

# ATLAS OF THE SAVAGE COAST

Welcome to the first ever written reports about the Savage Coast here in the Known World of Mystara.

The Savage Coast is located approximately 2,000 miles West of the Known World, past the Great Wastes and even the Serpent Peninsula. The Savage Coast itself stretches for almost 2,000 miles as well, filled with terrain and landscape as varied as back here in our own homeland.

For those of you who remember the Poor Wizard's Almanacs, you are sure to recognize Prospero's style of describing the nations he has visited. No nonsense is given, just an accurate description, which saves both time (to read) and space (to write).

What he have here is only a brief introduction to the Savage Coast, but this is only the beginning. You, the reader, can expect the quantity of information to increase as our connections to the Savage Coast improve. I can guarantee you that they will.

So without wasting any more time, let us show you the exact messages received from Rikard Prospero, our correspondent in the frontiers of the Savage Coast.

D.S.

## ACQUIRING A CURSE

by: Rikard Prospero

[Ed. Note: Only the parts of his article dealing specifically with the Red Curse have been included. The rest was deleted for brevity.]

### Nuwmont 13, AC 1014

The LB Trading Company's ship had put into port at Smokestone City, finally dropping me off at the Savage Coast. The captain had warned me to be careful what I do, as insulting the wrong person will likely get me dead, shot from a Smithy and Westron wheellock pistol. Also, I was warned to visit the local priests regularly to ward off the Red Curse.

I decided to instead let this dreaded Red Curse affect me, curious as to what might happen. I asked around, discovering that the Curse used to be isolated in various remote locations throughout the Savage Baronies. During the dreaded week without magic back in AC 1009, which caused the destruction of Sundsvall, the capital of the former Empire of Alphatia, the Red Curse was let loose and expanded to cover the entire Savage Coast. No one seems to know the cause or how to remove this strange curse which changes those it affects.

### Nuwmont 24, AC 1014

It seems that the first indications of the manifestations of the Red Curse are upon me. The tip of my fingernails have turned red, and my hair is more of a blondish-red now. From what I have managed to learn, this is where the beneficial side of the Red Curse will start to take effect. It will give you a strange and magical power called a Legacy, apparently related to your soul and fate, or so claim the priests, anyway.

I have also learned that I do not need to depend on the clerics to keep me safe. A strange mineral called cinnabryl can also keep the negative effects of the curse at bay. The advantage of cinnabryl over the priests is that it will not prevent me from using my Legacy, but the disadvantage is that if I ever run out, I will supposedly suffer from the "Time of Change."

### Nuwmont 27, AC 1014

I can feel the power in my hands! I am not sure what it is, but it is something very useful. My fingers tingle with the energy they are now storing, which I will be able to release at will according to my Legacy.

I am now within what the local sages call the "Time of Grace." This period lasts about a week, in which I will believe I am now a super-human, undefeatable because of my powers. They claim it is but an illusion, a negative effect of the Red Curse. I tend to believe them, seeing how at the moment, I feel powerful, yet I still cannot do anything.

My skin is darker than its usual light olive color. I believe it has been tinted slightly red, but not enough to be visible on itself, just the darkening of the usual color.

### **Vatermont 1, AC 1014**

My Legacy has finally shown itself, although it required a life and death situation to activate. I had done something - what exactly, I am not yet sure - to offend a gaucho at the Red Steel Saloon, and was forced to a duel. Although handed a wheellock pistol by the man, I hadn't a clue how to use it. Just before the battle started, my clothing ripped as quills sprouted all over my body. I must have looked like a giant humanoid-shaped porcupine. Even more to my surprise, several of the quills shot out, striking my opponent.

I was then arrested for cheating in a duel, but was later released when they discovered I had no idea what I was doing and that the gaucho himself was already wanted by the local authorities.

The authorities urged me to find some cinnabryl before the "Time of Loss" started. I listened to them, but refused to wear it, deciding to see and experience for myself what this big fear is all about.

### **Vatermont 3, AC 1014**

I have now mastered my Legacy. I can summon it when I need, but I seem to only have the energy to call it at most three times before needing to rest and recuperate.

