



FORGOTTEN REALMS™

Official Game Accessory



Dreams of the Red Wizards

by Steve Perrin

An Accessory for Characters of All Levels
for use with the FORGOTTEN REALMS™ Game World



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INTRODUCTION

This book is a description of Thay, said by some to be the most evil land of the Forgotten Realms. It is the home of the powerful, evil Red Wizards, whose whim can move mountains and summon great demons to lay waste to armies. Besides the great magic that seems to fill every corner, the land is famed for its rich prosperity, with exquisite, exotic craftworks and rich culture. For all of these things, Thay is perhaps the best-known (and least-visited by those good men who value their freedom) of the Eastern Lands.

The realm is also known for its ancient heritage, byzantine government, and magical-based society. Its slave-traders and slave-gatherers are feared throughout the Realms, and its traveling wizards can walk unhampered through the most squalid streets of Tethyr. To most folk of the Realms, Thay is the great eastern threat, the land of bloody-handed wizards who at any moment might swirl across their borders on the backs of fire elementals and lay waste to the world.

Many of these fears have some basis in fact. This book attempts to lift the veil of rumor and reveal what the Wizards of Thay are truly capable of, and why the lands around the Inner Sea have a true cause to fear the Dreams of the Red Wizards.

How To Use This Book

This book has two uses for the FORGOTTEN REALMS™ game campaign DM. First, it provides a look at Thay and the lands surrounding it, complete with enough statistics that a BATTLESYSTEM™ Fantasy Combat Supplement campaign can be set up using the information supplied within and some translations from raw population statistics to BATTLESYSTEM Fantasy Combat Supplement characteristics. There are certainly sufficient reasons for Thay and her neighbors to go to war with one another, as you will see, and the strategic situation is sufficiently complex to make for some interesting maneuvers and battles.

Of course, this book also provides the necessary information for FORGOTTEN REALMS™ role-playing campaigns set in Thay and among her neighbors.

The second use for this book is to show how events in Thay and the surrounding countries can interact with adventures set anywhere in the Realms, from Neverwinter to Skuld, and everywhere in between.

If you are a DM whose campaign is set in the Realms, and wish to use Thay as a site for occasional adventures (see *Rescue!* in the appendices) or a complete campaign you should read the entire book, referring to the accompanying map when the wealth of information about the international relationships becomes overwhelming.

If you are going to allow player character magic-users who originate in Thay, study the chapter on Thayvian magic particularly closely. There are many differences between the standard AD&D® game system magic-user and a Red Wizard—no matter how far along the Red Wizard is in his studies. This is also necessary when looking at the descriptions of the major NPCs in the appendices. Looking at them with the eye of a standard AD&D game system DM will only confuse you.

If you are running player characters from other lands who are journeying to Thay, emphasize the rumored differences in magic without being specific. The players will learn about the real differences soon enough.

For a full campaign in Thay, be sure to look at the society and politics chapters closely. There are differences here that can be quite alien to the Western-Europe-style campaign possible even in Cormyr. There is an underlying evil to this society that is foreign to even Amn or Zhentil Keep. The people of Thay are different from the people of the western lands, and the differences can be subtle and trip up player and DM alike.

Of course, you are free to change some aspects of this culture to better fit your own playing style. If you are more comfortable with a society where the police can be counted on to enforce the

law, even if the laws are evil, then you may want to change the attitude of the gnoll patrols who maintain the law as they see it in the cities of Thay.

If you are more comfortable with a society in which everyone has some civil rights, then you will have to make some other, perhaps very subtle, changes in how this society looks at the adventurers who enter it.

And, of course, study the history and geography of both Thay and its neighbors. These are the foundation stones of heroic legends and current national politics, and both can be good foundations for exciting adventures as well.

Welcome to Thay. May you and your players' characters live through the experience.



HISTORY OF THAY

History of The Region

“The East” is shrouded in mystery to those lands to the west of the Inner Sea. The entire east and south is considered an area of vast magics and strange tyrannies. These considerations are quite close to the truth.

Before the beginning of the current Age, there were four great lands who controlled the east of the Inner Sea. In the north were Narfell and Raumathar, to the south were Unther and Mulhorand. The northern nations were relatively young, coalescing out of wandering tribes about a thousand years before the end of the previous age. Unther and Mulhorand had first appeared as that age was dawning.

The southern nations had long since found the Alamber Sea a sufficient border to keep their interests apart. They fought for trade rights and for possession of the few islands of the sea, but neither seriously invaded the other country. In the north, however, there were no such convenient barriers to the march of armies, and the two giants of the north were constantly at war. In these days, no one knows what their source of enmity was, but stories of their wars and heroes are still the staple of any wandering bard of the eastern Inner Seas.

Eventually, the two nations slew each other with great magics. Stories in books found in Myth Drannor tell of demons summoned, dragons called, and cities burned. The war came to an end with neither nation surviving. This took place about 1500 years ago, just before the explorers of Tethyr and Amn began to open up the Inner Sea to the current age.

Both Mulhorand and Unther moved to fill up some of the space left vacant by this catastrophe. Unther lept across the Eastern Reach to plant cities on that body of water’s northern coast; Mulhorand founded the cities of Bezanur, Tyraturas, Amruthar, Delhumide, and Nethjet in an effort to reach the northern survivors of the great war. But both nations were already feeling

the first effects of the other great destroyer of empires: decadence.

Unther could not reach the elves of the Yuirwood with its traders or its armies. Rather than circumvent the forest, it sat where it was and first lost Altumbel, then the North Shore Coastal cities, to forces of rebellion against its smothering bureaucracy, led by the freethinking freebooters who led the migrations east from Amn. Then Unther retreated from the south shore under similar pressures. The city-states that remained formed a loose union known as Chessenta that still remains, though the unity of the cities is laughable to any true nation.

Mulhorand, perhaps because it had a land connection to the north, managed to hold on to its northern conquests longer, but eventually, lost them to a home-grown menace. About four hundred years ago, a sect calling itself the Red Wizards declared its freedom from the god-kings of Mulhorand. They rebelled from the rule of the theocracy and demanded more freedom for magic research.

The sect originally sprang up all over the old kingdom, but its center of strength was in the northern provinces, where the natives did not have the inbred reverence for the god-kings. The wizards led an army to raze the capital city of Delhumide and declared themselves the free nation of Thay. Then they marched south, taking the other cities of northern Mulhorand with little trouble.

Mulhorand roused itself from its stupor long enough to hire an immense mercenary army from Chessenta and send it into the land now called Thay by its new masters. The Red Wizards met this army on the farming plains of Thazalhar. The Wizards met the vastly superior numbers backed with some of the less apathetic priests of the god-kings with sorcery, including what has been described as a major demon, who slaughtered vast hordes of mercenaries before the invaders broke and ran.

Mulhorand effectively shrugged its massive shoulders, further fortified the city of Sultim and the River of the

Dawn, and turned over in its bed of apathy to sleep the sleep of decadence. Since then, Mulhorand has not claimed any part of Thay, though they have had to defend themselves, quite successfully, against two invasions from that upstart country.

Thay

Their independence secured, the Red Wizards set about to establish their own nation. The first order of business was sending the major demon back where it came from—an effort that cost them several Wizards. Then they established their capitol of Eltabbar (some say this is named after the demon) and began to order their new country.

Initially, the Red Wizards ruled their new nation themselves, gathering in a Council to make any necessary decisions. Each Wizard tried to extend his own powerbase, taking on apprentices and recruiting other wizards. Many magic-users from Mulhorand who had not participated in the rebellion immigrated to Thay to partake of the greater freedom for magic-users there. Within a century there were too many Wizards to operate as a ruling Council. Every decision was reached, when it was reached, only after weeks of debate. Moreover, magic-users are not well suited to governing. To remain good magi they must continually research and practice their craft. This leaves little time for statecraft and governance.

Recognizing the problem, the Red Wizards devised the current system (described in the Politics chapter of this book) of Tharchions ruling provinces and Zulkirs chosen from among the Red Wizards to rule the entire nation.

Thay’s history since independence was gained is a cycle of internal strife, unification to try to conquer neighboring lands, and so on around the circle. The first major period of strife was directly after the foundation of the ruling Zulkirs, when objecting Wizards marshalled their forces and attempted to destroy this new government at birth. However, they were disorganized



and warred among themselves (several had kingly ambitions of their own) and the Zulkirs slowly established their rule over a period of almost 40 years by military victory and occasional co-opting of opponents into their ranks.

The Conquering Wizards

Since the establishment of their nation, the Red Wizards have had to trade (or steal) for many things they consider necessary for their lives. They would rather conquer and control the lands that produce these items, so the Zulkirs and Tharchions are continually scheming and planning to gather armies and march on one of their neighbors.

Invariably, those Wizards who are not in on the planning of the conquest decide that either (1) it is really just a scheme by the organizers to take over Thay itself or (2) the organizers will get too powerful and use their new power base to take over Thay and/or exact a revenge on the other Wizards for real or imagined slights. Thus, those left out of the planning either (1) try to subvert those working with the planners into sabotaging the effort or (2) try to take over the homefront power base of the planners while they are off conquering.

The fact that the Wizards not involved in the planning might be very right about the real motivations of the planners does not help build tranquility. Thus, the military history of Thay is one of grand conquests splendidly embarked upon that end in squabbling and disaster. However, the Wizards keep trying.

Current Operations

At this time, there are three major schemes of conquest in operation.

The first scheme of conquests consists of Szass Tam, Zulkir of Necromancy, and the Tharchion of Gauros, who are attempting once again to conquer Rashemen, this time behind an army of zombies.

The second scheme is masterminded

by the Tharchion of Thaymount and the Zulkir of the School of Divination, who have taken advantage of a period of Aglarondan laxity to march down off the Thaymount and take over the trading towns of Nethentir and Nethjet. There is also a second prong to their attack, but that is not immediately evident to the casual observer.

The third scheme is perhaps the most ambitious. The Zulkirs of Evocation and Conjunction have combined with the Tharchion of Lapendrar to open a gate to the Elemental Plane of Fire, assemble an army of salamanders and efreeti, and purge the North Coast of competitors to Bezantur once and for all.

Naturally, all this activity has not gone unnoticed. The Zulkir for Enchantment and Charm is most alarmed at all this adventurism, since his plan of steady assassination of heads of state has barely gotten off the ground.

This is the nation that adventurous player characters may be entering at any moment.

Timeline

- 150 DR Mutual Fall of Narfall and Raumathar
- 1 DR Founding of Cormyr
- 163 DR Founding of Altumbel
- 482 DR Delthuntle and Laothkund break free of Unther
- 504-679 DR Steady erosion of Unther's control of North Coast Cities
- 756 DR First fisherfolk in Aglarond
- 823 DR Mourktar breaks free of Unther
- 870 DR Adventurers begin to clear the monsters out of the Yuirwood
- 922 DR Battle of Thazalhar
- 929 DR Alliance of Chessenta drives Unther back beyond the Riders To The Sky mtns.
- 934 DR First Thay invasion of Rashemen
- 937 DR Alliance of the Cities of The Golden Way into Thesk
- 975 DR Telflamm annexes Nyth and Culmaster and establishes own nation
- 1030 DR Establishment of Zulkirs as ruling body of Thay
- 1031-74 DR Internal strife in Thay as Zulkirs continue to establish rule
- 1065 DR Battle of Ingdal's Arm Brindor First King of Aglarond
- 1082 DR Building of Emmech
- 1085 DR Building of Giants Wall
- 1097 DR Founding of Impiltur Imphras crowned King
- 1104 DR Birth of Zulkir Szass Tam
- 1117-54 DR Breakup of Chessenta Alliance into squabbling city-states
- 1122 DR Imbrar King of Impiltur
- 1127 DR Ilmara Queen of Impiltur
- 1128 DR Althon King of Aglarond
- 1132 DR Creation of Long Portage
- 1142 DR Redsail the pirate retires to Aglarond
- 1159 DR Zulkir Szass Tam becomes lich
- 1189 DR Elthond King of Aglarond
- 1169 DR Imphras II King of Impiltur
- 1194 DR Battle of Singing Sands Philaspur King of Aglarond
- 1197 DR Battle of Brokenheads Grey Sisters Queens of Aglarond
- 1225 DR Lashlimbrar King of Impiltur
- 1237 DR Marriage of Thara of Aglarond to Elthar of Milvarune
- 1257 DR Halacar king of Aglarond
- 1260 DR Battle of Lapendrar Ilione Queen of Aglarond
- 1294 DR Rilimbrar King of Impiltur
- 1317-23 DR Great Plague of the Inner Sea
- 1317 DR Targuth Athkarr becomes Huhong of Rashemen
- 1320 DR Simbul Queen of Aglarond
- 1334 DR Hyarmon Hussilthar becomes Huhong of Rashemen
- 1338 DR Sambryl Queen of Impiltur
- 1357 DR The Present



The Lands Surrounding Thay

To a large extent, the history of Thay is that of the neighboring nations. The following is a brief description of the histories of these nations and how they relate to their imperialistic neighbor.

Aglarond

Initially a wilderland inhabited only by a few sylvan elves, satyrs, and the fell forest denizens known more to men in fable than in fact (owlbears, stirges, and the like), Aglarond was little disturbed by men as settlement spread east across the Inner Sea an age ago.

Often visited by pirates and others seeking a temporary refuge or timber to cut, Aglarond remained unsettled for many long winters. A few hermits eked out an existence in coastal caves and later Aglarond became something of a retirement refuge for pirates—those too old, notorious, or badly maimed to continue faring. At length, fishermen seeking untouched areas moved to Aglarond's shores, and slowly small settlements of fisher-folk took hold on the rocky coasts. These villagers faced the sea, and although the woods at their backs seldom erupted to endanger them, they did not explore inland, or boldly cut and fell timber in the manner of the settlers of Cormyr, Sembia, and the Dalelands. The far-off pinnacle and the endless woods remained hostile places for generations; those who ventured too far in did not return.

As the woodcutting slowly ate away at the forest edge, skirmishes with owlbears and satyrs became more common, and were-creatures began to appear. Adventurers on the run or seeking employment also began to arrive in Aglarond, and for a brief, bloody decade still vivid in the songs and travelers' tales, men slaughtered the most dangerous and aggressive of Aglarond's monsters.

As the dangers of the wood grew fewer, hunters and fur-trappers ventured further inland—and eventually

discovered that the elves of Aglarond had grown few and humble, weakened by disease and continual warfare with the mountain trolls and the dark elves of the mountain depths. Most of the fisher-folk remained ignorant (and fearful) of the forest depths, and did not venture far into the trees, but the hunters and adventurers fought the trolls and (rarely) the drow, knowing the elves first as wary allies and then as friends—and within another generation a proud (if few in number) half-elven folk had come into being in the depths of the woods, the elves being completely absorbed into the half-elven stock. Over the next decade, the drow "went under" (ground) and came to Aglarond no more, the trolls were nearly eradicated, and the satyrs all left Aglarond or perished in the forest wars, until the half-elves came to rule all of Aglarond's wooded interior. Indiscriminate woodcutting continued around the villages of Oskur and Slusk in particular, and at length the half-elves grew angry enough to move down into the fishing villages and take over.

This led to several armed skirmishes, notably a pitched battle at the remote anchorage of Ingdal's Arm, in which the "pure" humans perished to a man, but at length the half-elves prevailed.

For a time there was ill-feeling, but the just rule of the half-elven (and their undeniable and ever-increasing blood ties to the fisher-folk) soon welded the people into a loyal fellowship under the rule of a king. The first king (the senior warleader of the elves) was the aged Brindor; he established a fighting corps of veterans and youths, named an heir (as he had no surviving mate or offspring of his blood) and began a tradition of government by monarchy and council, each village choosing a representative or elder to be a part of the council, to advise and debate with the king. Those who could not accept the rule of the King moved west, into Altumbel, or north and east into Thesk. Theskan raiders (and later, the growing threat of Thay) were countered by Brindor's only great engineering works:

the fortress of Emmech, at the mouth of the UMBER, and the "Wall of Giants", constructed by giants in return for some mysterious magical service Brindor gave them, which prevented any army that crossed the UMBER Marshes from sweeping into Aglarond's growing farms.

Brindor's heir, Althon, began a great program of irrigation, road-building, and careful husbandry of the much-shrunken woods of Aglarond; eventually to become known as Althon "the Old", he lived nearly a hundred winters, and in his time Aglarond grew into a strong and happy realm, despite the growing power of Thay and the many cities along the coast to the south of what is now known as the Yuirwood. (The wood gained this name because of the Yuir, the name of the original elven tribe that lived there). Althon had two sons, Elthond and Philaspur. Elthond perished in the first great battle against the forces of Thay, Singing Sands (1194 DR, so-called for the lamenting women of Aglarond, who cried and sang all night as they took up the bodies of their slain men from the sands around Emmech), and Philaspur reigned thereafter, perishing himself at the fortress of Glarondar in the battle of Brokenheads (1197 DR). Philaspur's daughters, Thara and Ulae, ruled together after his death: long and well. Known as the "gray sisters" for their raiment, they developed their magical arts to awesome heights, and were believed to have thwarted many forces from Thay ere these reached Aglarond's borders, by means of shrewd dweomerwork. In their later years, both took husbands—Thara wedding Elthar of Milvarune, gaining thereby the friendship of Thesk (which survives to this day); and Ulae wedding the forester Ilion. Thara and Elthar had no children, but Ulae bore a son, Halacar, and a daughter, Ilione.

Halacar reigned from the death of his mother (1257 DR) through a disastrous campaign against Thay, and died of poison, it is thought in the winter of 1260 DR, without wife or offspring. His sister Ilione came to the throne inexpect-



rienced, but was wiser than Halacar, and carefully built Aglarond's strength, immediately naming as heir her apprentice, the young and mysterious sorceress known only as The Simbul, and ruling long and wisely as Aglarond prospered.

Iliane died of plague in 1320 DR, and since that time the Simbul has ruled the realm with magery greater than any known in the Inner Sea lands since the fall of Myth Drannor; she is thought to still live, and Aglarond still survive, because she personally overmatches even the infamous Red Wizards of Thay.

If the Simbul herself has apprentices or a chosen heir, she has not publicly identified any such to the Council. Her style as Queen of Aglarond (a title she never uses, preferring to be known only as "The Simbul") is her own, different from her predecessors and counterparts in other realms. As Mirt of Waterdeep once said, "Ah, that Lady—she goes her own way." That way must needs be a narrow and often treacherous one; Aglarond's future may well hang in the balance.

The royal banner of Aglarond is three white stars on a royal blue field.

Impiltur

Impiltur was formed two hundred and sixty winters ago, when the city states of Lyrabar, Hlammach, Dilpur, and Sarshel united under Imphras, war-captain of Lyrabar, to face the menace of hobgoblin hordes advancing from the Giantspire mountains, from whence they had only raided sporadically before.

The human armies, bolstered by wood elves from the Grey Forest and dwarves from the Earthfast Mountains, met the hobgoblins in the High Pass west of the River Icehilt, and there was great slaughter. The High Pass was "choked with the bodies of the fallen, and blood began to flow like a river ere it froze; a red river that ran down out of the heights, onto the rocks below." This bitter struggle went on, day and night,

in the cold, until on the afternoon of the fourth day, the exhausted human defenders were pushed back, out of the heights, and forced down onto the plain—for although they fought valiantly, and commanded the natural heights and strongpoints of the Pass, the hobgoblins "were without number or end," as the sage Amphyr (who was a Bowman in the battle) put it, and just kept coming over the bodies of their own forces, until they wore out the defenders.

Imphras fled across the plain, harried by the hobgoblins, until he reached Bluefang water, where he rallied his men to stand against the invaders. Some came against him; twice his own force at least—but others ignored the warriors and ran southwards, past the men of Imphras, to take and loot the cities on the coast.

And there the hobgoblins were met by the women the warriors had left behind, with swords in their hands, and among them stood Soargar, the old archmage of Lyrabar, standing with two sticks; and the young sorceress Sambral, and her guest, the archmage Velgarbrin of Baldur's Gate—and these last three unleashed magics that have never again been seen so gathered on one field from that day to this; the earth opened, hobgoblins were snatched into the air by invisible hands—and hurled to earth again, balls of fire crackled and roared all about the screaming hordes, and lightning leaped and hobgoblins fell.

When at last the spells were done, the hobgoblins were fewer than before, but still they came forward, to cut down the women—and then Imphras with his few surviving men fell on their rear like a scythe takes down grass, and they fell and were routed.

The gathered folk of the cities encamped upon the plain and Soargar breathed his last, drained of life by the use of his art, yet content, and he bade the elders of all the cities make Imphras their general, against the hobgoblins coming again. They did so, and Soargar told Imphras of the lost crown of Nar-

fell, a thing of wondrous magic hidden in the old dweomercrafter's tower in Lyrabar, where it had slumbered these many years, and of magic swords there—and then fell dead, smiling. And Imphras took the crown, and raised a small tower at Filur, and ruled there, and in time wed Sambral and had heirs.

But it was not in his time that the hobgoblins came again. Sambral died, and after grieving Imphras followed. Their son Imbrar took the throne. His sister Ilmara became a sorceress under Mhilra of Milvarune, and found scrying stones of lost Myth Drannor in her adventures, and founded Ilmwatch. In those stones she found the hobgoblins stirring. Imbrar went up against the hobgoblins before they could attack the realm, and he was not seen again, but neither were the hobgoblins. And the magical swords that he and his guard wore, the legacy from Soargar, were lost.

Ilmara, sorrowing, took up the crown of Narfell and the rule in Filur, and after forty winters took to husband Rilaun of Sarshal, a young warrior half her age, and had a son, whom she named Imphras, and crowned king. Rilaun was wroth, and took arms to seize the crown, but he was murdered ere he could take it, and Imphras II reigned with his mother as regent until he was 16 winters old.

And in time he took to wife Lasheela of Dilpur, and had many sons; and the crown passed to Lashimbrar, and then to his son Rilimbrar, and then to Rilimbrar's eldest daughter, Sambryl.

Sambryl is a mage of power (CG 17th level M-U) who does not like to rule; so she walks the kingdom freely, leaving the defense of the realm in the hands of twelve lords of the Realm tall descendants of Imphras II): Kyhraun; Imbrar; Lashilaun; Soargilm; Haelimbrar; Sambrar; Rilimbraun; Imbraun; Silmgar, Silaunbrar; and Rilaunyr.

Impiltur today is a war-ready realm, still on the frontiers of civilized lands, but largely at peace and friendly with its neighbors of Telflamm, Thesk, Rashemen, and Aglarond. With these



nations it keeps a wary eye on Thay, supporting them all in their occasional wars with that realm of wizardry because Impiltur knows that if any of these realms should fall, Thay would be nowhere as friendly a neighbor.

Impiltur is still a land of opportunity for the daring and hard-working; rich new copper, silver, and iron lodes have been found north of Lyrabar and near the High Pass, and trade is increasing in the area.

The arms of Impiltur are a crossed sword and wand on a dun banner, bordered in scarlet.

Telflamm

When Thesk was formed, the Heirarch of the coastal city of Telflamm was snubbed by the autocrats of Phsalt and Milvarune. As a result, Telflamm refused to join with the other cities in their union, and kept its satellites, Culmaster and Nyth, from joining as well.

Despite this history of hostility, Telflamm is friendly to Thesk, and while they are ostensibly trade rivals, they cooperate in defense and safeguarding their shares of the Golden Way.

Telflamm is a favorite port for adventurers coming to the Eastern Realms. They specialize in outfitting adventurers, and maps to the treasures of Raumathar and Narfell are a stock in trade of the city. Some of them are even accurate, though they tend to lead to already-looted sites. Still, one never knows what previous looters may have missed. . .

Telflamm has never been conquered. It is of much more use as an open city.

Thesk

This is the land between Aglarond and Impiltur. Its main reason for existence is the trading path called The Golden Way which has been traditional for traders from the north and east since before the current age. At one time it was controlled by Raumathar. When

that nation died in its mutual war of extinction with Narfell, the inns and trading stations along the Golden Way (each established approximately 1 day's slow packhorse's travel away from its neighbors) became centers for the refugees from the kingdom's destruction.

The easternmost of the cities became part of the new land of Rashemen. The others were briefly under the sway of Mulhorand, but aside from collecting taxes, the god-kings had little to do with the people that far north.

The cities banded together and allied themselves with the people of the forest and hills. They called themselves Thesk after the mountain ridge in the center of the lands they claimed. Together, they drove out the Mulhorani tax collectors and established their loose confederacy. When the Red Wizards first rose, the cities of Thesk supported them to establish a buffer state between them and the ancient empire to the south. They have since come to regret this decision, but live with their aggressive neighbor as best they can.

The government of this land is an oligarchy made up of the rulers of the trading cities along the Golden Way from Two-Stars to Milvarune, which acts as the capital (mostly because it is so far removed from Thay).

The Nomads

The nomadic tribes who run their flocks in the Mountains of Thesk in the center of the land also protect the cities and are a thorn in the side of any invading army from Thay. Their tactics are ideally suited to hit-and-run and they work in such a scattered fashion that mass destruction spells cannot damage very many at a time.

The nomad magic-users are mostly shamans, but shamans who have grown in power (perhaps because of the proximity to Thay) so that they are equivalent to Druids. They use many of the same spells, with some differences because of their plains and hills existence.

However, the main reason Thay has

not overwhelmed Thesk, or at least taken its easternmost trading cities away from it, is that it would leave them with very vulnerable flanks to Rashemen, Aglarond, and even Impiltur. The Red Wizard policy has traditionally been to secure the flanks, first.

Relations with Others Nations

During the establishment of Aglarond, raiders from Thesk would terrorize the small villages that make up that country. However, the traders of Thesk soon came to realize that the Aglarondans would be far better trading partners than victims. The marriage of one of the rulers of Aglarond to one of the princes of Thesk cemented the relationship, and now they are fast friends.

The city of Telflamm is a trading rival, but supports them against Thay and acts as a convenient duty-free seaport in Thesk's relationships with other nations.

When not fighting Thay, Thesk is glad to act as an intermediary between Thay and potential trading partners who dislike supporting the economy of a slaver nation like Thay. Theskite merchants buy Thayvian produce and products and sell them at generous profits to Impiltur, Cormyr, and anywhere in between.

The rough nation of Impiltur is one of Thesk's main customers for all manner of commodities.

Mulhorand

This "Sleeping Giant" has been in existence through three ages of the Realms. An age ago it was a vital and aggressive power, controlling most of the Alamber Sea and the entire Priador plateau. The god-kings were said to be "in their prime."

Now the god-kings (who seem to be exactly the same people) are said to be "in their dotage," and Mulhorand is a sleepy and decadent land. The god-kings make occasional pronouncements from their towering palaces in



Skuld, the City of Shadows, but the country is really run by the bureaucrats of the temple, who are happiest when everything happens just as it has happened for the last two thousand years.

Mulhorand has not attempted conquest since the Red Wizards drove it back from Thay. But it is a rich land, with great natural resources and a heritage of priestly sorcery and enchantment.

It is well known that there is a wealth of magical items available to the rulers of Mulhorand, should they ever care to use them. The Statues that Walk are only one of hundreds of such items in the land, and most of the items are available to the lords and military of that land should it be seriously threatened; therefore, everyone just lets the sleeping giant lay, hoping that something will happen to it to let all of that magic free to the other kingdoms of the Inner Sea.

Mulhorand is unique in the Realms in that magic-users are subservient to the

church of the land and must be acolytes of the temple (though they study and use their magic in the usual way). This church control of magic is one of the major reasons why the Red Wizards broke away from Mulhorand and formed their own country.

Visiting magic users must register at the temples of the god-kings and either pledge to support one of the temples with their magic or suffer their spellbooks to be sealed. Breaking the seal notifies the officials of the act, and the temple guards, which include their own magic-users, are quick to respond.

The people of Mulhorand, when they think about Thay at all, consider it a province that will return to the fold when they realize the folly of magic unsupervised by priests. The god-kings are still called Protectors of the Priador whenever their entire list of titles is announced by a herald anywhere in the Eastern Realms.

Like Thay, Mulhorand is a slave state, with most of the slaves concentrated in the great temple farms controlled by

the church of the god kings. All slaves are considered to be owned by the god-kings, not individual owners, and must be rented from the church.

Rashemen

This land has existed since the mutual destruction of Raumathar and Narfell, before the beginning of the current Age. Sages speculate that Rashemen, or the Far Land as it is known, is the last remnant of Raumathar, but if so, they have retained no knowledge of that fabled ancient kingdom.

Apparently, Rashemen existed in relative isolation until the founding of Thay and the first Thayvian expedition to conquer that land. At that time, the Witches of Rashemen made their presence felt for the first time and the Red Wizard army was destroyed in one flurry of sorcerous might. Since then, the legions of the Red Wizards have faced off against the "fangs" of Rashemen over the border formed by Lake Mulsantir and the Gorge of Gauros, a



stalemate broken only by occasional Thay incursions which are destroyed or repelled by the Witches and the stalwart fighters of Rashemen.

Rashemen is ruled by a Huhrong, or Iron Lord. The present Iron Lord is Hyarmon Huzzilthar, a grizzled, gray-and-white bearded veteran of seventy-six winters; he has directed "the fangs of Rashemen" for twenty-three winters. since he was chosen by the Witches in a process they do not reveal. He replaced the senile "Old Wolf", Targuth Athkarr, who in his turn held the High Seat in Immilmar for seventeen winters, after the death of his predecessor, Lethgar Mimdusko. Targuth was taken in by the Witches, and never seen again; he is believed to have been carefully tended until death, for the Witches (as Rashemi say) "are like that."

Details of Rashemen history, aside from the annals of Thayvian invasions routed, are not easily come by. Very few of the populace are literate and the Witches are the keepers of lore, and they do not disseminate this information to common travelers.

City of Amruthar

Amruthar was founded by the god-kings of Mulhorand in their efforts to colonize the northern lands of the Inner Sea after the mutual self-destruction of Narfell and Raumthar. Its location on the Lapendrar is a strategic one, and it has been an important trading city since its inception.

During the war of rebellion against Mulhorand, the city fathers of Amruthar sided with the wizards immediately, offering them alliance. This is one reason that the city has never been under the sway of the Red Wizards since the establishment of Thay.

Theoretically, this is an independent city, with the the River of Sorrows (Lapendrar) keeping it from Thay.

Actually, Amruthar is a puppet state depending entirely on the whim of the Red Wizards. Just now, it serves as a convenient trading center for those countries whose merchants do not

wish to deal with the Red Wizards, but find the money of their agents in Amruthar to be just fine.

The city does have lively politics, with three main groups vying for control.

THE REALISTS want to keep Thay happy and themselves free. In short, this is the status quo party and, counting the citizens who think everything is just fine and refuse to have anything to do with politics, is by far the largest party.

THE AGLARONDANS want to invite Aglarond in to govern them. Since Aglarond has no inclination towards extending itself out that close to Thay, this is not a very realistic party.

THE INDEPENDENTS wish to sever all ties with Thay, impose severe duties on Thayvian goods, and generally treat Thay as if it were just another country, and not a very popular one, at that. This party is halfway between the Realists and the Aglarondans in size.

Thazalhar

This once-rich farmland is now a buffer zone between Thay and Mulhorand. It was devastated in the war between the Mulhorand and the rebels who founded Thay.

