

EVENT OF THE YEAR

This year, the event that most people are talking about seems to be the intense rivalry that has grown between the two schools of magic of the Old World. It seems that instead of working together, the Glantrian Great School of Magic and the Karameikan School of Magecraft have gone head to head in a competition for students, faculty, knowledge, and prestige.

Each of the schools are trying to outdo the other with guest speakers and special privileged classes to learn about rare spells and arcane powers. Many potential mages are confused about what the two schools offer, so the Mystaran Almanac is proud to present this section which will help show what the schools have in common, and what is different.

First, we'll start off with what was intended to be a private interview with Terari, Head Master of the School of Magecraft, but turned into a debate between the archmage and Harald of Haaskinz, Grand Master of the Great School of Magic. After, there will be a brief description of the curriculum of both magical universities.

So, dear readers, continue on to learn the mysteries of the Schools of Magic of Mystara.

Interview with the School Masters

By Belzamith Fingertackles and Dorrik Stonecleaver

We had entered the School of Magecraft to talk to Minister Terari, Head Master of the Karameikan School of Magecraft, when we noticed the famous Haraald of Haaskinz was talking to the mage. With both archmagi present, we proceeded to ask if we could interview both of them at once, and were lucky enough to get their permission.

Belzamith: Well Master Terari, we were going to discuss the history of magic and the School of Magecraft with you, but since Master Harald of Haaskinz is here, would you mind if we talked about the two magical universities of the Old World?

Terari: It doesn't bother me.

Harald: I suppose not. Proceed.

Belzamith: Thanks. First off, I'm curious as to why exactly you are here Harald. May I call you Harald?

Harald: Yes you may, Belzamith. I was discussing the arrangements of a transferring student. The School of Magecraft wants us to transfer the laboratory equipment as well, yet it is the property of the Great School of Magic.

Terari: But Saloman, the student in question, is the only one who uses that equipment and it is vital to his research.

Dorrik: So why not buy the equipment?

Harald: That is the purpose of this meeting between the two of us. Did you not understand that part?

Terari: The Great School of Magic is not willing to negotiate such a deal and finding it elsewhere will take too long. The experiment will be ruined by then.

Dorrik: Can't the two schools work together and share the results?

<stares of shock from all others toward the dwarf>

Belzamith: Egads!

Harald: Little dwarf, wizardry is about knowledge and the desire to learn more. If someone else does all the work, you yourself will learn nothing from it. To simply give the results away to anyone could be extremely dangerous. Also, most wizards prefer not to share their result; if enemies know their spells, they can prepare defenses for all their offensive magic and easily break through their own magical defense. They believe that the results of their research should be confidential and not given freely to everyone else.

Terari: And that is the first difference between the two universities. At the School of Magecraft, all research and spells are shared freely with all students and faculty. What one discovers is shared with all. In Glantri, such knowledge is quickly hidden by the individual mage.

Belzamith: So everything that you know is available to all your students.

Harald: <chuckles> He's got you there!

Terari: Not exactly. In the long run, it is, but not at first. As Harald mentioned, some spells are too dangerous for amateur spellcasters, so we keep the knowledge of them secret. When the Masters of the School of Magecraft believe that a student is ready for such magic, then it will become available to him. Also, faculty members are permitted to keep a few spells to themselves, as they feel safer having secret defenses should they come under attack.

Dorrik: So how exactly do you teach the students at the School of Magecraft?

Terari: Students attend classes in groups of about 30. Each class teaches the necessary steps to learn and cast a specific spell. Later during a semester, students are shown the various different uses any given spell might have, often in ways they have never imagined. There are six classes per semester, two semesters a year.

Once a student learns a specific number of required spells, which we call our Spell Primer, they become advanced students. At this point, which usually takes 3 years, they get to choose their own classes and do their own research into new spells with our facilities. Anything they discover is added to our library and will possibly receive its own class making it available for all to learn.

Dorrik: Sounds like a simple system.

Harald: As a dwarf, you would know simple when you see it.

Belzamith: So, Harald, could you describe the system at the Great School of Magic?

Harald: I'd be delighted to, Belzamith. <coughing from the old mage> Sorry about that. First, anyone with magical aptitude is permitted to study at the Great School of Magic. Race and ethos mean nothing; it is the desire to learn that counts.

Dorrik: Are you saying Harald that the School of Magecraft has restricted access as to who may study there?

