

ATLAS OF THE SAVAGE COAST

This section describes the lands known as the Savage Coast. The Savage Coast is a frontier land, with continuous goblinoid invasions and squabbles between the local lords. Most of the land is in ruins and is mainly unexplored. Colonized over the centuries by the riff-raft of the Old World, most people are unscrupulous and the law of the jungle often prevails. The natives who lived there (goblinoids, savage rakasta and lupins, etc) are none too friendly either, and are often hostile towards humans and demihumans.

Some of the natives are more civilized, such as the rakasta of Bellayne or the lupins of Renardry. In fact, along the Savage Coast, race is often ignored and non-humans can fit in easily to human society. Instead, nationality is the main source of pride, and several nations have had century long feuds in which there appears to be no end in sight.

In this land, the local lords make the rules, and others are poor and uneducated peasants who must follow their whim. Many an adventurer has broken free of this feudalism and wanders the land, without a home, in search of fortune and fame. There are more adventurers without loyalties on the Savage Coast than anywhere else on Mystara.

Unique to this land is a strange metal called Red Steel. This metal is as strong as normal steel, but much lighter, making it a prized possession by all warriors. Red Steel is more precious than gold, and rulers have sacrificed entire armies to try and control its trade. Many grand quests has the goal of finding Red Steel, and many wars still go on because of it.

Finally, the entire land is falls under the sway of the dreaded Red Curse. This affliction deforms all those it affects, transforming them into hideous beasts. Even stranger, some of the inhabitants seem to have learned how to control this curse, gaining wondrous magical powers known as Legacies. It is rumored that once you are affected by the Red Curse, you cannot leave the Savage Coast otherwise the curse will destroy you.

Adventure can be found by exploring the many ruins and searching for ancient artifacts. But on the Savage Coast, Red Steel and the mastery of Legacies are the true keys to power and fame!

Located to the west of the Old World, the Savage Coast stretches almost 2000 miles in length. It's southern shores lie against the Western Sea of Dread, while the west is blocked by Yalu Bay. To the east, the Great Waste separates the Savage Coast from the Old World. Finally, the north is bordered by the Yazzak Steppes, home of the endless hordes of goblinoids.

Correspondents for the Savage Coast

Here is our list of correspondents that give us detailed information on the nations, places, and events of the Savage Coast. They are all people whom Rikard Prospero has convinced to write to us about their homeland. We, the editors, wish to thank them all for their contribution.

Hernando Cagliostro

Hernando is a refugee who fled Narvaez, apparently because of something to do with the Inquisition there. He now studies magic in Ciudad Real, and has mastered several cold-related magic spells. He enjoys scholastic research and has a dislike toward the priests of Narvaez whom he claims hide the truth.

Hernando talks about his native Narvaez, as well as the baronies of GargoTMa and Sarag[^]n.

Piotr Drobnjak

Adventurer and part-time merchant, Piotr is our correspondent for Slagovich and nearby states. A devout follower of Halav, the young Piotr has a deep knowledge of City-States affairs.

This year he describes us his hometown, Slagovich, and the mysterious land of Hule (this one just from bibliographic research). As you read this Piotr is probably sailing north toward Hule to give us a in-depth correspondence about that still unknown nation.

Gnighmen Lodestar

Gnighmen is a wicca [Mage. Ed.] of the clan Lodestar from the flying city of Serraine. He is a minor member of the clan who is greatly interested in the cultures of the areas over which the city flies. Gnighmen is an inquisitive young skygnome who is, whilst practical by gnome standards, still fond of sarcastic humour.

Gnighmen makes a report of the kingdoms of Gombar and Suma'a during a trip he made there incognito during Flaurmont of this year. [Ed. The report was passed on to the editors of this article through Matazumi, a resident we have contact with from the flying city. The existence of the areas described by Gnighmen has previously remained unknown and the truth of their existence must remain in question owing to the temperament of the gnome race.]

Rikard Prospero

Former owner of the Poor Wizard's Almanac (property of TSR, the Thyatian Services and Reviews), the book that started the Mystaran Almanac series, Prospero now travels the lands of the Savage Coast, describing to us all the wonders he discovers.

This year, the mysterious yet meticulous wizard once more describes to us a few of the Savage Baronies along the Gulf of Hule.

Atlas

ALMARRAN (Estado de)

Location: East of Gulf of Hule, north of Cimarron, south of GargoTMa, west of el Grande Carrascal wildlands.

Area: 6,450 sq. mi.

Population: 7,000, including 4,200 in the capital Ciudad Tejillas. Roughly 92% human, 5% elves, 3% half-elves.

Languages: Slag Common (Espan Dialect).

Coinage: Oro (gp), dies (sp), centa (cp).

Government Type: Independent barony part of the Treaty of Tampico and Signatory Council.

Industries: Mining (silver), coffee, tobacco, furniture, jewelry.

Important Figures: Bar[^]n Maximilio de Almarr[^]n y Escudor (baron, human, male, F9), Don Esteban "El Salvador" (ex-dictator, human, male, F13).

Flora and Fauna: Standard for its warm temperate/subtropical climate, including kudzu, tomatoes, potatoes, maize, plains grasses, deer, alligators, armadillos, prairie dogs, turkeys, and eagles. Dangerous monsters include gnoll raiders from El Grande Carrascal. Normal animals or plants with Legacies can also be very dangerous.

Further Reading: The Savage Coast online document.

Description: by Rikard Prospero

Almarr[^]n is a small nation that is part of Savage Baronies. Collectively called the Guardianos, because they guard the rest of the Savage Coast from Hule, the people of the baronies are well respected by the other nations, even though there is hardly any contact between them.

The Land

The western half of Almarr[^]n's territory is a rocky, inhospitable hill country. If it wasn't for the presence of the large silver mines at Sierra del Plata, the land would be almost useless.

A large fertile plain, fed by the Sierra Borgosa, occupies the heart of the nation. This is where the majority of the population lives, in three main villages (Costella, Paso Dorado, and Ciudad Tejillas) and several scattered homesteads.

Forested slopes and cliffs guard Almarran's shores, protecting the nation from pirates and sea raiders.