Now the land is called "one vast graveyard." Farmers no longer till its enriched soil and it lies fallow and barren.

The Coastal Cities

The cities of Delthuntle, Nethra, Teth, Laothkund, Hilbrand, Lasdur, Taskaunt, Escalant, Murbant, and Thas-selen are known as the Coastal Cities, the Cities of the North Coast (of the Eastern Reach), and the Free Cities. They were established by settlers from Unther at the dawning of the new age and later on by pioneers from the West. The easternmost cities have been under the control of Thay at one time or another for the last four hundred years, but are currently free.

Each city is independent, but they have a loose association for purposes of

mutual defense and some trade pacts. The Western cities, which perceive themselves as less in peril from the Red Wizards, are usually slow to respond to a threat to their eastern neighbors from Thay.

Of these "cities," most are actually towns. Only Delthuntle, Laothkund, Hilbrand and Escalant are truly cities, with populations over 5,000 people. Delthuntle and Laothkund have populations of about 50,000 each, Hilbrand and Escalant about 20,000 each.

The cities have fought among themselves and against their trade rivals in Chessenta more often than they have fought Thay or any other invader. Wars among the cities are fought by mercenaries, mostly from Chessenta, and the warfare is one of maneuver and advantage, with one city's forces surrendering if they are obviously outmatched by a foeman.

At this point in time, the cities of Lasdur, Taskaunt, Murbant, and Thas-selen are in flames. See Adventures, "Fire Time."

PEOPLE AND SOCIETY OF THAY

In most of the lands of the Inner Sea, the dominant human racial stock is similar to the men and women of Amn and Tethyr. However, the racial mixture of Thay is almost totally divided between two other racial stocks, with a scattering of the type more familiar to the inhabitants of the western realms of the Inner Sea.

The basic lower and middle class stock of Thay consists of short, hairy, swarthy, sturdy folk; the same stock found in neighboring Rashemen. This body type, called the Rashemi, can be found in the lower free classes and among the slowly-growing middle class of the country. In fact, the middle class is more likely to fall into this category than the lowest class of slaves, since the Red Wizards buy slaves from all over the Realms, and the slaves are of all lands and body types.

The rulers of Thay, on the other hand, are slightly taller and slimmer than their subjects (though not as tall as most Western men), with much less body hair and a sallow rather than swarthy skin. This is the body type most commonly found in the lands of Unther and Mulhorand, which is hardly surprising, since the rulers of Thay are the descendants of Mulhorani who broke away from that ancient kingdom. This body type is called the Mulan.

The Population of Thay

Thay is an ancient land, and has been the home of three different nations. Compared to many lands, it is quite populous.

Counting the slave population, there are about 1.5 million sentient people within the borders of Thay. This is an estimate, as the Zulkirs consider any such information potentially hazardous to the security of the country, and they refuse to take a census. Probably the best-counted members of the society are the slaves, as the slave owners have to keep some record of how many they have and how much they are produc-

ing, but there is no central repository for these records and individual slave owners are leery of letting anyone know the extent of their holdings.

Due to the centrally organized farming, where most is done on large slave farms, there is a higher proportion of population in the cities to the people on the farms than is common in the western realms where the farming is done mostly by small collections of free farmers or serfs of small landholders. About 300,000 people live in the cities, the other 1,200,000 in the wayside villages and slave farms. Of the city dwellers, about half are slaves, but in the country, the proportion of slaves to freemen is about seven to one.

In general, there are three social classes in Thay.

The Nobility

These are the rulers of Thay, and comprise both the Tharchions and Tharchionesses who rule the various regions and the Red Wizards themselves.

Members of the Bureaucracy are also among the nobility as are the Autharches who rule sub-regions in the name of the Tharchions.

The nobility is almost entirely comprised of the slim, sallow, folk from Mulhorand, but a few of the lower classes have managed to impress some wizards with their magical ability and be elevated to the rank of wizard's apprentice. Some of the Rashemi have now become members of the Red Wizards.

Traditionally, nobles of Thay disdain and abhor body hair (something of a trial for those of Rashemi descent). Men are known to grow facial hair even as they shave their heads. Women commonly shave their heads and decorate their shaved pates with artistic designs. Sometimes the designs are permanent tatoos, but most are just body paint, and frequently changed. This custom is mainly honored among the Tharchions and Tharchionesses, though most Red Wizards also follow the style when they

have the time.

Presumed Red Wizards have been seen outside of Thay with beards and normal body hair. Most of these are obviously of Rashemi descent (part of a program of proving their worthiness by taking on missions to foreign lands), but even Mulani have been seen in such condition. It is thought that, without their specially-trained slave barbers, Red Wizards would rather grow their hair than risk cutting it by themselves or entrusting their heads to local barbers.

There are several noble families in Thay and, as a sign of the possible upward mobility in Thayvian society, new noble families are being started all the time.

In general, anyone appointed to the position of Tharchion (see Politics) or Autharch is automatically noble, and his immediate family (spouse[s], children) is also ennobled. Any other family members including siblings are not ennobled, but, since nepotism is standard in Thay, can expect to become nobility soon.

Red Wizards are also automatically nobles, and they enoble their immediate families as well.

If the children of a Tharchion do not become Tharchions or Autharches themselves, or children of Red Wizards do not become wizards, they are still nobility. Once a Thayvian becomes a noble, it is almost impossible to take that status away from his family. Only the unanimous decision of the Zulkirs can remove the status of nobility; this is usually done by outlawing the family, arresting all accessible members, and turning the survivors of the arresting process into slaves.

It is not necessary to get all the Zulkirs upset with you to have a downward change in fortunes. Noble families also disappear because of the backstabbing politics of Thay. A family with many sons and siblings and with tentacles of power everywhere in the country can vanish overnight if the right collection of enemies decide the family is getting too powerful for the enemies' good.



Some of the current influential families include:

The Agneh: This family has a long history of Tharchions and Wizards in its membership. The most illustrious current member is Mari Agneh, Tharchioness of Bezantur, who was the black sheep of the family because of her past as an adventuring thief until she was appointed to her current post. She has embraced her family again and appointed most of them to official posts within her city government. Many people have noticed that these posts are those with the most prestige for the least work-a-situation about which the family members have never been heard to protest. The Agneh clan is the leading family of Bezantur.

The Canos: This family is on the rise politically. Though there are no Red Wizards involved with this group, they number a Tharchion, Mikal Canos of Delhumide, and a Tharchioness, Thesaloni Canos of the Aldor. The family has built itself up by its military reputation.

The Daramos: This is a new family, based around the Tharchion of Thazalhar and consisting of him, his wife (who rides as a member of his guard) and their two small children.

The Flass: This family is on the downturn, though it has had a couple of influential Red Wizards among its membership. The Tharchioness of Eltabbar is one of the family, but she has distanced herself from the clan for some years over an almost-forgotten dispute.

The Kren: This is a fairly new family which initially gained prominence due to the efforts of its progenitor, a woman who became a Red Wizard. Her daughter took after her father, however, and is now the Tharchion of Gauros.

The Mediocros: This family gained its position two hundred years ago when their progenitor became Tharchion of Eltabbar. Now, the leading member of the family is Valerios Theokillos, Tharchion of Pyarados. The family maintains its seat in that border city and attempt to sponge off their scion, but he

has little time for them. He would much rather deal with his old adventuring friends and they are the ones who have reaped most of the benefits of his largesse.

The Odesseiron: This is an ancient family in Thay, its progenitor was one of the wizards who brought the Demon Prince to this plane and fought off the invaders from Mulhorand. For the most part, the Odesseirons have been Wizards. Homen Odesseiron, Tharchion of Surthay, is the first to gain status as a Tharchion. He is also somewhat famous as the first person to be a member of four Schools of Magic simultaneously, even though he never officially gained the title of Wizard.

The Tam: This is one of the more ancient families of Thay, not only in lineage but in age of its membership. Its head, Zulkir Szass Tarn, is only the third person to hold that position under conditions that are explained in the Notable Persons of Thay section of this book. At this point, we can only say that the seat of the Tam family is commonly referred to as "The Necropolis."

Noble Titles of Thay

One way of distinguishing the working nobility from the non-working variety in Thay is the titles they bear. A Tharchion or Autharch is a leader of the bureaucracy and the equivalent of a civil servant. They are the working nobility. They are referred to as "Lord" or "Lady" or "Your Eminence."

Red Wizards are referred to as "Master" (the sex does not matter) or "Your Omnipotence." The rest of the nobility is referred to as Daeron or Daeronness (literally "noble-born") and referred to personally as "Sir" or "Mistress" or "Your Excellency" or "Your Honor." Higher ranking nobles (the Tharchions and Autharches) rarely bother with such formal titles when talking to lower-ranking nobles.

High ranking priests are called "Lord Priest" (or other, higher, title) or "Your Omniscience." They have no official status in Thay, but still maintain a lot of

social status. Which churches exist in Thay and how powerful they are is covered under Religions of Thay.

The Middle Class

Thay has little experience of a middle class, and merchants and tradesmen are generally considered to be just another form of laborer. Since all agriculture is done on slave-run plantations, there is no experience at all of the middle class yeoman farmer that distinguishes so many Western Realms.

In actual fact, with the foiling of several of the Red Wizards' plans for expansion at the expense of their neighbors, tradesmen and traders have become the source of much of what Thay needs to exist. The Red Wizards have recognized this sufficiently to use the legitimate traders of Thay as a cover for their own deprivations among the other kingdoms of the Inner Sea.

Because of the independence of individual members of the ruling class, there is no government regulation of the middle class. This is both a blessing and a curse to merchants and tradesmen. Depending on the Tharch they inhabit, they may be freewheeling entrepreneurs, treating Tharchion and Wizard alike as almost an equal, or they may have to swear fealty to a particular ruler and go to him for permission for any deal they wish to consummate or project they wish to commence. What is worse for these people is that these rules can change with a change in each ruler, which in the assassination-haunted halls of Thay can happen overnight.

The middle class approach to grooming is to be as neat as possible. Because of the rules governing slave grooming, no peasant or merchant is too hairy-shaving is common, and women's hairstyles tend to be shorter than those found elsewhere in the Realms. No peasant wants to be mistaken for a slave.



Slaves

Because of the need to keep many peasants under arms (and the loss of the same peasants in various attempts at conquest) Thay depends on a slave economy. Legitimate traders go throughout the Realms trying to purchase criminals and any other possible candidates for slavery. Of course, they cannot purchase anyone sentenced to limited slavery for a period of time, as the sentencing authority would have no way of knowing that the criminal had been released after his term was spent. However, enough lands use permanent slavery as a punishment that the slave traders are able to find many candidates for the slave pens of Thay. Some Inner Sea countries use "slavery and sale to the merchants of Thay" as a special punishment for especially heinous crimes.

However, most criminals do not have the special requirements that some slaveholders of Thay have. The Red Wizards meet these needs with their own special slavers—the dregs of the Inner Sea are hired to go out and find the ideal candidates, kidnap them, and turn them over to the Red Wizards to become slaves.

Slavery in Thay is universally dreaded throughout the Realms around the Inner Sea. Aside from the meager food and/or hard labor and/or degradation that is the probable lot of any slave in the few lands that allow for any form of slavery, Thayvian slaves are likely to become subjects of experiments, fed to exotic monsters that demand human flesh, or be slaughtered in depraved ceremonies.

Slaves who have been in Thay for more than a month can always be told apart from the peasantry because slaves are not allowed to cut their hair, no matter where on their bodies it grows.

Since the nobles of Thay are also very careful of cleanliness, this means that part of a slave's daily chores is washing an ever-growing head and, sometimes, body of hair.

Under normal circumstances, the slave hair is piled up in masses on the head of the slave, but any slave who is not on his or her master's business must wear his or her hair down, so that they can be told as slaves immediately.

It is possible for a slave to get permission to cut his hair, but it can never be cut to less than half way down the slave's back.

If a slave's hair must be cut for medical reasons, the first question is whether it would not be easier to let the slave die. If they decide to keep him alive, he is shaved where needed, then kept in seclusion until the hair grows out again.

Demi-Humans in Thay

Besides the dominant human population of Thay and the inevitable orcish tribes in the Thaymount and Sunrise mountains, the largest single humanoid tribe in Thay is gnolls. Gnoll mercenaries made up part of the Red Wizards' army of rebellion, and their reward was continued employment in the armies of the Thay and retirement to communities on the borders of the country, particularly the Thaymount and Gorge of Gauros.

Under these conditions, antithetical as they are to the usual form of gnoll habitation, the descendants of the mercenaries thrived. They have made a home for themselves in Thay and can be found throughout the country, usually working as mercenaries and law-enforcers. Thayvian law being what it is, gnolls get a great deal of pleasure out of enforcing it. Unlike their wilder brethren, Thayvian gnolls are neutral evil, not chaotic evil.

It is said that there are dwarves and gnomes in the Sunrise mountains, but they have little to do with the Red Wizards; their sole contact is with the raiding parties that enter the Sunrise Mountains looking for slaves.

Of elves there are none in Thay, except as slaves. Thayvian wizards do not buy adult elves as slaves, but occasionally buy children that they can be sure have not yet learned magic. The

drow underneath Aglarond are said to have embassies in Thay, and they may have their own colonies under Thay, but they are not part of the life of the country. Elven adventurers in Thay are remarked on and watched closely.

Halflings are present in Thay as slaves, and, to some extent, as free citizens. Some halfling mercenaries did a favor for a Red Wizard and retired to Bezantur on the proceeds. Their families joined them and now there are halflings in all the cities. The halflings who settle in Thay find the paranoia of Thay's rulers a fertile field for scams and con games—and there is always work for a good thief who doesn't take up much space.

Centaurus can be found throughout Thay, usually as guards on the slave farms. These centaurs were originally inhabitants of Aglarond who were driven out by the half-elves because of their thieving ways and were welcomed by the Tharchion of Thaymount as mercenaries. There is a centaur legion (sponsored by one of the Red Wizards) in the standing army of Thay, and centaurs usually have the run of the roads of Thay.

This does not prevent centaurs from becoming slaves for real or imagined infractions.

Sahuagin are found in Bezantur and on the Aldor fairly frequently. In Thay the sahuagin have found a society they understand, and such trading as they do with the air breathers is done through Thay. Their kingdom in the Alamber Sea is a firm Thayvian ally (as firm as any alliance with the sahuagin can be).

The Society of Thay

Essentially, Thay is an evil society. Overall, the alignment of the country is neutral evil, but this can vary from lawful evil (usually but not always exemplified by the Tharchions and Zulkirs) to chaotic evil (usually exemplified by the actions of many of the Red Wizards who are not Zulkirs).

But wherever one may be in Thay, the



rulers and most of their followers are driven by greed and megalomania and paranoia. Each member of the society seems to be dedicated to raising himself to the highest possible pinnacle of success, preferably on the backs of his friends, family, and associates. Not everyone living in Thay feels this way, but it is the way of the majority. It helps explain why members of the ruling class have many acquaintances and associates, but very few friends.

This makes for an almost chaotic evil society, but chaos is kept away by a structure of traditions and laws that allow for the Red Wizards having almost total freedom to do as they please, but just enough restraint through societal pressure and the threat of retribution by all the other wizards to keep Thay from disintegrating into a million tiny magocracies, each with a king mage on top trying to destroy all the other little magic kingdoms.

Part of the unwritten traditions and motivations of the Red Wizards is their envy of the god-kings of Mulhorand. They rebelled from that land to escape the overlordship of these avatars of powerful gods, and established a society that they hope will lead them to the same position through magic instead of worship. Thus, each wizard usually sees himself as a sort of proto-god, and each realizes that he needs a society of worshippers to maintain his power, so they maintain their society as the god-kings have maintained theirs.



Geography of Thay

General Description

Thay is a vast realm, bounded on the north by the river and lake of Mulsantir, its gateway there being the city of Surthay. To the northwest it claims the Surmarsh, a vast marsh and fenland that lies between the rivers Thay and Sur. The central core of Thay then runs south past the eastern slopes of Thaymount and the eastern bank of Lapendrar, the River of Sorrows, for many miles, until turning southeast along the edge of the Priador (high plains) to the many-spired city of Bezantur. Bezantur, on the Alamber Sea (sometimes known as the Sahuagin Sea) is Thay's southern gateway, and has traditionally rivaled the free cities of Thasselen, Murbant, Escalant, Taskaunt, Lasdur, and Hilbrand that share the north shore of the Sea.

From Bezantur, the land claimed by Thay is the seacoast east to the mouth of the River Thazarim, and northwards up that river's west bank to the Sunrise Mountains and then north to the outflow of the Mulsantir.

Thay frequently attempts to swallow the lands along these borders, and currently has destroyed several of the free cities and captured Nethentir and Nethjet, trading cities between Aglarond and Thay.

Within these borders, at the heart of the realm, lies Eltabbar, seat of the Red Wizards and capital of Thay. From the north, one reaches the city of Thay up the river Thay, to the vast Lake Thaylambar. Eltabbar lies upon a bay of that dragon-turtle-inhabited water. From the west, one reaches Thay up the Lapendrar from Escalant, or overland from Nethjet on the river Umber, to the independent city of Amruthar (which is still independent, though now circled by lands claimed by Thayl, from whence by bridge a road runs to Tyraturos, where roads north from Bezantur, south from Eltabbar, and west from Pyarados on the Thazarim meet. (The Thazarim is navigable as far north as Pyarados.) The Sunrise Mountains form an impenetrable barrier to the east, and

Elminster knows nothing of what lies beyond them. There are tales of both lamia and evil naga in these mountains, but, he cautions, there are such tales everywhere, and but few of them are true.

Most of the country is on the great, irregular plateau formed by the First Escarpment of the Priador and which rises eastward almost imperceptibly toward the Sunrise Escarpment and the Sunrise Mountains. The land is gently rolling and broken only by occasional streams or one of the major rivers, the peaks of Thaymount, which are encircled by the Second Escarpment, the spires of the cities, and the farming communities and wizard towers that can appear every time a traveler mounts the top of one of the many hummocks in the trail.

Carefully set along each road and navigable river are the tax stations, which are usually accompanied by an inn and some other residences. At each tax station, the owning Wizard's tax collectors collect the taxes for crossing his lands from every traveler. Travelers attempting to travel cross country find themselves in trouble with wandering military patrols and the strange creatures that many wizards keep patrolling their grounds for exactly the purpose of keeping out trespassers.

Most of the land is under cultivation, but the lonely farmhouses seen in other lands are not found in Thay. All arable land is in the hands of the Wizards or Tharchions and their subordinates, and the farm workers (usually slaves) live in the central farming towns and hike or ride to their assigned fields.

This form of cultivation is not terribly efficient, but there is so much land under cultivation that Thay can still export some grains and fruits to neighboring lands.

There are no forests in Thay. The only trees are occasional copses of exotic species that decorate Zulkir-owned streams and decorative trees from other lands planted in the cities and towns.

Lake Mulsantir

This large body of water divides Thay and Rashemen, and is mostly a Rashemi lake. Thay occasionally attempts to gain ascendancy on the lake, but suffers from the simple problem of having little wood with which to build warships. The Witchboats of Rashemen are too much for the Wizards to match without decent wood for their ships.

The River Thay

This river runs between Lake Mulsantir and Lake Thaylambar, and is navigable almost its entire length. Because of this navigability, there is not the extensive road network in northern Thay that is found in the southern Tharches. Instead, everyone uses the river. The land between the River Thay and the much-less-navigable River Gauros is a mass of slave-farms and wizard towers divided by dirt paths. The main centers of population are along the river.

The Long Portage

This is the one part of the River Thay that cannot be traversed upstream. The River comes down off the First Escarpment to the level of Lake Mulsantir down a gentle decline that does not stop boats from traveling downstream, but is too rough and fast to pole or row boats upstream.

For about a century after Thay became a nation, the Guild of Portagers charged exorbitant rates to haul vessels up the river. Then the Wizard Shevas Tam (father of the current Zulkir of the School of Necromancy) was confronted with a demanding chief of the Guild and killed him. Shevas Tam then had his minions slaughter most of the Guild members and Shevas Tam turned them into zombies.

Now the Guild consists of the zombies of the original Guild and any replacements needed (acquired through criminals put to death in Surthay and Eltabbar) as the zombies wear out. The Tam family maintains the zombies and collects a modest fee from each traveler.



The fee might be higher, but the family has little attention to spare for this enterprise, and really hasn't checked to see if the "Guild" is paying for itself lately.

Lake Thaylambur

This very large lake is in central Thay. The former Mulhorand capital of Delhurnide and the current capital of Eltabbar are on opposite sides of the lake.

The lake is said to contain dragon turtles, and fishing boats sometimes disappear forever. Weather control spells keep storms from disturbing the water, so some beast such as dragon turtles may be responsible. The Tharchions of Eltabbar and Delhumide sometimes lead hunting expeditions into the depths and come back with something, minus some boats and followers.

Surmarsh

This large marsh is fed by both the River Sur and River Thay, and is a nightmarish bog broken up by occasional hummocks of high ground and small huts of refugee slaves and criminals who eke out an existence as best they can.

One menace all must deal with in this bog are the lizard men who hold sway as they do in so many of the swamps they have been driven to since man first arrived in the Realms.

These lizard men are divided up into tribes and occasionally raid outside the swamp, but mostly they hold to treaties they have made with the Tharchion of Surthay.

Sometimes they will try to hunt up a runaway slave or criminal that the Thayvians are particularly anxious to catch, but their main function in the alliance is to hold the marsh against invaders. Since the only possible invaders are the people of Thesk, they are not often called on to fulfill their part of the bargain.

The River Sur

This wide, shallow, and fever-infested river is usually considered the border between Thay and Thesk, though no one but assorted Thesk-allied herders grazing their cattle inhabit the area between this river and the Theskian Mountains. The villages that can be found along the river are small farming and fishing villages who trade with the nomads and pay occasional taxes to Thay tax collectors.

Thaymount

These mountains poke out of the plain of the Priador and form the Second Escarpment and the source of the Rivers Umber, Eltab and Laprendrar. In times of weakness, the western border of Thay is the Second Escarpment down to where it intersects the River Laprendrar. These mountains are always known as the Guardpost of the Western Borders, and act as the headquarters for the Tharch of the Thaymount.

The Gold Mines of Thay

The Thaymount is a volcanic region and much newer geologically than the ancient Sunrise Mountains. Part of what the volcanoes brought up to the surface are extensive veins of gold ore, which were discovered by the rebellious Red Wizards and exploited as funding for their revolution against Mulhorand.

Since that time, the gold mines have been a major source of Thayvian wealth. They traditionally fall under the purview of the Tharchion of Thaymount, and he pays a fixed tax on the gold to the Zulkirs. Thus, the more he can get out of the mines, the more he can keep, and if the mines run out of gold, he is still stuck with the tax payments.

Like so much of Thay, the mines are worked by slaves. Being a slave in the mines of Thay is considered among the worst possible fates for a Thayvian slave, whose position is never enviable.

The Citadel

This ancient fortress was part of the Thaymount when the Kingdom of Raumathar first claimed the land in the previous age. Who built it and why is still unknown, though various Red Wizards have sent missions deep into its bowels to try to learn its secrets. As best as anyone can tell from the subject of some of its very faded wall paintings, it might have originally been built by lizard men, before they were driven into the swamps by mankind so many thousands of years ago.

Parties exploring the Citadel's deepest dungeons have found great treasures, but many have never returned. There is some evidence that there is an extensive troglodyte population somewhere in its deepest reaches, and the drow may have a colony there.

The River Umber

The River Umber tumbles out of the Thaymount as a narrow, fast, stream of little use to anyone except as a source of water to the few slave farms owned by the Tharchion of Thaymount and his followers.

Once it cascades down from the Second Escarpment to the plains of the Priador, it slows down and widens out into the narrow lake called only The Upper Lake Umber. This is a largely unpopulated area as it is claimed by both Thay and Aglarond, and only a few fisher families live along its length.

From this lake, the Lower Falls takes the water to the main body of Lake Umber, which has the unwalled trading towns of Nethentir and Nethjet on its north and south shores, respectively.

This area is continuously being fought over by Thay and Aglarond, and has just changed hands again with the current advent of the armies of Thay. There are very few farms except for subsistence farms used to supplement the diet of the inhabitants. Most of the local residents are fishermen who try to ignore whoever claims to be their masters.



The River ElTab

It is said that this river did not exist before Thay won its freedom from Mulhorand, and its creation was part of the spell which summoned a demon prince to help the Red Wizards.

Whatever the truth of this story, the river supplies the water of the city and helps create its unique waterways before it goes on to feed Lake Thaylambur.

Sunrise Mountains

This mountain chain has always been the eastern border of Thay. These mountains have a reputation for impassibility, but it is actually possible to get past them in summer though not with anything bigger than a donkey. Beyond the mountains are arid plains, called the Plains of Purple Dust for reasons that are obvious if you look at them. No one has entered them and come back.

To the east of Thay and Rashemen, to the north of the Plains of Purple Dust, are reputed to be the lands of Raurin and Durpar, known from annals of trading agreements from the days of Narfell and Raumathar. No one has been seen from these lands for centuries.

The River Thazarim

In the days of Mulhorand's rule of this area, this river, between the falls where it comes off the Sunrise Escarpment to the falls from which it tumbles off the First Escarpment, was the core of a fertile farming area. Slave farms still populate the western bank of the river, but the eastern bank is devastated and abandoned, still desolate after the battle that created Thay as a separate nation.

The river itself is used as a travelway along its length between the Escarpments, but the steep falls at each end of this length make boat travel impossible without portaging the river craft. The lower reaches of the river support some slave farms on the west bank and continue the devastated state on the

eastern bank. Upstream, the river is narrow, fast, and rocky-impossible to travel on muscle-powered boats. The area upstream is largely unpopulated except for one trading and last-minute supplies village situated on the Sunrise Escarpment, just above the falls.

Alamber or Sahuagin Sea

This body of water is the easternmost part of the Inner Sea. It serves as the border between the ancient kingdoms of Mulhorand and Unther, and is the home of a major sahuagin kingdom, whom the Red Wizards are on at least speaking terms with.

The northernmost island of the Sea is the Aldor, which is the Thayvian naval base. Currently, the dominant naval and merchant power in this area is Thay; both Unther and Mulhorand merchants find it more convenient to ship their goods in Thayvian hulls and accept Thayvian payments for their goods than build their own ships and find their own markets.

However, there are pirates in the area that live in small, secluded villages along the coast of Thay and Mulhorand and on the smaller islands to the south of Aldor. They prey on the smaller coastal trading vessels and occasionally surprise the crews of larger vessels who bring their ships into shore to camp for the night or make emergency repairs. When the Thayvian navy finds and raids one of the pirate villages, the pirates attempt to pass themselves off as fishermen. Sometimes they are successful at this deception, and sometimes the Thayvian marines don't really care and capture and enslave the population of the fishing village anyway—even if it turns out to be just a fishing village.

Piracy on the Alamber is a tricky profession, but the potential rewards are great. By now, pirates have learned to avoid any ship flying the red-and-gold-flame-on-black banner of a Red Wizard unless their spies have indicated that the banner is a ruse.

The River Laprendar

This is the second longest river in the area, and the longest in Thay. It is known as the River of Sorrows because of the miners who have died in the gold mines near its headwaters and because of the men of Aglarond and Thay who died trying to cross or defend the river during Halacar's ill-fated invasion of Thay in 1260 DR.

The Escarpments and The Priador

Thay is broken up into three distinct rises from the ground level of the other surrounding kingdoms. Each is marked by a sudden sharp rise, called an Escarpment, out of the relatively flat plain surrounding it. These Escarpments are not completely vertical, and most are easily climbable, but the incline is very precipitous compared to the surrounding countryside. The easiest inclines are those around some of the rivers, though others are still very steep falls, and where the main roads of southern Thay were built centuries ago.

The Priador is the name for the gently rolling plain that tops the First Escarpment. It is broken only by the various rivers and Lake Thaylambur, and is the central area of Thay. The entire region is broken up into thousands of slave farms and small wilderness areas kept as private game preserves by the Red Wizards and Tharchions.

These game preserves are full of monsters that the Wizards need for spell and potion ingredients, and most of them have no bounds on where they can travel, so travel anywhere around these preserves can be very hazardous.

Travelers who are accosted by such monsters are usually allowed to defend themselves as best they can, but there is no liability to the owner if his monsters kill someone (though, of course, this sort of thing has caused intense feuds when the victims were members of an influential family and the monster's owner refused any or adequate recom-



pense). And, of course, sometimes travelers who are successful in defending themselves may incur the wrath of the owner if the monster was an especially prized or hard to replace species.

Main Cities

Eltabbar

Though it is the capital of the country, and the residence of at least half the Red Wizards, it is the second largest city of the land. Its population is between 80,000 and 100,000 people, about half of whom are the slaves of the Tharchioness and the Red Wizards in residence. Merchants and other non-government non-magic-users are less than enthused about sharing a city with so many paranoid magic-users, and prefer to do business in Bezantur.

The city is walled, with very few buildings outside the walls. The River Eltab comes in under the walls and provides a central core of canals that divide the government area of the town from

the business and residence area. The spaces between the canals are divided up into parks, each of which is owned wholly or in part by one of the Red Wizards or the Tharchioness.

Streets are wide and relatively straight here. Distances are easily measured, which encourages people to try to map the town, with results as specified below. There is also an extensive surreptitious trade in "maps of the city," which are erroneous at best, deceptive at worst.

Mapping the city is a problem because it is built in the form of an immense glyph. This is actually the symbol that keeps the demon prince Eltab imprisoned and available to the Red Wizards. This was a mighty magic devised by Jorgmacdon, the first Zulkir of the School of Conjuraton, and his family is still powerful in the country, even though it has not produced anyone to match him since that time.

Whether the canals are part of the glyph holding the Demon Prince, or perhaps the presence of the water itself

is necessary to the spell holding him, is not common knowledge. The DM can make his own decision here.

Because the shape of the city is actually the glyph holding Eltab prisoner, it is illegal and severely punished for anyone to make a map of Eltabbar. If someone actually manages to draw an exact map, and then the map is destroyed, it weakens the bonds on Eltab. Each map made divides up the power of the binding further among all the maps and the streets themselves. If enough maps are destroyed, Eltab is freed, and his likely actions could destroy a large section of the Forgotten Realms, Thay not the least among them.

The official explanation for this ban on maps of Eltabbar is a matter of security. If someone knows how the city is laid out, they can invade it more easily. This logic has since progressed to an edict forbidding the mapping of any city of Thay.

The Zulkirs are on the alert for maps made of Eltabbar, and confiscate any they can find. Maps that have been con-





fiscated are kept in the Wizard's Tower, under great wards of protection and stasis to keep them safe.

The city is frequently disturbed by rumblings and shakings. Non-wizard residents think them simple earthquakes. The Red Wizards know that someone has destroyed another map of Eltabbar.

Bezantur

This port was first known as Kensten when it was the southern port of Raumathar. It was destroyed in the war between Narfell and Raumathar and Mulhorand rebuilt it as Bezantur to be a seaport on the same site. While there is no river access to this port (aside from some streams coming down from the First Escarpment), as there is with Escalant to the west, the natural harbor is the best on the coast, with ample depth for the largest ship and protection from the fiercest storms for over a hundred ships.