Harald: That's Prince of Sablestone, dwarf. And yes, that is exactly what I said. You don't understand things easily, do you? The faculty of the School of Magecraft is too involved with the politics of their nation and only allow those they brand as "good" study in their halls. Of course, "good" is whatever the king of their nation decides at the time.

Terari: Yes, we believe that Glantri produces enough mad wizards trying to conquer the world. There's no reason to compete in that domain.

Harald: Well, back to the curriculum. Each student will be given a Master in the field of study he desires to learn. By this, the student must state whether he wants to be a general mage or if he wishes to specialize in one of the faculties, such as Illusions or Necromancy. His master will be of the appropriate faculty. The student might be the master's only one, or he might be one of a group of four or five. Masters are not permitted to have more than five students as it will make it too hard to control them all.

In the morning, after meditating at the Temple of Rad, students go to the class of their choice and spend half the day learning the subject matter. Classes are not about spells themselves, but any subject related to magic, such as magical monsters, history, alchemy, and many more.

In the afternoon, they spend the time with their master who helps them with their spell research and guides them to learn whatever spells he thinks is necessary. You see, students here learn on their own; the masters only serve to correct mistakes and offer advice. After a few hours, the master usually gives them chores to perform, often to aid in his own research.

Once a student learns six spells, he proceeds on to the next level. There are nine levels in all. At the end of the ninth level, a student will be given a test by the faculty. If he passes, he becomes a master himself, and can choose to take students or teach classes if he so wants to. Taking students gives you students who can perform chores for you, while teaching classes will reduce your tuition fees. As a master, you can have free reign to all facilities of the Great School of Magic. Masters also earn the right to the title of Wizard in Glantri. Commoners think this is a form of graduation from the School of Magic, but true wizards know that you can never really graduate since you can never really learn everything about magic.

Of course, the time it takes to become a master depends on one's drive to learn and one's aptitude with magic. There are no fixed hours, semesters or even days to study and learn at the Great School of Magic.

Belzamith: How interesting. The methods of teaching are completely different. At the School of Magecraft, everyone learns the same spells, while at the Great School of Magic, each student goes about things his own way. So, what about the spells themselves? Are they the same in both schools or vastly different.

Terari: Both. The basic spells, which we call our Spell Primer here in Karameikos, are essentially identical for both universities, although they probably have different names. After basic training, things get different. The Great School of Magic specializes in training with the various schools of philosophies, while the School of Magecraft seems to be heading toward a specialty of schools of effect.

Belzamith: I see.

Dorrik: What? Philosophy? Effect? What are you talking about? I don't understand.

Harald: That does not surprise me. You see, magic spells are organized into groups of similar spells. These groups are often called schools, although we call them faculties. When Terari said we specialized in schools of philosophy, he meant that our magic schools are grouped according to the philosophy, or PURPOSE of the spell. With school of effects, he means that spells are grouped according to what effect a spell creates.

Dorrik: I still don't understand.

Belzamith: Don't bother, you'll just waste their time.

Terari: Let's try it this way. Take these two spells: Metamorphose Liquids (1st level) and Wall of Water (3rd level).

The first one transforms one type of liquid to another. Its purpose is therefore to alter, so it falls in the philosophy school of Alteration. For the second spell, its purpose is to create, or invoke, a wall of water out of nothing. It is therefore a spell from the philosophy school of Evocation/Invocation. Grouped by philosophy those two spells are not related.

If you look at the effects, both deal with liquid, and hence both can be placed into the effect school of Elemental Water. From this point of view, they belong to the same school.

Dorrik: And that is how the two schools differ in their spells? From their point of view?

Terari: Not quite, at least for the moment anyway. You see, the Great School of Magic is well established into its faculties of philosophy and has been teaching them for years. Here at the School of Magecraft, we are still adjusting to being a new college. No plans have yet been made as to what specialties we will offer, but it seems we are indeed heading toward specialties in schools of effect. Our work on the Concordia has given us great insight into the school of Elemental Air, while Thyatis has just funded major research into the school of Elemental Water. I believe it is only a matter of time before these two fields of magical research become full fledged faculties at the college.

Belzamith: That will be an interesting development to follow.

Dorrik: What else do you offer?

Terari: We have excellent guest lecturers. Why, we've even convinced a shadow elf to discuss about the ancient city of Aengmor. It's in three days from now, so you're more than welcome to attend.