Located at the mouth of the Sierra Borgosa, Ciudad Tejilla - the capital - is a center for commerce and education for the nation. This town is rather lively thanks to the numerous celebrations thrown by the Baran. It is filled with good taverns and inns and even has a theater and a museum. While the hardworking attitude of the commoners gives quiet and peaceful days, the boisterous lifestyles of the local swashbucklers makes for an exciting nightlife. Despite this, the town is fairly safe - adventurers who live in Ciudad Tejillas are protective of its people and its reputation.

The People

The humans of Almarran, like the rest of the Baronies, tend to be moderately dark-skinned. The Red Curse also gives them red overtones. Most humans have straight, black or deep red hair. A few elves and dwarves live in Almarran, but they are very rare.

Afflicted within Almarran are well treated by friends and families, and they suffer little prejudice from others. Most Almarranans view the Red Curse as something that will affect others and simply ignore it in their everyday lives.

The people of Almarran have gone through so many forms of government that they no longer care about politics and would rather be left alone and leave running the nation to the Baran. So far, the current Baran seems to have won their respect and has slowly begun to enlighten his nation into a cultural center.

More so than elsewhere, Almarranans enjoy their freedom, having lost it several times. Swashbucklers and local heroes who fought against the tyrant Esteban are very common amongst them. The continuous wars and revolts have left most families relatively poor. Luckily, Baran Maximilio provides priests and cinnabryl for those who cannot afford it, keeping the number of Afflicted very low.

Finally, the use of Torrean mercenaries by Don Esteban during the war has left a bad feelings toward Torreaners among most of the populace.

Recent History

Founded in AC 936, Almarran was another barony lead by its noble family. Corruption among the nobles lead to a period of expansionism and conquest. Soon enough, Almarran started loosing its battles, and most conquered lands declared independence. With the separation of Cimarron in AC 980, the people of Almarran have had enough and overthrew their Baran. They installed a democratic system inspired by ancient Traldar forms of government. In AC 994, a dictator name Don Esteban "El Salvador" took control of the nation and began collecting the nation's wealth for himself.

In AC 1006, Almarran sided against Narvaez during the Inquisition Wars. The wars end when the baronies unite to fight off Hule. The next year, the gnolls of El Grande Carrascal take advantage of Almarran weakened state an invade. They are routed by the end of the year, but only after destroying Castillo de Tordegena.

By next year, AC 1008, rebels finally ousted Don Esteban thanks to many troubles the land had during the past few years. The people decided to return to the traditional nobility rulership rather than allow another tyrant to take power. Hence, Maximilio, the only living descendant of the former noble rulers from long ago, was name Baran Maximilio de Almarran y Escudor.

In AC 1009, the Red Curse, which was centered in a few locations just outside the Savage Baronies, mysterious spreads during the Week Without Magic and covers most of the Savage Coast, including all the Savage Baronies. The people must soon learn to cope with outbreaks of the Red Curse and the creation of new Afflicted. Most nobles scramble to find priests or cinnabryl to help their people, and Inheritors make themselves public to better spread their stored cinnabryl.

In AC 1010, many believed that miners had discovered the Mannequin of Ixion, the legendary Oltec artifact which would prevent any army in the world from invading the nation. It turned out to be nothing more than a "Black Vessel" for a deadly creature. Still, events during this time caused the death of Maximilio's Honorbound leader, as well as the resignation of Costa, the honorbound who would have replaced him. [Those desiring more information are referred to the novel "The Black Vessel." Ed.]

Since then, rumors of an impending attack from Don Esteban's forces have been running rampant, but no such attack has yet occurred.

CIMARRON COUNTY

Location: West of Gulf of Hule, southern edge of the coast, south of Almarran.

Area: 7,984 sq. mi.

Population: 18,000, including 11,500 in Smokestone City. Roughly 60% human, 25% dwarves, 10% halflings (stouts), and 5% turtles.

Languages: Slag Common.

Coinage: Oro (gp), medio (ep), dies (sp) and centa (cp).

Taxes: 15% income tax, 10% sales tax in taverns, and 10% inheritance tax which includes money made gambling.

Government Type: Independent “barony” part of the Treaty of Tampico and Signatory Council.

Industries: Mining (cinnabryl), production of smokepowder and wheellocks (and flintlocks), ale, saloons, gambling.

Important Figures: Sir John of the Wain, Duke of Cimarron (count, human, male, Pa15).

Flora and Fauna: Standard for its warm temperate/subtropical climate, including kudzu, tomatoes, potatoes, maize, plains grasses, deer, armadillos, prairie dogs, turkeys, and eagles. Dangerous monsters include goblin and gnoll hordes found scattered throughout the Bushwack Prairie and El Grande Carrascal. Normal animals with Legacies can also be very dangerous.

Further Reading: Voyage of the Princess Ark: The Shootout at South Gulch, in the Champions of Mystara box set. Also, the Savage Coast online document.

Description: by Rikard Prospero

Cimarron is a small county that is part of Savage Baronies, despite the fact that they call their ruler a duke. Collectively called the Guardianos, because they guard the rest of the Savage Coast from Hule, the people of the baronies are well respected by the other nations, even though there is hardly any contact between them.

The Land

Cimarron is mostly dry grasslands and farmland with the occasional forest and hilly area. The soil is not very fertile, and compared to the other baronies, could almost be considered a desert. The flora that does manage to survive are stunted compared to most other plants.

Smokestone City is known for its saloons and gambling halls, as well as the rowdy crowds such establishments attract. Most halflings of Cimarron live in Smokestone City. Old Fort is a town built atop an old Thyatian colonial fort from long ago.

The People

The humans of Cimarron, like the rest of the Baronies, tend to be moderately dark-skinned. The Red Curse also gives them red overtones. Most humans have straight, black or deep red hair. Cimarrons has several hill dwarves living among them, and this is the only barony in which halflings (of the stout variety) are known to live.

Afflicted in Cimarron are often ignored by the upper class who can afford cinnabryl or priestly protection. Because of this, they tend to form their own little enclaves isolated from the normal people.