Bezantur is the largest city of the realm. The population, which has never been counted as long as Thay has owned the city, is somewhat in excess of 100,000 people. Far-travelers who have seen Waterdeep compare the two as being almost equal in size, but each traveler has his own idea as to which is larger.

Most seaborne merchants bring their goods for Thay through this bustling port. It is easily the most cosmopolitan of Thayvian cities.

The city is built around its harbor and enclosed by walls that do not encompass the extensive market town that has taken shape outside its walls. The walls do not cover the actual waterfront, the entrance to the harbor is guarded with forts. The central citadel is fully walled.

Bezantur is also known as "The City of a Thousand Temples," and "The Free City." The first reference is to the large number of churches (though not really a thousand) to different deities that can be found everywhere in the city, catering to the needs of the many travelers who stop in. Elsewhere, temples and clerics are not supported by the author-

ities, so Bezantur is by far the "holiest" city of the Realm. The other name comes from the tax-free nature of the city, where no one is taxed, and everyone is prey to the thieves. See the Politics section for further explanation of this situation.

Tyranturos

This trading town was built by Mulhorand, and is the third largest city of the realm. This is the crossroads city where the High Road from Eltabbar to Bezantur meets the Eastern Way from Amruthar to Pyarados. Most goods going through southern Thay pass through this caravan town, but not much of it stays there (except for the taxes collected by the Tharchion). From here goods go to and from Bezantur, Pyarados, Amruthar, and Eltabbar.

This city is not walled, though there are fortified manors and a central walled citadel. Its market is famed throughout the East as "the place where anything, or anyone, can be bought." This refers to, among other things, the extensive slave market that happens every day in the central market area of the town.

Pyarados

This is a relatively new city, The City of the East, built by Thay and nestled under the shadow of the Sunrise Mountains and controlling the upper reaches of River Thazarim and the guardian of the Thazalhar Battle Plain. Adventurers getting ready to explore the Sunrise Mountains (and who can obtain official permission) outfit here at exorbitant prices.

This is a large city, with over 50,000 people, and only the central area of the city is guarded by a wall, which is supplemented by that around the fortress of the Tharchion.

Surthay

This is another new city, built to guard Lake Mulsantir against the invasions from Rashemen that the Red Wizards

fear from that notably non-aggressive country. Once the Rashemi were seen to be homebodies, Surthay became the stepping off point for many military invasions of Rashemen. At this point, the Red Wizards have not learned the folly of these expeditions.

Despite its position on the lake, Surthay is not really set up as a port city. There is access from the lake to the central marina of the city, but the good natural harbor has not been properly exploited. This is because the Witches of Rashemen still control most of the lake, and tend to sink most Thayvian vessels they encounter. Only Thayvian fishing vessels that hug the southern shore have any survivability on Lake Mulsantir.

Surthay contains about 40,000 people and slaves, and is walled very strongly with high walls and many towers carrying siege engines. There are no outlying buildings permitted around Surthay. Most of the primary wizards of the School of Abjuration have towers here or in the immediate area.

The Ruins of Delhumide

This was the capital of the province when it was part of Mulhorand and a major city of Raumathar before that. One of the god-kings had his seat there, though he was not there (the usual situation) when the Red Wizards first unleashed their controlled Demon Prince and sent him against the holy guardians of the city. When the demon won the struggle, Delhumide was a ruin, and the rule of the god-kings in the north was broken.

Now the city is a broken ruin, with no buildings of more than one story intact. The inhabitants are the armed forces of the Tharchion of Delhumide, various parties of researchers and explorers, and the remaining magical guardians left by the previous owners. These latter are supplemented by denizens of the earth who have begun investigating the extensive dungeons underneath the ruins and made life very interesting for the Thayvian explorers.



The High Road and The Eastern Way

These two roads were built by Mulhorand along the same model as the major roads in that sleeping kingdom. The Red Wizards have maintained these roads better than the god-kings have maintained theirs.

The roads are elevated from the surrounding land and made of hard packed earth covered with paving materials that owe as much to alchemy as common craft. The surface is hard and fast, letting the horsemen of Thay move quickly from spot to spot along it, and letting commerce move quickly as well.

Using the roads is such a benefit in Southern Thay that most merchants don't mind that the roads make the tax stations that much harder to avoid.

The Tax Stations

All along the rivers and roads of Thay are a series of villages about one day's travel apart. These are built around military posts and generally feature a defensible tower and a garrison of about 30 men at arms. These stations tend to accumulate hangers-on, so that thriving villages now surround them, usually featuring at least one inn or tavern and several people providing other services for travelers such as a smithy, a wheelwright, a livery stable, and so forth. This is one of the few openings for private enterprise in Thay, and craftsmen make full use of this opportunity.

Tax stations were built by the Zulkirs but each is maintained by the Red Wizard or Tharchion most concerned with the area. Each tax station takes its toll of travelers for upkeep of the roads and the garrison also arranges for road repairs or, on the rivers, upkeep of docks and other facilities. The workers on these jobs are not the residents of the village, but the slaves from whatever local slave-farm is appropriate.

Surrounding Realms

The geography of Thay is as constrained as much by the boundaries of the lands around it as it is by its own physical features.

Aglarond

A small realm that keeps to itself, Aglarond exerts little influence in affairs of state outside its borders. It is important in the overall balance of the Inner Seas lands, however, simply because its presence prevents Thay from overwhelming the northern "East". Aglarond's strength—and danger, because she stands in magical opposition to the Red Wizards of Thay, who do not kindly suffer rivals—is its current ruler, a female archmage of fabled powers, known only as The Simbul.

Aglarond lies on the northern side of a peninsula jutting out into the eastern end of the Inner Sea; a sparsely inhabited, heavily-wooded realm of few farms and no large cities. Jagged pinnacles of rock stand at its tip, and run along the spine of its lands; to the east, these fall away into vast and treacherous marshes that largely isolate the Simbul's realm from the mainland. Travel in Aglarond is by griffon, ship, or forest trails. It trades lumber, gems, and some copper for glass, iron, cloth goods, and food when freetrading vessels come to port—but sends out no trading vessels of its own. The ships of Aglarond are fishing vessels and the few small biremes and triremes of its navy.

The southern border of the nation is the southern reaches of the Yuirwood, the woods in which the elves lived that became part of Aglarond's unique half-elven heritage. To the south of the Yuirwood are the independent Cities of the North Coast.

Aglarond cannot boast a field army of any size, nor a powerful navy, but within its woods The Simbul's foresters are expert and deadly troops, adept at fire-fighting and at using "coastboats" (long, canoe-like open boats handled with

lateen sails, oars, and poles) to raid by night. They are equally adept at traveling in the treetops and fighting amongst them.

The foresters are alert and grim; the menacing might of Thay is uncomfortably near, and Aglarond's blades are all too few.

Little is known of the Simbul's aims and true strength, but she is seen to constantly roam the northern Realms, working to influence all manner of events (presumably to better Aglarond's safety, although she is said to be a member of the Harpers, whose aims are more widespread) in disguise, or behind the scenes.

Impiltur

This young land comprises the area across the Easting Reach from Telflamm and Thesk and Aglarond. It has no contiguous borders with Thay, but it is a friend of most of the nations that do border Thay, and supports them in their wars against the Red Wizards.

Impiltur's neighbors are Lothchas the bandit lord in the Desertspire Mountains and the Ice Gorge to the west, where the hobgoblins lived until their power was broken by Impiltur, and to the east and north the Great Dale and the woods to the north of it. In the open wastes where Narfell once flourished dwells the Nentyarch, a mysterious mage of great power who rules grim men and strange beasts, living in peace—unless the wood is entered by those he has not invited; these simply vanish. This area is known as Ashanath and little more is known of it.

Telflamm

This city-state comprises the city of Telflamm and the subject-cities of Syth and Culmaster. Its prosperity rests in being one of the terminal cities of the Golden Way and its excellent port, which makes it the favored terminal, even though goods have a higher price because they must pass out of the realm



FOREST

EASTING RIVER

Sea of Fallen Stars

ALCUMBEL

AGLAROND

Yulewood

Lymoria

Thamrich

Druvan

Noydhar

Eldor

Eldor

Cantain

Pyrus

Druvan

Cumbetto

Cumbano

Cave Disposition

The Falls of River Falls

Pheban

Dabel

Chellia

Fanthingstone

Oder

Laverth

Meadow

Uart

Coast

Linn

Jaghat's Arm

Maltwood

Dettwaver

Helfen

Cott

Lathwain

Citrano

Lantus

Almoran



ESK

THAYMOUNT

THAY

The Priador

THE WIZARD'S REACH

Tiamon

Chabon

Tesh-on-by-Moon

Lake Mearon

Bardole

The Lake Forest

Remains of Dithumide

Lake Thionon

Stokton

Necton

Necton

Awadon

Cokadon

Picoon

Phadon

The Wizard's Reach

The Wizard's Reach



of Thesk to reach Telflamm.

Despite an ongoing trade rivalry, Telflamm and Thesk are allies in many things, and Telflamm supports Thesk in its struggles with Thay, since Telflamm would have no chance if Thay were its neighbor.

Telflamm is a walled city of perhaps 20,000 population. Much of it is transient, as Telflamm is a favorite spot of debarkation to the East or embarkation for the West. People looking for the assistance of adventurers often come to Telflamm and adventurers go there looking for patrons.

The army of Telflamm is entirely mercenary and used solely for patrolling its roads and keeping the city and its dependents safe. If called on to support Thesk militarily, the coffers of the city would be opened to buy more mercenaries to help their ally. Their own troops would stay to defend the home front.

Thesk

This is the land between Aglarond and Impiltur. The government of this land is an oligarchy made up of the rules of the trading cities along the Golden Way from Two-Stars to Milvarune which acts as a capital (mostly because it is so far removed from Thay). The nomadic tribes who run their flocks in the Thesk Mountains in the center of the land and the plains around the mountains also protect the cities by acting as a thorn in the side of any invading army from Thay. Their tactics are ideally suited to hit-and-run and they work in such a scattered fashion that mass destruction spells cannot damage very many at a time.

It is against foes like these that Thay has developed its cavalry, but the nomads are still capable of riding rings around any Thayvian unit.

The nomad magic users are mostly shamans, but shamans who have grown in power (perhaps because of the proximity to Thay) so that they are equivalent to Druids. They have many of the same spells as druids, with some

differences because of their plains and hills existence.

However, the courage and skill of the nomads and shamans, and the mercenaries from the trade towns and cities are not the main reason Thay has not conquered the place. In fact, the military-minded leaders of Thay are aware that conquering Thesk would leave them with very vulnerable flanks to Rashemen and Aglarond. The Red Wizard policy is to secure the flanks first.

Mulhorand

This ancient empire has been in existence for over four thousand years, and its borders have fluctuated for most of that time. However, since Thay broke away about four hundred years ago, the borders of Mulhorand have remained much the same.

Almost the entire east coast of the Alamber Sea is under the sway of Mulhorand. From the River of the Dawn in the North to the River of Swords in the south, the god-kings of Mulhorand hold their lands in a slothful grip. To the north of the capital of Skuld, City of Shadows, only Sultim is a major city. The rest of the land is mostly farmlands occasionally broken by small towns like the crossroads town of Maerlor and the ford-town of Rauthil.

Below Skuld, there are many cities including Gheldaneth and Neldorild. All of these cities are full of monolithic buildings of white stone and the prayer-towers of the god-kings, all surrounded by the squalid huts of the slaves and lower classes. The cities are surrounded by gigantic walls patrolled by mercenary soldiers from Chessenta.

Rashemen

This is the easternmost of the known Realms. It has been dubbed "The Far Land" by merchants of the Western Realms. To its east lie uncounted leagues of rock-and-grass wastelands, and several rumored—but unreached in recent memory—kingdoms of men.

The land of Rashemen is home to a race of short, muscular men who herd goats and rothe', and are adept at stone-and bonecarving.

"Land of Berserkers" some ballads call Rashemen—and indeed, such is the fearless savagery of its warriors, and their stamina, that at least sixteen armies from Thay have been slaughtered or turned back from Rashemen in the last seventy winters, and the Far Land remains free.

Rashemen is ruled by a Huhrong (Iron Lord), or senior war leader, whose palace towers above the roofs of the surrounding city of Immilmar. The Iron Lord commands Rashemen's standing army, which consists of warriors armored in heavy fur and leather tunics, with hand weapons, short bows, lances and mountain ponies. Most patrol the border with Thay—the shores of Lake Mulsantir and the broken lands east of the Gorge of Gauros.

There are many lesser lords, each with his own followers and businesses—but the succession of rulership, and the posts of warleaders of the army, are chosen by the Witches. The Witches dwell mainly in Urling, and provide sorcerous, unmanned, boats (the feared "Witchboats") that patrol Ashane, the Lake of Tears, as far north as the Pool of Erech, and the Mulsantir-waters as far south as Surmarsh and the harbor chains of Surthay, unleashing fell beasts and poisonous gases upon the vessels of Thay.

The Witches also govern the common warriors of Rashemen through the making of "jhuil'd" (firewine), the potent amber drink that the warriors of the land imbibe heavily before fighting. The Witches are believed to all be female, are known to be over sixty (and probably over a hundred) in number, wear black robes and face-masks, bear magical rings, wands, and whips, and have much-feared (but largely unknown) magical powers.

The continued existence of Rashemen speaks of the real magical power of the Witches. Witches are worshipped and revered in Rashemen—it is



death to harm or disobey a Witch—and are known to seek out land take men as lovers for brief periods, presumably as some sort of planned breeding program. If Witches leave Rashemen, they must abandon their black garb and conceal their powers, but none are known to have done so.

Wool, furs, and carved stone and bone—and rare, much-prized casks of firewine (which deadens pain and inflames lust and other aggressive emotions)—are the trade goods of Rashemen; in return cloth and woodwork, lumber and foodstuffs are imported. There are three trade routes from the Far Land: the Long Road to the North, via the Great Dale to the West, and the Golden Way to the southwest. Rashemen is self-sufficient in war-metals and northern herd animals, and makes much heavy, smoky-flavored cheese for use within its borders (the stuff is very nourishing, but an acquired taste, and little-exported).

Snow-racing (naked and afoot, across country) and the hunting of snow-cats are popular sports among both sexes in Rashemen; widespread hobbies include the collecting of rare and beautiful stones (including gems), exploring old ruins in the north of the realm (remnants of a previous kingdom, Raumathar, neighbor—and foe—of the more famous, but equally vanished, realm of Narfell, that lay to the west), and going on “growing up” trips out of Rashemen—a journey that every male of the realm makes when a youth. If he comes back to Rashemen, such a journeyer is considered a man. For most, the *dajemma* (or journey) is a sightseeing tour around the Inner Sea Lands, but the cumulative effect of the *dajemas* is to build trading contacts, pick up a lot of incidental information about the Inner Sea Lands, and gain continuous news of politics (and military activities) in the Inner Sea region.

Sages, merchants, and mercenary captains generally agree that Rashemen has no designs upon the lands around; like most of Thay’s neighbors, its primary concern is survival. Rashemen’s

warriors are to be feared—but they are seldom encountered outside the Far Land save as drunken youths “on *dajemma*,” and do not have the reputation of, say, the mercenary companies of the Sword Coast lands, or the Black Helms of Tethyr. For most inhabitants of the Inner Sea lands and Sword Coast, the Far Land remains a mysterious land much sung of in minstrel’s tales, as the setting for this or that feat of brawn.

The total population of Rashemen is no more than 100,000 people, but they abhor slavery and every person is a free citizen of the country.

City of Amruthar

This theoretically independent city rests just over the River of Sorrows (Lapendrar) from the core area of Thay. At some times it has been almost entirely encircled by Thay’s lands, but it maintains its own government—a puppet of Thay’s.

The city is well-walled and actively patrolled by the soldiers of the ruler, called the Heirarch. He has a Council of the most influential people of the city, who are divided up into several political factions described elsewhere.

About 30,000 people live in Amruthar and the farming villages within a day’s ride of the city.

The Cities of The Coast

Most of these nine “cities” were founded by Unther when it tried to expand into this area. Now they are independent trading towns, all trying to vie against Thay’s Bezantur and each other for the cross-sea trade from Chessenta. The western cities of Delthuntle and Laothkund are the largest of the lot, with populations around 70,000 each—almost the size of Bezantur. Hilbrand and Escalant of the east have some pretensions to competition with Bezantur in trade, but no chance of competition in size. They have perhaps 30,000 inhabitants each. The rest of the “cities” are actually unwalled towns of between 5,000 and 15,000 people.

Most of the smaller “cities” of the east, such as Lasdur, Taskaunt, Murbant, an Thasselen have been attacked and captured or destroyed by Thay at one time or another in their histories, and Escalant and Hilbrand have each been burred to the ground once. At this time, Hilbrand has just surrendered to the Tharchion of the Lapendrar and Escalant is under siege by fire elementals.

The coast also has several other villages which are mostly fishing villages and owe allegiance (or at least tax money) to one or another of the larger towns.

Thazalhar

This devastated barren buffer zone between Thay and Mulhorand is bordered by the River Tazarim to the west and north and the River of the Dawn to the south. The Sunrise Mountains are its eastern border. There are no regular residents except for the Tharchion of the region and his troopers. Trading caravans and raiders of trading caravans traverse it, and most goods go by sea on the far safer Bezantur-to-Sultim route.

Its short coastline is home for several pirate families that prey on the smaller vessels of that trade.

CURRENT ECONOMY OF THAY

Thay is a slave-based, agrarian economy. Most of the foodstuffs produced are grown on slave-run farms owned by the great lords of the nation. The individual free farmer found in most parts of the Western countries is unknown in Thay. The closest thing to this form of crop care is the small subsistence gardens grown by some town dwellers in window boxes and planter boxes on their roofs.

The great farms grow several different forms of wheat, orchards full of fruit (mostly citrus) and pastures full of cattle. Because these farms are slave-run, they are not very efficient, but usually make up in bulk produced what they lose in quality of care.

Because of the number of wizards in Thay, many of whom are land-holders, there is rarely drought in Thay. In fact, surrounding nations often have excessive droughts in those dry years when the overwhelming wizardry of Thay (and, to a lesser extent, the Witchcraft of Rashemen) draws whatever stormclouds are available anywhere in the Inner Sea region to the fields of the Red Wizards. For this reason, Thay is often the breadbasket of the entire eastern Inner Sea region.

Nations and city states that normally would have no relationship with Thay must deal with the agents of the Zulkirs to get the grain they need to feed their people. Telflamm and Thesk, especially, populous city-states that import most of their grains and produce in the best of years, must often come hat-in-hand to the Red Wizards for their food.

If the agriculture of Thay were under the control of the government of Thay, the Red Wizards would own the eastern Inner Sea economically if not politically. However, despite the fact that the land-holders of Thay are the government of Thay, agriculture is not an instrument of government policy. Each Red Wizard and Tharchion is his own agent, and they often compete for foreign orders, so conquering the Inner Sea through the stomachs of its people has not taken place, much to the relief of the sages who study matters economic.

Thay is a major market for slaves to run its farms and serve other functions. Every slaverunner in the Realms dreams of selling his coffle of slaves in Eltabbar. Because the wizards need every slave they can get, Thay does not export slaves. There is no record of anyone (perhaps the family of a slave kidnapped into servitude) successfully buying back a Thayvian slave. There are stories of people trying to buy back a slave and becoming slaves themselves.

Slaves do escape, and some are rescued by friends and family, but once a slave has been purchased in Thay, he can never legally (according to Thay laws) be a free man again. Slaves cannot be manumitted. They can be retired to lives of leisure if they have pleased their masters greatly, or turned out of the estates of their master for some transgression, but they are still slaves. If found running around free, they can be enslaved by any free person who finds them.

The Crafts of Thay

The Red Wizards have two other exports of value. One is the gold from the mines of the Thaymount and along the Umber and Lapendrar rivers. The Lapendrar river at least partially gains its name of "The River of Sorrows" because of the laments of the families of the miners lost along its shores in the wizard-owned mines. The name also derives from the sorrow of the families of Aglarondan soldiers who died in King Halacar's ill-starred invasion of Thay, when half the army was drowned in a wizard-caused flash flood that caught them in the middle of the river.

Thay also has silver and platinum mines in both the Thaymount and the Sunrise Mountains, and good sources of copper and iron. There are even sources of assorted gems and precious stones such as jade.

The other major Thayvian export is tied into both the mines and the rich variety of animals, both natural and monsterish, that inhabit the Realm. The

craftsmen of Thay have little opportunity to work with wood (some specialists carve and work imported wood), but their carving and joining of the bone of exotic beasts, such as the dragon turtles of Lake Thaylambar, and inlaying of their creations with the precious metals of Thay, creates artwork that is admired and coveted in all the Realms.

Some Wizards enhance the work of their craftsmen with magic, creating magical items that are also desired everywhere. Nothing they export is of much use militarily, but some items, such as crystal statuettes that glow in the dark, are useful for adventurers. The Wizards specialize in enchanting objects with cantrips.

GOVERNMENT CONTROL

The Red Wizards have made two rules that are usually followed in their business dealings.

The first rule is that no enchanted item that has military usefulness may be sold outside the country or to a representative of some power outside the country. Thus, no magical offensive or defensive weaponry is sold. Items like the aforementioned glowing statuettes are in a gray area that is ignored at the moment, but could come under the ban if too many hostile adventuring bands showed up in Thay using them. Potions are another gray area which are usually ignored because their use is so limited and so little of any one potion can be produced at any one time.

The other rule is that Thayvians cannot sell food or items to citizens of nations that Thay is invading at the moment. This sometimes has resulted in flurries of sales to a nation such as Aglarond or Rashemen or Mulhorand just before the armies marched, and some invasions have been foiled because the sages of the soon-to-be-invaded nation saw this activity for the warning it was and warned their rulers of the invasion.

CURRENT POLITICS OF THAY

Regional Rulers

The land of Thay is divided up into 11 administrative regions, known as Tharches. Each is ruled by a Tharchion or Tharchioness, who is drawn from the nobility of Thay (see Society of Thay). In each region, the ruler's word is law, though each rules in a different way from his colleagues.

No Tharchion has ultimate authority for the nation, because that is in the hands of the Red Wizards. The authority of a Red Wizard supersedes even that of a Tharchion. The Red Wizards are a loose confederacy that rule the country as a whole; some of them take a particular interest in ruling or managing small parts of the country, others take no interest in anything outside of their own researches and adventuring.

The Red Wizards are evil and paranoid in the extreme. They seek to maintain their own power in their nation while undercutting the power of other realms, which they perceive as dangerous to their existence. Other magic-users who are not of their cult (especially those mages who are involved in ruling rival nations, particularly the Simbul of Aglarond) are viewed as threats to be eliminated. The total number of Red Wizards is unknown.

The Zulkirs

From among the politically interested wizards, the Red Wizards choose Zulkirs to speak for the Red Wizards. There is one Zulkir for each School of Magic, and once chosen they keep the position for life unless they voluntarily resign. The Zulkir for Necromancy, Szass Tam, withdrew from the company of his fellows some years ago and pursues his own devices—but he is still the Zulkir for Necromancy and no one can step forward to replace him.

Zulkirs are chosen from among those of the right School who want the job. They are not necessarily the most powerful of their School, just the one who wants to have something to do with

running the country. If no one of a school wants the job, then the school is unrepresented.

The Zulkirs examine each candidate to make sure that he has the proper proficiency in general magic (i.e.; is a wizard—a magic-user of 11th level) If more than one candidate presents himself and seems qualified, he must contest against the other candidates in proficiency with his school's magic. For the wizards of divination, this is not a major problem; the one with the best answers wins the position.

However, contests in Conjunction/Summoning, Alteration, or Invocation/Evocation can be, and frequently are, deadly.

Badges

The Red Wizards and their minions use several badges; that most often seen outside Thay is a leaping red flame (outlined in gold) on a black or deep purple field.

Known Red Wizards found outside of Thay are not of less than 9th level and possibly as much as 15th level. There is a 50% chance of the wizard having bodyguards (usually ogres or other non-human creatures), and an equal chance of having 1-4 low-level (1-8) aspirants to the Red Cloth. The Red Wizards do not go in for subtlety, and wear their crimson robes haughtily in all but situations calling for the utmost discretion.

Besides "showing the flag", this display also serves to cover the activities of the Red Wizards, often of less than 9th level, who act as spies and agents provocateur in the Realms (see Personalities).

Political Factions

There are two major factions among the Red Wizards. The Imperialists are devoted to an expansionistic and imperialistic policy of swallowing neighbor states and eventually the entire Realms. They have attempted this many times, but they are invariably stopped. Many of the Imperialists blame their lack of

success on the inactivity of the most potent Wizards of the realm, who happen to be the other major faction and are known as the Researchers.

These worthies believe the true vocation of the magic-user is research and careful application of the research to acquire new and more potent wizardries. While a Researcher might go adventuring or use his powers to help his own fortunes, as a group they are notoriously uninterested in assisting the land of Thay in conquest. Researchers are essentially selfish. If the enterprise does not benefit them directly, they have no interest in it.

Neither political faction is particularly organized, the Red Wizards are too paranoid and megalomaniacal for that. Many an Imperialist considers some Researcher a best friend and another Imperialist a bitter personal enemy. By their nature, Imperialists are more organized than the Researchers, but most adventuring bands are better organized than the "leadership" of the Imperialists.

The main leader of the Imperialists is Lauzoril, Zulkir of the School of Enchantment (see Personalities). He is not known generally to be a Zulkir, but his machinations have come to the attention of the Harpers, and sparked an enmity that is growing more intense as the years of enmity go on.

The main leader of the Researchers, as much as they have leaders, is Sabass of Thay (see Personalities).

Actually, the imperialist dreams of the Wizards have been hampered mainly by internal strife among various factions and personality cults among the Red Wizards, and by the fact that the cult neither trusts mercenaries or high-level adventurers who are not of their cult. Of the large number of invasions of Rashemen, three out of four have been by some particular faction leader of the wizards seeking to expand his domination at home by bringing victories from the field.



The Administration of Thay

As stated before, the day-to-day life of Thay is administered by 11 Tharchions and Tharchionesses. Each controls one Tharch. The Tharches of Thay are as follows:

The Tharch of Eltabbar. This Tharch controls the city of Eltabbar, Lake Thaylambar, and most of the fishing and trading villages around the lake, with one notable exception (see Tharch of Delhumide). The Tharchioness is a young woman whose outer beauty has given her the title of First Princess of Thay outside the Realm, though she officially has no more power than any of her 10 colleagues.

The Tharchioness is in an anomalous position, in that she controls the capital city of the Realm and is at the center of power, yet there are more Red Wizards in residence in this city than in any other part of the Realm, and these are mostly active wizards with an interest in how every part of the country is run, so she never knows when or in what field of her authority she is going to be overruled.

Her reaction to this situation has been to retreat to her palace and engage in flirtatious correspondence with the unattached rulers of several surrounding kingdoms. The day-to-day affairs of her Tharch are handled by her Autharches, who spend most of their time obeying the whims of whichever Red Wizard is interfering this week.

The Tharchioness is said to be a magic-user of some ability herself, of the School of Illusion, but is not thought to be of much beyond fifth level. She changes her name to suit the occasion or her whim. She was born Dmitra Flass, but she has long since foresworn any allegiance to that family.

The Tharch of Thaymount. This Tharch is mostly a military march. In times of peace and or retrenchment, its function is to guard the Thaymount (the mountains that rise out of the

Priador in the western part of the Realm) and maintain the northern river traffic along the river Laprendar and guard the gold mines along the upper river. In times of invasion, such as now, the Tharchion also controls the area to the west of the Thaymount, specifically all the lands along the River Umber. At this time Autharches reporting to this Tharchion control the trading towns of Nethentir and Nethjet and patrol Lake Umber and the Umber river up to the Umber Marshes.

The current Tharchion of Thaymount is Spiros Dehkahks, a Lawful Evil fighter of the 12th level and a masterful general. He is supported by the Zulkir of Divination in his current military adventures. He rules from the Citadel of Thaymount, a fortified tower near the headwaters of the River Umber.

The Tharch of Tyraturos. This Tharch encompasses the town from which it takes its name and control of most of the Eastern Way, a paved highway running from Amruthar to Pyarados, and the High Road, a paved highway running from Eltabbar to Bezantur. In essence, the Tharchion of Tyraturos is the ruler of trade within southern Thay, and most tolls gathered on these roads go directly into his coffers. The Red Wizards tax him, rather than the merchants.

This Tharchion, Dimon of Tyraturos, is considered by many to be the most reasonable of the Tharchions. He is an intelligent man who understands that if trade dries up, he no longer has the income but must still pay his taxes. Therefore, he is no more oppressive to foreign traders and the merchants of Thay than the trade moguls of many other nations. The fact that he started his career as a merchant, and is the first member of his family to become a noble might have something to do with his attitudes.

The duties he imposes are no more oppressive than those of other nations, and his roving cavalry patrols are specifically instructed to expedite the

problems of the merchants and make sure they do not go away dissatisfied. Some of the patrol leaders even perform their duties without bribes, but not many.

Non-merchants under his rule have different things to say about Dimon. He is as mercurial and paranoid as any of the rulers of Thay and he particularly dislikes adventurers, whom he considers "disruptive and bad for trade."

Dimon is rumored to be a low-ranking priest of Waukeen, though he officially decries this as a fabrication of his political enemies. He has never exhibited any ability as magic-user or fighter. Some rumors about label him a thief, but much the same is said about tax collectors all over the Realms.

The Tharch of Bezantur. Bezantur is the greatest city of Thay and the gateway to the southern Realms and most of the seaways. It is Thay's only seaport. Bezantur is a very cosmopolitan city, with elements of all the Realms represented.

The city is so large that the Tharch named for it encompasses only the city and the High Road up to the first toll station.

The Tharchioness of Bezantur, Mari Agneh, rules the city with a light but whimsical hand. Uniquely, she rules and gathers her taxes by theft. There are no tax collectors or customs officers at the docks to collect a percentage of a cargo. There are no bureaucrats waiting to be bribed. But every cargo that is conveyed anywhere on the docks or through the city, or stored in one of the hundred of warehouses, leaves Bezantur lighter than it entered. Dockworkers, warehousemen, porters, drayers, and random beggars are all members of the Thieves Guild, and Mari Agneh is the Upright Man of the Guild.

One might wonder why she bothers, as she could do the same thieving officially, but her heritage as a master thief probably has something to do with it. As a result of this policy of taxation by theft, the city watch is very slow to



respond to any calls for assistance because of theft.

Free-lance thieves are, of course, strongly discouraged, but the discouraging is done by the Guild, not the watch. Calls for investigation of the murder of leather-clad men (the local Guild works unarmored) armed with daggers and shortswords are answered about as fast as theft calls.

Merchants who guard their goods excessively well find themselves and their guards arrested for a variety of trumped-up charges. Depending on how seriously they have thwarted the Tharchioness, they may either be released with apologies to find their goods well-pilfered or wind up on a slave coffle. Most merchants with any experience plan to lose a share of their goods as they pass through Bezantur.