My skin is now a reddish-olive color, while my hair is almost completely red. The only real big, and usual sight, would be my completely red fingernails.

According to my local contacts, the "Time of Loss" should be starting to affect me now. The funny thing is I have yet to notice anything.

### **Vatermont 5, AC 1014**

This is ridiculous! I have just bought a useless piece of land, in an area I have no intention to travel to, simply on the words of a merchant. I have also noticed other such activities, such as my inability to stop drinking when I want, gambling away all my money, or to make decisions and stick to them.

How naive I have been! All the while, I have been looking for a physical effect during the "Time of Loss," unable to believe that the Red Curse could possibly affect my mind. It seems that this porcupine-missile shooting Legacy is sapping the energy from my willpower.

I have decided to still not use the cinnabryl. Now that I am aware of its detrimental effect, I believe I can be more careful with what I do.

### **Vatermont 7, AC 1014**

The pain is unbelievable. I have started to grow quills throughout my body. Unlike when I used my Legacy, these quills are permanent. Not only that, they pierce my skin as they grow through. Often, I will find that I am bleeding or just fall over in pain. I have started what is called the "Time of Change," and I can no longer take the pain.

As of now, my cinnabryl talisman shall not leave my person.

### **Vatermont 11, AC 1014**

It took an excruciating four days for the quills to disappear and for my body to return to normal. The reddish coloring is still present, however. During those four days, I was bed-ridden in my room in the Red Steel Saloon.

From what I heard, I was lucky. Had I waited any longer, the changes might have been permanent, and I would have become one of the Afflicted. As of now, I am one of the Tainted. I am forced to wear cinnabryl for the rest of my life or suffer even more than during my first "Time of Change." I have also been told to never leave the Cursed Lands or the bordering Haze, as the effects of the curse being purged out of the body are unpredictable and often fatal. This time, I think I will heed their words.

### **Vatermont 26, AC 1014**

I have since learned, through research and careful questioning, that everyone of the age of maturity eventually acquires the Red Curse if they enter the cursed area for more than a week. A border area known as the Haze is sort of a neutral zone where those with and without the red curse can mix freely, without suffering any side effects.

Most Legacies have a name of some sort, although mine is unknown by the people here. They recommend I find an Inheritor, those who master the Legacies and somehow manage to acquire several of them, who can explain more. Perhaps I shall, as I would like to learn more of this mysterious curse.

For those who read this, if you travel to the Savage Coast, listen to the natives, and find a priest or cinnabryl as soon as you arrive. The process of change and transformation is painful beyond belief and I do not wish it upon anyone.

## **ALMARR~N (Estado de)**

**Location:** Savage Coast, southeastern reaches, along the Gulf of Hule.

**Area:** 6,450 sq. mi.

**Population:** 7,000, including 4,200 in the capital Ciudad Tejillas).

**Languages:** Espan (dialect of Thyatian Common).

**Coinage:** centa (cp), dies (sp), oro (gp).

**Taxes:** 15% income tax.

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

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

**Important Figures:** Baron Maximilio de Almarr^n y Escudor (human, male, F?), Don Esteban “El Salvador” (exiled dictator) (human, male, F?).

**Flora and Fauna:** Standard for its climate. Dangerous monsters include gnoll raiders from El Grande Carrascal. Normal animals with Legacies can also be very dangerous.

### **Description: by Rikard Prospero**

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

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

Forested slopes and cliffs guard Almarr^n’s shores, protecting the nation from pirates and sea raiders.

The people of Almarr^n have gone through so many forms of government that they no longer care about politics and would rather be left alone and leave running the nation to the Baron. So far, the current Baron seems to have won their respect and has slowly begun to enlighten his nation into a cultural center. Also, the continuous wars and revolts have left most families relatively poor. Luckily, Baron Maximilio provides priests and cinnabryl for those who cannot afford it.