Cimarron is well known for its rowdy gauchos and the fact that almost everyone carries a wheellock pistol. The inhabitants are fiercely independent and prefer to let everyone to take care of themselves and not get involved in other people's business.

Cimarrons are proud of their national trade guild, known as the LB Trading Company. Although there is no relation between the LB Trading Company and the government of Cimarron, most people, especially non-Cimarrons think the two are indeed working together. This company is responsible for exporting the nation's smokepowder and wheellocks, while importing much needed food. The LB Trading Company has made several outposts throughout the Savage Coast,

including the towns of Dunwick (near Renardy) and Richland (near the Orc Head's Peninsula), and most other nations consider these outpost cities as colonies of Cimarron, which is a logical conclusion since most humans in these towns are Cimarrons.

Recent History

In AC 900, Thyatian colonists create the nation of Narvaez, including the town of Nueva Esperanza. In AC 905, Nueva Esperanza declared independence from Narvaez, along with many other baronies. This lasted until Almarran conquered the town in AC 939 and absorbed the surrounding territory.

Finally, in AC 980, the rebel General Cimarron lead his people to victory and Nueva Esperanza declared independence from Almarran. His success was due mainly to the secret production of wheellock pistols and smokepowder, as well as Almarran preoccupation with trying to invade GargoTMa. The new nation called itself Cimarron County, and Nueva Esperanza was renamed to Smokestone City. In AC 990, Cimarron ratifies the treaty of Tampicos and was accepted by the other nations.

Cimarron fought against Narvaez during the Inquisition Wars which started in AC 1006. This war ended when Hule attacked the baronies, forcing them to unite together to throw out the invader. The gnolls of El Grande Carrascal took advantage of their weakened state and invade Cimarron as well as other Baronies in AC 1007. They were eventually routed by the end of the year, but at the cost of General Cimarron's life. His son John "The Duke" Cimarron inherited the County.

In AC 1009, the Red Curse, which was centered in a few locations just outside the Savage Baronies, mysterious spreads during the Week Without Magic and covers most of the Savage Coast, including all the Savage Baronies. The people must soon learn to cope with outbreaks of the Red Curse and the creation of new Afflicted. Most nobles scramble to find priests or cinnabryl to help their people, and Inheritors make themselves public to better spread their stored cinnabryl.

AC 1010 brought the invasion of goblinoids from the Bushwack Prairies, but again "The Duke" chased them away. In AC 1013, Cimarron agreed to sanction Narvaez and forbid its merchants or the LB Trading Company from selling smokepowder to that barony.

Don't Miss

The most popular establishment of Cimarron County is the Red Steel Saloon, located in Smokestone City. This is a rowdy tavern with dancers, gambling, and many brawls. People claim that at least one showdown (duel with wheellocks or the new flintlocks) occurs in front of the saloon every day. The Red Steel Saloon is the place to be if you want to make a quick reputation in Cimarron; or earn a quick death. Either way, people will learn your name.

GARGOTMA (Baronia de)

Location: West of Gulf of Hule, north of Almarran, south of Narvaez, and east of Saragan.

Area: 7,468 sq. mi.

Population: 14,000, including 11,700 in Ciudad Real. **Languages:** Slag Common (Espan Dialect).

Coinage: Real (pp), oro (gp), dies (sp) and centa (cp).

Taxes: 20% income tax, 5% sales tax.

Government Type: Independent barony part of the Treaty of Tampico and Signatory Council.

Industries: Arts (music, poems, painting and sculptures), diplomats and political advisers.

Important Figures: Baronesa Esperanza "La Ilustre" de Sotto y Rivera (baroness, human, female, T12).

Flora and Fauna: Standard for its warm temperate climate, including kudzu, tomatoes, potatoes, maize, alligators, plains grasses, deer, armadillos, prairie dogs, turkeys, and eagles. Dangerous monsters include various giant lizards and undead found in the swamps of la Delta de Pozaverde. Normal animals with Legacies can also be very dangerous.

Further Reading: The Savage Coast online document.

Description: by Hernando Cagliostro

Gargo™a is recognized as the center of culture in the Savage Baronias, a fact affirmed by the situac[^]n [location. Ed.] of la/nica universidad [unique university. Ed.] of the coast within its borders. Admissi[^]n to this grande universidad is free in return for una promesa [a promise. Ed.] of future tithes to la naci[^]n [nation. Ed.] of Gargo™a for the rest of your working life. Since Gargo™a is generally viewed as politically neutral, its renown scholars and graduates are found throughout most of las nacionas [nations. Ed.] of the Savage Coast as advisers or teachers.

The Land

Although about the same size as any other baronia, Gargo™a actually has poco [little. Ed.] land for its people to live on. Almost a third of la baronia is inhospitable swampland located at la Delta de Pozaverde, the mouth of the famous Rio Copos. On the bright side, this swamp makes approaching the towns of Gargo™a from the sea very difficult, preventing attacks from the Sea Baronias.

The Rio Copos crosses la baronia from west to east, and most of the towns and casas [homes. Ed.] of the people can be found along its shores. After about 15 kilometers (10 miles) from the shores, dense bosques [forests. Ed.] dominate, and they are sparsely inhabited by any locals. These bosques cover about one half of la baronia, and serve as borders with friendly Almarr[^]n and the religious fanatics of Narvaez.

Ciudad Real is the capital of la baronia, and is located just after la Delta de Pozaverde, where el Rio Guadiana merges with el Rio Copos. Skiffs powered by oar ply the waterways of the delta, ferrying commerce to and from seagoing ships, allowing access to the lucrative sea trade.