The Tharch of Pyarados. Pyarados is the gateway to the Sunrise Mountains, and tends to have a large population of adventurers. The Tharchion is Valerios Theokillos, a neutral evil 10th level fighter-adventurer who is said to have slain the avatar of one of the god-kings of Mulhorand. Now he is a man in his sixties, and retired into the rule of this easternmost of Thayvian cities.

Adventurers wishing to enter the Sunrise Mountains must either carry gear for many miles through Thay, risking pilferage, or buy it in Pyarados. Valerios owns a part of every outfitting shop in the city. Prices for standard adventuring gear are high, often twice what is found in the *Players Handbook* and DMG. Every shop has the same price for the same goods. The one cut-rate shop sells used and shoddy goods with a good chance of failure at critical moments.

Valerios, of course, also keeps an eye on returning adventurers, with the intent of taxing them of useful items and loot. He does not take the best of the items (unless they would either be (a) useful to him or (b) dangerous to him or Thay in general), but he has a large hoard of minor magical items, which he sometimes uses as gifts to his aides to

keep them loyal.

Certain of the Red Wizards are well aware of this scheme of taxation and visit Valerios frequently to gain the “gifts” he knows he has to give them to keep them from supplanting him with someone else.

The Tharch of Gauros. The Gorge of Gauros is one of the major areas of contention between Thay and the land of Rashemen. The Gorge is full of mineral deposits that are valuable to both countries, and it has been the scene of several battles between the two Realms.

This tharch is a military operation led by Tharchion Azhir Kren, a warrior woman of the 11th level, and essentially is in charge of patrolling the River Mulsantir and, particularly, the Gorge.

Azhir Kren is known to be cruel but fair in her dealings with her soldiers. Lately she has found a new way of keeping her soldiers in the field—the Zulkir of Necromancy has been taking her slain soldiers and turning them into zombies and skeletons. Now the two of them are attempting an invasion of Rashemen behind an army of zombies.

The Tharch of Delhumide. Delhumide is the ruin of the capital of Thay when it was a Mulhorand province. Before then, it was one of the great cities of Raumathar. The ruins are laden with incredible magics, and terrible monsters and booby-traps. The Tharch of Delhumide controls the town and the lake approaches, plus all the land to the east of Lake Thaylambar and to the south of the River Mulsantir.

However, Tharchion Mikal Canos, a 13th level lawful evil Lord, is primarily concerned with Delhumide. His troops stationed there are committed to keeping the monsters therein caught within the broken walls of the city. His duties are not made any easier by the frequent visits by Zulkirs and other Red Wizards who want to investigate the ruins in search of one exotic magical item or another they think might still be there.

The rest of his duties are mainly concerned with guarding the assorted

slave-farms in his Tharch and reacting to invasions from Rashemen (rare) and slave revolts (common). Because of the area he must guard, Mikal normally has one of the largest military forces under arms at any one time, though the current spate of invasions has both drained his forces and caused the assorted invading Tharchions to hire most of the mercenaries in Thay—leaving Canos with a minimum force and no way to increase it.

The Tharch of Laprendar. It is somewhat presumptuous of the Red Wizards to label a Tharch with the name of a river they only hold most of one bank of, but such considerations have never stopped the Red Wizards before.

This Tharchion, Hargrid Tenslayer, a 9th level chaotic evil lord, is not Thayvian at all. He is from Thesk, but found the Thayllians much more to his liking after he was run out of Phsant for slaying the child of the heirarch there. He distinguished himself in an otherwise disastrous invasion of Rashemen and was made Autharch of Falls, the area where the Laprendar leaves the Priador to the lower plains, and the traditional border of Thay and the Coastal Cities.

When the Tharchion of the Laprendar died under mysterious circumstances (the usual Thayvian designation for death by poison), Hargrid was unanimously approved as his successor.

Now Hargrid has formed an alliance with the Zulkirs of Evocation and Conjuraton, who have managed to open a gate to the Plane of Fire and ravaged the coast cities of Thasselen, Murbant, Lasdur, and Taskaunt and most of the fishing villages in between.

The Tharch of Surthay. This is both a military and trade post. The Tharchion controls the city of Surthay, such parts of Lake Mulsantir Thay can wrest from Rashemen, the Surmarsh, and the River Thay up to last tax station before the one leading into Lake Thaylambar.

Tharchion Homen Odesseiron is a magic-user who retired early, before he



could become a Red Wizard. However he studied in several of the schools, and is said to have a complete complement of spells in four different schools.

Because of Surthay's position of Defender of the North against the hordes of Rashemen (the likelihood of Rashemen conquering, or even wanting to conquer, Thay is very remote, but not to the paranoid masters of Thay), the Zulkir of the School of Abjuration makes this his particular concern, and his residence is found here.

This Tharch also includes the slave farms between the River Thay and River Mulsantir under its purview, and attempts to keep what trails are known in the Surmarsh under patrol.

The Tharch of Aldor. This small Tharch comprises the island in the Alamber Sea that serves as the main naval base of the Thayvian fleet. For a country with one seaport, Thay keeps a large number of warship keels afloat. This is the largest naval establishment, with the secondary, and only other, base in Bezantur.

The Tharchion of Aldor is Thessaloni Canos, sister of Mikal Canos and a 10th level lawful evil Lord. The Red Wizards recognized the quality of each of these commanders but also decided that putting them in close proximity would be hazardous to the health of their regime, so they are almost as far as possible apart as they can be without being in other countries.

The Tharch of Thazalhar. This is a purely military Tharch responsible for patrolling the trade roads between Pyarados and the Mulhorand border on the other side of the River of the Dawn. The Tharchion is Milsantos Daramos, a 7th level lawful evil fighter who commands three small troops of cavalry.

Their main purpose is to guard caravans and put down marauding monsters who may be accumulating a power base in the wasteland. Ostensibly, the Tharchion's seat is at Pyarados, but Milsantos has little love for Valerios, so he is mostly on the trail, camping at one of several familiar sites along the

caravan path. His troops are known to be the hardest-riding and longest-enduring troopers in Thay, though their fighting ability is not outstanding.

Milsantos is known for charging way fees in gems and small items of value. He has no place to store vast quantities of coins, and keeps his treasure with him.

The Laws of Thay

Thay has no code of laws that rules its life. The Zulkirs make all pronouncements that affect the populace, and most of these are individual rulings on individual cases. Among their other duties, the Zulkirs are the high judges of Thay.

The law that rules the nation comes from the Tharchions and from tradition. Some of this tradition is taken from Mulhorand, the rest has developed over the centuries since Thay became a nation.

The following is a short description of the most important laws of Thay.

Laws about Murder

Every murder case is handled individually. Some Tharchions let their Autharches or even the constables on the streets administer justice in these cases. The most common punishment for common people is enslavement (a common punishment for *any* crime). If the murderer is someone such as an adventurer or a magic-user of some sort the usual punishment is death. Slaves who commit murder are punished (how heavily depends on how important the victim was) and either given back to their master or taken over by the government and sent off to the gold mines. Murder of a slave is not murder, it is theft.

Assuming the person in charge of dealing with murder cases takes the time to hear any arguments, any seemingly good reason for killing someone may be accepted, or the most obvious case of self-defense may get the killer sent to the gold mines.

Laws About Assault

There are no real laws about assault, unless the victim is an important member of society, in which case the assaulter may be slain out of hand or enslaved. Of course, the assaulter can be freed or punished depending on the relative importance of the victim to the assaulter.

Laws About Theft

Unlike many Realms, thieves are not branded and maimed in Thay. They are enslaved. This punishment can be handed out for something as unimportant as a loaf of bread. Particularly important thefts, such as that of a magical item from a wizard, can be punished with death. After all, who wants such an accomplished thief as a slave?

Civil Laws

Suits for redress and righting of commercial wrongs must be brought before the person in authority. This can be a Tharchion, an Autharch, or even a local Red Wizard. Most people try to avoid the justice of wizards, however, since they are said, correctly, to be somewhat whimsical in administering justice, and plaintiffs and defendants alike have been turned into frogs for disturbing a wizard with their petty problems. If there is a dispute between Tharchions, a panel of the Zulkirs hears the argument, and more than one Tharchion has lost life or current body as a judgement.

Disputes between wizards are settled between the wizards. There are no mechanisms for settling such disputes by any other method. If they cannot settle it by talk, they declare feud and people start dying. Sometimes one litigant decides that there is no settling the problem before the other does, and the first thing the other knows about the escalation is when he finds his breakfast has been poisoned.

For this reason, among others, most wizards are accomplished alchemists as well, specializing in poisons and anti-

(Continued on page 37)

PLAYERS' GUIDE TO THAY

Glossary of Things Thayvian

Aglarond – Neighboring country to the west. The population is mostly half-elves and the country is ruled by the mysterious Simbul.

Alamber Sea – Also called the Sahuagin Sea for the kingdom of those people that resides in the depths. This separates the ancient kingdoms of Mulhorand and Unther and is mostly plied by ships from Thay.

The Aldor – Island where the Wizards' Reach meets the Alamber Sea. The entire island is a naval base for the Red Wizards.

Altumbel – Peninsula holding the city of Spandeliyon, called the City of Pirates. Known as the least lawful city on the Inner Sea, it was founded by the refugees from Aglarond driven out by the half-elves who now rule the country.

Amruthar – Neutral city on the River Lapendrar. Not possessed by Thay, it acts as an entry port for goods going to Thay.

Assassins – Said to be the main political expeditors in Thay.

Autharch – Subsidiary noble, answerable to the Tharchion or Tharchioness who appointed him.

Bezantur – Seaport city of Thay, the largest city of that country, comparable to Waterdeep in size. "Ruled by thieves."

"*Bread Basket of the East*" – Another name for Thay, which supplies grain (at high prices) to most of the eastern Realms.

Chessenta – Collection of city-states on the south coast of the Wizards' Reach who rebelled from the ancient kingdom of Unther and now vacillate between open warfare and armed peace with

one another. An excellent market for mercenaries.

The Citadel – Mighty fortification in the Thaymount, built by pre-human residents who are said to still reside in devolved form in its lowest dungeons.

Cities of the North Coast – Four cities and six towns, each independent but formed into a loose alliance of defense against the colossus of Thay. Currently, four of the smaller towns are in flames from an attack by Thay.

The cities are, from west to east, Delthuntle, Nethra, Teth, Laothkund, Hilbrand, Lasdur, Taskaunt, Escalant, Murbant, and Thasselen.

Delhumide – Ruined city that had been a capital of Thay in ancient times. Said to be laden with hidden magic.

Eltabbar – Capital city of Thay, a city of wizards. The Tharchioness is such a beauty that she is known as the First Princess of Thay (though only outside the country).

First Escarpment – Cliffs that form the plateau of the Priador. Forms part of the main border of Thay except in times of conquest.

Giants' Wall – Cyclopean wall erected by giants as a returned favor to the first king of Aglarond to defend the country from the incursions of Thay.

The Golden Way – A traderoad leading from the empires of the East through Rashemen to Thesk and Telflamm.

Impiltur – Young kingdom to the north and west of Thay. Ruled in fact by a council of lords in the name of the wizardess who wears the crown, who is named Sambryl.

Lapendrar – "River of Sorrows," so named because of the gold miners who have died working along its banks and the army from Aglarond that died in battle there. Forms the western bound-

ary of much of Thay except in periods of conquest.

Lauzoril – Prominent Red Wizard who has declared a vendetta of sorts against the Harpers.

Mulhorand – Ancient empire of the god-kings south of Thay. The Red Wizards are said to have come from there.

Mulsantir – Lake and river that mark the northern boundary of Thay and the border between Thay and Rashemen.

Narfell – Ancient kingdom that sat between modern Impiltur and Rashemen. Its ruins are still rich.

Nentyarch – Wizard-ruler of the wilderness between Impiltur and Rashemen, where the ancient land of Narfell had its roots. Anyone entering the territory without the good will of this ruler does not return.

The Plain of Purple Dust – Desert on the east side of the Sunrise Mountains. Any lands on the other side of this desert are known only in ancient legend.

The Priador – Flat plateau on which most of Thay rests.

Pyarados – City of Thay. Jumping-off place for adventurers going into the Sunrise Mountains.

Rashemen – Country to the north of Thay, protected by the Witches of Rashemen.

Raumathar – Ancient kingdom that sat where Rashemen now is. Died in war of mutual elimination with Narfell.

Skuld – City of Shadows, capital of Mulhorand.

Slave Farms – The agriculture (except for kitchen gardens) of Thay takes place on these immense plantations which are owned by the Red Wizards and Tharchions of Thay.



Slavers— The scum of the Inner Seas are hired by Thay to kidnap citizens of other Realms to become slaves in Thay.

Slavery— Basis of the economy of Thay. Two-thirds of the people of the nation are slaves. No one in the Forgotten Realms wants to be a slave in Thay.

Sunrise Mountains— The eastern border of Thay. Virtually impassable. Said to be the home of lammasu and griffins.

Surmarsh— Extensive swamp area to the west of Lake Mulsantir between the Rivers Thay and Sur. Home of criminals, refugees, and lizard men who are allied with Thay.

Surthay— Northernmost city of Thay, a lakeport on Lake Mulsantir. The Northern Bulwark.

Szass Tam— The Zulkir of Necromancy in Thay. He is said to know undead as no one has known them before.

Telflamm— A city-state on the shore of the Easting Reach, one of the terminal points for the Golden Way. Ally and trading rival of Thesk.

Tharch— Political division of Thay, ruled by a Tharchion or Tharchioness.

Tharchion or Tharchioness— Ruler of a Tharch. Almost absolute rulers within their domains, but answerable to the Zulkirs.

Thay— The nation ruled by the Red Wizards. Cities of Thay include Eltabar, Bezantur, Tyraturos, Pyarados, and Surthay.

Thaymount— Small range of mountains, probably volcanic, that rise out of the Priador and form the West Wall of Thay when she has shrunk her borders in times of retreat. The Citadel guards these mountains, and the rivers Lapendrar, Umber, and Eltab are fed from their heights.

Thesk— An alliance of trading towns and cities along the western end of the Golden Way. The largest city and capital of the country is Milvarune. The other main city is Phsalt, city of sages. The other towns are Thassalra, Phent, Inkar, Tamar, Two-stars, and Tezir-On-The-Marsh.

Tyraturos— Crossroads city of Thay, where the High Road and the Eastern Way meet. Sometimes called the “capital of Southern Thay”. The greatest interior markets of Thay happen here. The slave markets are particularly extensive.

Witches— The true rulers of Rashemen. It is said that only their magic has kept Rashemen free from domination by Thay.

Wizards’ Reach— The arm of the Inner Sea that divides Aglarond and Thay from the cities of Chessenta. The Cities of the North Coast are arranged along the north coast of this arm.

Yuirwood— Largest forest in the area of Thay. Former home of the Yuir elves, who are some of the progenitors of the half-elves of Aglarond. Now forms the border between Aglarond and the Cities of the North Coast.

Zulkirs— The Red Wizards who actually rule Thay. There are said to be eight Zulkirs, one for each school of magic. The actual names of these wizards are not usually known.

Rumors

The following rumors can be found in different places in the Forgotten Realms, as indicated by the headings. If you want to follow any of these up, talk to your DM.

- Agents of the Red Wizards of Thay have openly slain merchants in Westgate and Scardale-port, and it is whispered that the fell Red Magic Cult is stirring again; perhaps the Red Wizards will resume their quest for world domination soon, in the Inner Sea Lands.

- A tavern in Ordulin, The Stranded Fish, has been set afire and destroyed in a brawl between local bravos and a bearded, robed mage of great power, thought to be one of the Red Wizards of Thay. The mage escaped the blaze, and his present whereabouts are unknown. It is certain that agents of the city’s Council, and the City Guards, are looking for him.

- The incidence of abductions throughout the Inner Sea area is growing greatly. Authorities are afraid (for reasons they’d rather not discuss) that the Red Wizards are adding to their slave coffles. Many young men and women with some experience in adventuring, though not as magic-users or clerics, are going missing.

Close To Thay

- Armies of “walking dead” are said to be advancing steadily northwards from Thay, led by armored skeletal warriors of great power and fell aspect. Impiltur fears that Thay will overwhelm all the Eastern Lands, and then turn west to crush the Coastal Cities, Impiltur, and Aglarond.

- The Red Wizards of Thay have sent legions of elementals against rebellious neighboring satraps, destroying four of them (the coastal cities of Lasdur, Taskaunt, Murbant, and Thasselen) utterly, taking those lands (and that of



Hilbrand, which surrendered without a fight) under Thay's banner. Escalant, the most powerful of the cities, is currently under siege.

- It is thought that such vast numbers of elementals could not be summoned by spell, but rather a gate or portal was opened directly to the Plane of Elemental Fire. The sages of Phsalt warn that if all the hosts of Thay were mustered and hurled against these new forces, Thay would quickly go down to defeat. Whatever means the Red Wizards have for gaining such forces must be ended, they say, and magical forces must be gathered immediately to match this present strength.

- The adventurers' band led by the fighter Mane, formerly resident in Shadowdale, has disappeared in the South. There is talk of their defeat and death in the Yuirwood, but others say they have fallen in battle with the Red Wizards in Thay, or even that Mane has become chieftain and war leader of the nomads of the Shaar. Nothing is certain, however; all is speculation.

- Strange creatures have been sighted in the Yuirwood (west of Thay), and are thought to be spreading. Throughout the fall, trolls seemed to be growing more numerous, and then owlbears were reported. As the weather grew colder, a bulette was seen, and it was rapidly followed by other, nameless or unique, creatures, things which seem to be expanding outwards from the depths of the woods. The adventurer Sparleye was last seen in this area with his company, the Men of the Purple Arrow. Others who have gone into the woods have not returned, and traders are avoiding the area.

- Selfaril, High Blade of Mulmaster (one of the cities in opposition to Zhentil Keep) is said to be seeking a wife: The Tharchioness of Eltabbar, First Princess of Thay. The young, bald-headed Tharchioness has sent a golden earring soaked in her perfume to Selfaril, and he has sent her in return a cloak of snow-white Yeti fur. Having thus

exchanged gifts, they may now visit together with no gossip of scandal, instead of only through envoys, and yet part honorably, if they do not want to be mated. Selfaril wants Thay as an ally against Zhentil Keep, and dares not spite its ancient customs.

- To the south of old, vast Thay, the even more ancient kingdom of Mulhorand has been jolted in the past year: the Statues That Walk have begun to move once more. Over a thousand stone statues of time-lost origin stand all about this dusky-hilled country. At odd but long separated intervals, these stone men animate and walk about apparently towards specific (now-vanished?) destinations. They stop at times and then move on again, fight any who bar their way or attack them, and at times hew at rocks or clear pathways through certain areas. This latter behavior is a frightening thing when these areas are many-towered cities or tanglewood forests. The stone men are mute and apparently non-intelligent and no one has yet found a way to control them. Some have crossed through the border walls into Thay as well as into Unther, a desert land that lies south and west of Mulhorand. Tholaunt, Divine Precept of Mulhorand (one of the "god-kings" of Mulhorand) says the coming of the statues to life is not his doing nor that of any of his family, as far as he can tell, and adds that the power of controlling the statues is not known to his family. Some have whispered of strife within his family, though, and say that the Statues may be under the control of another.

- In Aglarond, report is that The Simbul, the famous dweomercrafter who rules that country, appears to have left her court shape-changed (perhaps as a cat or falcon) and vanished. Upon her high seat she left a signed letter directing her council to govern Aglarond wisely and dispose of several specific matters (no details are known) thus and so. It is thought she may have headed north to speak with the elves around the Great Dale (with whom she has an

uneasy alliance), and/or to observe events in the strategic Dalelands and discuss things with the remaining elves in Myth Drannor. There are rumors of war between Zhentil Keep and the northern dales and Scardale and its neighboring dales, as well as the sudden announcement of the formation of the Iron Throne, a merchant alliance, which intends to operate in the area. The Simbul is known for her unpredictable behavior and mastery of magic, and the tale most often told of her is her unaided destruction of the Red Sword mercenary company at Mist-bridge.

- Huge balls of fire, four or five in number, appeared in the sky above the Towers of the Blade in Mulmaster shortly after the Simbul left Aglarond. There as a battle involving magic within the Tower and rumor has it that the Simbul was involved.

Quest for Gems

The Nentyarch, ruler of vast lands east and north of Impiltur, has sent agents into the realms, seeking black gems for some unknown magical or religious use.

In Thay

Iyachtu Xvim has been seen in Thay recently, on some quest for his father.



Schools and Spells of The Red Wizards

The following are the spells available from the various schools of the Red Wizards. If you are unfamiliar with a spell, talk to your DM.

The School of Illusion

Cantrips:

Footfall
Groan
Hide
Mask
Mirage
Moan
Noise
Palm
Rattle
Thump
Two-D'lusion

First Level Spells

Audible Glamer
Change Self
Detect Magic
Nystul's Magic Aura (*)
Phantasmal Force
Phantom Armor
Read Magic
spook

Second Level Spells

Alter Self
Blindness
Blur
Deafness
Fascinate
Hypnotic Pattern
Improved Phantasmal Force
Invisibility
Leomund's Trap (*)
Mirror Image
Misdirection
Ventriloquism

Third Level Spells

Fear
Hallucinatory Terrain
Illusionary Script
Invisibility 10' Radius
Paralyzation
Spectral Force
Wraithform

Fourth Level Spells

Dispel Exhaustion
Improved Invisibility
Massmorph
Phantasmal Killer
Shadow Monsters

Fifth Level Spells

Advanced Illusion
Demi-Shadow Monsters
Dream
Projected Image
Shadow Door
Shadow Magic
Tempus Fugit

Sixth Level Spells

Demi-Shadow Magic
Eyebite
Mirage Arcane
Mislead
Permanent Illusion
Phantasmagoria
Programmed Illusion
Shades
Veil

Seventh Level Spells

Alter Reality
Mass Invisibility
Sequester
Shadow Walk
Simulacrum
Weird

THE SCHOOL OF ALTERATION

Cantrips:

Change
Colored Lights
Dim
Firefinger
Gather
Hairy
Haze
Knot
Mute
Polish
Present
Rainbow
Ravel
Shine
Spill
Sprout
Stitch

Tangle
Tarnish
Tie
Untie
Wrap

First Level Spells

Affect Normal Fires
Aura Fire*
Burning Hands
Chromatic Orb
Color Spray
Comprehend Languages
Dancing Lights
Darkness
Detect Magic
Enlarge
Erase
Feather Fall
Firewater
Gaze Reflection
Hold Portal
Jump
Light
Melt
Mending
Message
Phantom Armor
Precipitation
Read Magic
Shocking Grasp
Spider Climb
Wall of Fog
Wizard Mark

Second Level Spells

Alter Self
Bind
Continual Light
Darkness 15' Radius
Deeppockets
Flaming Sphere
Fog Cloud
Fools Gold
Irritation
Knock
Levitate
Magic Mouth
Pyrotechnics
Rope Trick
Shatter
Strength
Vocalize
Whispering Wind
Wizard Lock



Third Level Spells:

Blink
 Cloudburst
 Continual Darkness
 Delude
 Explosive Runes
 Fly
 Gust of Wind
 Haste
 Infravision
 Item
 Leomund's Tiny Hut (*)
 Melf's Minute Meteors (*)
 Phantom Wind
 Secret Page
 Slow
 Tongues
 Water Breathing
 Wind Wall
 Wraithform

Fourth Level Spells:

Dimension Door
 Enchanted Weapon
 Extension I
 Fire Gate*
 Fire Shield
 Leomund's Secure Shelter (*)
 Minor Creation
 Otiluke's Resilient Sphere (*)
 Plant Growth
 Polymorph Other
 Polymorph Self
 Rainbow Pattern
 Rary's Mnemonic Enhancer (*)
 Solid Fog
 Stoneskin
 Ultravision
 Vacancy
 Wizard Eye

Fifth Level Spells:

Airy Water
 Animal Growth
 Avoidance
 Distance Distortion
 Dream
 Extension II
 Fabricate
 Leomund's Secret Chest (*)
 Major Creation
 Passwall
 Stone Shape
 Telekinesis

Teleport
 Transmute Rock to Mud

Sixth Level Spells:

Control Weather
 Control Winds *
 Death Fog
 Disintegrate
 Extension III
 Glassee
 Guards and Wards
 Lower Water
 Mirage Arcane
 Mordenkainen's Lucubration (*)
 Move Earth
 Otiluke's Freezing Sphere (*)
 Part Water
 Project Image
 Stone to Flesh
 Tenser's Transformation (*)
 Transmute Water to Dust

Seventh Level Spells:

Astral Spell
 Duo-Dimension
 Mordenkainen's Magnificent Mansion
 (*)
 Phase Door
 Reverse-Gravity
 The Simbul's Synostodweomer * (*)
 Statue
 Teleport Without Error
 Torment
 Truename
 Vanish

Eighth Level Spells:

Glassteel
 Incendiary Cloud
 Otiluke's Telekinetic Sphere (*)
 Permanency
 Polymorph Any Object
 Sink

Ninth Level Spells:

Crystalbrittle
 Mordenkainen's Disjunction (*)
 Shape Change
 Succor
 Temporal Stasis
 Time Stop

SCHOOL OF ENCHANTMENT AND CHARM

Cantrips:

Curdle
 Distract
 Flavor
 Freshen
 Wilt
 Wink

First Level Spells:

Charm Person
 Detect Magic
 Friends
 Hypnotism
 Read Magic
 Run
 Sleep
 Taunt

Second Level Spells:

Bind
 Deeppockets
 Forget
 Ray of Enfeeblement
 Scare

Third Level Spells:

Chant
 Charm Undead *
 Hold Person
 Suggestion

Fourth Level Spells:

Charm Monster
 Confusion
 Fire Charm
 Fumble
 Leomund's Secure Shelter (*)
 Magic Mirror

Fifth Level Spells:

Chaos
 Dolor
 Fabricate
 Feeblemind
 Hold Monster
 Leomund's Lamentable Belabourment
 (*)

Sixth Level Spells:

Eyebite
 Geas
 Guards and Wards
 Mass Suggestion



Seventh Level Spells:

Charm Plants
Truename

Eighth Level Spells:

Antipathy/Sympathy
Binding
Demand
Mass Charm
Otto's Irresistible Dance (*)
Sink

Ninth Level Spells:

Mordenkainen's Disjunction (*)
Succor

THE SCHOOL OF DIVINATION

First Level Spells:

Detect Illusion
Detect Invisibility *
Detect Magic
Identify
Read Magic

Second Level Spells:

Detect Evil
Detect Invisibility
Detect Poison *
ESP
Know Alignment
Locate Object
Predict Weather *
Read Illusionist Magic

Third Level Spells

Clairaudience
Clairvoyance
Detect Charm *
Find Traps *

Fourth Level Spells:

Magic Mirror

Fifth Level Spells:

Contact Other Plane

Sixth Level Spells:

Legend Lore
True Sight

Seventh Level Spells:

Find the Path*
Stone Tell
Vision

**THE SCHOOL OF CONJURATIONS
AND SUMMONINGS**

Cantrips

Bee
Bluelight
Bug
Gnats
Mouse
Spider
Tweak
Unlock

First Level Spells:

Armor
Detect Magic
Find Familiar
Mount
Push
Read Magic
Unseen Servant

Second Level Spells:

Monster Summoning I
Power Word, Sleep

Third Level Spells:

Assist *
Flame Arrow
Material
Monster Summoning II
Phantom Steed
Sepia Snake Sigil

Fourth Level Spells:

Evard's Black Tentacles (*)
Monster Summoning III

Fifth Level Spells:

Conjure Elemental
Beckon (reverse of Dismissal)
Fire Stones *
Leomund's Secret Chest (*)
Monster Summoning IV
Mordenkainen's Faithful Hound (*)
Summon Shadow

Sixth Level Spells:

Conjure Animals
Death Spell
Enchant an Item
Ensnarement
Invisible Stalker
Monster Summoning V

Seventh Level Spells:

Drawmij's Instant Summons (*)
Limited Wish
Monster Summoning VI
Mordenkainen's Magnificent Mansion
(*)
Power Word, Stun
Prismatic Spray

Eighth Level Spells:

Maze
Monster Summoning VII
Power Word, Blind
Prismatic Wall
Symbol
Trap the Soul

Ninth Level Spells:

Alter Reality
Gate
Power Word, Kill
Prismatic Sphere
Wish

**SCHOOL OF INVOCATION/
EVOCATION**

Cantrips:

Belch
Blink
Chill
Color
Cough
Creak
Dampen
Dirty
Dusty
Nod
Salt
Scratch
Smokepuff
Sneeze
Sour
Spice
Sweeten
Tap
Twitch
Warm
Whistle
Yawn

**First Level Spells:**

Alarm
Circle
Detect Magic
Grease
Magic Missile
Read Magic
Shield
Tenser's Floating Disk (*)
Write

Second Level Spells:

Combust *
Fireball
Flame Dagger *
Flash *
Melf's Acid Arrow (*)
Stinking Cloud
Tasha's Uncontrollable Hideous Laughter (*)
Web
Whip
Zephyr

Third Level Spells:

Lightning Bolt
Material
Melf's Minute Meteors (*)

Fourth Level Spells:

Dig
Fire Lance *
Fire Shield
Fire Trap
Ice Storm
Otiluke's Resilient Sphere (*)
Shout
Wall of Fire
Wall of Ice

Fifth Level Spells:

Bigby's Interposing Hand (*)
Cloudkill
Cone of Cold
Fire Stones *
Leomund's Lamentable Belabourment (*)
Sending
Wall of Force
Wall of Iron
Wall of Stone

Sixth Level Spells:

Bigby's Forceful Hand (*)
Chain Lightning
Contingency
Death Fog
Guards and Wards
Otiluke's Freezing Sphere (*)
Spiritwrack
Tenser's Transformation (*)

Seventh Level Spells:

Banishment
Bigby's Grasping Hand (*)
Delayed Blast Fireball
Forcecage
Mordenkainen's Sword (*)
Torment

Eighth Level Spells:

Bigby's Clenched Fist (*)
Binding
Demand
Fire Storm *
Incendiary Cloud
Otiluke's Telekinetic Sphere (*)

Ninth Level Spells:

Astral Spell
Bigby's Crushing Hand (*)
Energy Drain
Meteor Swarm

SCHOOL OF ABJURATION**Cantrips:**

Clean
Dry
Dust
Exterminate

First Level Spells:

Deny Cold
Deny Fire*
Detect Magic
Protection From Cantrips
Protection From Evil
Read Magic

Second Level Spells:

Dispel Magic
Preserve
Protection From Evil, 10' Radius
Protection From Specific Lycanthrope, 10' Radius (pick one)

Protection From Normal Blunt Weapons *
Protection From Normal Edged Weapons *
Protection From Normal Missiles *
Protection From Plants, 10' Radius*
Protection From Poison*
Resist Energy Drain*

Third Level Spells:

Dispel Illusion
Protection From All Lycanthropes—10' Radius *
Protection From Electricity—10' Radius *
Protection From Specific Elementals—10' Radius* (pick one)
Protection from Illusions *
Protection from Magical Blunt Weapons*
Protection From Magical Edged Weapons*
Protection From Magical Missiles *
Protection from Paralyzation*
Protection From Specific Undead—5' Radius* (pick one)
Protection From Water *
Remove Curse

Fourth Level Spells:

Minor Globe of Invulnerability
Non-Detection
Protection From All Elementals—10' Radius *
Protection From All Undead—5' Radius*
Protection From Breath Weapons
Dragons *
Protection From Breath Weapons—Non-Dragons *
Protection From cold—15' Radius*
Protection From Fire—15' Radius*
Protection From Gas—5' Radius *
Protection From Mechanical Traps *
Protection From Petrification—10' Radius *
Protection From Possession—10' Radius *
Protection From Shapechangers—10' Radius *
Turn Magic*

**Fifth Level Spells:**

Anti-Magic Shell
Avoidance
Dismissal
Globe of Invulnerability
Protection From Acid *
Protection From Magical Traps—5'
Radius *
Spell Immunity *

Sixth Level Spells:

Protection From Any Traps—5' Radius*
Protection From Magic—5' Radius *
Repulsion
Spiritwrack
Volley

Seventh Level Spells:

Banishment
Prismatic Spray
Sequester

Eighth Level Spells:

Mind Blank
Prismatic Wall
Serten's Spell Immunity (*)

Ninth Level Spells:

Imprisonment
Prismatic Sphere

SCHOOL OF NECROMANCY**First Level Spells:**

Detect Magic
Datho's Delirium#
Read Magic
Summon Undead *

Second Level Spells:

Feign Death
Speak To Dead*

Third Level Spells:

Animate Dead
Assist *
Charm Undead *

Fourth Level Spells:

Belten's Burning Blood
Magic Jar
Spendelard's Chaser#

Fifth Level Spells:

Grimwald's Greymantle#
Reincarnation

Sixth Level Spells:

Animate Dead Monsters *

Seventh Level Spells:

Clone
The Simbul's Synostodwoemer * (*)

Eighth Level Spells:

Body Sympathy#
Regenerate *

Ninth Level Spells:

Restoration*

(*) Spells that must be found, cannot be taught in the normal schools.

