metals -3; Grain +1, Meat +3, Silk +2, Textiles +4
Tanakumba ; Yavdlom	C	Cocoa -3, Coffee -3, Fish -2, Gems -2, Precious Wood -3, Ivory -2; Grain +3, Meat +2, Silk +2, Precious Metals +2
Tameronikas ; Ylaruam	E	Animals -3, Cloth -2, Tea -3; Glassware +1, Porcelain +2, Salt +2
Tel Akbir ; Thyatis	D	Beer -2, Coffee -2, Oil -2; Cloth +2, Dyes +2, Hides +2
Tenobar ; Darokin	D	Cloth -3, Fish -5, Pottery -5; Grain +1, Hides +2, Precious Metals +2, Salt +2
Thyatis ; Thyatis	A	Armor -3, Mounts -1, Silk -2, Weapons -3; Gems +3, Grain +1, Oil +1, Precious Metals +3, Rare Furs +3
Verdun ; Minrothad	D	Woods -2, Cloth -2, Books -2; Furs +3, Dyes +4, Silk +3, Salt +2
Vyonnes ; Glantri	E	Rare Furs -6, Textiles -5, Wine -4; Beer +4, Meat +4, Silk +3
Ylaruam ; Ylaruam	B	Oils -2, Porcelain -3, Semiprecious Stones -4; Coffee +3, Mounts +3, Tobacco +3, Weapons +1
Zeaburg ; Ostland	C	Fish -3, Cloth -3, Textiles -1; Common Woods +2, Meat +6, Weapons +2

IMMORTALS

Here is a list of the known Immortals that have influence on the world of Mystara. They are presented in the following format:

Name; Epithets and interests ; MF: (Major Followings); S: (Symbol)

Ahmanni; Turtlerider, patron of the Turtle Clan; MF: Atruaghin Clans (Children of the Turtle); S: Whale tooth necklace

Aksyri; Destruction and fire; MF: Sind; S: None (omens)

Al-Kalim; The Eternal Truth, The Desert Garden; MF: Ylaruam, Ierendi, Sarag[^]n; S: Palm tree against rising moon in desert

Alphaks; Destroying Alpathia; MF: Thyatis (illegal); S: Horned skull against phoenix-shaped flame

Alpathia; Pacifism, artistry; MF: Alpathia, Bellissaria, Norwold, Isle of Dawn; S: Glowing Shield with paints (like artist's palette)

Ambassador; Politics, fast-talking, negotiation; MF: Savage Baronies; S: A scroll representing a contract/treaty

Asterius; Trade, merchant, thieves; MF: Darokin, Thyatis; S: The moon

Atruaghin; Atruaghin Clans; MF: Atruaghin Clans; S: Warbonnet and tomahawk

Ayazi; Creation; MF: Sind; S: None (omens)

Bozdogan; Conquest by deceit; MF: Hule; S: Mechanical puzzle-cube

Calitha Starbrow; Oceans, sea elves; MF: Minrothad; S: Giant pearl

Cretia; Tricks, jokes; MF: Ethengar; S: Scowling face

Danel; Tigerstripes, patron of Tiger Clan; MF: Atruaghin Clans (Children of the Tiger); S: Cat's eye

Diulana; Willpower, strong-willed heroes; MF: Thyatis, Thyatian Hinterlands; S: Spear through a boulder

Eiryndul; Elves, mischief, forest races; MF: Alpathian elves; S: Smiling teeth with no face

Fa[^]ôa; War and pride; MF: Texeiras, Vilaverde, Torre[^]n; S: Sword and shield

Frey and Freyja; Intelligent warfare; MF: Northern Reaches; S: Golden boar or pegasus

General; Warfare and warrior's code; MF: Savage Baronies; S: War hammer

Halav; Warfare, opposing goblinoids; MF: Karamaikos, Thyatis, Slagovich; S: Sword laid on anvil

Hattani; Stoneclaw, patron of Bear Clan; MF: Atruaghin Clans (Children of the Bear); S: Bear claw pendant

Hel; Reincarnation, death, chaos; MF: Northern Reaches; S: Stone throne with skulls

Himayeti; Protection; MF: Sind; S: None (omens)

Isundal; Protection of elves; MF: Elves throughout Known World, Elvenhome (Sylvan Realms); S: Silhouette of Tree of Life

Inquisitor; Pride and correctness of belief; MF: Narvaez; S: Lance crossed with two short swords

Ixion; Banishing darkness, opposing Entropy; MF: Darokin, Narvaez; S: Flaming wheel

Judge; Justice; MF: The Savage Baronies; S: A hangman's noose

Kagyar; The arts, dwarves; MF: Rockhome, Thyatis; S: Crossed hammer and chisel

Kala; Death, chaos; MF: Sind; S: None (omens)

Khoronus; Teaching lessons of time to rulers; MF: Darokin; S: Waterclock or hourglass

Korys; Peace, prosperity; MF: Darokin, Alpathia, Ochalea; S: Hand held palm forward

Loki; Mischief, betrayal; MF: Northern Reaches; S: Beautiful goblet with nasty bubbling liquid

Mahmatti; Running Elk, patron of Elk Clan; MF: Atruaghin Clans (Children of the Elk); S: Clay pipe

Milan; Swashbucklers and adventurers; MF: Savage Baronies; S: Crossed sabre and rapier.

Minroth; Minrothad Guilds; MF: Minrothad Guilds; S: Four-feathered arrow

Odin; Wise rule, living life to the fullest; MF: Darokin, Northern Reaches, Thyatis; S: Man's face flanked by two ravens

Ordana; Protection of forests, forest races; MF: Minrothad; S: Oak leaf

Petra; Fighting clerics, besieged cities; MF: Karamaikos; S: Circular shield with central boss or potter's wheel

Protius; Old Man of the Sea, oceans; MF: Thyatis; S: Trident

Rad; The Radiance; MF: Glantri; S: Three connected hemispheres forming a triangle

Rafiel; Shadow Elves; MF: Aengmor, the City of Stars; S: Book with star on cover

Rathanos; Energy life forms; MF: Thothia, Nithia; S: Burning brand

Razud; Alphasians, helping the self-sufficient; MF: Alphasia; S: Stone oak tree

Tahkati; Stormtamer, patron of Horse Clan; MF: Atruaghin Clans (Children of the Horse); S: Buffalo-bone knife

Tarastia; Justice, revenge; MF: Thyatis; S: Black headman's axe

Thanatos; Death; MF: Thyatis (illegal), Nithia. S: Scythe

Thor; Warrior's code of honor; MF: Northern Reaches, Thyatis; S: War Hammer

Tubak; The Lawgiver, order, fair judgment; MF: Ethengar; S: A book

Twelve Watchers; Craftsmen; MF: Minrothad, Darokin; S: Two faceless staring eyes

Valerias; Romance, passion; MF: Thyatis, Darokin, Savage Baronies; S: Thorny rose

Vanya; War, conquest; MF: Heldannic Territories; S: Black lion

Vanya; War, conquest; MF: Thyatis; S: Lance crossed with two short swords.

Yav; The future, the People of Yav; MF: Yavdlom; S: A conch shell

Yamuga; Renewal, prosperity; MF: Ethengar; S: A yurt

Zirchev; Forest folks, rangers; MF: Karameikos, Darokin, Alphasia, Alpha; S: Hawk riding a wolf

In the next issue of the Mystaran Almanac, we will attempt to go into more detail of the various churches as well as the interaction between the Immortals and their priests.