Harald: Of course, then you'll only learn what the shadow elves want you to learn. I suggest you visit Glantri to hear Angus McDuff's lecture. He has lived among the goblinoids in Oenkmar, now Aengmor, for years and can surely give a more neutral and accurate description.

Belzamith: I have heard that a Darokinian wizard by the name of Halbaster has devised a new method of casting spells. He claims that his studies of the magic points in the Canolbarth forest have allowed him to understand the principles of why magic behaves abnormally around those areas, a problem that has been plaguing the elves trying to use weather magic to save their forest. He has reportedly been able to include this random behavior into his own spellcasting. Halbaster calls it wild magic.

Terari: Yes, I have heard of this wild mage. I find his studies to be dangerous and potentially catastrophic to all of Mystara. Magic is hard enough to control as it is, and many people have died when experienced wizards have lost control of spells. To purposely create sheer randomness in one's spells is an invitation to such a disaster.

Harald: I disagree. Although dangerous, I believe he is fulfilling an important part of learning about the nature of magic. His studies should be encouraged. I will have to look up this Halbaster as I have never heard about this wild magic before today. It is the same reason that we allow all races and ethos into the Great School of Magic. Although one might not agree with the uses or results, the knowledge gained is usually always very useful in making other breakthroughs in the field of magic.

Dorrik: So the ends justify the means?

Harald: That is not what I said, dwarf. You misunderstood. I was merely... <violent coughing, then pause> I'm afraid I cannot spare any more time for this interview. I must return to Glantri.

<Harald raises his withered arm, casts a spell and disappears>

Terari: I believe that I also have things that I must attend to. It has been a pleasure talking to the both of you.

Belzamith: The pleasure has been ours, I assure you.

<Terari walks out of the room>

Belzamith: Way to go, you scared them both away with your dumb questions. I didn't even get a chance to ask about the rumors of secret schools within the Great School of Magic.

Dorrik: What do you mean my dumb questions? Secret schools? What are you talking about?

Belzamith: Oh, never mind. You just wouldn't understand.

The Universities of Magic

This section, brought to you by Dorrik Stonecleaver, gives more statistical details about the schools of magic. Further information, including new spells, kits, and skills can be found for the Great School of Magic in the Glantri: Kingdom of Magic box set [or the old GAZ3: The Principalities of Glantri. Ed.] while notes on the School of Magecraft are available in the Karameikos: Kingdom of Adventure box set.

Great School of Magic

Location: Glantri City, Glantri.

Admission Requirements: Intelligence 13.

Tuition: 5 ducats (gp) per day per level.

Dormitories: Yes; add 5 ducats per day.

Duration of Basic Studies: Varies according to student.

Required Courses: None. Student must learn at least 6 spells per level and must reach 9th level to be considered for ending his basic studies. Courses are optional.

Courses Available: Alchemy, Ancient History, Astrology, Brewing, Cooking, Disguise, Etiquette, Fire-building, Gem Cutting, Herbalism, Languages (ancient and modern), Local History (Glantri), Meditation, Monster Lore, Navigation, Reading/Writing, Riding (airborne), Spellcraft, and Spellflash.

A course lasts 3 months and a proficiency slot is still required to learn the skill.

Spells Available: All spells from the PHB, Tome of Magic, Complete Wizard's Handbook, Player's Option: Spells & Magic as well as from Glantri: Kingdom of Magic are available. A student's master might have a say as to which spells he may/should learn. Note that Glantrians call most spells by other names (example: Fireball is known as Deathfire's Rapture).

Specialty Mage Classes Available: Abjurer, Conjurer, Diviner, Enchanter, Illusionist, Invoker, Necromancer, and Transmuter.

School of Magecraft

Location: Krakatos, Karameikos.

Admission Requirements: Must be human or demi-human (although an exception was made for a frost giant). Cannot be a known criminal in Karameikos or allied nations. Obviously evil candidates will also be rejected.

Tuition: 1,000 royals (gp) per academic year, 2,500 royals (gp) for advanced students. Royal scholarships are available for promising students.

Dormitories: No, although cheap lodging is available in the nearby town of Krakatos.

Duration of Basic Studies: 6 semesters over a period of three years. Two semesters are offered a year. The first one is from Thaumont 15 to Fyrmont 1, and the second semester is from Fyrmont 2 to Kaldmont 15. After the second semester, students have 3 months off to go home or work to raise money for tuition.