* = New Spells, see Magic of Thay chapter.

= New Spells introduced in the FORGOTTEN REALMS™ Boxed Set, DM's Sourcebook. See that book for description.



dots. However, when the going gets tough, the wizards go shopping—for a good assassin.

The Assassins' Guild

The presence of assassins is a way of life in Thay. Since there is no legal method of appeal of any judgement by anyone, frustrated litigants must go to the ultimate appeal, the Assassins guild.

In Thay, the guild is composed of equal numbers of magic-users and thieves, with the occasional fighter thrown in for muscle.

The guild itself is legal, or at least there is no law against its activities. Individual members who do commit murders can be punished for them, if they are caught, but the Zulkirs realize that the assassins perform a service and do not do anything to suppress the Guild itself.

The only black mark the Assassins have is their connection to the School of Enchantment and Charm, but they managed to stay removed from the attempt many years ago of that School to take over the country, and therefore managed to stay intact and unregulated. Members of the School of Enchantment and Charm, who are the best of the alchemists, are valued members of the Guild.

The Army of Thay

The army of Thay is a polyglot collection of many troop types. The only unifying factor is the troops' universal dread of the Red Wizards.

Organization

In general, the troops are divided up into foot Legions of between 800 and 2,000 soldiers or cavalry Legions of about 400 to 1,000 horsetroops. Each Tharchion and each Wizard is supposed to either supply a legion or a Circle of magic-users. In general, the Tharchions supply troops and the Wizards supply Circles, but this is not always the case. Some Wizards prefer to hire mercenaries to add to the

legions rather than risk themselves on the battlefield, and a couple of Tharchions have enough influence to form a Circle; there are also Wizards who simply refuse to have anything to do with the army. No Tharchion has this option.

Legions of foot soldiers can be skirmishers, light foot, heavy foot, artillerymen (though this is mostly handled by Wizard Circles), and even garrison troops. Each legion has its own unique armor and banners, and some have great reputations.

One of the most feared is the new Legion of Myrkul—over 1,000 zombies marching to the drums of priest/sergeants. While they are not excellent fighters, their aspect can scare an opposing regiment from the field, and they feel no fear nor pain. Moreover, foes of this legion know that if they die without totally disabling wounds, they may join this dismal legion.

Horse Legions can actually consist of troopers riding any number of different animals. Most of the Horse Legions are, indeed, horse cavalry, but the Griffin Legion is the finest aggregate of these fierce creatures ever made. This Legion (sponsored by the Tharchion of Pyrardos) has been in development for centuries and still only numbers 350 men and their steeds. Except for major invasions of other countries or the less-frequent defenses of Thay, this Legion spends most of its time patrolling the Sunrise Mountains.

No matter what sort of animal they are riding, Thayvian cavalry is known for its fighting ability everywhere in the Realms. The early Zulkirs decided that, whatever state the foot troops were in, Thay needed cavalry that could speed from one end of the country to the other to meet a threat or surprise a foe. Most of the Tharchions sponsor cavalry Legions, and their combination of heavy armor and archery makes them a potent factor in any battle. It is only when they must fight in territory that is not friendly to cavalry, such as the UMBER Marshes or the Gorge of GAUROS that they must stand aside and let the foot troops move forward.

The Circles

Circles are an innovation of the Red Wizards that makes their armies truly dreaded in any battle where the Circles can see their foes clearly. A Circle consists of a Wizard and his followers and servants. Through their rituals, and use of the Circle spell, the apprentice/followers of the Wizard can add their power to that of the Wizard, allowing him to cast spells as if his level were increased by the levels of every apprentice in the Circle.

This means that the wizard can memorize spells as if he were a higher level wizard, though he cannot memorize any spells of a higher level than he normally knows. Thus, a 13th level Wizard with 2 apprentices of 3rd level, 2 of 2nd level, and 2 of 1st level can memorize spells and cast them as if he were 25th level, though he cannot memorize the 7th, 8th and 9th level spells that a 25th level wizard could memorize.

MAGIC OF THAY

The following are spells known only to the Red Wizards of Thay of certain schools and those people who may have gotten hold of and translated one of their spellbooks. There is one exception, *The Simbul's Synostodweomer*, which is called something else in Thay, but is called by that name here because it is the name applied to it in FR4, *The Magister*. Like the Simbul, the Red Wizards learned this spell from a spell book they captured in a battle with the Witches of Rashemen.

School of Alteration

Aura Fire (Alteration)

Level: 1 Components: V,S
Range: 8" Casting Time: 3 segments
Duration: 4 rounds/level
Saving Throw: None
Area of Effect: 12 linear feet/level within a 4" radius

Explanation/Description: This spell is very similar to the *faerie fire* druid spell of the same level. However, the magic-user must make motions in the air with both hands as if outlining the body to be outlined with light, and the resulting light is a reddish glow.

Fire Gate (Alteration)

Level: 3 Components: V, M
Range: 0 Casting Time: 1 segment
Duration: Special
Saving Throw: None
Area of Effect: Spell caster
Explanation/Description: This spell is

like *dimension door*, but the user must go from one fire to another fire. The user can move 5" per level of the spell caster. If the user appears in a place already occupied, he remains in the Plane of Elemental Fire, helpless, until someone rescues him in the same fashion as a misused *dimension door* user. If the intended destination fire has been put out, the spell does not work, but it is considered spent regardless.

Control Winds (Alteration)

Level: 6 Components: V, S
Range: 0 Casting Time: 7 segments
Duration: 1 turn/level
Saving Throw: None
Area of Effect: 4" /level radius hemisphere
Explanation/Description: This spell is identical to the 5th level druid spell except that there is no material component to the spell.

The Simbul's Synostodweomer (Alteration/Necromantic)

Level: 7 Components: V, S
Range: 0 Casting Time: 7 segments
Duration: Special
Saving Throws: None
Area of Effect: Special
Explanation/Description: This spell allows the caster to use the magical energy of any spell already memorized by the caster to heal the caster or another being.

This second spell must be cast in the round following the casting of the *syn-*

ostodweomer; even if this subsequent casting is incomplete or interrupted, the *synostodweomer* works. The second spell is lost from the caster's mind, and any material components are consumed in the normal manner—but rather than taking effect, the spell's energy is channeled into the caster, who can absorb its energy as healing or pass it on by direct touch to another single being. A spell used to heal by this means yields energy enough to heal 2 hp of damage per level of the spell. Only if there is excess energy can the caster choose to heal both self and another being—the other being is completely healed, and the remaining energy heals the caster (excess energy being lost). Such healing occurs in the round following the infusion of spell energy. If the caster has extra energy but is unable to touch another injured creature during this time, the extra energy is lost.

Once the *synostodweomer* is cast, whatever spell the caster casts on the following rounds is used to heal, regardless of the caster's subsequent wishes of the level of the spell unleashed. If no spell is cast on the following round, the magic is lost and no healing occurs. Spells from scrolls and spell-like magical items effects, as well as spells cast by beings other than the caster of the *synostodweomer* cannot be used for such healing.





School of Enchantment/Charm

Chant (Enchantment)

Level: 3 Components: V, S, M

Range: 0 Casting Time: 1 turn

Duration: Time of chanting

Saving Throw: None

Area of Effect: 3" radius

Explanation/Description: This spell is like the 2nd level clerical spell of the same name, but the user must have an instrument to accompany the chant.

Charm Undead (Enchantment/Necromantic)

Level: 3 Components: V, S

Range: 6" Casting Time: 4 segments

Duration: Special

Saving Throw: Neg.

Area of Effect: Special

Explanation/Description: This spell is like charm monster, but only affects undead. Note that undead that are normally immune to charm spells are not immune to this spell, though they have normal saving throws.

School of Divination

Detect Poison (Divination)

Level: 2 Components: V, S, M

Range: 0 Casting Time: 1 round

Duration: 1 round/level

Saving Throw: None

Area of Effect: Special

Explanation/Description: This spell is just like the 1st level druid spell of same name (UA). However, the material component is powdered unicorn horn.

Predict Weather (Divination)

Level: 2 Components: V, S, M

Range: 0 Casting Time: 1 round

Duration: 2 hours/level

Saving Throw: None

Area of Effect: 16 square miles

Explanation/Description: This is similar to the 1st level druid spell of the

same name, but the material component is airborne pollen which must be thrown into the air and the chance of being correct is 50% plus 2% per level of the magic-user. The maximum chance of correctness is 90%.

Speak With Dead (Necromantic/Divination)

Level: 2 Components: V, S, M

Range: 1" Casting Time: 1 turn

Duration: Special

Saving Throw: None

Area of Effect: One creature

Explanation/Description: This is like the 3rd level cleric spell but the body must be present and its voice box intact, and only 3 questions may be asked, no matter what the level of the magic-user. The dead answer to the best of their knowledge, but usually in riddles.

Detect Charm (Divination)

Level: 3 Components: V, S, M

Range: 3" Casting Time: 1 round

Duration: 1 turn

Saving Throw: None

Area of Effect: One creature

Explanation/Description: This spell is like the 2nd level clerical spell of the same name. However, the material component for this spell is a heartflower, a plant that has petals that look like a heart. The user inhales the crushed petals.

Find Traps (Divination)

Level: 3 Components: V, S, M

Range: 3" Casting Time: 1 turn

Duration: 1 turn

Saving Throw: None

Area of Effect: 1" path

Explanation/Description: This is like the 2nd level clerical spell of the same name. However, this actually detects the intent to do harm with a mechanism. It does not detect traps that are the result of circumstances. The spell's material component is a small string noose that must be broken.

Find the Path (Divination)

Level: 7 Components: V, S, M

Range: Touch Casting Time: 1 round

Duration: 1 turn per level

Saving Throw: None

Area of Effect: Creature touched

Explanation/Description: This is just like the clerical 6th level spell except that the material component is a torch whose flame will always point in the correct direction. If the torch is blown out, the spell is over. The same thing can be done with a lantern flame.

Stone Tell (Divination)

Level: 7 Components: V, S, M

Range: Touch Casting Time: 1 turn

Duration: 1 turn

Saving Throw: None

Area of Effect: One cubic yard of stone

Explanation/Description: This spell is like the clerical 6th level spell of the same name. However, the material component is a stick of chalk with which the magic-user must sketch a face to do the talking. This face must be complete with eyes, ears, and nose or the mouth will not be able to describe what it "saw," "heard," and "smelled."

School of Conjurations and Summonings

Power Word: Sleep (Conjuration)

Level: 2 Components: V

Range: 6" Casting Time: 1 segment

Duration: 5 rounds/level

Saving Throw: Neg.

Area of Effect: Special

Explanation/Description: This spell is like the normal 1st level *sleep* spell, but it needs no somatic or material components.

Assist (Necromantic/Conjuring)

Level: 3 Components: V, S, M

Range: Touch Casting Time: 4 seg.



Duration: 1 round + 1/level

Saving Throw: None

Area of Effect: One person

Explanation/Description: This spell is like the clerical 2nd level spell *aid* (UA), but does not include the benefits of the bless. The material component is a small vial of pungent herbs, the scent from which the recipient must inhale.

Fire Stones (Conjuration)

Level: 5 Components: V, S, M

Range: 4" Casting Time: 1 round/stone

Duration: Special

Saving Throw: 1/2

Area of Effect: Special

Explanation/Description: This spell is like the 6th level druid spell *fire seeds*, but it uses amber instead of seeds and berries.

School of Evocation

Circle (Evocation)

Level: 1 Components: V, S

Range: Touch Casting Time: see below

Duration: Special

Saving Throw: None

Area of Effect: The circle of magic-users

Explanation/Description: This spell is similar to the clerical spell *combine* found in the *Unearthed Arcana*.

This spell is what makes the Circles of the Red Wizards truly dreaded in any battle where the Circles can see their foes clearly. A Circle consists of a Wizard and his followers and servants. Through use of this spell, the apprentice/followers of the wizard add their power to that of the Wizard, allowing him to cast spells as if his level were increased by the levels of every apprentice in the Circle.

This means that the wizard can memorize spells as if he were a higher level wizard, though he cannot memorize any spells of a higher level than he normally knows. Thus, a 13th level Wizard with 2 apprentices of

3rd level, 2 of 2nd level, and 2 of 1st level can memorize spells and cast them as if he were 25th level, though he cannot memorize the 7th, 8th and 9th level spells that a 25th level wizard could memorize. The apprentices helping the wizard must be of the same school. Note that any school but Evocation must use this spell at 2nd level, not first.

If the wizard is a member of more than one school, his spellcasting ability can only be helped for those spells whose school the Circle's apprentices are part of. It is possible to set up more than one Circle to help one wizard, if they are needed.

To set up a Circle, the apprentices must gather into a circle, each member touching the ones to his sides in some manner. Then each apprentice must speak the spell, which puts him into a trance. The length the spell takes to cast depends on how many levels the apprentice has, because it involves him effectively ordering his life and putting it at the disposal of the wizard. Magic-users with more experience have had more life to put in order. In effect, casting the spell takes 1 turn for each level of experience.

Once all the apprentices are in the trance, the wizard can step into the circle they have formed and draw on their power to help him memorize and throw spells.

Between the time necessary to go into the trance and the time to memorize extra spells, one can see that this takes a long time. It is no good for foiling ambushes.

Combust (Evocation)

Level: 2 Components: V, S, M

Range: Touch Casting Time: 4 seg.

Duration: Special

Saving Throw: 1/2

Area of Effect: 30 lbs. per level

Explanation/Description: This spell makes a combustible object burst into

flame. The damage done is 1d6 per 30 lbs. of object, and the spell does 1d6 per level of the caster per turn until the object is consumed or the flame is extinguished. This is not a magical flame.

Fire Lance (Evocation)

Level: 4 Components: V, S, M

Range: 6" + 1" /level

Casting Time: 3 segments

Duration: Instantaneous

Saving Throw: 1/2

Area of Effect: Special

Explanation/Description: This spell uses as its material components any torches or other fire in the area. If there is no open fire within direct line of vision up to 30' per level of magic-user, the spell does not work. If there are fires, they go out when the spell is cast. If there are more individual fires (separated by more than 2" of non-fire) than the level of the magic-user, the fires farthest away do not go out.

However, a small number of fires does not detract from the damage done by the spell. The caster is, in essence, using the presence of the fire to open a momentary gate to the Plane of Elemental Fire and direct its energy at a subject.

The energy of the spell looks like a lance of fire, which gives the spell its name. The caster must make a spear-throwing motion at the subject, which is automatically hit. The lance does 1d6/level to the subject.

Fire Storm (Evocation)

Level: 8 Components: V, S, M

Range: 16" Casting Time: 5 segments

Duration: 1 round

Saving Throw: 1/2

Area of Effect: 2" cube/level, minimum 16" cube

Explanation/Description: This is like the 7th level druid spell of the same name. The material component for this form of the spell is charcoal from the cremation of a dead magic-user.



Flame Dagger (Evocation)

Level: 2 Components: V, S, M
 Range: Touch Casting Time: 3 seg.
 Duration: 1 round/level
 Saving Throw: None
 Area of Effect: 1" long, dagger-like blade

Explanation/Description: This spell creates a flaming dagger that is like the 2nd level *flame sword* of the druid (UA) but does 2-5 damage with +2 vs. undead and those vulnerable to fire. It is otherwise the same.

Flash (Evocation)

Level: 2 Components: V, S, M
 Range: 10" + 1" /level
 Casting Time: 3 segments
 Duration: Instantaneous
 Saving Throw: 1/2 the time blinded
 Area of Effect: 2" radius sphere

Explanation/Description: This spell creates a blinding flash of light in its area. Everyone affected is -5 to any roll to hit anything—thieves are -25% in all skills for the duration of the effects.

The effects last for 2-20 rounds. Roll separately for each victim unless the DM says not to. A successful saving throw versus magic cuts the effect time in half.

School of Abjuration

Deny Cold (Abjuration)

Level: 1 Components: V, S, M
 Range: Touch Casting Time: 1 round
 Duration: 1 turn/level
 Saving Throw: None
 Area of Effect: Creature touched

Explanation/Description: This spell has much the same effect of the 1st level clerical spell *resist cold*, but it acts to repel cold, rather than toughen the body to endure it. The material component is a swatch of fur from a fur-bearing animal.

Deny Fire (Abjuration)

Level: 2 Components: V, S, M

Range: Touch Casting Time: 1 round
 Duration: 1 turn/level
 Saving Throw: None
 Area of Effect: Creature touched
Explanation/Description: This spell has much the same effect of the 2nd level clerical spell *resist fire*, but it acts to repel fire and heat, rather than toughen the body to endure it. The material component is a sliver of red or gold dragon hide.

Protection from Specific Lycanthropes—10' Radius (Abjuration)

Level: 2 Components: V, S, M
 Range: Touch Casting Time: 1 turn
 Duration: 4 + level/rounds
 Saving Throw: None
 Area of Effect: 10' radius around subject

Explanation/Description: This spell must be learned separately for each form of lycanthrope from which the caster wishes protection. The spell sets up a circle of protection around the subject that moves with him, one that keeps out 49 hit dice (round all hit point pluses down unless they exceed + 3) of the type of lycanthrope protected against. If there are more lycanthropes than are protected against, the remaining lycanthropes can cross the circle and attack.

The material component of this spell, and the derivative spells described later, is wolfsbane, which must be crumbled up and scattered in a circle around the caster during the casting of the spell.

Protection From Normal Weapons (Abjuration)

Level: 2 Components: V, S, M
 Range: Touch Casting Time: 2 rounds
 Duration: 5-8 rounds
 Saving Throw: None
 Area of Effect: 5" radius sphere around subject

Explanation/Description: This is actually three spells, and each must be

learned separately. The three spells are *protection from blunt weapons*, *protection from edged weapons*, and *protection from missiles*. All three spells may be applied to the same recipient at the same time. The recipient and anyone within the radius, which moves with the subject, cannot be touched by a non-magical weapon of the type protected against. The missile protection does not encompass large objects such as ballista bolts or stones hurled by giants.

The material component for this spell is a piece of a broken weapon of the proper type.

Protection from Plants—10' Radius (Abjuration)

Level: 2 Components: V, S, M
 Range: Touch Casting Time: 2 rounds
 Duration: 5-8 rounds
 Saving Throw: None
 Area of Effect: 5" radius around subject

Explanation/Description: All forms of vegetable life, including fungi, slimes, molds, and the like are unable to penetrate this protective sphere that moves with the subject. If it is moved toward plant life that is capable of movement, the plant is pushed away. If the plant life is immobile, the sphere cannot move any farther in that direction unless the subject has enough strength and mass to uproot the plant under normal circumstances.

The material component is ash from the burned remains of some form of dangerous slime or mold.

Protection from Poison (Abjuration)

Level: 2 Components: V, S, M
 Range: Touch Casting Time: 6 seg.
 Duration: 3-12 rounds (1d10 + 2)
 Saving Throw: None
 Area of Effect: One creature

Explanation/Description: No form of poison, ingested in any fashion,



affects the protected individual, and any such poison already in the subject's system is permanently neutralized.

The material component of the spell is a sprig of belladonna.

Resist Energy Drain (Abjuration)
Level: 2 Components: V, S
Range: Touch Casting Time: 1 turn
Duration: 1 turn/level

Saving Throw: None
Area of Effect: Creature touched
Explanation/Description: This spell gives the subject a saving throw vs. death magic any time he is attacked by undead that drain energy levels. If the saving throw is made, the undead cannot steal the life energy of the subject. This does not work against any sort of attack besides the touch of an undead.

Protection from All Lycanthropes — 10' Radius (Abjuration)
Level: 3 Components: V, S, M

Range: Touch Casting Time: 1 turn
Duration: 5-30 rounds
Saving Throw: None
Area of Effect: 10' radius around subject

Explanation/Description: This spell is like *protection from specific lycanthropes*, but it works against all lycanthropes.

Protection from Electricity—10' Radius (Abjuration)

Level: 3 Components: V, S, M
Range: Touch Casting Time: 1 round
Duration: 3-12 (3d4) rounds
Saving Throw: None
Area of Effect: 10' radius around subject

Explanation/Description: All within the radius, which moves with the subject, are immune to any electrical attacks and associated effects.

The material component is a piece of tektite.

Protection from Specific Elementals — 10' Radius (Abjuration)

Level: 3 Components: V, S, M
Range: Touch Casting Time: 1 round
Duration: 4 + level/rounds
Saving Throw: None
Area of Effect: 10' radius around subject

Explanation/Description: This is actually four spells, each of which must be learned individually. The area of protection, which moves with the subject, protects all within from the direct attacks of either air elementals (including all similar creatures such as djinn and invisible stalkers), earth elementals (including efreet and salamanders), fire elementals (including tritons and water weirds). The circle of protection affects a maximum of 24 hit dice of the specific elemental creatures. If an elemental creature has more than 24 hit dice, or the creatures exceed that number in total, the extra creatures (or the entire creature if it has more dice) can pass the circle. There is nothing stopping the elementals from hurling objects past the circle, if they are capable of doing that, and attacks can go out of the circle.

The material component of this spell is a vial of water versus fire elementals, a smoldering ember versus air elementals, a small fan versus earth elementals, and a lump of earth against water elementals.

Protection from Illusions (Abjuration)

Level: 3 Components: V, S
Range: much Casting Time: 1 round
Duration: 5-30 (5d6) rounds
Saving Throw: None
Area of Effect: Special

Explanation/Description: This spell lets the subject see through any



illusion or phantasm, but he knows it for what it is and it becomes almost transparent to him, so he can see what it may be hiding.

Protection from Magical Weapons (Abjuration)

Level: 3 Components: V, S, M
Range: Touch Casting Time: 2 rounds
Duration: 5-8 rounds
Saving Throw: None
Area of Effect: One creature

Explanation/Description: This is actually three spells, and each must be learned separately. The three spells are *protection from magical blunt weapons*, *protection from magical edged weapons*, and *protection from magical missiles*. All three spells may be applied to the same recipient at the same time. The recipient cannot be touched by a weapon of the type protected against, but note that this protection does not apply to spells such as *magic missile* or *Mordenkainen's Sword* which simulate the effects of weapons.

The material component for this spell is a piece of a broken magical weapon of the proper type.

Protection from Paralyzation (Abjuration)

Level: 3 Components: V, M
Range: Touch Casting Time: 2 rounds
Duration: 5-8 turns
Saving Throw: None
Area of Effect: One creature

Explanation/Description: This protection extends to all forms of paralyzation, muscle and nerve paralysis included. A *hold* spell does not work on the protected individual, nor does any sort of paralyzation brought on by gas.

The material component for this spell is dried and ground up carrion crawler tentacle, which the caster must swallow after speaking the spell.

Protection from Specific Undead—5' Radius (Abjuration)

Level: 3 Components: V, S, M
Range: Touch Casting Time: 1 round
Duration: 10-80 (10d8) rounds
Saving Throw: None
Area of Effect: 5" radius around subject

Explanation/Description: This is actually several spells, each of which works against a different form of undead and must be learned separately. This protects all within its circumference, which moves with the subject, from all physical attacks from the undead, but not magic spells or other attack forms. If a creature leaves the protected area it is then subject to physical attack. The protection restrains up to 35 hit dice/levels of undead; excess hit dice/levels can pass through the circle.

The material component for this spell is dust taken from a tomb guarded by the specific type of undead.

Protection from Water (Abjuration)

Level: 3 Components: V, S, M
Range: Touch Casting Time: 1 round
Duration: 5-8 turns
Saving Throw: None
Area of Effect: 5" radius around subject

Explanation/Description: No form of water, solid, liquid, or gas, can penetrate this sphere of protection, which moves with the subject. If those being protected come upon a form of water, the substance simply does not touch them; thus they do not slip on ice, sink into a body of water, etc.

The material component for this spell is a handful of dry desert sand.

Protection from All Elementals—10' Radius (Abjuration)

Level: 4 Components: V, S, M
Range: Touch Casting Time: 1 round
Duration: 4 + level/rounds
Saving Throw: None

Area of Effect: 10' radius around subject

Explanation/Description: This protects against all elementals. The sphere of protection, which moves with the subject, protects all within from the direct attacks of air elementals (including all similar creatures such as djinn and invisible stalkers), earth elementals (including xorn), fire elementals (including efreet and salamanders), and water elementals (including tritons and water weirds). The circle of protection affects a maximum of 16 hit dice of elemental creatures. If an elemental creature has more than 16 hit dice, or the creatures exceed that number in total, the extra creatures (or the entire creature if it has more dice) can pass the circle. There is nothing stopping the elementals from hurling objects past the circle, if they are capable of doing that, and attacks can go out of the circle.

The material component of this spell is a piece of a substance that came from neither the Prime Material Plane nor any of the Elemental Planes.

Protection from All Undead—5" Radius (Abjuration)

Level: 4 Components: V, S, M
Range: Touch Casting Time: 1 round
Duration: 10-80 (10d8) rounds
Saving Throw: None
Area of Effect: 5" radius around caster

Explanation/Description: This spell works against all forms of undead. All within the circumference of this sphere of protection that moves with the subject are protected from all physical attacks from the undead, but not magic spells or other attack forms. If a creature leaves the protected area it is then subject to physical attack. The protection restrains up to 35 hit dice/levels of undead; excess hit dice/levels can pass



through the circle.

The material component for this spell is dust taken from a vampire's casket.

Protection from Breath Weapons—Dragon (Abjuration)

Level: 4 Components: V, S, M
Range: Touch Casting Time: 2 rounds
Duration: 6-12 (2d4 +4) rounds

Saving Throw: None

Area of Effect: One creature

Explanation/Description: This protection is not limited by alignment or type of dragon breath, it extends to all forms of dragon breath.

The material component of this spell is a gold coin, which is destroyed in the spell.

Protection from Breath Weapons—Non-Dragon (Abjuration)

Level: 4 Components: V, S, M
Range: Touch Casting Time: 2 rounds
Duration: 6-12 (2d4 +4) rounds

Saving Throw: None

Area of Effect: One creature

Explanation/Description: This protection is not limited by alignment or type of breath, it extends to all forms of breath weapon not used by a dragon.

The material component of this spell is a platinum coin, which is destroyed in the spell.

Protection from Cold—15" Radius (Abjuration)

Level: 4 Components: V, S, M
Range: Touch Casting Time: 6 seg.
Duration: 5-8 (d4 +4) turns

Saving Throw: None

Area of Effect: 15" radius around caster

Explanation/Description: All within this sphere of protection that moves with the subject are protected from the effects of normal cold as low as absolute zero. Against magical cold, the spell acts as the clerical spell

resist cold, but with enhanced benefits (+6 on saving throw, damage one quarter normal or one-eighth if save is made).

The material component of the spell is a smoldering ember.

Protection from Fire—15" Radius (Abjuration)

Level: 4 Components: V, S, M
Range: Touch Casting Time: 1 round
Duration: 5-8 (d4 +4) turns

Saving Throw: None

Area of Effect: 15" radius around caster

Explanation/Description: All within this sphere of protection that moves with the subject are able to withstand flame and heat of the hottest sort, even of elemental or magical nature.

The material component for this spell is a vial of water.

Protection from Gas—5" Radius (Abjuration)

Level: 4 Components: V, S, M
Range: Touch Casting Time: 6 seg.
Duration: 5-8 (d4 +4) rounds

Saving Throw: None

Area of Effect: 5" radius around caster

Explanation/Description: All within this sphere of protection that moves with the subject are immune to the effects of any form of gas-poison gas, breath weapons which are gaseous in nature, spells which generate noxious clouds such as *stinking cloud* and *cloudkill*, and all similar forms of noxious, toxic, vapors.

Protection from Mechanical Traps (Abjuration)

Level: 4 Components: V, S, M
Range: Touch Casting Time: 8 seg.
Duration: 5-20 (5d4) rounds

Saving Throw: None

Area of Effect: One creature

Explanation/Description: Traps of mechanical nature do not function against the subject of this spell, but

they are not revealed.

The material component for this spell is a thimbleful of axle grease.

Protection from Petrification—10' Radius (Abjuration)

Level: 4 Components: V, S, M
Range: Touch Casting Time: 1 round
Duration: 5-20 (5d4) rounds

Saving Throw: None

Area of Effect: 10' radius around subject

Explanation/Description: All within the confines of this sphere of protection that moves with the subject are absolutely immune to any attack form, magical or otherwise, which causes flesh to turn to stone.

The material component of this spell is a pinch of scales from the snakes on a medusa's head.

Protection from Possession—10' Radius (Abjuration)

Level: 4 Components: V, S, M
Range: Touch Casting Time: 2 rounds
Duration: 10-60 (10d6) rounds

Saving Throw: None

Area of Effect: 10' radius around subject

Explanation/Description: This spell generates a sphere of protection that moves with the subject and protects all creatures within its confines from possession by magical spell attacks such as *magic jar*; attack forms aimed at mental control or possession or psychic energy drain which are psionically or magically based; or demon, devil, night hag, or similar creature possession (obsession). Even dead bodies within the magic circle are protected.

The material components for this spell are fragments from a former *magic jar*.



Protection from Shape-changers—10' Radius (Abjuration)

Level: 4 Components: V, S, M
 Range: Touch Casting Time: 1 turn
 Duration: 5-30 rounds
 Saving Throw: None
 Area of Effect: 10' radius around caster

Explanation/Description: This spell is like the *protection from all lycanthropes* spell, but it also works against other types of shapechangers, such as doppelgangers, some forms of dragons, druids, jackalweres, and those under the influence of *polymorph* spells.