The People

Gargo™ans are typically poets, artistas, and scholars. Many dream of adventure and excitement, but only a few actually give it a try (and most give it up after their first). Those that do adventure are some of the most swashbuckling souls in las baronias. They are easily offended when people claim that Gargo™ans cannot fight and are eager to prove them wrong. To Gargo™ans, the Red Curse is a dreaded disease which must be stopped. Many, especially those with an Afflicted in the family, try to raise money to fund research into the Curse. Luckily, the few clero [priests, or more properly clerics. Ed.] found in Gargo™a are devoted to stopping it and they use their spells to keep the number of Afflicted very low within la naci[^]n. Recent History The history of Gargo™a, like so many of the other baronias, is sad and bloody. Originally part of la baronia de Narvaez, the southern half of esta [that. Ed.] naci[^]n separated and formed a new Baronia de Sotto in AC 913. Ciudades [cities. Ed.] of this Baronia de Sotto soon declared their own independence, causing a civil war. Riviera (which included Ciudad Real) won its bid for independence in AC 926. Gargo™a (which only included la Castillo de Pardalupe) finally declared independence itself in AC 934. Sotto retaliated and invaded Gargo™a. By AC 936, Sotto was soundly defeated and Gargo™a had conquered it's parent Baronia. Gargo™a released its claim on Sotto, and la poblaci[^]n [population. Ed.] reorganized themselves into la Estado de Almarr[^]n. In AC 977, Almarr[^]n again went on an spree of conquest. Gargo™a merged with la naci[^]n de Riviera, keeping the name Gargo™a, and was able to repulse the invaders in AC 979. Baronesa Esperanza was crucial in negotiating a peace treaty with Narvaez during the war of AC 1006 so that las baronias could fight off Hule. The fact that her daughter is married to the son of the racist [this is the opinion of the correspondent. Ed.] Don Hugo of Narvaez helped in los negociaciones.

As with the entire Savage Coast, the Red Curse spread through Gargo™a in AC 1009 during the dreaded Week Without Magic.

Gargo™a has thankfully agreed to la sanc[^]n [sanction. Ed.] of selling smokepowder to Narvaez, yet la baronesa is unfortunately trying to negotiate another solution to la problema.

GUADALANTE (Estado de)

Location: West of Sarag[^]n, north of El Grande Carrascal, South and East of the Yazzak Steppes. **Area:** 11,300 sq. mi.

Population: 7,500, including 6,300 in Ciudad Huelca.

Languages: Slag Common (Espan Dialect).

Coinage: Oro (gp), dies (sp) and centa (cp).

Taxes: 25% income tax.

Government Type: Independent barony part of the Treaty of Tampico and Signatory Council.

Industries: Cattle and horses.

Important Figures: Señor Cristobal "El Barbudo" Bigotillos y Copetez (baron, human, male, R10).

Flora and Fauna: Standard for its warm temperate climate, including kudzu, tomatoes, potatoes, maize, plains grasses, deer, armadillos, prairie dogs, turkeys, and eagles. Dangerous monsters include the vast number of goblinoids that raid from the Yazzak Steppes. Normal animals with Legacies can also be very dangerous.

Further Reading: The Savage Coast online document.

Description: by Rikard Prospero

Guadalante is a small nation that is part of Savage Baronies. Collectively called the Guardianos, because they guard the rest of the Savage Coast from Hule, the people of the baronies are well respected by the other nations, even though there is hardly any contact between them.

The Land

Guadalante is nothing more than a large expanse of grassland that serves as grazing land for the numerous cattle and horses found in the barony. Only the Rio Copos and Rio Negro break the monotonous terrain. The land along these rivers are fertile farmlands which produce food for the nation. Scattered throughout this land are the haciendas [household. Ed.] of the various rich cattle-trading families. Only two communities exist in Guadalante, most families preferring to stay in their own fortified hacienda. Ciudad Huelca is the capital, boasting a population of just over 6000, while Dos Cabezas Hacienda is a small village of about 300. To few crafters, merchants, and laborers of the barony come from these two communities.

The People

The humans of Guadalante, like the rest of the Baronies, tend to be moderately dark-skinned. The Red Curse also gives them red overtones. Most humans have straight, black or deep red hair. Other races are rare in Guadalante, and goblinoids, rakasta, and lupins are disliked. If any other race is present enough to be called Guadalantans, it would be the occasional turtle who works in the haciendas of the wealthy merchants.

Guadalantans are crude ruffians who simply cannot appreciate the finer things in life. Most would rather sleep on the ground, outside beneath the stars than in a warm, comfortable bed at a local inn.

Guadalantans are proud of their freedom and will do anything to keep it. They are individualistic, and most take care of themselves. The gaucho are the respected heroes here; they are warriors of the ranges who ride horse and wield wheellock pistols with skill. They are by far the roughest, crudest, and rowdiest bunch in the entire Savage Baronies.

Guadalantans ignore the Red Curse until it affects them directly. Since cinnabryl is rare and expensive, most keep the Red Curse at bay by visiting the local clergy for a Maintainspell. Afflicted are treated as less than human in Guadalante, so they often live in their own houses far away from any human community. Some haciendas are composed entirely of Afflicted. Recent History Guadalante has had a very peaceful past when compared with the other baronies. Guadalante was founded in AC 985 when the baronies of Copetez and Bigotillos united together when their respective heirs were married.

In AC 992, Guadalante fought with Sarag^n over watering rights, but after one quick battle, the two nations came to an agreement with the Treaty of Cortesillas.

Guadalante remained quiet until AC 1006 when it joined forces with the other southern baronies to defend against Narvaez and its allies. It then joined all the baronies to repulse the invading forces of Hule.

In AC 1007, goblinoids invaded the land and caused much damage to numerous haciendas of Guadalante. Finally, in AC 1009, a week without magic released the Red Curse into the area, and people were forced to adapt to the curse by finding cinnabryl or begging priests to cast a Maintain spell on them.

Since then, Guadalante has minded its own business and been left alone by the other baronies, just as it prefers.

HULE (Hagiarchy of)

Location: North of the Savage Baronies and the Gulf of Hule, continent of Brun.

Area: 256,000 sq. mi. (576,000 km²)

Population: 1,000,000 (roughly 65% human, 35% goblinoids - mainly bugbears, gnolls, kobolds, orcs and ogres - and 5% demi-human - dwarves, elves, and halflings.)

Languages: Hulean Common (several dialects).

Coinage: Lira (gp), kuru (sp) and piastre (cp).

Taxes: Net worth tax of 5% assessed every two years and an annual 10% tithe to the Holy Men of Hule. Hule's major roads also have toll gates every 24 miles charging 1 piastre per person and 2 piastres per large animal.