Required Courses: The Spell Primer. First semester: Charm Person, Detect Magic, Enlarge/Reduce, Feather Fall, Hold Portal, and Identify. Second Semester: Light, Magic Missile, Read Magic, Shield, Shocking Grasp, and Sleep. Third Semester: Darkness 15' Radius, Detect Evil/Good, Detect Invisibility, Flaming Sphere, Invisibility, and Knock/Lock. Fourth Semester: Levitate, Magic Mouth, Mirror Image, Stinking Cloud, Web, and Wizard Lock. Fifth Semester: Clairvoyance, Dispel Magic, Explosive Runes, Fireball, Fly, and Haste. Sixth Semester: Hold Person, Infravision, Lightning Bolt, Slow, Suggestion, and Water Breathing.

Upon learning all these spells [which means reaching at least level 5. Ed.], the student becomes an advanced student. His tuition increases, but he may then take whichever class he desires from the courses available.

Courses Available: Each spell is a separate course. All first to third level spells from the PHB are offered as courses. Most fourth and fifth level spells are also available. Just less than half of the sixth level spells are taught at the School of Magecraft, while classes on seventh level spells are rare. The exact list is up to the DM, and should be expanding as students discover new spells and add them to the library collection. Faculty may forbid certain spells, typically those involving summoning fiends or other dangerous results if cast improperly.

Faculty members have access to all spells of the PHB and most of the spells from the Tome of Magic. They can teach a promising student any such spell in private if they deem him worthy of that knowledge.

Spells Available: See Courses Available.

Specialty Mage Classes Available: none (although Air and Water Elementalists should be appearing soon).

FAMOUS FOLK

What world would be complete without its heroes and villains. Or more importantly, the bartenders who serve your ales and the wealthy merchants who pay you the rewards. This section deals with some of the most renowned people on the face of Mystara, whether for their heroic quests, beautiful voices, or depraved deeds.

Singers, Poets, and Scribes

The following people are famous artists and entertainers whose songs and poems are renowned throughout the world.

Akatrina (human, female, T2)

Akatrina is a Traladaran painter who has earned some fame at painting nobility and other famous folk. To date, her most impressive painting is of Count Anaxibius Torion of Redstone; a painting of him when he was still a gladiator training Thyatian soldiers during the war between Thyatis and Alphonat in the Wrath of the Immortals.

Akatrina is an attractive young woman in her early twenties. Standing exactly 5 feet tall, her long black hair is tied back in a tail. She loves to wear revealing clothing, as it draws attention to her, and hence her work. She also has blue eyes, an unusual and believed to be lucky trait among the Traladarians.

Berthog the Mighty (human, male, F7)

Berthog is a proud warrior from Ostland who participates regularly in the World Games. Since AC 1012, he has won several competitions, including wrestling, weight lifting, and discus throwing, and many believe that he may just be the strongest man alive. Between World Games, he travels through Darokin and Thyatis, putting on displays of his strength in numerous villages. Many children love to watch him lift wagons with his bare hands, and his tales of pirate raids are also entertaining.

Berthog is an extremely muscle-bound human with pale blond hair, a full beard, and a scar running down his right cheek. His bright blue eyes show a merriment and zest for life, while the battle axe he always carries on his belt says he's ready for anything.

Emilio the Great (human, male, no class)

Emilio is a Darokinian who has traveled the Old World, performing shows in almost every major city. The thespian has written several successful plays (such as *The Goblin and the Knight*), and several flops (notably *The Sinking of Alphonat*). Despite his uneven performances, Emilio continues to receive much sponsoring by wealthy Darokinians. His favorite cities are Selenica and Mirros, although the eccentric actor can be found in virtually any civilized city of the Old World.

Emilio is a tall man in his mid fifties. He tries to hide his age by dying his hair black and wearing a thin mustache. His eyes are brown. He dresses in high-quality clothing and is never seen without his silver-headed cane; except when performing, that is.

Falinost (elf, male, F3/M3)

Falinost is a Shiye Elf from Shiye-Lawr who was adventuring on the continent of Skothar when his homeland sank beneath the waves. Upon returning home and hearing of the fate of his kindred, Falinost was struck with such grief that he often contemplated suicide. Instead, he turned to writing, and his poems and short-stories are some of the saddest anyone can bear. *Beneath the Waves* is his most touching tale, in which he describes all that was dear to him and now lost beneath the Alphonatian Sea. Falinost's current whereabouts are unknown, and many believe that he has tried to reach the Hollow World upon learning that Alphonat might still exist deep beneath his feet.