Turn Magic (Abjuration)

Level: 4 Components: V, S
 Range: Touch Casting Time: 1 round
 Duration: Special
 Saving Throw: None
 Area of Effect: One creature

Explanation/Description: This spell can take two forms, but the form can be chosen on casting the spell.

The spell works the same in either case, but the duration is different. The spell can either be cast to last for 10-60 (10d6) rounds, or to last indefinitely unless it is triggered. If the latter form is used, the spell works once and then must be recast to be used again.

This spell distorts the three normal dimensions with regard to magic spells directed at its subject. Any spell cast at the subject usually rebounds, in part or in whole, upon the caster. The distance between, and area occupied by, the subject and the spell caster are not as they seem when the magic activates the spell. Four important exceptions must be noted:

1. Spells affecting an area and not targetted specifically at the subject are not turned.
2. Spells delivered by touch are not turned.
3. Magic contained in devices,

which include wands and rings but do not include scrolls, are not turned.

4. Psionic powers are not considered magic for the purposes of this spell.

When a spell is cast on the subject, roll 1d10. The result is both the proportion of the spell returned to the caster and the bonus to the saving throw against the spell. If the spell is a damage spell, multiply the roll by 10 to get the percentage of damage that returns to the caster. The remainder hits the individual protected by the *turn magic* spell. The number is also added to the saving throw against the spell of the person with *turn magic*. The remainder is added to the saving throw of the attacking spell caster.

If the spell normally has no saving throw, the amount rolled on the d10 is the proportion of a roll of d20 for a save. In other words, if the roll is 5, both the subject and the attacking spell caster have saving throws of 16. If the roll was a 7, the *turn magic* user has a saving throw of 14 (20-7 = 13), and the attacker has a saving throw of 18 (20-3 = 17). This saving throw is not modifiable by any consideration of protection, race, etc.

If an attacking spell has a top limit of number of levels of character it can affect, then the total levels of the caster and the *turn magic* subject must not exceed the number of levels the spell can affect. Otherwise the spell is a failure.

As long as the *turn magic* effect is on, the wearer cannot accept a spell voluntarily.

If both caster and subject are protected by *turn magic* or *rings of spell turning*, then a resonance is set up that can negate the spell, make it affect both fully and equally or some other unpleasant possibilities. DMs should look at the DMG, page 131, on *rings of spell turning* to get the exact possible results.

Protection from Acid (Abjuration)

Level: 5 Components: V, S, M
 Range: Touch Casting Time: 1 round
 Duration: Special
 Saving Throw: None
 Area of Effect: One creature

Explanation/Description: This spell protects the subject from all forms of acid, up to a damage limit of 20 hit dice or a time limit of 9-12 turns (d4 + 8), whichever comes first. Thus, the subject could be protected from three breath attacks from the smallest size of black dragon (normally 6HD of damage per attack), and still have some protection left over, as long as the attacks all happened within the time period.

The material for this spell is a gold mirror.

Protection from Magical Traps—5' Radius (Abjuration)

Level: 5 Components: V, S, M
 Range: Touch Casting Time: 1 round
 Duration: 3-12 (1d10 + 2) rounds
 Saving Throw: None
 Area of Effect: 5" radius around subject

Explanation/Description: Magical traps do not function within 5" of the subject of the spell, but they are not revealed, either.

The material component of this spell is a thimbleful of axle grease.

Spell Immunity (Abjuration)

Level: 5 Components: V, S, M
 Range: Touch Casting Time: 1 round
 Duration: 1 turn/level
 Saving Throw: None
 Area of Effect: One individual

Explanation/Description: This spell is identical to the clerical 4th level spell of the same name (WA).

Protection from Any Traps—5" Radius * (Abjuration)

Level: 6 Components: V, S, M
 Range: Touch Casting Time: 2 rounds
 Duration: 2-8 (2d4) rounds



Saving Throw: None

Area of Effect: 5" radius around subject

Explanation/Description: This spell combines the aspects of the *protection from mechanical traps* and *protection from magical traps* spells. Except as shown above, it is identical to those spells.

Protection From Magic—5" Radius (Abjuration)

Level: 6 Components: V, S

Range: Touch Casting Time: 1 round

Duration: 5-30 (5d6) rounds

Saving Throw: None

Area of Effect: 5" radius around subject

Explanation/Description: This very powerful and invisible globe of protection, which moves with the subject, prevents any form of magic from passing in or out of its confines, but normal things are not restricted. Any magical item touching the globe must be saved for with a 50% likelihood of the object being drained of all magic from the power of the globe—the save equals 11 or better on d20.

If multiple magical items encounter the globe simultaneously, the leading item (a magical sword held in advance of its owner, for instance) is the first affected, then the others are checked

in order of descending power until the first item fails its save, at which time the globe is cancelled and the item is drained of its magic.

School of Necromancy

Detho's Delirium (Necromantic)

Level: 1 Components: V, S, M

Range: Touch Casting Time: 2 seg.

Duration: 1 round + 1 round/level of caster

Saving Throw: Negates

Area of Effect: One creature

Explanation/Description: The caster of this spell touches a being who is drugged, drunken, unconscious, or sleeping, while speaking the mystic words and ringing a small silver or brass bell (which can be reused). The touched creature receives a saving throw against spells at - 2; if the save is failed, the creature begins to speak. (A creature feigning drunkenness or unconsciousness is not affected by this spell.) The affected being speaks at random, in all languages known to it, and on random, rambling, topics. It cannot hear questions and cannot be forced by mental or magical control to give specific answers—any attempt to use such control is 96% likely to awaken the creature. While the crea-

ture speaks, there is a 22% chance per round (not cumulative) that it will reveal names, truenames, passwords, words of activation, codes, directions, and other useful information. Note that the speaker will rarely identify such fragments of speech for what they truly are, and hearers must speculate themselves on the meanings. Dreams, rumors, jokes, and fairy tales may be mumbled by the speaker, not merely factual information.

The spell will be broken before its duration is over if the affected creature is awakened.

Summon Undead (Conjuration/Necromantic)

Level: 1 Components: V,S,M

Range: See Below Casting Time: 1 turn

Duration: 1-8 turns + 1 turn/level of caster

Saving Throw: None

Area of Effect: 100' radius per level of caster

Explanation/Description: The nearest 2-12 undead of hit dice equal to or less than the level of the caster and within 100' per level of the magic-user, must travel to the caller at normal pace. The summoned undead will not be hostile, nor are they under the control of the summoner. They may act as they wish.



Once they have arrived at the summoner, the undead may turn around and go back where they came from, attack anyone in their way, talk to the summoner, or perform any other action that seems reasonable to them. Unthinking undead (such as zombies and skeletons) with a purpose immediately return to their station. Wandering unthinking undead stay and wait for orders (for which the caster needs *charm undead* or a potion of *undead control* or something similar) unless there are obvious foes besides the summoner to attack.

This is both a Necromancy and a Conjunction spell, but it is not taught in the Conjunction school. The summoner must have bone dust that is scattered to the wind during the spell casting.

Speak With Dead (Necromantic/Divination)

Level: 2 Components: V, S, M
 Range: 1" Casting Time: 1 turn
 Duration: Special
 Saving Throw: None
 Area of Effect: One creature
Explanation/Description: See description in School of Divination.

Assist (Necromantic/Conjuring)

Level: 3 Components: V, S, M
 Range: Touch Casting Time: 4 seg.
 Duration: 1 round + 1 round/level of caster
 Saving Throw: None
 Area of Effect: One person
Explanation/Description: See description in School of Conjuring.

Charm Undead (Enchantment/Necromantic)

Level: 3 Components: V, S
 Range: 6" Casting Time: 4 segments
 Duration: Special
 Saving Throw: Negates
 Area of Effect: Special
Explanation/Description: See description under School of Enchantment.

Belten's Burning Blood (Necromantic)

Level: 4 Components: V, S, M
 Range: 1"/level of caster
 Casting Time: 4 segments
 Duration: 3 rounds
 Saving Throw: Negates
 Area of Effect: One creature
Explanation/Description: By means of this spell, a magic-user can cause any creature who is presently bearing open, bleeding, wounds (i.e. one who has been damaged by edged weapons recently and whose wounds have not yet been dressed or healed) to suffer 3-12 hit points of additional damage per round, by causing a subtle, temporary change in the victim's blood that causes it to be corrosive to adjacent tissue.

The subject must have blood to be affected, and any creature immune or resistant to fire or corrosive damage cannot be affected. The material components of the spell are the visible blood and a pinch of saltpeter. Once the spell is cast, the caster does not have to concentrate on the spell. It continues to work as the caster performs other actions.

The spell causes no damage if the subject's saving throws (versus spells at -3) are successful in each of the three rounds of the duration. If one saving throw is made, the subject still takes damage during the other two rounds of the duration. No hit roll is necessary and the subject need not even be in sight of the caster as long as the caster is familiar with the subject and the subject is within range. Astral or ethereal subjects cannot be affected.

Targets who have altered their shape or entered other objects (such as a tree or stone) are still vulnerable to this spell as long as they are bleeding. Creatures who have powers of regeneration are only affected as long as they have open wounds.

Animate Dead Monsters (Necromantic)

Level: 6 Components: V, S, M
 Range: 1" Casting Time: 7 segments
 Duration: Permanent
 Saving Throw: None
 Area of Effect: Special
Explanation/Description: This spell is just like the clerical 5th level spell of the same name (UA) but the material component is just the body to be animated.

The Simbul's Synostodweomer (Alteration/Necromantic)

Level: 7 Components: V, S
 Range: 0 Casting Time: 7 segments
 Duration: Special
 Saving Throws: None
 Area of Effect: Special
Explanation/Description: See description in School of Alteration.

Regenerate (Necromantic)

Level: 8 Components: V, S, M
 Range: Touch Casting Time: 3 rounds
 Duration: Permanent
 Saving Throw: None
 Area of Effect: Creature touched
Explanation/Description: This spell is like the 7th level clerical spell of the same name. The material component is a lizard that can naturally regrow its limbs, which must be slain as part of the spell.

Restoration (Necromantic)

Level: 9(Components: V, S, M
 Range: Touch Casting Time: 3 rounds
 Duration: Permanent
 Saving Throw: None
 Area of Effect: Creature touched
Explanation/Description: This spell is like the clerical 7th level spell of the same name, but its material component is a patch of wight's skin.



Azath



Bane



Beshaba



Bhaal



Gond



Helm



Ilmater



Leira



Loliatar



Malar



Mask



Myrkul



Mystra



Sbar



Talona



Waukeen



Kossuth

RELIGION OF THAY

The basic Alignment of Thay is neutral evil. The Red Wizards dislike religion as a general practice, and refuse to give it any prominence in their government. This is a result of the country's origins, which consisted of a gang of Mulhorandese wizards rebelling against the stultifying theocracy of Mulhorand.

This is not to say that the Red Wizards do not themselves worship the gods. One of the principal gods of many of the Wizards is Myrkul, which ties into the exhaustive study of Necromancy in the Realms.

Entries for the gods worshipped in Thay are organized thus: Name(s), portfolio, alignment, home plane, symbol, and notes.

Azuth, The High One, Patron of Magic-Users, Demipower, LN, Arcadia
Symbol: A human hand, forefinger pointing upward, outlined in a nimbus of blue fire.

Azuth is worshipped in a desultory way in Thay as the patron of magic-users. Wizards with no real affinity for religion pay him lip service and occasionally make sacrifices in his name. His form has been seen in Thay at one time or another, but has never stayed long.

There are major temples in his honor in Eltabbar and Bezantur, smaller shrines in Tyraturos and Pyarados. Attendance at any of the shrines is desultory. The highest ranking priest of Azuth in Thay is 7th level.

Bane, Lord Bane, the Black Lord, God of Strife, Hatred, Tyranny, Greater Power, LE, Acheron

Symbol: A black hand, open, with thumb and fingers aligned together—sometimes on a red field.

Bane does not have the respect in Thay that he does in Zhentil Keep, but he is worshipped mostly among the Tharchions and Tharchionesses.

There are temples to Bane in Eltabbar, Bezantur, Tyraturos, Pyarados, and Surthay, and major shrines in the ruins of Delhumide and on the Aldor. There is also a private shrine in the Cita-

del for the Tharchion.

The highest ranking priest of Bane is 12th level—the high priest of the temple of Bane in Bezantur. He is watched very closely by most of the Zulkirs, who feel he may be an agent of Zhentil Keep.

Beshaba, Maid of Misfortune, Black Bess, Lady Doom, Goddess of Mischief, Misfortune, Ill Luck, Accidents, Treachery, Betrayal, Lesser Power, CE, Abyss
Symbol: Black antlers on a red field.

Beshaba is propitiated more than worshipped throughout Thay. The researching magicians of Thay have no wish to suffer ill luck half-way through a magical ceremony.

Shrines to Beshaba appear everywhere there are magic-users in Thay, but there is no temple to her name anywhere.

Bhaal, Lord of Murder, God of Death, Lesser Power, LE, Gehenna
Symbol: a circle of red blood tears, falling counterclockwise, about a white skull.

Bhaal is also worshipped mostly by the ruling class of Thay, particularly those who have gained their high positions through the elimination of competition. The very active Guild of Assassins has at least one temple to Bhaal in each city of Thay.

The main temple of Bhaal is in Eltabbar, the center of politics in Thay. The principal heirophant of this religion in Thay is 10th level, and he reports to the Priest of Bane in Bezantur.

The God-Kings, Masters of the Earth, gods and rulers of Mulhorand, lords of rulers everywhere, Lesser Powers, LN, Prime Material Plane

Symbol: A ziggurat-like tower of white on a blue field.

The God-kings are the rulers of Mulhorand, and not officially appreciated in Thay. However, many Thayvians who are not Red Wizards still worship the gods of their fathers. The worship is not extensive, and is repressed in many parts of the country.

The only temple to the god-kings is a

ziggurat outside the walls of Bezantur. The high priest of that temple is continually being arrested for sedition by the Zulkirs, so the most powerful cleric in residence is 8th level, and that one has been in charge only three months.

Gond, Wonderbringer, god of blacksmiths, artificers, crafts and construction, Lesser Power, N, Concordant Opposition

Symbol: A toothed wheel of brass, bronze, iron, or bone.

Gond is the god of the tradesmen and, somewhat, the merchants of Thay. His worship is relatively weak but is not suppressed by the rulers, who consider him a good example to the craftsmen.

The main temple of Gond is in Tyraturos, and is presided over by a cleric of the 9th level.

Helm, He of the Unsleeping Eyes, God of Guardians, Lesser God, LN, Nirvana
Symbol: An open, staring eye, often painted on a metal gauntlet.

Helm is the patron of many of the soldiers of Thay and of the Inner Seas lands in general. His worship is not supported by the hierarchy, but it is tolerated in mercenaries.

Bezantur is the home of the main temple to Gond, but there are temples in all the main cities and shrines in ever garrison and tax station. The highest level cleric is the Grand Master of the Order of Helm, a 9th level cleric who operates out of the Citadel.

Ilmater, God of Endurance, Suffering, Martyrdom, Perseverance, Lesser Power, LG, Twin Paradises

Symbol: The bloodstained rack or crossed hands bound at the wrist.

Ilmater is the god of the slaves and lower classes in Thay. There is an active worship among the slaves of Thay.

There are no temples to Ilmater, but shrines of sorts, usually mobile, are available throughout the realm. Ilmater is worshipped communally, and the highest level cleric in his service is a 5th level priest who is also a runaway slave who wanders the entire country, dodging patrols and ministering to his flock.



Iyachtu Xvim, The Godson, Son of Bane, Demipower, LE

Symbol: A pair of green, glowing eyes on a black field.

The Godson is rarely worshipped. He often acts in his father's interests, and has been seen many times in Thay, no doubt attempting to further his father's worship.

There are no temples to the name of the godson; he is worshipped through the worship of Bane.

Kossuth, The Lord of Flames, The Firelord, Tyrant among Fire Elementals, God of Elemental Fire, Lesser Power, N, Plane of Fire

Symbol in Thay: A sceptre outlined in fire.

All of the elemental rulers are worshipped to some extent in Thay, but Kossuth is pre-eminent among the elemental lords. The Red Wizards have long concentrated on fire magic, and Kossuth and Myrkul are the closest thing to the dominant gods of Thay.

There are temples to Kossuth all over Thay, but the main temple is in the city of Tyraturos, whose surrounding dry plains are the most amenable to his sensibilities. The temple is open to the sky and surrounded by eternal flames which accept the sacrifices of animals and slaves that propitiates Kossuth.

The highest ranking cleric for Kossuth is a 16th level high priest in that temple.

Leira, Lady of the Mists, Goddess of Deception, Illusion, Demipower, CN, Limbo

Symbol: A triangular plaque, point downward, painted in cloudy, swirling, grays.

Leira is the inspiration of the Illusionists of Thay. She is not held in high regard throughout the Realm, but there is a medium-sized temple dedicated to her worship in Eltabbar, whose Tharchioness is thought to be a student of the school of Illusion. The highest ranking cleric of this worship is 8th level, and resides in the Eltabbar temple.

Loviatar, Maiden of Pain, Goddess of Pain, Hurt, Patron of Torturers, Demipower, LE, Gehenna

Symbol: A black whip of nine strands with barbed tips.

Loviatar is the handmaiden of Bane and Bhaal, and worshipped as such among Thayvian nobility. There is a temple in her name in the city of Bezantur (which is known as the City of a Thousand Temples), but otherwise she is worshipped along with Bane and Bhaal. The highest ranking cleric of Loviatar alone is the high priestess of the Bezantur temple. She is 8th level.

Malar, The Beastlord, The Stalker, God of Wild, Marauding Beasts, Bloodlust, and Hunting, Demipower, CE, Tarterus

Symbol: A taloned, bestial claw.

Malar is the only one of the Gods of Fury who is much worshipped in Thay. In general, the Gods of Fury are too independent for the liking of the Red Wizards. However, the bloodlust and killing fever of his worship are popular among the rulers of Thay who enjoy hunting.

Malar has his distinctive woodland temples in special copses (which are avoided and despised by druids) outside most of the cities of Thay and scattered among the usual hunting preserves in the Realm. The high priest of Malar is a 12th level priest residing in Pyarados, where the hunting in the Sunrise Mountains is best. This priest can also act as a cleric of the other Gods of Fury if needed.

Mask, Lord of Shadows, God of Thieves, Intrigue, Lesser Power, NE, Hades

Symbol: Black velvet mask.

Mask is as popular among the underworld of Thay as he is anywhere else in the Realms.

There is a major temple to his worship in the city of Bezantur, where the thieves are dominant, but he only has easily-disguised shrines elsewhere in the Realm. Many Red Wizards give some worship to Mask in hopes of his

assistance in their various conspiracies to gain power.

The high priest of Mask in Thay is a 13th level cleric who travels all over the country to keep eyes on his flock. The master of the temple at Bezantur is a 10th level cleric who answers to the master of the temple when he is in town.

Myrkul, Lord of Bones, Old Lord Skull, God of the Dead, Wasting, Decay, Corruption, Parasites, Old Age, Dusk, Fall, Exhaustion, Greater Power, NE, Hades

Symbol: A skull or skeletal hand.

Myrkul is the patron of necromancers, and the college of necromancy is one of the most powerful in Thay. Myrkul and Kossuth are the dominant gods of Thay.

There are temples to Myrkul in every city of Thay and shrines in every slavefarm and tax station. The main temple is in Surthay—home city of the Zulkir of Necromancy.

The high priest of this religion in Thay is a 16th level high priest who resides in Surthay.

Mystra, The Lady of Mysteries, Goddess of Magic, Greater Power, LN, Nirvana

Symbol: A blue-white star.

Mystra is worshipped in some ways by all magic-users, and the Thayvian wizards are no exceptions. Usually, however, she is not worshipped exclusively by any of them.

Mystra has temples in all the cities of Thay. They are usually restricted to Red Wizards and their entourages. The largest temple is in Bezantur, but the chief temple is the scarcely-smaller one in Eltabbar. The high priestess of Mystra is a 14th level cleric in Eltabbar.

Shar, Mistress of the Night, The Lady of Loss, Goddess of Darkness, Night, Loss, Forgetfulness, Greater Power, NE, Hades

Symbol: Circle of black with a border of deep purple.

Shar is worshipped along with



Myrkul, and turned to for consolation when a loved one dies.

Every temple to Myrkul has a shrine to Shar, and there are major temples to her alone in Bezantur, Eltabbar, and Pyarados. The temple in Surthay is part of the temple to Myrkul, but has its own wing.

The main cleric of Shar in Thay is a 12th level priestess who reports to the high priest of Myrkul.

Talona, Lady of Poison, Mistress of Disease, Goddess of Disease, Poisoning, Demipower, CE, Tarterus

Symbol: Three teardrops in a triangle, apex upwards.

Since the plagues of a hundred years

before, Talona has been worshipped by the lower classes and some members of the ruling class in a propitiary way to keep her plagues away from the worshippers. Also, the Assassins worship her along with her patron, Bhaal.

There is a major temple to Talona in Bezantur, and every temple of Bane has a shrine to her. There are also private shrines in the homes of several members of the nobility and merchants and in the guildhalls of the Assassins Guild.

The chief priest of Talona is a 9th level cleric who runs the temple in Bezantur.

Waukeen, Liberty's Maiden, Merchantsfriend, Goddess of Trade, Money, Lesser Power, N, Concordant Opposi-

tion

Symbol: A woman's full face or profile within a circle of gold.

The growing middle class of Thay worships Waukeen. The Zulkirs are not certain what their attitude toward this goddess should be, but then they are not certain what to do about a lot of things concerning the middle class.

There is a temple of Waukeen in Tyraturos, and of course one in Bezantur. The official highest-ranking cleric of Waukeen is an 8th level priest in Tyraturos, but Dimon of Tyraturos, the Tharchion, is rumored to be a high-ranking priest of the goddess.

MAJOR PERSONALITIES OF THAY

The entries on persons presented in this section are arranged as follows:

Name, Base of Operations, Level and Class, Alignment, Deity, Race and Sex.

Zulkir Szass Tam

Delhumide

24th level Magic-User, School of Necromancy, Red Wizard of Thay

NE Myrkul

Lich Male

Szass Tam is zulkir of the School of Necromancy, third head of his family since the first days of Thay. He has been around for 250 years, 195 of them as a lich. He understands undead as no one else can.

Unlike most liches, Szass Tam presents a very human-like aspect to the world. His clothes are not rotting, and his body is very well preserved, thanks to the *preservation* spell he has applied to himself that he renews every few weeks. Occasionally he gets forgetful and his body starts to rot a bit, so there is a slight smell of the grave about him, but he keeps himself heavily perfumed to cover that scent.

Because of this preservation, Szass Tam does not frighten low level people away if they look at him. He does have all the other aspects of a lich, including the freezing touch.

Szass Tam's greatest goal is the destruction of Rashemen. He felt he was on the verge of attaining personal immortality without becoming a lich when he had to leave his researches to lead an invading army into Rashemen (He could have not led the army, but that consideration is not something he pays much attention to). The Witches of Rashemen routed the army and Szass Tam was so badly hurt in the battle that he had to become a lich to survive at all.

Now he works on his contribution to the armies of Thay, Myrkul's Legion, a thousand zombies or more dedicated to the destruction of Rashemen. Currently he is sending this legion, backed up by the usual forces at the Gorge of Gauros, into Rashemen to gain his revenge.



Szass Tam's Spellbook

Szass Tam has every Necromancy spell in his spellbook, including the named spells that are not normally in every necromancer's book. He also has *cold of cold*, *dimension door*, and *phase door*; and other spells that may be useful.

He also has two unique spells that are only also known by a couple of his most trusted apprentices.

Preservation (Alteration/Necromancy)

Level: 3

Components: V, S, M

Range: Touch

Casting Time: 1 turn

Duration: 1 day per level of caster

Saving Throw: None

Area of Effect: One medium sized creature

Explanation/Description: This spell preserves meat and other foods as if it had just been killed. It does not work on cooked food. It can be used on dead people to keep them intact until they can be *raised* (the time *preserved* does not count toward the time elapsed before raising) or *spoken* to. It can also be used on a zombie or lich or similar undead to keep the body from rotting.

Animate Dread Warrior of Tam (Necromancy)

Level: 6

Components: V, S, M

Range: Touch

Casting Time: 1 turn

Duration: Permanent

Saving Throw: None

Area of Effect: One creature

Explanation/Description: This spell is used on any newly-dead person on whom the *preservation* spell has been placed. The body becomes a zombie of unusual power (see *INVASION OF THE LIVING DEAD* in the *Adventures Section*) and ability. It does not work on skeletons.

The body affected must be a person with good fighting ability, though it need not originally have been a fighter. However, the body loses any skills other than fighting skills it had, so fighters are the best candidates.

Szass Tam has many magical items. Among them is a *wand of whips*. This wand shoots forth a whip-shaped field of white, shimmering, magical force to a maximum (horizontal and vertical) range of 7". The wielder of the whip names, looks at, or concentrates upon a specific subject creature or automaton (i.e. golem, undead, homonculus, or the like), and the whip attacks this creature and this creature only. The whip remains in existence for 4 rounds; if the subject is beyond 7" from the wand when it is cast, the whip flashes instantly (in one segment) to the limit of its range, and hangs motionless, waiting, at the point closest to its subject. Otherwise the whip strikes once per round, as a *Qual's feather token* (see *DMG*) does: at +1 to hit and damage, doing 2-7 hit points of damage per strike, and binding fast an opponent for 2-7 rounds if a save vs. spell is not made after each successful strike.

Once a whip has bound an opponent, the wand wielder cannot release it to strike again. The whip cannot change subjects. A whip may follow an opponent that it has struck at least once beyond 7", moving with the subject even if the subject *teleports*, *blinks*, *plane shifts*, enters a rock or plant, etc. The whip hits invisible and ethereal, but no astral, creatures without penalty. The *wand of whips* may be recharged. Only magic-users may wield it.



Alzegund The Trader

Wanders (Cormyr, Sembia, and Dragon Reach)

10th level magic-user, Red Wizard of Thay

LE Kossuth

Human Male

An old, bald, war-scarred necromancer who openly wears robes marked on the breast and back with a red flame badge, he travels the trade routes with six grim men-at-arms, guarding those caravans the Red Wizards want kept safe. Alzegund also spies on the military strength of Cormyr and of Zhentil Keep. He is said to possess a magical *bag of tricks* and a *wand of lightning*.

Alzegund is a member of the School of Evocation, and specializes in fire magics. Because he does so much traveling and guarding, he has not climbed as high in his profession as his age would indicate, but he seems to enjoy his work. Indeed, while his guard maintains a tight-lipped and dour watch over him, he is continually buying drinks for other travelers and exchanging stories, some of them at the expense of his masters, the Red Wizards.

Of course, he is principally drawing out his drinking partners to get information from them by making them think he is a harmless tosspot that loves the Red Wizards no more than most of their neighbors. Very few high-ranking officials are taken in by this demeanor, but he can often get vital information from lower-ranking persons, and sometimes uses his magics (he is a proficient alchemist) to do favors for them, which he then claims a reward for by forcing information from his "friends" or even having them steal things for him.

His men-at-arms are all human males. Their membership changes over the years, but now consists of a 6th level fighter, the sergeant, three 4th level fighters who have been with Alzegund for a couple of years, and two 2nd level sword-apprentices who are on their first trip with Alzegund.

AiLoth

Hillsfar and Sembia

6th level magic-user, Red Wizard of Thay

LE Kossuth

Human Male

AiLoth is a white-haired, 6th level magic-user who first came to the Sembia region with Alzegund about twenty years ago. He ostensibly left Alzegund to find his own way in the world, but he was actually left in Sembia purposely to gather information in Sembia and Hillsfar. He acts as a moneylender and "distressed goods/damaged goods" buyer while maintaining a small spy network for the Red Wizards.

AiLoth (pronounced (EYE-loth) has not been extremely subtle in his machinations. His contacts with the Red Wizards are well-known in both Hillsfar and Sembia, though not all of his spies are known and he still occasionally gathers significant information.

Of course, his business is one of the stops of the trading caravans that Alzegund shepherds, so AiLoth can report to his spymaster.

AiLoth might be a good candidate as the instigator of the assassination attempts described in the Adventures Section under the title "Threat of Death."

In keeping with both his cover identity and his needs as a spy, AiLoth is a member of the School of Diviners, but he has also learned a couple of the spells of the School of Invocations/ Evocations and School of Alterations in case he gets into a fight. In general, he keeps the evocation and alteration spells in mind, along with whatever divining spells he thinks will be necessary for his mission.

There are no named spells in his spellbooks.

NagLaTha

Selgaunt

5th level magic-user, Red Wizard of Thay

NE, Azuth

Human Female



This young, black-eyed, black-haired, grim-faced woman has risen quickly in the ranks of the Red Wizards due to her fanatical zeal for all Red Wizard causes, and her ruthless, reckless, furthering of them. Naglatha's allegiance and identity are not known to any authorities in the Dragonreach area; recently arrived in Selgaunt, she is posing as a merchant dealing in curios and rarities of the South-while in reality recruiting merchants and men-at-arms for the Red Wizards' cause; it is likely the Red Wizards are planning disruptive raids to set one power against another, if it seems likely that any of them would aid or reinforce any lands Thay is at war with.

Even Alzegund is unaware of Naglatha's position with the Red Wizards, though he has benefitted from her recruiting. All he knows is that there is a recruiter called "The Black Flame" who is bringing people into his caravans. Naglatha recruits while wearing a black full-face mask embroidered with red flame designs, and none of her recruiting subjects have seen her face—at least while she is recruiting them. Of course, she uses her identity as a merchant to size-up possible recruits before she approaches them as the Black Flame.

Naglatha has two bodyguards who are supposed to be eunuchs from the land of Mulhorand. Actually, they are Thayvian fighters who have not been



turned into eunuchs at all, but it is convenient to have them act as eunuchs in public. Therefore, they are fatter and more clean-shaven than normal for bodyguards, and they tend to wear rich clothes and jewelry.

Naglatha operates a small curio shop in the Sembian city of Selgaunt. She leaves "for the South" once a year and is gone for about 3 months, while she reports to her masters in Thay. One of the eunuchs remains in charge of the shop while the other accompanies her.

One of the eunuchs who originally accompanied her to the area about three years ago was killed in an accident about one year ago. When she came back "from the South," next, she had a new eunuch.

The veteran eunuch is Milos Longreach, a 4th level fighter with ST 16 and *bracers of defense* (AC 4). He uses a massive scimitar which actually acts in all ways as a bastard sword.

The new "eunuch" is a 3rd level thief (he came recommended as a fighter, but his skills and attitude are those of a thief) named Heraclous the Quick who is not at all comfortable in his role. He is a veteran carouser who is constantly scheming to get away from the shop and get in some drinking (among other things). Naglatha has detected this tendency and keeps an eye on him, but he has still managed to get away a few times. His predilection for gallivanting may yet expose his mistress's machinations.

Naglatha is a member of both the School of Illusion and the School of Divination, and has a full complement of spells appropriate to the 5th level for each school.

Lauzoril

Eltabbar

18th level magic-user, Zulkir of the School of Enchantment and Charm, Red Wizard of Thay

NE, Kossuth

Human Male

Lauzoril is not known outside of Thay as a Zulkir, but his position as a leader



of the Imperialist party (such as it is) has gotten out to the neighbors of Thay and to their friends. His actions as leader of this party has attracted the attention of the Harpers, which has, in turn, attracted Lauzoril to them.