## **CIMARRON COUNTY**

**Location:** Savage Coast, southeastern reaches, along the Gulf of Hule.

**Area:** 7,984 sq. mi.

**Population:** 18,000, including 11,500 in capital Smokestone City.

**Languages:** Thyatian (Common).

**Coinage:** centa (cp), dies (sp), medio (ep), oro (gp).

**Taxes:** 15% income tax, 10% sales tax in taverns, 10% inheritance tax (including earnings made gambling).

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

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

**Important Figures:** Sir John of the Wain, Duke of Cimarron (human, male, Pa?).

**Flora and Fauna:** Standard for its climate. Dangerous monsters include goblin and gnoll hordes found scattered throughout the Bushwack Prairie and El Grande Carrascal. Normal animals with Legacies can also be very dangerous.

### **Description: by Rikard Prospero**

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

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

Smokestone City is known for its saloons and gambling halls, as well as the rowdy crowds such establishments attract. The most popular establishment of that sort is the Red Steel Saloon; people claim that at least one showdown (duel with wheellocks) occurs in front of the saloon every day.

### **GARGO<sup>TM</sup>A (Baronia de)**

**Location:** Savage Coast, eastern reaches, along the Gulf of Hule.

**Area:** 7,468 sq. mi.

**Population:** 14,000, including 11,700 in the capital Ciudad Real.

**Languages:** Espan (dialect of Thyatian Common).

**Coinage:** centa (cp), dies (sp), oro (gp), real (pp).

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

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

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

**Important Figures:** Baronesa Esperanza "La Ilustre" de Sotto y Rivera (human, female, T?).

**Flora and Fauna:** Standard for its climate. Dangerous monsters include gnoll raiders from El Grande Carrascal, and various monsters infesting the Delta de Pozaverde swamp. Normal animals with Legacies can also be very dangerous.

### **Description: by Rikard Prospero**

Gargo<sup>TM</sup>a is primarily farmland along the Rio Copos and Rio Guadiana. Once away from the waterways, dense forests cover the rest of the land. The Delta de Pozaverde, a large swamp, marks where the Rio Copos reaches the sea. The shallow waters of this swamp help protect the nation from ocean-borne threats. Skiffs powered by oar ply the waterways of the delta, ferrying commerce to and from seagoing ships, allowing access to the lucrative sea trade.

Gargo<sup>TM</sup>a is recognized as the center of culture in the Savage Baronies, a fact affirmed by the location of the only university of the coast within its borders. In fact, admission to the university is free in return for a promise of future tithes to the nation of Gargo<sup>TM</sup>a for the rest of their working life. Since the state is generally viewed as politically neutral, its scholars and graduates are found throughout most of the nations of the Savage Coast as advisers or teachers.

The inhabitants of Gargo<sup>TM</sup>a are dreamers who enjoy their reputations as scholars and artists. They are generally optimistic, but are also known for giving into fits of melancholy. They are very tolerant and acknowledge all races as equals, including lizard kin and peaceful goblinoids, despite having a human majority for its population.

Because of the education present in the land, the Gargo<sup>TM</sup>ans are aware of the Red Curse and its effects, realizing that those affected are not evil or different in any way. Those Afflicted remain with their family and friends, who usually try to raise enough money to seek a cure. In fact, Gargo<sup>TM</sup>a is the leader in terms of research into the Red Curse and a way to stop it.

## **TIMELINE FOR THE SAVAGE COAST, AC 1010-1013**

What follows is a brief recap of what has happened in the past five years along the Savage Coast. Because of the lack of proper libraries and references, Rikard Prospero has been unable to get exact dates for most of the events, so what is presented is at the best guess to their happening.

Also, this is by no means a complete list of all activities, or even a guarantee that the events listed took place. In fact, the farther away from the Savage Baronies, the less accurate the information is guaranteed to be. Still, as mentioned, we are only now beginning to explore this Savage Coast, and expect to have better information in our next Almanac.

### **Winter AC 1010**

The people of the Savage Coast adapt to the Red Curse, which has spread from the Baronies to cover the entire Savage Coast down to Herath.

### **Winter AC 1010**

Don Luis de Manzanar celebrates the completion of his new castle. The celebration is interrupted by the attack of an Inheritor named Balazar, whom Don Luis manages to defeat. Balazar loses his cinnabryl and becomes an afflicted. Balazar escapes.