Falinost has pure silver hair and bright amber eyes. He was always well dressed, and easily became upset when adoring fans accidentally wrinkled his clothing.

Yolanda of Luln (human, female, no class)

Yolanda of Luln is a famous Traladaran singer in her mid thirties. Famous for her songs on love, heartbreak, and tragedies, Yolanda has a beautiful voice that has regaled even the Royal Family of Karameikos. Her most impressive song is *The Black Tyranny*, which talks about the suffering of the people of Luln during the reign of Ludwig von Hendriks in the nearby Fort Doom. Yolanda rarely travels outside Karameikos, and can usually be found at the Black-Heart Lily in Mirros.

Yolanda is slender and of medium height. She has waist-length straight black hair, and large brown eyes. Although almost always wearing brightly colored dresses and several pieces of jewelry, it is usually of little worth.

Adventurers, Mages, and Heroes

The following people are heroes and adventurers who have risked their lives to save others, earning their gratitude, adoration, and respect.

Erian (shadow elf, male, no class)

Erian is the son of King Telemon of the shadow elves. This young prince boldly marched into the mist of the civil war and demanded that his people stop fighting amongst themselves. The prince was then hit by a stray arrow; an event which caused the nearby elves to stop their battles. The respect they have for their youngest prince, risking his own life for his people, was enough to cause a cease-fire. Erian ended the civil war, and many believe it is only the first step on his way to greatness.

Ghazan Khan (human, male, F7)

Son of the late Oktai, Ghazan has risen to become the newest khan of the Taijits. He publicly denounced his father after proof of Oktai's treachery surfaced, and swore his allegiance to the Great Khan of Ethengar. He is a tormented young man, torn between his hatred over his father's treason, and his loyalty to the man. Born: AC 994. Hair: Black, shaved on top. Eyes: Brown. Height: 5' 5". Appearance: Wiry build; long moustache. In the Taijit tradition, Ghazan always wears some sort of head covering. Combat Notes: AL LN; AC 3 (banded mail); MV 12; F7; hp 41; THAC0 14; #AT 3/2 saber or 2 composite short bow; Dmg 1d6+3 or 1d6; Save F7; S14 D15 C11 I12 W10 Ch13; ML 14. Weapon Specialization: Composite short bow. Magical Items: Saber +2.

Jemugu Khan (human, male, F13)

Son of Chagatai, Jemugu rose to take his father's place as khan of the Yakkas upon his father's death (of natural causes) early last year. He shares his father's vision of an Ethengarian Empire, and is utterly loyal to the Great Khan. He was overjoyed to be able to attack the hated Taijit clan last year, and has been instrumental in aiding Moglai in keeping down groups of Taijit rebels. Born: AC 968. Hair: Black, shaved on top. He wears a topknot. Eyes: Brown. Height: 6'. Appearance: Jemugu is a massive figure for an Ethengarian. Tall and imposing, he still manages a commanding presence even though he is getting on in years; his tendency to wear gaudy clothing only draws further attention to him. Combat Notes: AL LN; AC 3 (banded mail); MV 12; F13; hp 80; THAC0 8; #AT 5/2 saber or 2 composite short bow; Dmg 1d6+6 or 1d6; Save F13; S18/34 D12 C16 I9 W13 Ch10; ML 16. Weapon Specialization: Saber. Magical items: Banded mail +1, Ring of Spell Turning.

Ludwig "Black Eagle" von Hendriks (human, male, F13)

Ludwig von Hendriks is an evil man who was once known as the Black Eagle Baron in the nation of Karameikos. His title was removed by his cousin - King Stefan Karameikos - for the cruel and inhuman treatment he gave the inhabitants of his land. Halfings of the Five Shires soon kidnapped the former baron. But the Black Eagle was rescued by the forces of Prince Kol of Glantri, and he has been a guest of New Kolland ever since. Ludwig became a Glantrian hero upon slaying the Golden Khan, hence saving the nation of Glantri from the Ethengarians. Warriors of the magocracy now look up to the most popular man in the nation - a man who isn't a mage!

Ludwig is a handsome man who dresses entirely in black, which fits in perfectly with Glantri's current fashion. Though nearly in his sixties, he only appears to be in his early forties thanks to his continuous training and excellent health. His hair is, fittingly enough, completely black with no traces of gray. He wears a well trimmed beard and mustache.