Government Type: Hagiarchy (ruled by Holy Men).

Industries: Agriculture, textile (fine cloth, wool), glasswork, trade, conquest.

Important Figures: The Master (The Master of Hule, presumed to be a human, male, P20 of Bozdogan).

Flora and Fauna: Nearly every creature native to the continent of Brun can be found in the large territories owned by Hule

Further Reading: The Savage Coast online document, X5 - The Temple of Death, Voyage of the Princess Ark - part 20 (in Dragon Magazine #173).

Description: by Piotr Drobnjak
Hule: the land of mischief. I've not actually visited Hule yet, so this report is just the results of several weeks of research at the libraries and inns of Slagovich. I intend to visit Hule (as well as the other City-States) soon, so that I may offer you a complete report next year.

The Land

Hule, also known as Great Hule and the Sanctified Land, is a large nation northwest of the Black Mountains and north of the Savage Coast's City-States and Savage Baronies. It stretches from the edge of the Black Mountains to the Risilvar Escarpment in the south and the Dravish Steppes in the west. Its southern border includes a tiny slice of the coastline, just north of Slagovich, giving the nation access to sea trade. Much of Hule consists of low, rolling hills blanketed by farms and pastures. The farmlands are dotted by small and simple villages and farming communities. There are also several larger towns which serve as bustling centers of trade.

Western Hule encompasses roughly half of Niwhelm, the Dark Woods - a great oak forest still mostly primeval. The woods contain Lake Tros, also known as the Lake of the Deeps, a large (4,500 sq. mi.) and seemingly bottomless freshwater lake.

The People

Hule is a meltpot of races and species. Only humans have an active role in government, although non-humans may act as advisers to the human officials.

Hule is a hagiarchy, a government run by "holy men" and clergy. Any person that has been shown to be especially favored by Bozdogan may have an important role in the government, not just his priests.

The people of Hule are divided into many classes: holy men, diviners, hermits, prophets, clergy, and commoners. Holy men are the rulers; holy men who have someone been touched by the Immortals. Diviners are a sort of law enforcers who travel the land searching for criminals; they wear a red robe and black mask. Hermits are people who claim to have had a vision from Bozdogan, telling them to lead secluded lives in the wilderness. Prophets are people recognized for their wisdom; they travel the land and act as judges. Clerics operate the local temples and shrines; their task is to guide and instruct the people. Commoners are farmers, soldiers, crafters, merchants and so on. They're looked down upon but are considered necessary for the nation to survive.

Priests of any religion other than the official religion of Bozdogan, as well as bandits, troublemakers, and mages are considered outlaws and traitors.

The goblinoids of Hule do not fit into the above mentioned class system. All goblinoid tribes are nominally independent and treated with care and respect mainly out of fear. These tribes, however, find it very profitable to ally with the Master of Hule, the highest and most powerful of the holy men.

Demi-humans are quite rare and are objects of curiosity to the humans of Hule.

Recent History

The Master, a mysterious individual, is currently in control of Hule. Much of his army relies on goblinoids, in particular goblins, though a vast corps of dervishes defend the city-temples. Among these dervishes are a number of elite troops with red steel scimitars. These dervishes have regularly repulsed barbarian invasions from the north, thanks mostly to their red steel equipment.

Recently, the Master of Hule sent his minions to the Great Waste to conquer the eastern lands. He gained control of Sind in AC 1005. From there, his goblinoids, janissaries [Hulean cavalry. Ed.], and Desert Nomads drove into Darokin. The armies of Darokin, Karameikos, and the Five Shires managed to drive the Desert Nomads out in AC 1006, but the Master's forces still held on to Sind.

Hule also attempted to conquer the Savage Baronies at the same time, but the baronies ended the wars between themselves and united against this common threat, forcing the Hulean forces to retreat as well.

Last year Hulean forces, mostly goblinoids, invaded and conquered the City-State of Nova Svoga. Hule is currently at peace with the nations of the Savage Coast, recovering from the last set of wars. Huleans still plot and spy, however, and minor events related to Hule occur all the time, especially in the City-States and Savage Baronies.

Do Miss

Hule is probably worth missing as a whole, but if you really need to go there, please avoid entering goblinoid reserves and don't go to far from the coastal cities.

The Temple of Death, also known as Greatrealm, is the Master's capital city: a huge temple complex lying on the shore of Lake Tros. It lies away from the cities, and people seldom visit it. From here the Master watches his county and the progress of all his military forces. His desires are made known to the people by the Diviners or other messengers. This is a place to avoid at all costs.

Next year I plan to board a ship to Yenigaz and the Azurun. From there I'll try to reach the city of Magden in eastern Hule. Hopefully I'll return to Slagovich with my report. May Halav protect me.

NARVAEZ (Baronia de)

Location: Northwest of Sarag[^]n, north of GargoTMa, south of Torre[^]n.

Area: 15,477 sq. mi.

Population: 16,000, including 12,300 in Puerto Morillos.

Languages: Slag Common (Espan Dialect).

Coinage: Oro (gp), dies (sp) and centa (cp).

Taxes: 35% income tax.

Government Type: Independent barony part of the Treaty of Tampico and Signatory Council.

Industries: Agriculture, mercenaries.

Important Figures: Bar[^]n Hugo "El Despiadado" de Narvaez y Montoya (baron, human, male, P(cr)15).

Flora and Fauna: Standard for its warm temperate climate, including kudzu, tomatoes, potatoes, maize, plains grasses, deer, armadillos, prairie dogs, turkeys, and eagles. Dangerous monsters include the vast number of goblinoids that raid from the Yazzak Steppes and from an unnamed swamp on the coast of the Gulf. Normal animals with Legacies can also be very dangerous.

Further Reading: The Savage Coast online document.

Description: by Hernando Cagliostro

Narvaez. El nombre [The name. Ed.] of this baronia alone is enough to cause fear in most people, and with reason. Narvaezans have always be intent on conquest of all the Savage Baronias, and they intend for everyone to worship the flames of Ixion and his Inquisitor.