### **Spring AC 1010**

Balazar manages to unite various tribes of goblinoids (Gosluk, Kuttai, and Dankut) and leads them to attack Don Luis. Meanwhile, Don Luis retrieves the Bracers of Forbiddance, another part of the Ixion Mannequin like the Barrier Mask. With the help of these two artifacts and some adventurers, he manages to defeat the invading Balazar and forces the goblinoids to retreat.

### **Summer AC 1010**

The goblins of the Bushwack Prairies make raids into the lands of Cimarron, destroying many homesteads. They are soon routed by the armies of Cimarron, however, and forced back into their own territories.

### **Late Summer AC 1010**

Miners in the silver mines of Almarran discover what they believe to be the Mannequin of Ixion. The object is quickly sent to the sage Mazrooth al Yedom so he can study it.

Don Esteban uses the commotion to plot and try to retake Almarran. Don Esteban is stopped by Mazrooth and the honorbound Costa.

They also discover that the black statue was not the Mannequin of Ixion but rather a vessel holding a fierce creature known as a crimson death. They defeat the creature. Rumors claim that a gnoll was also involved, helping Mazrooth and Costa.

(See novel: The Black Vessel)

### **Fall AC 1010**

A cult of Pflarr springs up in Renardy. The local lupin priests complain to King Louis IV as Pflarr is not one of the accepted Saimpt of their Pantheon. Dissent grows among the populace.

### **Fall AC 1010**

The population of the Savage Coast is forced to deal with their first Day of Dread, where magic fails (as of midnight Glantri time!). This is approximately 9pm on the 27<sup>th</sup> to 9pm on the 28<sup>th</sup> of Kaldmont for the Savage Baronies. Decrease time by 1 hour for every 800 miles (approximately..those wishing to be accurate, it's 15 degrees of longitude) to the west of the Savage Baronies for the rest of the Savage Coast.

### **Winter AC 1011**

A horde of goblins invades the nation of Herath, who still has not managed to repair their magical defensive web which was brought down during the week without magic. The goblins manage to cause much damage before the Herathians chase them away.

### **Spring AC 1011**

The Knights of Ixion, a small group of honorbounds and defenders of Narvaez dedicated to Ixion, sneak into Sarag n and attempt to steal the Mask of Ixion and the Bracers of Forbiddance from Don Luis. They believe such artifacts should be in the hands of the church of Ixion of Narvaez. The Knights are defeated and the artifacts retrieved by Don Luis and adventurers who happened to be in the area.

### **Summer AC 1011**

Vilaverde builds an outpost in the Haze area on the Serpent Peninsula (about halfway between Kladanovic and the borders of Yavdlom). From there, they intend to raise a fleet of non-tainted (red-cursed) sailors who can explore away from the Savage Coast. Such plans, which were in motion since AC 1000, have been put on hold because those infected with the Red Curse (which became widespread at the end of AC 1009) have a hard time leaving the cursed area. The nobles of Vilaverde therefore wish to produce a non-cursed population to expand their territory... perhaps on the southern continent. The outpost is called Porto Liberto.

Rumors abound that the purpose of the outpost is to maintain contact with a secret colony already on Davania. This colony was placed in the year 1006 along a huge Adakkian Rift/bay on Davania's north-western coast, and contact was lost in AC 1009 when the red curse spread over the baronies (and the Savage Coast), preventing easy access in/out of the Savage Baronies. Being in the Haze area, Porto Liberto is the perfect neutral ground for the colonists to keep in touch with their nation.

NOTE TO DMS: the map in the Red Steel box set has an error with the location of the borders of Yavdlom. The real borders are about 200 miles south of Kladanovic, as depicted in the Champions of Mystara Box set and the Poor Wizard's Almanac II. It is not 20 miles south of Slagovich as in the Red Steel box set map.

### **Fall AC 1011**

An army of manscorpions lays siege to Um-Shedu, attempting to reclaim the city from the enduks and ee'aar. They fail, and the winged elves and minotaurs manage to keep the stronghold.