Mc Duff, Angus (human, male, M15)

During a raid into Glantri early in his career, Thar the orc-king kidnapped a minor noble, Lady Myra McDuff, and forced her to bear him a son; Angus McDuff is the product of that union. The infant Angus was rescued from Thar's

clutches when forces from Fort Nordling drove the orc and his legions out of Glantri. He was raised by teachers at the Great School of Magic, under the name Angus McClintock, and rose to become a Professor Emeritus. Always shunned for his hideous looks, Angus left Glantri to explore the world, and eventually stumbled onto the lost city of Oenkmarr. He remained in the ancient city for years, until he was forced to flee during the Shadow Elf invasion of AC 1012, whereupon he returned to the Great School of Magic, bringing a wealth of information about the ancient city and its people with him. Born: AC 970; Hair: White; Eyes: Grey; Height: 5' 6". Appearance: Angus'orcish heritage is evident to any who see him. From his porcine nose to his rotten teeth, he is truly an ugly sight to behold. He has long since given up any hope of attempting to disguise his appearance in public. Combat Notes: AL LG; AC 7 (ring of protection +3); MV 12; M15; hp 28; THAC0 16; #AT 1 spell; Dmg By spell; Save M15; S9 D14 C11 I18 W12 Ch6; ML 10. Magical Items: Ring of Protection +3, Boccob's Blessed Book.

Thunder (human, male, T11)

Born to one of the premiere noble families in Bluenose, Arogansa (Alphatia), Thunder grew accustomed to the good life at an early age. Upon reaching adolescence, his family was scandalized to learn that their only son (he has two older sisters) was unable to utilize magic. His family allowed him enough money to become Gentry - the highest status a non-magic user can attain in Alphatia. He quickly tired of his lesser status and journeyed to Thyatis, where he quickly rose through the social ranks due to his good looks and foppish charm, and his antics with one of the premiere adventuring companies of Thyatis. He disappeared from the social scene during the Great War, but returned a few years back to become one of the most publicly admired members of the Empire - the fact that his adventuring companions are influential military and governmental figures didn't hurt any, either. Born: AC 976; Hair: Blond, tied in a ponytail; Eyes: Amber; Height: 5'9". Appearance: Thunder is a strikingly handsome man with a wiry build. He dresses in the latest fashions and always carries his jeweled rapier and stiletto at his side. Combat Notes: AL NG; AC 5 (ring of protection +2); MV 12; T11; hp 46; THAC0 15; #AT 1 rapier or stiletto; Dmg 1d6+1 rapier or 1d3+2 stiletto; Save T11; S15 D17 C12 I12 W13 Ch16; ML 12. Magical Items: Ring of Protection +2, Stiletto +2.

Most Wanted Infamous Villains

The following people are wanted in various nations of the world, often with large rewards for their capture.

Blackguard (human, male, T11)

This notorious thief first made his appearance in the nation of Arogansa in Alphata many years ago. He gained fame through his dazzling burglaries on noble's houses - made all the more unbelievable due to the fact that there was no evidence that he possessed any magical abilities of his own to foil the magic users' precautions! He, or someone claiming his name, eventually resurfaced in the city of Thyatis, where he once again performed some amazing burglaries - most notably on the homes of visiting Alphatian dignitaries. Though he disappeared for a time during the Great War, recent thefts in the city of Thyatis on the homes of expatriate Alphatians bear his calling card - a black velvet domino mask. There is a 5,000 Lucin reward for his capture, alive. Born: Unknown; Hair: Unknown; Eyes: Unknown. Appearance: One unconfirmed sighting noted a figure dressed entirely in black, bearing a vast assortment of tools and carrying a long sword. Combat Notes: AL NG; AC 5 (ring of protection +2); MV 12; T11; hp 46; THAC0 15; #AT 1 longsword +1; Dmg 1d8+1; Save T11; S15 D17 C12 I12 W13 Ch16; ML 12. Magical Items: Ring of Protection +2, Longsword +1 (Luckblade), possibly other assorted items to aid in theft.