The Land

Narvaez is the largest baronia of the Gulf of Hule. It is mostly fertile farmland situated in the valley of el Rio Guadiana. Forested hills marks the borders on either side of the valley. Many aldeas [villages. Ed.] can be found along el rio, but most have been destroyed and are nothing more than ruins thanks to the holy war Narvaez embarked upon almost a decade ago. Only two main towns are still left in esta regi n: Paz del sol and Punto-Eseobar.

The southern parte de Narvaez turns eastward and goes all the way to the sea, where Puerto Morillos stands. This is el capital of la naci n, where Bar n Hugo rules with an iron fist and his Matones thugs enforce his laws. Life is Puerto Morillos is very subdued, as to try and be lively and entertaining marks one out for the dreaded inquisitors, who will most assuredly come and visit.

North of this stretch of land, and east of el Rio Guadiana, lies las Colinas Grutescas and an unnamed swamp. Banditos and religious refugees have made many a hideout in this area, and it is rumored to be filled with ruins and ancient treasures.

The People

Narvaezans are an oppressed people who have no freedom to do as they please. The dreaded inquisitors and their goddess, aptly named the Inquisitor, make sure that everyone is extremely devoted to Ixion. Those believed to have performed the slightest herejia [heresy. Ed.] are burned to the stake.

La poblaci n is heavily taxed so el bar n can afford to build his military forces. With these, he insures that there are no revolts in his naci n and enforces the worship of Ixion. Many such mercenaries even serve abroad, although most other countries are afraid to hire them because of their religious convicciones [convictions. Ed.]. Those that do serve outside of Narvaez must still pay taxes to el bar n or they will be declared heretics.

El bar n even exports the food of the commoners to other nacionas for money, often leaving them starving in his own baronia. Then El Despiadado [The Despised. Ed.] wonders why he has so many revolts and has to pay for so many soldiers. Los famous Matones, the elite guards of Narvaez, are nothing more than thugs who take pleasure in bullying those weaker than they are. And any who complain to the officials are soon found burning at the stakes; the inquisitors find their devotion in Ixion to be lacking merely days afterwards.

Narvaezans view Afflicted as those punished by the Immortals, in particular by Ixion. Since cinnabryl is rare in Narvaez, only the clero of Ixion can keep the Red Curse at bay with their Maintain spells. Those who become Afflicted are therefore viewed as those who have not been faithful to the church and therefore suffer the punishment they deserve. What I believe is even worse is that the Afflicted themselves, so caught up in the religi n of Ixion, believe that they are to blame for their curse. What kind of religi n puts such false and destructive ideas into the heads of its own people?

These days, Afflicted are automatically viewed as heretics and are to be killed on sight. Also, druids and mages are equally viewed as heretics, since they obviously worship other sources of powers for their spells. It is because of my arcane studies that I was forced to flee my own homeland.

Recent History

Narvaez was the first baronia along the Savage Coast, created many years ago by Ispan [A group of Thyatians. Ed.] colonists at the turn of the last century. They claimed the entire coast of the Gulf of Hule where almost all the other baronies now lie.

Soon after it's creation, several towns declared their independence and formed their own baronias. Then, in AC 913, the first bar n died and la naci n was divided in two by his two heirs. The northern baronia remained Narvaez while the southern baronia became la Baronia de Sotto. Over the next decades, Sotto fell apart to numerous civil wars and eventually became what are known as las baronias of GargoTMa, Almarr n, and Cimmaron.

Meanwhile, Narvaez itself was facing many revolts and declaraciones of independence as well. Tired of these secessions, el bar n started building his forces and attacked the rebellious towns. By AC 937, Narvaez had reclaimed all its lands, not including those that were given to Sotto. El bar n continued to build his forces to prevent any other

uprisings. Narvaez became known for its infantry and military throughout las baronias. They held their land and remained peaceful until the next century.

Then in AC 1005, Narvaez fell into civil war over their religion. El bar n managed to unite his people in AC 1006 by claiming that it was the other naciones which were heretics, uniting los facciones into a Holy War against the rest of las baronias. Torre n, Texeiras and Vilaverde joined Narvaez against the other baronias. This war ended when Hule invaded, forcing los bar ns to work together or lose all their lands.

Near the end of AC 1009, the Red Curse spread throughout the land and many Narvaezans became Afflicted. This has begun causing many troubles within la baronia, and many believe that another religious civil war is inevitable. Last year, Bar n Hugo began stockpiling smokepowder, and many feared that la baronia would again start a spree of conquests and expansi n. In consequence, they have created sanciones which thankfully forbid the export of smokepowder to Narvaez.

Don't Miss

Unless you are willing to become a near-slave to the whims of lost Matones and the inquisitors, I recommend avoiding Narvaez as much as possible. If you must go, stay in small villages where you will be harder to find.

The one thing I enjoy in Narvaez is to see the daring swashbucklers in Puerto Morillos. They wear masks and go about taunting the inquisitors, the priests of Ixion, los Matones, and even el bar n. Sadly, many of them have been killed and burned to the stake, but just as many always manage to escape and harass the fanatical Narvaezans even more.

SARAG N (*Baronia de*)

Location: East of Guadalante, north of el Grande Carrascal, and west of GargoTMa and Narvaez.

Area: 8,757 sq. mi.

Population: 8,000, including 6,600 in Ciudad Matac  n.

Languages: Slag Common (Espan Dialect).

Coinage: Oro (gp), dies (sp) and centa (cp).

Taxes: 20% income tax.

Government Type: Independent barony part of the Treaty of Tampico and Signatory Council.

Industries: Sages and knowledge.

Important Figures: Bar n Balthazar de Montejo y Aranjuez (baron, human, male, W12).

Flora and Fauna: Standard for its warm temperate climate, including kudzu, tomatoes, potatoes, maize, plains grasses, deer, armadillos, prairie dogs, turkeys, and eagles. Dangerous monsters include goblinoids that raid from the Yazzak Steppes. Normal animals with Legacies can also be very dangerous.

Further Reading: The Savage Coast online document.