Lauzoril has no liking for the Harpers and spends much of his time scheming to destroy the members of that organization.

One of his schemes involved the creation of the magic scimitar called *Shazzelim* and the sending of a guardsman with the scimitar to kill a prominent member of the Harpers (the ranger Dove Falconhand). This plan went awry when the guardsman picked a fight with the wrong woman (the knight Jasilmer) and died. *Shazzelim* has now been captured by the masters of Zhen-til Keep, so it may still be fulfilling its function as best it might in the hands of warriors of that organization, which has its own grudge against the Harpers.

Lauzoril is not pleased by the current spate of invasions of Thay's neighbors. He feels that all of the attention these efforts will gather can only persuade the Harpers and their allies to "do something" about Thay, and, unlike many of his compatriots, Lauzoril has a healthy respect for what the Harpers can do.

In many cases, characters originating in Thay can get involved in the problems described in the "Adventures In Thay" section because Lauzoril is trying

to undermine the various plans for conquest and end the menace before other forces in the world combine to act against Thay and destroy it utterly.

Let anyone think that Lauzoril is a nice man, however, he is also a source for assassination missions against rulers of other countries of the Realms. His master plan for conquest is to assassinate all the major players on the board of the Realms, then move while their followers are uncertain and demoralized.

Lauzoril is a relatively young man for his level, and is always very charming to anyone he talks to. Even when he seems to be about to order one's immediate execution, he is charming. People he has ordered slain in their presence have gone to the executioner smiling.

Shazzelurt

Experience Point Value: 800

Gold Piece Sale Value: 4000

The following is a description of the dagger carried by Lauzoril, which is a mate to the sword *Shazzelim*, now in possession of Zhen-til Keep. Lauzoril was so pleased with the sword that he made the dagger for his own use.

Description: A wavy-bladed dagger of rather poor steel but keen edge, with a guard of iron curved into a flame motif. Its grip is of leather, dyed red, and wrapped in gold wire. *Shazzelurt* is neutral evil, has an intelligence of 16 and an ego of 15, and communicates by speech (alignment tongue, common, Thayvian, and gnollish). It is +1 to hit, can *detect magic* in a 1" radius if the bearer so wills it while touching the hilt, and in like manner can *locate object* in a 12" radius. It can also detect secret doors in a 1/2" radius at the bearer's will when it is unsheathed, and *read magic*. It will *heal* its bearer once per day, at the bearer's will, and has a special purpose: to slay bards. Any bard struck by *Shazzelurt* is *disintegrated* unless the victim saves vs. spells.



Sabass of Thay

Bezantur

23rd level wizard, Red Wizard of Thay, School of Conjurations and Summonings

NE, Azuth

Human Male

Sabass is an old man with long gray mustaches and small goatee beard and the usual bald head of a Red Wizard of Thay. He has been a wizard for many years. His career has been very adventurous for a Red Wizard; he spent many years in Impiltur and the unsettled area known as Ashanath to the west of Rashemen, and gained an enviable reputation as an adventuring magic-user.

Now he is very sedentary, and the leader (such as there is one) of the political party known as the Researchers. Sabass is not interested in wars of conquest that disrupt trade and keep him from procuring his needs for his researches, and he speaks against the Imperialists whenever the subject comes up. Other Researchers are content to let him express their views, which are fairly similar. Specifically, the Researchers want to be left alone in their researches and feel the Red Wizards should not be expending valuable treasure and magic on foolish adventuring in other lands.

Sabass is especially not enthused about the current invasion of the North Coast cities using salamanders and efreeti (see "Fire Time"). Adventurers going to him can probably gain assistance in stopping this invasion, which Sabass knows could bring down the wrath of the other elemental lords and perhaps destroy the Balance.

Gombdalla of Pyarados

Yuirwood (for the moment)

20th level Red Wizard of the School of Enchantments and Charms

NE, Malar

Human Female

Gombdalla could have been Zulkir of the School of Enchantments and

Charms, but she much prefers to be working in the field. In many ways she is sorry she let Lauzoril have the position, as she considers Lauzoril a coward and a ditherer who doesn't know when to act.

Gombdalla's main interest is in animals and monsters. She prefers non-humans to humans in any dealing. She does not ignore humans or refuse to work with them—she even relies on humans for her defense—but she is fascinated by the "wild" demi-human people such as satyrs and trolls and centaurs (she considers dwarves, elves, halflings, and orcs to be merely strange-looking humans). In Pyarados she has the largest collection of obscure monsters known in the Realms. Many of these creatures are now in the Yuirwood with Gombdalla.

Gombdalla is determined to make her current scheme work, as part of her scheme to take over the School of Enchantment from Lauzoril.

Besides the satyrs and centaurs and trolls, Gombdalla has her own entourage of about ten attendants (of which four are effective in a fight) and Sparleye's adventuring band with her. The general power of these attendants can be adjusted to best match that of any adventurers running into them.

Gombdalla has several Conjunction spells, such as most forms of summon monster, in her spell book along with her Enchantment spells. Her attendants include a journeyman (8th level) of the School of Abjuration and an apprentice (4th level) of the School of Divination who also has some Alteration spells.

The Simbul

Aglarond (wanders widely, in disguise)

27th level magic-user

CN (good tendencies), Mystra

Human female

The Simbul is the ruler of Aglarond, a tall silver-haired lady of awesome magical powers (and an impressive array of magical items, which she rarely uses) whose personal power has kept the

forces of Thay from overwhelming her kingdom. She is a mysterious, lonely archmage whose proper name is known only to her sisters (Sylune of Shadowdale, now deceased; Alustriel of Silvery moon; the bard Storm Silverhand; and the ranger Dove), and whose truename is secret even from them. The Simbul travels widely in many planes, *shapeshifting* constantly, to work mysterious ends understandable only to herself. She can be ruthless if necessary, but usually avoids combat if possible. She bears some sort of magic that provides immunity to *fear*, *charm*, *hold*, *suggestion*, and similar magics, such as *Serten's Spell Immunity*.

Besides being an awesome opponent to any character coming from Thay, the Simbul is an excellent NPC for instigating player character activity in Thay. She is continually looking for information about Thay and agents to satisfy her needs for action in Thay. At this time, she is making a circuit of the Eastern Realms, looking for information and assistance. She can find the player characters and ask them to assist her. In the Realms, if the Simbul asks, you fulfill her needs. She's a good friend, and a deadly enemy.

Bulzo Tarhair

Tyraturos

10th level thief

N, Mask

Halfling Male

Bulzo is the master thief of the halflings of Tyraturos. He is slightly graying with a cheery smile and the aggravating habit of disappearing from sight and reappearing at one's right elbow when one is looking to the left, etc.

The halfling thieves of Tyraturos are in competition with the human thieves of the area, and have an elaborate network of sewers and other underground pipes that are big enough for them but not for humans to escape into. Fortunately for Bulzo and his brothers, the human thieves of Tyraturos do not have the "in" with the authorities that the thieves of Bezantur do.



Bulzo has been an adventurer and is fascinated by them. He frequently shows up in front of bewildered adventurers and asks if he can help. If he can, he is very helpful, but he always leaves with a little "memento" of the encounter, above and beyond any payment he may have negotiated for his assistance.

Bulzo has a great fund of adventuring stories and knows at least something about most of the major personalities of southern Thay and something of the major people, such as Szass Tam, of the northern Tharches. He even adventured with Valerios Theokillos and will advise characters to buy their equipment in Tyraturos, because it will cost entirely too much in Pyarados.

Bulzo will also talk about the law, or lack of same, of Thay, to anyone who is interested. He says he is not happy about the state of legal anarchy in Thay, a good thief likes to know just what laws he is breaking in a country; the current system of rule by whim is not conducive to easy planning. Actually, he thinks of it as an interesting challenge.

Among his other items, Bulzo has a *ring of invisibility*, which is what he uses for his appearing and disappearing.

Azhir Kren

Tharchioness of the Gorge of Gauros
11th level fighter

NE, Myrkul
Human Female

Azhir Kren is a hard-bitten woman who has risen to the top the hard way, despite the influence of her mother, a Red Wizard who died fighting in Rashemen 10 years ago.

Azhir took after her father, a fighter who was once Tharchion of Delhumide, and started as a fighter at an early age. She showed a true proficiency with weapons and survived many battles in the front ranks before becoming a leader.

Since it is possible that characters may have to fight Azhir in the "Invasion of the Living Dead" adventure, her fighting statistics are as follows:



Azhir Kren, F11 Fighter; AC 0; hp 83; MV 9"; #AT 1; Dmg 5-14 (*two-handed sword* +3 plus Strength bonus); THAC0 7; AL NE; ST 16, IN 12, WI 12, DX 15, CN 17, CH 14

Equipment: Azhir has her father's *two-handed sword* +3 and her own *plate mail* +2. She also wears a *ring of feather falling*.

Homen Odeseiron

Tharchion of Surthay

7th level magic-user, four schools of magic: Necromancy, Conjunction/ Summonings, Abjuration, Invocation/ Evocation, Red Wizard of Thay

NE, Myrkul
Human Male

As Tharchion of Surthay, Homen is the guardian of the North. He managed to rack up an enviable reputation by being a student of four different (though not antithetical) schools of magic, but the time it took to become proficient in four schools finally took its toll on him and he retired from active magic use, though he keeps in practice and uses his spells occasionally.

Homen is now in his seventies, but still bright and interested. He can move about spryly when he needs to. He is tall and only slightly bent, with a completely shaved head and face. He always wears a green robe-the color appeals to him.

Homen is constantly trying to discover a means of foiling the Witches of Rashemen, and pays well for information about them. He has an extensive library of hearsay evidence about the Witches, most of it written by his scribes as he interrogated people with information about Rashemen.

Player characters who have been on the Rashemi side of the "Invasion of the Living Dead" adventure had best give Surthay a wide avoidance, for Homen will not be gentle with anyone who fought for the Rashemi and may know anything about the Witches.

Dickon Sharken

Pyarados
5th level fighter
NE, Helm
Human Male

Dickon came to Thay in his late teens, already an experienced mercenary. He has been in the Sunrise Mountains several times as a member of several different expeditions, and gets a good recommendation from the survivors as a fighter and good follower of orders.

People he has worked for have fewer good things to say about his cruelty and sadism.

However, Dickon is a ready fighter and quite capable for his level. He can be added to any party and he will carry out his end of things very well. He then reports everything he saw to Valerios Theokillos, no matter what assurances he gave to the party.

Dickon Sharken, F5 fighter; AC 3; hp 25; MV 12"; #AT 1; Dmg 3-10 (longsword plus ST add); THAC0 15; AL NE; ST 18(23), IN 10, WI 12, DX 15, CN 12, CH 11.

Equipment: Dickon is wearing chain mail and fights with long sword and shield. He carries a heavy crossbow as a missile weapon. He has no magic, though he covets it and might even betray his master if given the opportunity to possess some. Of course, he'd rather just possess the magic and give his usual report to Valerios.



Constable Hargun Skullknuckle

Chief of Police, Bezantur
Gnoll Chieftain
NE, Gruumsh
Gnoll male

Hargun is the chief of the constabulary of Bezantur. As a look at that city's Tharchionness's description in the Politics section will show, Hargun has a unique position for masters of the watch of any town, since he is essentially working for the Thieves' Guild.

Hargun is just as happy in this position, as he has almost no problems with finding thieves and solving thefts. His patrols, made up almost entirely of his gnoll brethren, concern themselves with keeping down riots (a duty they enjoy greatly) and looking into other crimes of violence.

Hargun is not an honest policeman—he does not stay bribed. He will gladly take hush money from an adventurer, and betray him the next minute.

Hargun Skullknuckle, Gnoll Chieftain; HD 4; hp 20; AC 3; MV 9"; #AT 1; Dmg 1-8 (scimitar) or 1-2 (whip); THAC0 15; AL NE

Belanna Telmister (Shayanna)

Amruthar
4th level fighter/thief/cleric
N, Erevan Ilesere
Half-elf female

Belanna Shayanna is the daughter of a noble family of Aglarond whose younger brother was stolen by slavers three years ago. She is now trying to find the brother, and looking for help from adventurers in this theoretically neutral city.

Belanna has disguised herself as a human as best she can and taken on the more human name of Telmister. She has little money with her, but can promise



substantial rewards from her family, which is very influential in the town of Velprintalar in Aglarond.

Belanna's brother, Beltraegor, is now a slave in the household of Tharchion Dimon of Tyraturos, where he is now a horse handler. He is called Bell. He was stolen before he learned any magic, and his natural empathy was seen as a good thing to take advantage of. He is now 35, a young age for half-elves, and quite bored with his job in the stables of Tyraturos.

Belanna is quite a bit older than her brother, about 63, though she looks to be in her early thirties. She has had some experience as an adventurer. Her attributes are as follows:

Belanna Shayanna, MU4/T4; AC 4; hp 16; MV 12"; #AT 1; Dmg 1-6 (short sword); THAC0 20; ST 13, IN 17, WI 11, CN 15, DX 17, CH 16; AL N

Equipment: Belanna has leather armor, her short sword, and her spell books, plus assorted traveling gear.

Spells in her spellbook:

First Level: *charm person, detect magic, hold portal, magic missile, protection from evil, read magic, shield, ventriloquism*

Second Level: *bind, forget, levitate, locate object, rope trick, scare.*

Belanna will happily use her thieving abilities and magic to help a party of adventurers if they promise to help her rescue her brother.

ADVENTURES IN THAY

POTENTIAL INCITING INCIDENTS

The following adventure descriptions are meant to introduce the DM to methods of getting their FORGOTTEN REALMS™ game players to journey to far-off, forbidding Thay. The descriptions provide just the bare bones of the adventures. We start with a rumor that is taken from the Player Notes section, then go to the facts behind the rumor, then give some ideas on how to introduce the PCs to the adventure.

Some of the rumors given in the Players' Notes are not expanded on here. Those are meant to be left open to the DM for his own campaign, to be used as s/he sees fit. Some of them can be used as side issues to the adventures presented here, but the use is entirely up to the DM.

IN FAR LANDS THREAT OF DEATH

The Rumor: Agents of the Red Wizards of Thay have openly slain merchants in Westgate and Scardale-port, and it is whispered that the fell Red Magic Cult is stirring again; perhaps the Red Wizards will resume their quest for world domination soon, in the Inner Sea Lands.

The Facts: The Red Wizards are always resuming their quest for world domination. They never stopped. However, this has little to do with it (see comments on the Armies of Living Dead and Legions of Elementals). In fact, the merchants were agents of Zhentil Keep who were trying to edge into the local slave-napping operation of the representatives of the Red Wizards. Not wishing to let their rivals push into their territory, the Red Wizards struck back through their agents.

Adventure Hooks: Adventurers trying to find a captured friend (see the next adventure) might have been chasing the merchants that the Red Wizards' agents slew. With the death of the merchants, the only clue to the fate of

the PCs' friend is gone—unless the agents took the records of the dead merchants and know where the person was sold.

Alternately, the merchants slain were not the real targets of the Red Wizards. The agents were new to the area and got the wrong targets. The real merchants of Zhentil Keep are worried, and hire the PCs to defend them, "in case the Red Wizards attack us next." Of course they don't mention their real affiliation or why the Red Wizards might be after them.

This gives the PCs the opportunity of defending a position rather than attacking it—the usual adventurer situation. Give them the opportunity to set traps and spring ambushes. Of course, they also have the chance to find out just what the Zhentil Keep merchants are doing and who they are affiliated with. Then the PCs can take whatever action they feel necessary—from freeing the slaves taken and killing the merchants themselves to simply holding the merchants up for more money by using the threat of telling the local authorities what is going on. There is lots of area in between, depending on the alignments and motivations of the player characters.

In either case, the player characters can end up fighting the agents of the Red Wizards, which should include several fighters (adjusted according to the number of adventurers) and at least one Red Wizard (actually of a level compatible to that of the player characters—probably somewhere from 5th to 15th) of the school of Evocation with a couple of the special Red Wizard spells (see the Magic chapter) in his spellbook.

Assuming they are successful, the player characters have earned the enmity of the Red Wizards (and perhaps Zhentil Keep, too) and gained some information on the magics of Thay that will make them want to travel there.

SOLD INTO SLAVERY

The Rumor: The incidence of abductions throughout the Inner Sea area is growing greatly. Authorities are afraid, for reasons they'd rather not entertain, that the Red Wizards are adding to their slave coffles. Many young men and women with some experience in adventuring, though not as magic-users or clerics, are going missing.

The Facts: True enough. Recent excesses (see the Closer To Home section following) have reduced the slave population of Thay and the recruiters are redoubling their efforts to get more slaves for the farms and experiments of the Red Wizards.

Adventure Hooks: For a small group of players, get their characters all drugged (perhaps the wrong tankards of ale in a tavern they don't know). They wake up without their gear, chained in a slave coffle on its way by slave ship to Thay.

This is certainly a good start to a different adventure. The players must get free (any good thieves in the group?), turn the tables on their kidnappers, and take over the slave ship they have been chained to. Note that Thay does not use slaves on oars—that is a position for a specialist, not a slave. This ship is mostly a wide-bottomed sailing cargo ship, anyway, with a relatively small crew of about a dozen 0-level characters and the slavers, who are of a compatible level and number with the player characters.

The slavers have the advantage of gear (including, perhaps, some of the PCs' equipment) and their freedom, but they must sleep and eat in shifts and cannot all be awake and ready when the player characters make their break.

From this point, the characters can try to get home, or perhaps go on to explore this strange land that tried to steal them into slavery.



Rescue!

The Rumor: A friend of the player characters has gone missing. Now he or she has been seen on a slaver ship going to Thay.

The Facts: Sure enough, the friend has been taken.

Adventure Hooks: If the player characters want to see their friend again, they must take ship themselves and try to find and rescue their friend from the fate feared universally throughout the Realms, to be a slave in Thay.

If you have a large party of player characters, the capture-the-party adventure above is too cumbersome to use. Instead, give the characters incentive to find the slavers and get their friend back (maybe he has the destroyed map to the next treasure committed to memory). This can be a dashing journey across the Realms, ending with a sea chase and battle off the coast of Thay, perhaps with Thayan naval triremes within hailing distance that must be dissuaded from interfering (remember that the Thayan navy has magic-users, too).

Close To Home Invasion of The Living Dead

The Rumor: Armies of “walking dead” are said to be advancing steadily northwards from Thay, led by armored skeletal warriors of great power and fell aspect. Impiltur fears that Thay will overwhelm all the Eastern Lands, and then turn west to crush the Coastal Cities, Impiltur, and Aglarond.

The Facts: Zulkir Szass Tam has finally completed the manning of Myrkul’s Legion and decided to test out his army of zombies against the hated Rashemi. With the cooperation and supporting forces of the Tharchioness of Gauros, the zombies are on the march.

Adventure Hooks: Of course, this could be the golden opportunity to try out the BATTLESYSTEM™ Fantasy Combat Supplement rules with a full scale battle between the lightly armed but

well-trained toops of Rashemen against a heavy infantry with little training but no morale problem whatsoever.

Assuming that you would rather run a role-playing game, assume that the Player Characters are adventurers exploring the ruins of Raumathar when they are contacted by the Witches of Rashemen. Play up this contact with lots of eerie effects and mysterious appearances and disappearances—the Witches are like that.

The Witches want the adventurers to infiltrate the camp of the living dead and destroy the leaders—the Dread Warriors created by Szass Tam (see Personalities section for description of this character and of his spell of *animate dread warrior*):

These super-zombies are the tactical commanders of the Legion of Myrkul, and if they can be destroyed, the zombies will have to have living commanders who are much more vulnerable to the spells of the Witches.

Elements of the adventure include creeping through a camp of the dead,

where most of the inhabitants are alert and moving or just standing and watching, and avoiding the gaze of a diviner with *wizard eye* who observes a different section of the camp every minute. Once the characters reach the headquarters they must deal with the Dread Warriors. There are as many of them as will make a good struggle for the player characters.

DREAD WARRIOR

Frequency: Rare

No. Appearing: 1-12

Armor Class: 2-4

Move: 9”

Hit Dice: 4

% In Lair: Nil

Treasure Type: Nil

No. of Attacks: 1

Damage/Attack: 3-10

Special Attacks: Nil

Special Defenses: Nil

Magic Resistance: See Below

Intelligence: Low

Alignment: Neutral Evil

Size: M





Psionic Ability: Nil

Attack/Defense Modes: Nil

Dread Warriors are like zombies, but they must be created just after death and they still retain some small intelligence—enough to carry out unimaginative orders.

A Dread Warrior must be created from the body of a fighter, who retains some of his fighting skill. That's why he has 4 hit dice. He is also usually armored well, as he is a valuable part of the army of Thay.

Dread Warriors are turned as a wight is turned, and they have all the immunities to various magics that zombies do. They are faster than normal zombies, and have a normal initiative roll. The damage they do is 3-10 (1d8 +2) or by weapon type +2 (for Strength). In any situation requiring Strength, they have the equivalent of 18(01). The weapons they use are the same that their fighters' bodies used.

Dread Warriors have the ability to command other zombies, and convey to them commands as complicated as they can understand. This exceeds the usual zombie limit of a dozen words, but is still not very complex.

THE ZOMBIES OF MYRKUL'S LEGION

These zombies are the same as the zombies given in *The Monster Manual*, but they have been equipped with decent armor, and have an armor class of 5, not 8.

Fighting the Zombies

The alternative to the player characters trying to sneak in among the zombies, particularly if you have an inexperienced player character group that is notably incapable of sneaking, is to have them join the Rashemi in defending either the northeast wall of the Gorge of Gauros or some Rashemi town against the zombie army.

Fight the rest of the battle abstractly, either using die rolls or your own whim to determine the success of the fight, and provide occasional reports to the player characters about how their allies are doing. Face the player characters

with 20 or so heavily armored zombies to battle. If they have a cleric who drives most of the zombies away, then confront them with Dread Warriors in sufficient number to leave some which can continue to attack, even if the cleric is successful against them.

If the player characters are successful in their area of the battle, then the Rashemi, backed up by their redoubtable Witches, will probably be successful in their part of the battle. Then the player characters can try to press the attack back on the commanders of the zombies. Depending on the level of the player characters, they might even meet the Tharchion of Gauros, or Zulkir Szass Tam himself. See the Personalities Section for more detail on these people.

If the player characters are not of sufficient level, run them up against a subsidiary necromancer with some human or gnollish guards and use that as the final threat to the party.

Fire Time

The Rumor: The Red Wizards of Thay have sent legions of elementals against rebellious neighboring satraps, destroying four of them (the coastal cities of Lasdur, Taskaunt, Murbant, and Thasselen) utterly, taking those lands (and that of Hilbrand, which surrendered without a fight) under Thay's banner. Escalant, the most powerful of the cities, is currently under siege.

It is thought that such vast numbers of elementals could not be summoned by spell, but rather a *gate* or portal was opened directly to the plane of elemental fire. The sages of Phsalt warn that if all the hosts of Thay were mustered and hurled against these new forces, Thay's army would quickly go down to defeat. Whatever means the Red Wizards have for gaining such forces must be ended, they say, and magical forces must be gathered immediately to match this present strength.

The Facts: The Zulkir of Conjunction and Summoning is working with the Tharchion of the Lapendrar to rid Thay

of the competition of the North Coast Cities once and for all. The Zulkir opened up a gate to the Plane of Elemental Fire and obtained the help of the Lords of Fire (the tributary lords to Kosuth, Lord of Flames). The lord of salamanders has provided a troop (about 100 beings) of those monsters and the Sultan has given the command of a troop of efreeti to the Zulkir.

In return, the Zulkir and the Tharchion have promised to leave the South Coast ablaze forever, a place on the Material Plane for fire elementals to cavort to their hearts' content. Of course, the Zulkir intends to renege on this promise if he can somehow make it seem like he tried but was unsuccessful. The Lords of Fire, of course, intend to use the North Coast as simply a stepping stone to taking over the Realms as a satrap of their domain.

Adventure Hooks: No matter how you approach this adventure, it is not meant for a low level party. Characters should probably be 7th level and above to have a chance of success. The first possible variation on this adventure, of course, is a simple battle against an army of salamanders and efreeti, plus the two or three human Thayvian legions who are backing them up. Unless the player characters are of incredibly high level, this would best be done using the BATTLESYSTEM™ Fantasy Combat Supplement rules, with the player characters either part of or leading the defenders of Escalant (who are a mixed bag of troop types hired as mercenaries—and who do not have very high morale against this kind of invading army).

Another approach is to give the player characters the mission of stopping the invasion at the source—the *gate* opened up to bring the salamanders and efreeti through.

The site of the *gate* is at the village at the top of the First Escarpment next to the River Lapendrar. The name of the village is First Falls. At this time, the site can be told by the pillar of smoke rising above it, the aftereffect of the wholesale burning the salamanders did just



for fun after they came through the *gate*. The village is in ruins, and some of the villagers, who mostly work to support the local travel tax collectors, fish, and do enough farming to keep themselves alive, are trying to rebuild.

The *gate* itself is on the opposite side of town from the river. It is standing by itself in a burned-out patch of grass, and looks like a steady flame about ten feet high and six feet across, but there is nothing around it to burn. The *gate* is guarded by an honor guard of salamanders and efreeti (adjust numbers to suit number of characters and power of party).

The *gate* can be destroyed with a simple successful *dispel magic* (it was established by a 24th level wizard) or a blow with a *rod of cancellation* or some other such anti-magic attack. If the *gate* is destroyed, the salamanders and efreeti are drawn back to their own plane, since they were not shielded with the elemental transference magics that let such beings live on the Material Plane otherwise.

This is a stopgap. After all, another *gate* can be formed, but it gives time for a more powerful party to perform the following mission. If there is a more powerful player party available, they can perform the mission. Otherwise, say that a powerful party of NPCs has finally gotten together and, now that the invasion threat does not have to be met, they will perform the final mission.

The final mission is for a very powerful and suitably protected party to enter the Elemental Plane of Fire and try to bring this invasion to the attention of Kossuth, Lord of Flame. The Lord of Salamanders and Sultan of the Efreeti do not have their lord's permission for this little excursion, and Kossuth may just see this as an attempt to build up their power to match his own. Besides, he realizes that this will eventually attract the attention of the other elemental rulers, none of whom wish the Lord of Flames to gain such an advantage over them.

Naturally, the Lord of Salamanders

and Sultan of Efreeti do not want their expedition brought to the attention of their master. No matter what their actual motivations, they know that he will take the above interpretation of their actions, and they will not be able to dissuade him. Therefore, they will attempt to stop the player characters in some way that does not leave the trademarks of their interference.

Thus, rather than use salamanders and efreeti against the party, they will try to destroy them in a way that looks accidental or at least not attributable to their efforts.

Mane Event

The Rumor: The adventurers' band led by the fighter Mane, formerly resident in Shadowdale, has disappeared in the South. There is talk of their defeat and death in the Yuirwood, but other say they have fallen in battle with the Red Wizards in Thay, or even that Mane has become chieftain and war leader of the nomads of the Shaar. Nothing is certain, however; all is speculation.

The Facts: Mane gathered together his friends (who could be the player characters) and took them on an expedition into the Yuirwood of Aglarond. He had found a map that led to the treasure of the pirate leader known as Redsail, who disappeared 200 years ago after a 40-year career of killing and looting throughout the Inner Sea.

Adventure Hooks: This is a wide-open adventure with lots of places to go. If the player characters are in Mane's band, they enter the Yuirwood, follow the map, and are confronted by a band of satyrs. Unlike their merry woodland and meadow creature cousins found elsewhere, these satyrs are fierce and warlike. Redsail managed to bury his treasure in a spot close to the center of the forest because he was on good terms with the remnants of the Yuir elves who lived there. Now, however, the elves are gone and the satyrs have taken refuge from their oppressors in the darkest part of the forest.

Worse for the party, the satyrs have

some allies. One group of allies is a tribe of centaurs. The other group is a Red Wizard, Gombdalla of Pyarados, and her entourage. For details on Gombdalla, see the Personalities section.

Naturally, the Red Wizard and satyrs have long-since found Redsail's treasure, and are using it to build up their power base in the forest.

Gombdalla's principal plan is to organize the satyrs and centaurs as a fifth column inside Aglarond for the next Thayvian invasion.

If you do not want to team your normal player characters up with someone named Mane, you can, of course, read them the rumor and then have them confronted by a member of Mane's band who had been deathly ill and could not go with them on this mission. The NPC can either be recovered or still very ill, depending on whether you want him or her to accompany the player characters (this is also a good way to introduce a new character to the party, if such a thing is needed).

The former companion to Mane has a copy of the map that Mane left with him or her. He or she wants to find out what happened. The companion is very sure that Mane is not a chieftain of nomads. Mane hated nomads...

In this case, you can send the party after Mane, and have them run into the same situation. Mane's party has been wiped out. Perhaps Gombdalla and her people have more magical weapons and items because of what they took from Mane and company. And their plans to destroy Aglarond from within have some help from the other fell beasts that are starting to congregate in the Yuirwood.

This means that this adventure can coincide with the following one.

Out of The Woods

The Rumor: Strange creatures have been sighted in the Yuirwood and are thought to be spreading. Throughout the fall, trolls seemed to be growing more numerous, and then owlbears were reported. As the weather grew



colder, a bulette was seen, and it was rapidly followed by other nameless or unique creatures, things which seem to be expanding outwards from the depths of the woods. The adventurer Sparleye was last seen in this area with his company, the Men of the Purple Arrow. Others who have gone into the woods have not returned, and traders are avoiding the area.

The Facts: Sparleye and the Men of the Purple Arrow are, in fact, Thayvian agents. They disappeared into the woods at the order of Gombdalla, who wanted some human backup if the non-humans she is dealing with proved intractable. Now the band is helping train the satyrs and centaurs in mass tactics and getting them used to the armor that was sent from Thay in the summer. The trolls, owlbears, and other monsters are some of Gombdalla's pets that she is expending to keep snoopers out of the area while she trains the satyrs and centaurs.

Adventure Hooks: As far as the world knows, Sparleye and his followers were adventurers. Perhaps a little nastier than some, but still just adventurers. Moreover, the Council of Aglarond is very concerned about all these monsters, which they thought had been eradicated from the Yuirwood centuries ago. They want someone to go in and find out what is going on.

If the party looking for Mane (or Mane's party) arrives in Aglarond, they may get asked to look into this matter as well. Aglarond is offering a sizable reward (which should depend on the competency of the adventuring party) and helping Aglarond is helping the Simbul—a lady who is always a good person to befriend. She would probably be doing this herself, but she is not available right now.

The Statues That Walk

The Rumor: To the south of old, vast, Thay, the even more ancient kingdom of Mulhorand has been jolted in the past year: the Statues That Walk have begun to move once more. Over a thou-

sand stone statues of time-lost origin stand all about this dusky-hilled country. At odd but long separated intervals, these stone men animate and walk about apparently towards specific (now-vanished?) destinations. They stop at times and then move on again, fight any who bar their way or attack them, and at times hew at rocks or clear pathways through certain areas.