Hoolg Red Mane (red orc, male, C9)

A direct descendant of the orcish hero Big Chief Sitting Drool, Hoolg Red Mane was well bred to become chieftain of Red Orcland. He studied with the tribal shamans at an early age, and eventually turned his sights to tribal politics, quickly rising to leadership of his people. He is rather unusual for an orc, in that he prefers to study a foe before battle, in order to learn all his secrets. It is partially for this reason that he was chosen by his patron Immortal, Wogar, to lead the latest Great Goblinoid Migration to find the lost Blue Knife. Born: AC 976; Hair: Long, shaggy red hair. Eyes: Blue. Height: 6'. Appearance: Reddish skin; vaguely simian facial features. Hool often wears tribal facial paints and feathers. Combat Notes: AL LN; AC 5 (leather armor and headband); MV 12; C9 (of Wogar); hp 40; THAC0 16; #AT 1 hand axe or spell; Dmg 1d6+1 or by spell; Save C9; S16 D15 C11 I14 W14 Ch12(15 to other orcs); ML 15. Magical Items: Head Band of Protection +2.

Hutai-Khan (hobgoblin, male, F11)

Hutai-Khan was captured by Oenkmarians and sent into slavery at a young age. He eventually escaped, after learning much from the Oenkmarians, and returned to take over as khan (chieftain) of Hobgobland. He finally returned to Oenkmar in AC 1012, to get his revenge on his former master Xilochtli, only to learn the orcish priest had already fled the city. Together with Alebane and Tlatepetl, Hutai-Khan managed to survive the Shadow Elf takeover of Oenkmar and return to the surface world. Born: AC 968; Hair: Rusty brown. Eyes: Red. Height: 6' 7". Appearance: Pale orange skin; vaguely oriental facial features. Dresses like an Ethengarian warrior. Combat Notes: AL LE; AC 4 (chain mail and shield); MV 12; F11; hp 55; THAC0 10; #AT2/1; Dmg 1d8+4; Save F11; S13 D14 C12 I12 W14 Ch14; ML 14. Weapon Specialization: Scimitar. Magical Items: Scimitar +2.

Moghul-Khan (devil swine, male, F9)

Born a normal Yellow Orc of the Broken Lands, Moghul-Khan rose to become a clan chieftain. During a raid into New Averogne, he was inflicted with lycanthropy, and was transformed into a Devil Swine - an evil lycanthrope with the abilities to turn into a hog and to Charm others. Doubtless it was these abilities that allowed him to become the khan (chieftain) of Yellow Orkia. He didn't join in Thar's ill-fated assault on Glantri in 1006, preferring to stay in the Broken Lands. He was driven out of Yellow Orkia by the Shadow Elves, and is currently staying in Orcland, where he raids the Ethengar Khanates. The Great Khan will pay a hefty bounty for him, dead or alive. Born: AC 970; Hair: Dusty brown hair, knotted in a pigtail. Eyes: Cold, icy blue. Height: 5' 5". Appearance: Dull yellow skin; overweight with ugly Pekingese facial features. Combat Notes: AL CE; AC 10 (3); MV 12; F9; hp 50; THAC0 12; #AT 2 hand (1 tusk) or Charm; Dmg Special (as per martial arts table +3) (2d6) or Charm; Save F9; S16 (18) D14(13) C13 I15(16) W9 Ch11(9) (stats in parentheses are scores for Devil Swine form); ML 12. Weapon Specialization: Martial arts, 2 slots (+2 to hit and damage; +2 chart bonus). Magical Items: Nosering of Invisibility.

Nizam (gnoll, male, F11)

Gnollish pasha (chieftain), Nizam distinguished himself at an early age with his holy crusades against gnollish heretics of northern Ylaruam. Upon his return to the Broken Lands, he was quickly placed on the South Gnollistani throne as tribal chieftain. Nizam suffers from multiple personalities - a sign of favor of his patron Immortal, Ranivorus - which served him well in his early political career. Now, as he enters old age, however, he is little more than a babbling madman, useful only as a tool of Ranivorus, who has his own plans for the legendary Blue Knife and the Great Migration. Born: AC 977; Hair: Tan mohawk, mostly gray. Eyes: Grey. Height: 6' 9". Appearance: Light brown hair with black spots. Nizam's normal tendency to hunch over is greatly exaggerated with his age. He wears puffy pants in the Ylari style and a long, black cloak. Combat Notes: AL CE; AC 10; MV 12; F11; hp 54; THAC0 10; #AT 2/1; Dmg 1d6+4; Save F11; S17 D13 C12 I14 W9 Ch14 (16 to other gnolls); ML 16. Weapon Specialization: Saber. Magical Items: None.