Description: by Hernando Cagliostro

Sarag n is one of the three enlightened states of las baronias. Along with GargoTMa and Almarr n, its rulers promote philosophy, arts, and educations among its poblaci n. Sarag n is also famous in its role of defending las baronias from invasions from the Yazzak Steppes thanks to la careta de la barrera [The Barrier Mask. Ed.], an artifact from the Immortal Ixion which repulses enemy forces that approach it. A second artifact, the Bracers of Forbiddance, enhances the Barrier Mask's already great powers.

The Land

Sarag^n is mostly composed a prairies that lie along el Rio Maldito and Rio Copos. The western borders run along la Bosque de las Sombras (The Forest of Phantoms), a woods rumored to be haunted by the legions of soldiers who died fighting the gnolls who once inhabited to forest.

Sarag^n is has three baronets, minor lords who represent each one region of la baronia. The baronet of Aranjuez represents the north, while the baronet of Montejo the southern parts of la baronia. The baronet of Sarag^n comes from the central area of la naci^n.

The People

Sarag^nners are an enlightened people, much like Gargo™ans, du mainly to the good education they receive from the nobles. Mages and scientists are very common here, and are in fact renown throughout las nacionas as the most wise sabios [sages. Ed.] of the Savage Coast. Many here study the Red Curse and are trying to understand it better, and possibly defeat it if possible.

Also common in Sarag^n are the Inheritors. This is due to the fact that the original Inheritors all came from this naci^n. In fact, baronet Don Luis de Manzanos is one of those original Inheritors. Because of this longer use of Legacies in the area, Sarag^n has more red steel and cinnabryl then most other nacionas.

Despite this high concentration of cinnabryl, most people use the priestly Maintain spell to keep the Red Curse at bay. This is parcialmente [partially. Ed.] because of cinnabryl's high price, and parcialmente because they have been well thought about the consequences of running out of cinnabryl. Afflicted are therefore rare as even the children of the land understand the properties of the dreaded Red Curse. Those that are Afflicted are treated no differently than someone with any other disease or wound; say someone missing a leg or an arm.

Recent History

Sarag^n has had a relatively peaceful history, and this is perhaps one of the reasons it is an enlightened state. La naci^n was formed in AC 966 when los baronias of Montejo and Aranjuez united after several a™os [years. Ed.] of working together to defeat encroaching goblinoids and gnolls. Sarag^n remained peaceful except for a small dispute over watering rights with Guadalante throughout most of its history.

In AC 993, adventurers found the Barrier Mask which has helped keep la naci^n safe since then. AC 1006 brought the holy wars in which Sarag^n united with other baronias to fight against Narvaez. As is well known, this battle ended when all las baronias united to fight off Hule. Then, in AC 1007, goblinoids from the Steppes invaded, but were subsequently repulsed as well.

At the end of AC 1009, magic failed for a week, and there was much commotion in la naci^n. Goblinoids took advantage of the failure of the Barrier Mask to attack Manzanos's tower and destroyed it. Also, this is when the dreaded Red Curse spread throughout the land.

In AC 1010, Luis de Manzanos had a new castillos constructed, but was then challenged by the Inheritor Balazar. The troubles caused by this challenge eventually led to the discovery of the Bracers of Forbiddance, which helped repulse another goblinoid invasion led by Balazar. This new artifact, along with the Barrier Mask, are in la posesi^n of baroner Don Luis de Mazanas, where he keeps the borders safe from goblinoids and Narvaezans.

Since then, Sarag^n has remained out of most of the politics of the region, except for its demand to increase los sanciones on Narvaez.

SLAGOVICH (City-State of)

Location: West of Gulf of Hule, northern region of Serpent's Peninsula.

Area: 1,232 sq. mi. (3,200 km²)

Population: 17,000 (mostly humans and a few demihumans)

Languages: Slag Common (Slagovich Dialect), Slagich (dialect of Traladaran).

Coinage: Bright (Br; 90% silver, 10% undepleted cinnabryl), Fair (Fr; 98% copper, 2% undepleted cinnabryl), Dim (Dm; depleted Bright), Dark (Dk; depleted Fair). Value: 1 Br = 5 Fr = 50 Dm = 500 Dk. Silver ingots are used in merchant trades.

Taxes: Unknown.

Government Type: Independent monarchy ruled by a Margrave.

Industries: trade, mining (cinnabryl).

Important Figures: Margrave Miosz II (noble, human, male, F5), Stavro (leader of the Knights of Halav, human, male, F14).

Further Reading: Voyage of the Princess Ark: The Slagovich Affair, in the Champions of Mystara box set. Also, the Savage Coast online document.

Description: by Piotr Drobnjak

It's a great pleasure for me to describe my home city in such a precious book published in the same land that gave birth to the Mighty Halav. May He protect us all and help me in the use of Thyatian.

The Land

Slagovich proper is just a five centuries old small stronghold built high atop a plateau, next to a cliff overlooking the Gulf of Hule. The City State also controls a tiny stretch of hilly land between the village of Kastr to the south and the ruins of Grabana to the north.

High and well-defended walls surround the city's mortar and stonework houses, but the nobles and the richest families live inside the walls. Most of the population lives in badly maintained dwellings, outside the protection of the walls. A few scattered farms dot the countryside.

Almost all buildings have a faint reddish-brown color, due to the presence of cinnabryl in the area.

The People

The inhabitants of Slagovich, mostly humans of mixed Yavi and Traldaran race, sport dark hairs and reddish-brown skin (probably due to the Red Curse). A few demihumans inhabit the city too. Despite the many adventurers and the bustling trade business, most of the population consists in poor miners who work in the rich cinnabryl mines.

Worship of Halav is the main faith in the area, especially since the brotherhood known as Knights of Halav has helped Slagovich resist the Hulean attempts at seizing the City.

Recent History

In the last decade or so the whole area suffered from continuous war. Slagovich is an important trading post and the gate to the East, moreover it has an important mine of cinnabryl, so the evil Master of Hule has tried to conquer it several times. He almost managed to do it in 1000 AC, when the Margrave Miosz II, then a child, was able to keep his throne thanks to the intervention of the Knights of Halav and an Alpathian adventurer named Haldemar.