This latter behavior is a frightening thing when these areas are many-towered cities or tanglewood forests. The stone men are mute and apparently non-intelligent and no one has yet found a way to control them. Some have crossed through the border walls into Thay as well as into Unther, a desert land that lies south and west of Mulhorand.

Tholaunt, Divine Precept of Mulhorand (one of the "god-kings" of Mulhorand) says the coming of the statues to life is not his doing nor that of any of his family, as far as he can tell, and adds that the power of controlling the statues is not known to his family. Some have whispered of strife within his family, though, and say that the Statues may be under the control of another.

The Facts: As a matter of fact, Derlaunt, Precept of Gheldaneth, and cousin to Tholaunt, is entirely responsible. He found an old record that seemed to indicate a method of controlling *one* of the statues, which would be a definite coup in the ongoing power games that occupy the time of the god-kings. He performed the ritual as best he could interpret it. He rapidly found that (1) he could not control the statue and (2) the ritual as he performed it had awakened *all* of them. He has no idea of how to stop them. He already tried what should be the reverse of the ritual. No good.

Adventure Hooks: The simplest adventure can take place anywhere surrounding Mulhorand, or in Mulhorand itself. One of the statues is marching straight at a town or city. It must be stopped.

STATUE THAT WALKS

Frequency: Rare

No. Appearing: 1

Armor Class: 2

Move: 12"

Hit Dice: 100 Hit Points

% In Lair: Nil

Treasure Type: Nil

No. of Attacks: 1

Damage/Attack: 5-30

Special Attacks: Nil

Special Defenses: See Below

Magic Resistance: See Below

Intelligence: Non-

Alignment: Neutral

Size: L (18' tall)

Psionic Ability: Nil

Attack/Defense Modes: Nil

Statues That Walk are actually oversized stone golems. However, they do not have the ability to cast a slow spell. Their strength is comparable to that of a fire giant.

The Statues were built as caretakers by a race long-since gone in the Realms when members of that race knew they were dying out from a series of plagues they could not fight. The race was proud of its monuments and buildings, and built the Statues to maintain the glory of these structures and tear down anything that would detract from them.

The Statues performed their duties for centuries until the magic-users and priests of the lizard-men who supplanted the builders found a method of stopping them (a very long and drawn-out ritual taking days and needing special glyphs to be drawn on every one of the Statues. The Divine Precept will discover this ritual in a few months). The lizard-men could not harm the Statues, but they could take apart the buildings they guarded and did so, using them for their own structures which were later taken down and reused by the humans who supplanted the lizard-men.

The Statue will march into the town and, when it runs into a building, tear it down, then go on to the next one. The town is on the site of one of the monuments built thousands of years ago by



the creators of the Statue. At this point, the remains of the monument are about 200 feet under the current ground surface, but the Statue knows where it should be by the number of paces he took to get to it, and he will keep tearing the town apart until he finds the monument or is certain that he cannot find the monument, at which time he becomes rigid again and waits for orders.

If the ritual for stopping is not performed on each of the Statues, they will each stop when they get to the site of one of the monuments or buildings they are supposed to take care of and find that it is not there. They are awaiting the order to go on to the next job on their rounds. They stop because the lizard-men's spell permanently destroyed the Statues' ability to move on from one job to the next. They have to be started by the ritual the Precept of Gheldaneth performed to go on to the next assignment.

There are no known vestiges of the original culture remaining except the Statues. However, you can assume that one or two (being used for entirely different purposes, of course) are still around if you want to surprise the player characters by having a Statue approach an ancient wizard's tower and start polishing it.

The Simbul's Journey

The Rumor: In Aglarond, the Simbul, the famous dweomercrafter who rules that country, appears to have left her court shape-changed (perhaps as a cat or falcon) and vanished. Upon her high seat she left a signed letter directing her council to govern Aglarond wisely and dispose of several specific matters (no details are known) thus and so. It is thought she may have headed north to speak with the elves around the Great Dale (with whom she has an uneasy alliance), and/or to observe events in the strategic Dalelands and discuss things with the remaining elves in Myth Drannor. There are rumors of war between Zhentil Keep and the northern dales

and Scardale and its neighboring dales, as well as the sudden announcement of the formation of the Iron Throne, a merchant alliance, which intends to operate in the area. The Simbul is known for her unpredictable behavior and mastery of magic, and the tale most often told of her is her unaided destruction of the Red Sword mercenary company at Mistbridge.

Huge balls of fire, four or five in number, appeared in the sky above the Towers of the Blade in Mulmaster shortly after the Simbul left Aglarond. There was a battle involving magic within the Tower and rumor has it that the Simbul was involved.

The Facts: The Simbul gained some inkling of the various plans of the Red Wizards and has decided to check for herself. The incident at the Towers of the Blade was a side issue, dealing with the importunings of the First Blade, who thought that the Simbul would make a better mate for him than the First Princess of Thay. She proved him wrong.

Adventure Hooks: The Simbul is far afield when suddenly Thay has invaded Rashemen (see *INVASION OF THE LIVING DEAD*) and the North Coast cities (see *FIRE TIME*) and even has infiltrators in the Yuirwood (see *MANE EVENT* and *OUT OF THE WOODS*). If the adventuring party consists of people who have done favors for the Harpers, or are known to be upright souls, the Simbul will suddenly reveal herself to them and ask that they go back to her home country and investigate these things. She is in the middle of a major investigation herself, and cannot spare the time. She knows the player characters can handle the assignment. She gives them a small vial of a strange liquid. If they expose the liquid to the air, she will know they need help and fly to aid them. But it had better be important.

You can use this encounter as a way to get player characters into any of the other adventures. The Simbul's vial contains an air elemental which will find her quickly, and she will take what-

ever form will return her to the party the quickest. She will tell them that she cannot be with them instantly, so they had better use the vial when they know they are up against a major problem, such as journeying into the Elemental Plane of Fire, but before they get into the middle of it. The vial will not work if they go to another plane.

In Thay Godson's Quest

The Rumor: Iyachtu Xvim has been seen in Thay recently, on some quest for his father.

The Facts: Bane is not happy with Thay and the Red Wizards. While it is true that some of the Wizards worship Bane, most tend to neglect worship of any god, or worship more neutral deities. Worse, the Red Wizards have made it plain that many of them have the eventual goal of accumulating enough power to become gods themselves.

There is not much he can do about this, but he has sent his son in response to an exhortation by the High Priest of Bane in Bezantur to punish these blasphemers.

The Godson is attempting to find a Red Wizard foolish enough to call on him to destroy other wizards. With all the conflicting plots and counterplots currently affecting Thayvian culture, it is only a matter of time.

In the meantime, he is using intermediaries (disguised priests of Bane) to establish himself as an assassin of powerful targets, the better to be contacted by Red Wizards who might want to use his services.

Adventure Hooks: Any contact with the Godson should be by high-level characters. The player characters are contacted by a rich merchant (who might or might not be Thayvian, but who is currently in Thay) who needs help. He has heard that he is marked for death by a rival, and he fears that his mercenary bodyguards are inadequate for the job. He needs help in the form of magic and clerical power, and he comes



to the adventurers to supply it.

The merchant is sufficiently powerful that he can recruit the adventurers from outside of Thay if need be. The godson likes to advertise his intent (though not necessarily his presence) before killing a victim, so there is time for the characters to arrive.

From there, it is simply a matter of waiting, and perhaps experiencing the culture of Thay first-hand, until the Godson finally shows up.

IYACHTU XVIM, "The Godson"

Demigod

ARMOR CLASS: -2

MOVE: 13"

HIT POINTS: 96

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 9-12/9-12 or by weapon

SPECIAL ATTACKS: See Below

SPECIAL DEFENSES: True Sight

MAGIC RESISTANCE: 70%

SIZE: L (12' tall)

ALIGNMENT: Lawful Evil

WORSHIPPERS' ALIGNMENTS: Lawful Evil

SYMBOL: A pair of green, glowing eyes on a black field

PLANE: Prime Material (Acheron)

CLERIC/DRUID: nil

FIGHTER: 15th Level Fighter

THIEF/ASSASSIN: Nil

MONK/BARD: Nil

PSIONIC ABILITY: V

S:22 (+4, +10), I:17, W:16, D:20, C:20, CH:17

The son of Bane, he serves as the instrument of his father's will, traveling constantly about the Prime Material Plane to wherever Bane desires to take a direct hand in local affairs. He fights with his great clawed hands or with the

Soul Blade, a giant +3 LE scimitar that drains 2 life energy levels whenever it hits a living opponent (level 0 = death, not undead status). The Godson is usually naked and has mottled brown-black, scaled skin. He has green, burning eyes and can create *darkness* 15' radius about himself at will. Once every 66 turns he can *plane shift* from Acheron to the Prime Material Plane or vice versa.

Iyachtu does not like wearing garments, and cannot abide the burning touch (2-12 hit points damage per strike) of silver in whatever form.

Much of the Godson's past deeds and true nature are a mystery to mortals in the Realms, even among the high priests of Bane, but few creatures wish to meet him personally to satisfy their curiosity.

The Wizard's Tower

The Rumor: The wizard Dillomat has not been seen outside of his tower for months. It is thought that he may have died, as he was old and feeble when last seen. The Autharch of the northeast region of Tyraturos is looking for brave adventurers to enter the tower (and its many guardians and pitfalls) and find out Dillomat's current status and whether the Red Wizards should reclaim the tower for some other of their number. Dillomat has no known heirs.

The Autharch has received authority to offer anyone entering the tower first pick of the contents (one pick per person) if Dillomat has indeed died, or a healthy reward in platinum coins if Dillomat is still alive, but incommunicado. It is difficult to determine which condition is the more deadly for adventurers entering the tower.

The Facts: The Autharch first sent his own people into the tower. They didn't come out. The first offer, 100 gp to each prospective adventurer, went begging when the report of the missing tax collectors came out.

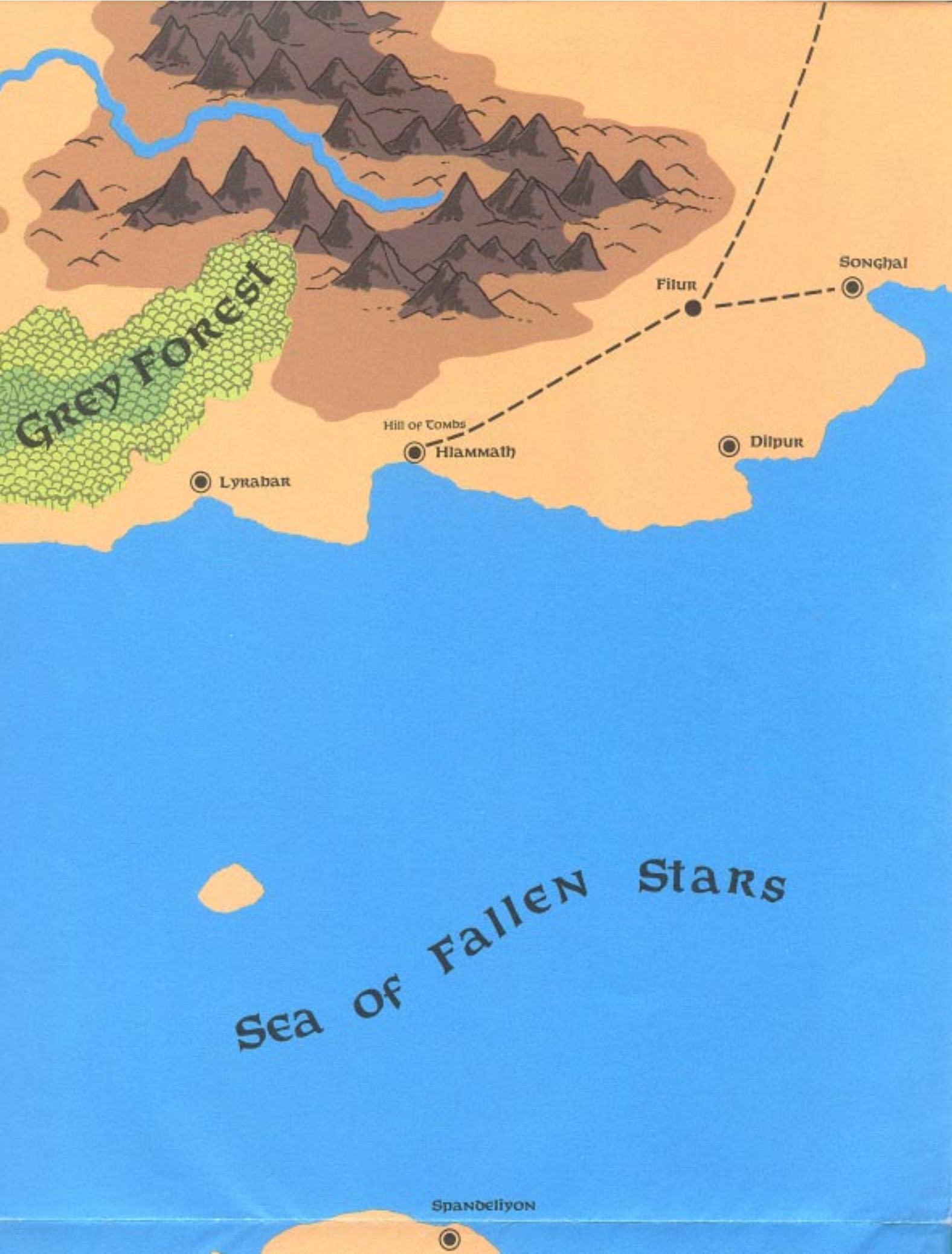
Dillomat is not dead, or at least he is not dead on this plane. He left for another plane about three months ago and has not returned.

However, Dillomat's tower is not unoccupied. He had collected a small band of monsters as helpers and associates, and they are still in residence. In fact, they are being fed by a couple of doppelgangers who slip out of the tower, change form, and go shopping in the market. They are also responsible for several recent disappearances.

Space considerations forbid extensive detailing of the monsters to be found in the tower, but they involve several different types from several planes. Their main function is to guard the tower.

Adventure Hook: This one is obvious. Scale the monsters and the magical item rewards to meet the actual level of player characters. Remember that Dillomat lived in this tower. There may be traps, but not many and not trapping the main corridors and living areas. The various monsters should be traps enough.

No monster should be of Large size, and probably several Small size monsters would be appropriate. One mystery to point out is that several of these monsters need food and water, and that is available. If the characters are initially driven out, perhaps they figure this out and trace the doppelgangers and gain another entry that way.



GREY FOREST

● Lyrabar

Hill of Tombs
● Hlammath

Fitur

● Dilpur

● Songhal

Sea of Fallen Stars

Spandeliyon

●



EASTING REACH

Keelbest

Spears

Nyth

Ethbil

River Eth

Telflamm

River Flam

Phent

Inkart

Culmaster

Thassakra

Cape Dragonfang

THESI

Milvarune

The Fang or South Fang

Sea of Dlung

Dahst

Findar

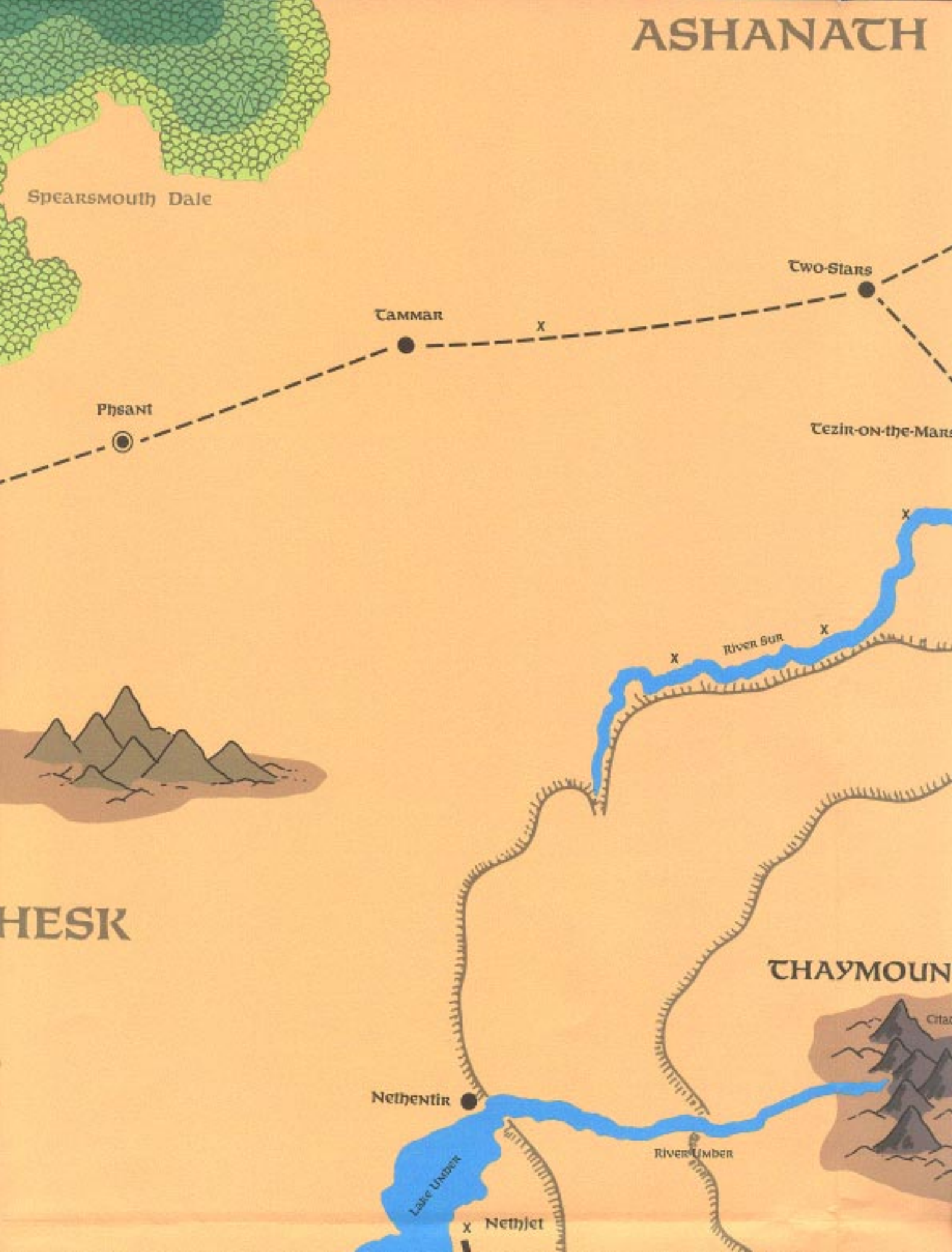
Osker

EMMeth

Orlthar

Furthinghome

ASHANATH



Spearsmouth Dale

Phsant

Tammur

Two-Stars

Tezir-on-the-Mars

HESK

THAYMOUN

Nethentir

Lake Umber

River Umber

River Sun

Nethjet



ATH

RASHEMEN

Mars

Surthay

Surthay

SURMARSH

The Long Portage

River Chay

Gorge of Gaumos

River Mulsantin

River Gaumos

MOUNT

Citadel

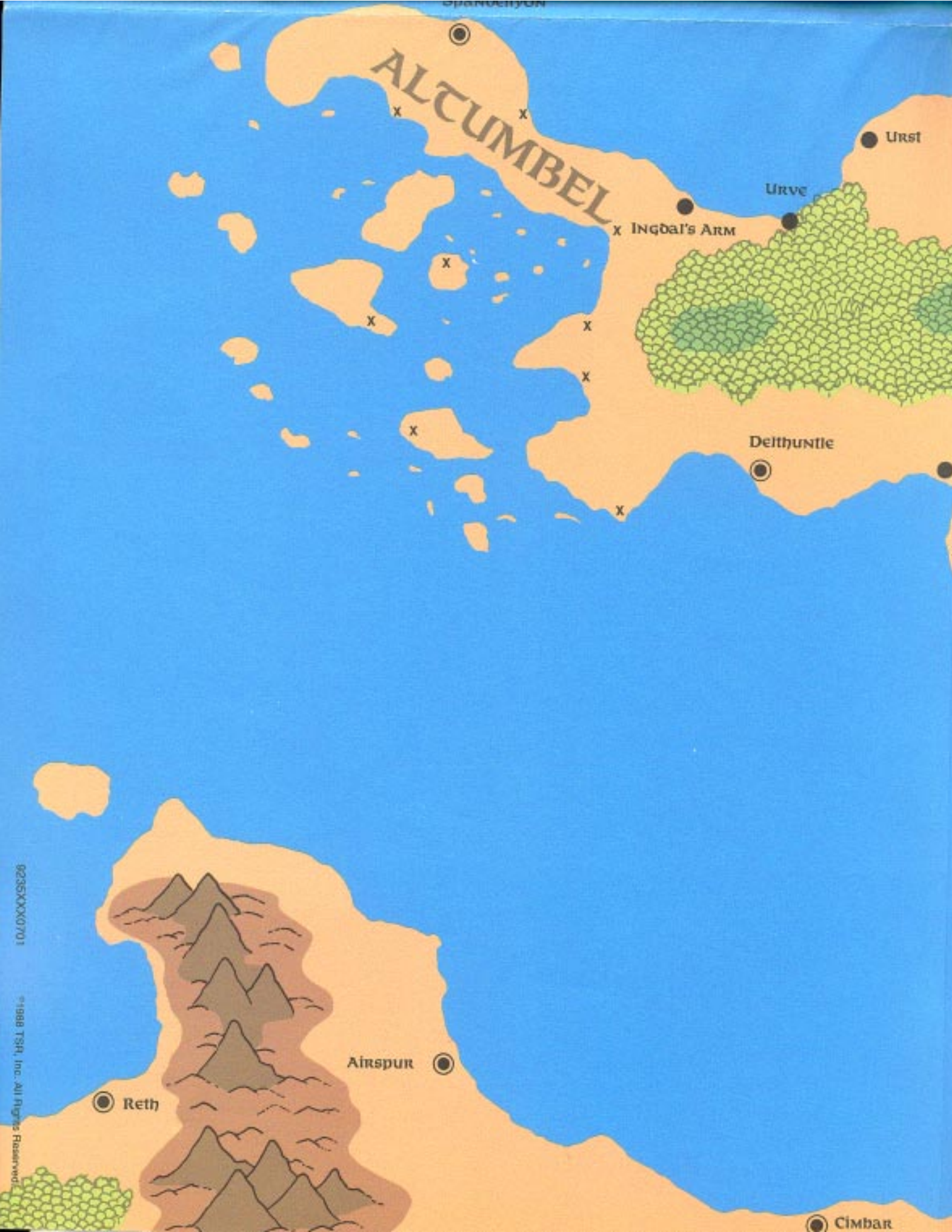
GOLD MINES

Ruins of Delhumide

Lake Chaylambax

River Eitax

Eitabbax



ALTUMBEL

Urst

Urve

x Ingdal's Arm

Delthuntle

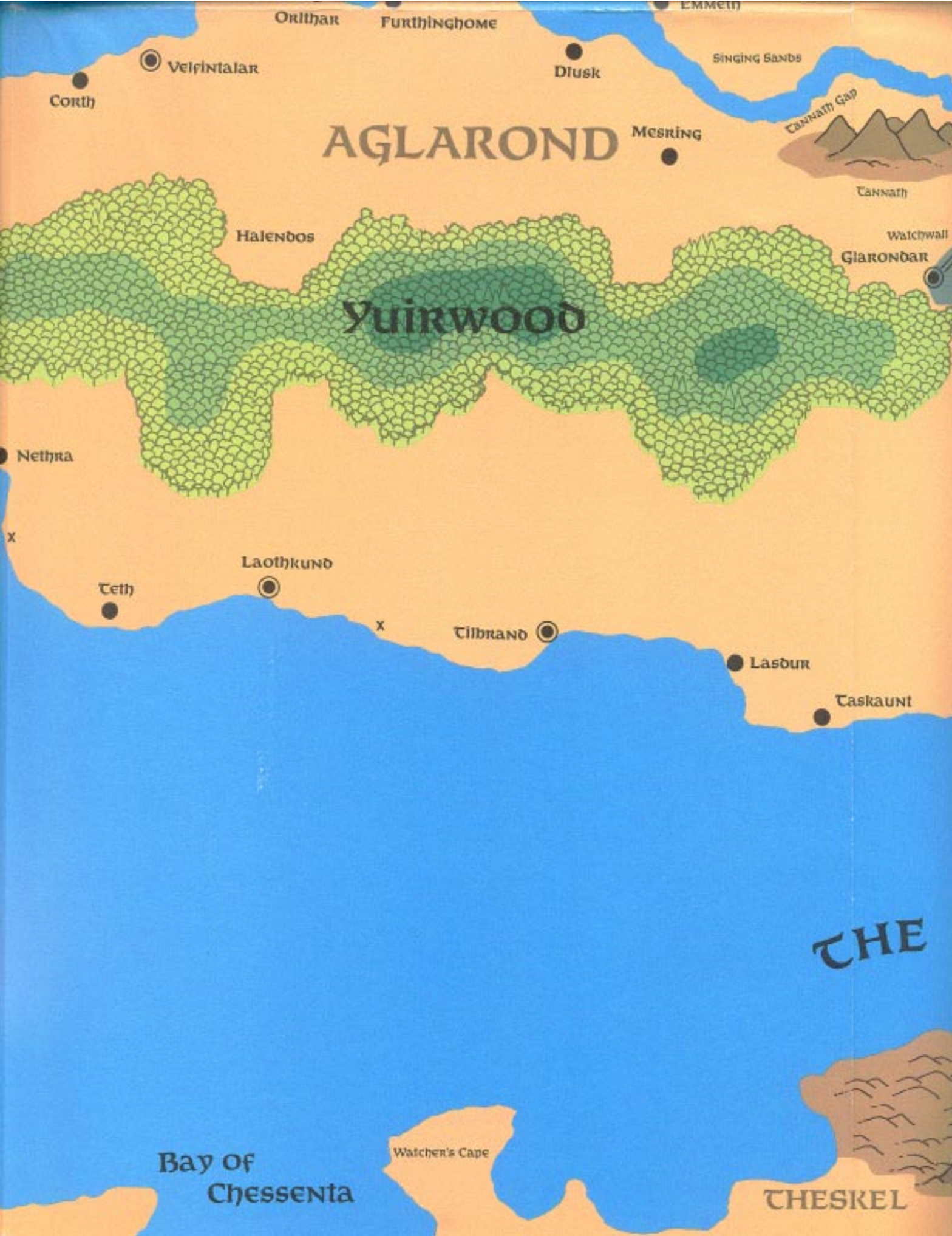
Airspun

Reth

Cimbar

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AGLAROND

YUIRWOOD

THE

Bay of
Chessenta

THESKEL

Watcher's Cape

Taskaunt

Lasbur

Tilbrand

Laothkund

Teth

Nethra

Halendos

Glaronbar

Watchwall

Cannath

Cannath Gap

Singing Sands

Dusk

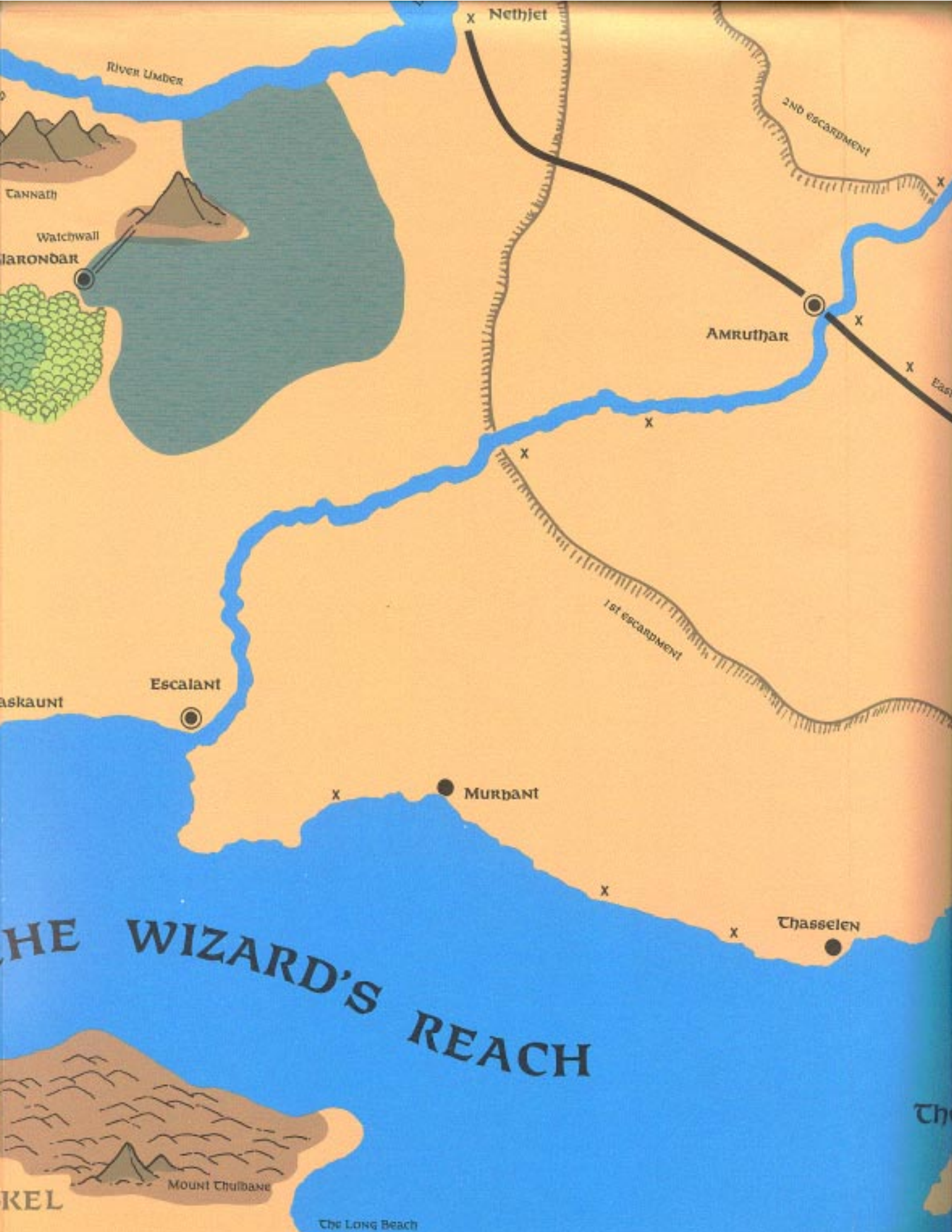
Mesring

Furthinghome

Orithar

Veipintalar

Cortth



River UMBER

Nethjet

2ND ESCARPMENT

Cannath

Watchwall

JARONBAR

AMRUTHAR

Escalant

askant

Murbant

Chasselen

THE WIZARD'S REACH

Mount Chuibane

KEL

The Long Beach



THAY

Eltabbar

Gold Mines

Sunaque Escarpment

SUNRISE MOUNTAINS

Eastern Way

Cyraturos

The Priador

Pyarados

to Plain of Purple Dust

Bezantur

THAZALHAR
River of the Dawn

The Aldor

to Alamban Sea
(Schaugin Sea)

Sultim

MULHORAND

to Durpat
and Raumin

Advanced Dungeons & Dragons®



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by Steve Perrin

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