Tlatepetl (red orc, male, F10)

Born ? in the orcish city of Oenkmar, this red orc grew up into a life of slavery and was sent off to the tlachtli pits at an early age. There he blossomed into a great tlachtli player and team leader, the idol of the masses. As must inevitably happen, his team eventually lost to another, and were sent to the temple of Atzanteotl to be sacrificed. He was rescued from certain death by Lord Zotl Tehuantipoca, the general of the Oenkmarian army, as much for his demonstrated leadership abilities as to pull one over on Xilochtli, the high priest of Atzanteotl. Renamed Tlatepetl, to hide him from the clergy, he quickly rose in the ranks of the Oenkmarian army, eventually taking over as General upon the death of Lord Zotl in 1012 AC. He bears a strong hatred of priests and shamans to this day. Born: AC 990; Hair: Bright orange. Eyes: Blue. Height: 5' 11". Appearance: Dull reddish hide; simian facial features. Tlatepetl's body is covered with numerous scars, testimony to his days as a Tlachtli player and prisoner of the Oenkmarian clergy. Combat Notes: AL LE; AC 3 (scale mail); MV 12; F10; hp 70; THAC0 11; #AT 2/1; Dmg 1d6+5; Save F10; S14 D17 C16 I13 W10 Ch12 (15 to other orcs); ML 16. Weapon Specialization: Footman's mace. Magical Items: Mace +2, Periapt of Wound Closure.

Distinguished Dead

The following distinguished people are reported to have met their demise in AC 1014.

Chagatai

Khan of the Yakkas in Ethengar. Chagatai had been the khan of the Yakkas for 39 years. He died of natural causes on Flaurmont 5 of last year, and was replaced by his eldest son as khan of the tribe. Chagatai had just turned 69.

Mikhaelevich, Davinos

A young Traladaran man from Kelven, Davinos had approached King Stefan Karameikos about reparations for Thyatian transgressions against his people. He was killed on Felmont 3 by agents of the Veiled Society, a hate organization based in Mirros, who were hoping to stir up anti-Thyatian sentiment in Karameikos. Davinos had recently turned 19.

Doverson, Lenard

A cleric of Vanya, Lenard Doverson had the misfortune of being caught up in the Inquisition taking place in the Heldannic Territories last year. He was put on trial for heresy, and executed before a court of his peers on Yarthmont 14. Perhaps not coincidentally, the very next day, all Heldannic Knights reportedly lost their clerical powers. Lenard was 20 years old.

Al-Kalim, Mohammed

Sultan of the Emirates of Ylaruam. The former Sultan was a direct descendant of the legendary Ylari hero, Suleiman al-Kalim. He was executed, along with his Council of Preceptors, on Kaldmont 21, following a civil war in the Emirates. Mohammed al-Kalim was 57 years old.

Oktai Khan

Khan of the Taijits in Ethengar. Oktai was executed by the Great Khan on Ambyrmont 8 of last year. He was revealed to have betrayed the khanates through his dealings with Glantrians and goblinoids. Oktai was 40 years old.

Ragnisdottir, Astrid

We are sad to report that Astrid Ragnisdottir, a Mystaran Almanac Correspondent and cleric of Odin, was killed last year during the Battle of Falun Caverns. She had sustained serious injuries during the final battle against a horde of fiends on Klarmont 25, and was unable to recover. Her contributions to the Almanac, and her presence, will be sorely missed. We hope that she has found peace in the halls of Valhalla. Astrid was 45 years old.

Rhoona, Stephan

Duke Stephan Rhoona, of Vestland, was killed on Fyrmont 10 of last year, during an invasion of his dominion by goblinoid forces. A strong supporter of King Harald Gudmundson, Duke Stephan's rule was plagued by tragedies, such as the time he was placed under a curse by an Ethengarian cleric and his northmen allies. Duke Stephan was 67 years old.

Thra'gh

The shaman of the Hardanger kobolds and personal aide to the kobold leader Psa'gh, Thra'gh was slain on Klarmont 23 by his own missummoned fiends. The kobold was reportedly 78 years old.

Xanthus

There have been unconfirmed reports that Xanthus, the former king of Blackrock in Esterhold was slain when his skyship crashed on Thaumont 25 of last year, during an attack on the Kingdom of Verdan by NACE forces. Xanthus was 65 years old, and was renowned for his cruel treatment of Jennite slaves in his kingdom.