In the following years Hule invaded Sind and attempted to conquer all the City-States, but the alliance of the five cities managed to repel the Hulean evil bands.

Recently, as the Hulean threat loosened, Slagovich has been attacked by joint forces of Zvornik and Hojah and tension is still high in the area.

Don't Miss

Slagovich most famous features, except the Black Samovar inn, are the hydraulic mechanism designed by excellent Slagovich engineers and present everywhere in the city.

Located in a huge natural cavern connected by a natural shaft to the city, the harbor is a masterpiece of engineering. For a high fee the cavern can be sealed and filled with water, thus allowing a ship to move deep into the city along a series of canal to unload their goods.

Due to the high number of canal, drawbridges and water locks, the City of Slagovich is also known among eastern travelers as “Glantri of the West”.

SUMA’A (Kingdom of) and GOMBAR (Kingdom of)

SUMA’A

Location: Western edge of the Arm of the Immortals, Brun.

Area: 19,240 sq. mi.

Population: 60,000, including 25,000 in the capital Sumag).

Languages: Ak’an (a language descended from Tanagoro and ogre).

Coinage: pesawa (ep), cedi (gp).

Taxes: 10% export tax, 15% import tax (0% food import tax), 5% mineral tax.

Government Type: Monarchy moderately influenced by mercantile interests. The king must be a shaman.

Industries: Mining (gold, iron, diamonds, electrum, platinum), jewelry.

Important Figures: Aw’ar (Chief Priest of Sumag, ogre-kin, female, P(shaman)15).

Flora and Fauna: unknown.

GOMBAR

Location: Western edge of the Arm of the Immortals, Brun.

Area: 28,120 sq. mi.

Population: 72,000, including 30,000 in the capital Emdur).

Languages: Ak’an (a language descended from Tanagoro and ogre).

Coinage: pesawa (ep), cedi (gp).

Taxes: 10% export tax, 15% import tax (0% food import tax), 5% mineral tax.

Government Type: Monarchy heavily influenced by mercantile interests. The king must be a shaman.

Industries: Mining (gold, rubies, diamonds, electrum, platinum), jewelry.

Important Figures: Droog (Chief Priest of Gombar, ogre-kin, male, P(shaman)10), Opatuo (head of the Mining Exchange of Emdur, ogre-kin, female, Merchant14).

Flora and Fauna: unknown.

Joint description of Gombar and Suma’a: by Gnighmen Lodestar

Note from the Editors: Although Suma’a and Gombar are not properly a part of the Savage Coast or an area affected by the Haze or Red Curse, we have decided to include it in this section for now as the Arm of the Immortal is close enough for to be included into the Savage Coast. When the Arm of the Immortal is known well enough to have its own section, expect these nations to be moved there.

I traveled briefly in these two kingdoms when Serraine was passing nearby. Matazumi had piqued my interest of this area with tales of land rules by giant civilized ogre like beings. These beings, he informed me, lead two huge mercantile kingdoms lead by shamans. These kingdoms are rich in mineral wealth with gold, electrum and iron being mined extensively from the hills and mountains of the Arm of Immortals which form the eastern extent of the two kingdoms. Numerous types of precious stones are also mined from these areas and these along with the gold are crafted by the artisans of the land. The jewelry and mineral wealth, however, is not what has made the area rich. It is the oversea trade that the people conduct with countries up and down the western shore of Brun and Davania as well as the eastern

extents of Skothar that has made the kingdoms what they are. Both kingdoms lead extensive merchant and naval fleets with which they maintain their control over the water.

Once Matazumi had given me this briefing of the land which I would travel in I effected a magical disguise to help me pass unnoticed during my brief sojourn through the land. I decided to borrow a Cloud-Clipper for my journey and land near the city of Emdur - the capital of Gombar.

The Land

I was unable to visit any area outside the city of Emdur during my stay and therefore do not know anything about it. I hope to visit the two kingdoms again soon and describe in more detail the area with more detail on the Kingdom of Suma'a and the lands surrounding the city of Emdur.

However in my travel from the area where I landed my plane into the city I noted some things. Primarily the lack of people living outside the city - I passed no-one on my short journey and there were no farms not that the land seemed very arable. Why there are no people living on the land is a mystery to me and how the populace can eat is truly a surprise. During my short trip I did notice the sounds of drum beats. From where and why these drum beats were beating was also a bit of a mystery for me - one that I was unable to answer during my stay.

The People

The people of Gombar and Suma'a are twofold in their interests. Firstly there are the merchants and miners who are interested in furthering their mercantile aims. Then there are the religious groups who lead the populace.

The interactions between the religious and mercantile members of the people are very interesting. The mercantile members of the people seem to have control over the religious group by virtue of the money and jobs that they generate. However the religious groups lead the people. It is true that the leaders are heavily influenced by mercantile interests but a similar influence of the shamans over the merchants was evident to me by the respect that shamans visiting the Mining Exchange were given. They were not feared as those who are religious seem to be in other areas but actually treated with respect.

Don't Miss

The Mining Exchange in Emdur is the tallest and most opulent buildings in the city. In fact the height of the building is astounding. Over 25 storeys high, the building is truly massive, especially considering that for the tall inhabitants that each storey is fifteen feet high, why a building should have so many storeys is, however, beyond me. Though seeing the building I have an idea for a weight and pulley mechanism that could be attached to the outside of the building which would move people up and down floors without the need for stairs - I think I'll call it a mechanical-levitator.

The Exchange is a hive of activity during the day and throughout the night. Within the exchange miners come in and sell their goods. In the same place merchants buy the minerals to trade with other countries. Artisans also frequent the building buying gold and gemstones and selling their crafts to merchants.

The most amazing sight within the Exchange is a large room, known as the Floor, which exists over three storeys within which the prices of the cargoes of ships as well as the standings of the mineral finds from the mines are traded and re-assessed on a continual basis. The room is a very confusing within ogle-kin screaming prices and names at the young ogle-kin above them at large boards who write the new prices and standings in the relevant places. How anyone can hear anything in this place is an amazement to me. I was here the day after the platinum from a new mine was being traded in the Exchange - I was informed that on this day that the Floor was more active - how this can be is beyond me.