### **Winter AC 1012**

Rumors spread that Doomrider, the Inheritor lich, is somewhere along the northern border of Torre n. Adventurers, after a brief clash with minor undead, discover that Doomrider is somehow responsible for the disappearance of Elegidos back in AC 970. The entire barony and population had vanished without a trace. The exact method is still unknown. Doomrider is not encountered by the adventurers searching the area.

### **Spring AC 1012**

Increasing Huptai goblinoid activity destroys most caravans traveling the overland trade route between Torre n and Renardy. Torre n begins sending mercenaries out into the plains, which annoys the Kuttai goblinoids as well, inciting them to also attack.

### **Spring AC 1012**

After much pressure is applied by the priesthood, King Louis IV of Renardy implements a new law banning the religion of Pflarr. Instead of imprisoning or executing those who worship Pflarr, the King has them exiled from Renardy.

So as to not cause too much trouble or a revolt in his own nation, the exiles are brought out of the nation through the nation of Bellayne (with permission of their Queen) and the Blythe River.

The exiles are dropped off in the Bay of Tears, north of the Kingdom of Nimmur. There, they begin to create a "Cajun" culture in the Grey Swamps and hills.

### **Summer AC 1012**

Mt. Utt in the Turtle Tribeland (south of Renardy) has a minor eruption, coughing up dust and ashes. The native turtles begin to fear the possibility that it will explode in a full eruption soon enough. Many leave the region, taking the ash clouds as a bad omen.

### **Summer AC 1012**

Hule invades and conquers the city-state of Nova Svoga.

Regent Stefan Karvich manages to escape with the 7 year old Anya, the heir to the city-state, and hides within the valleys of the Black Mountains.

### **Summer AC 1012**

King Edwix II, after his 12<sup>th</sup> year of continuous rulership (since AC 1000, as noted in the Adventures of the Princess Ark), leaves on a quest dictated by the Druids. The exact nature of the quest is unknown, but it is rumored to involved the Land of Cassivellonis and the orcs that inhabit it. At the end of the summer, the King returns triumphant and reclaims his throne for another twelve years.

### **Fall AC 1012**

A Signatory Council meeting of the Savage Baronies and Hule discusses Hule's invasion of Nova Svoga and the future plans of Hule. The Hulean representative insists that the attacks will end there. Despite his assurances, the baronies keep on the lookout for an invasion by Hule.

### **Winter AC 1013**

The Herathians manage to replace their magical web of defense around their nation. They now begin preparations to save it from the next Day of Dread, fearing it will destroy everything they have worked so hard on.

### **Spring AC 1013**

The Huptai goblins (and hobgoblins), who have managed to somehow find an immunity to the amber lotuses in the Plain of Dreams (whose pollen puts people to sleep), have now found a way to help them spread. Their shamans and witch-doctors start using their magic to move the plants southeastwards into the lands claimed by Eusdria.

### **Spring AC 1013**

A group of beast-riding lupins hiding in the northern steppes to avoid the persecution they receive for worshipping Pflarr encounter a group of defenders of Belbion (rakastan immortal). The groups come to blows as the lupins believe that the rakastans are helping King Louis IV exile them from their homeland (which they are to a certain extent). The small party of rakastans are forced to flee. The Templars of Belbion, as they call themselves, vow vengeance against the lupins for this dishonor.

### **Summer AC 1013**

The amber lotuses have managed to gain a foothold as far south as the village of Ersel and the ruins of Morgald in Eusdria. The places are evacuated as the goblins move in and take over.

The Eusdrian King sends in his armies, but they are unable to do much against the special properties of the flowers' pollen. The goblins hold on to their new territory.

### **Summer AC 1013**

Narvaez begins to import as much smokepowder as it can, storing it up for its armies. The rest of the Savage Baronies believe it is the first sign of an impending attack. They decide to place sanctions on Narvaez, forbidding anyone to sell them smokepowder. Black market smokepowder makes a huge profit for smugglers and thieves in Narvaez.

### **Fall AC 1013**

Margrave Galben Zvornik, ruler of the City-State of Zvornik, dies of old age. His son, Derdren Zvornik, becomes the new Margrave.

### **Fall AC 1013**

As feared, the Day of Dread destroys the Herathian magical web of defense. The Herathians begin the process of re-establishing it.