

TM1

9403

DUNGEONS & DRAGONS®

Official Game Accessory

The Western Countries



TRAIL MAP

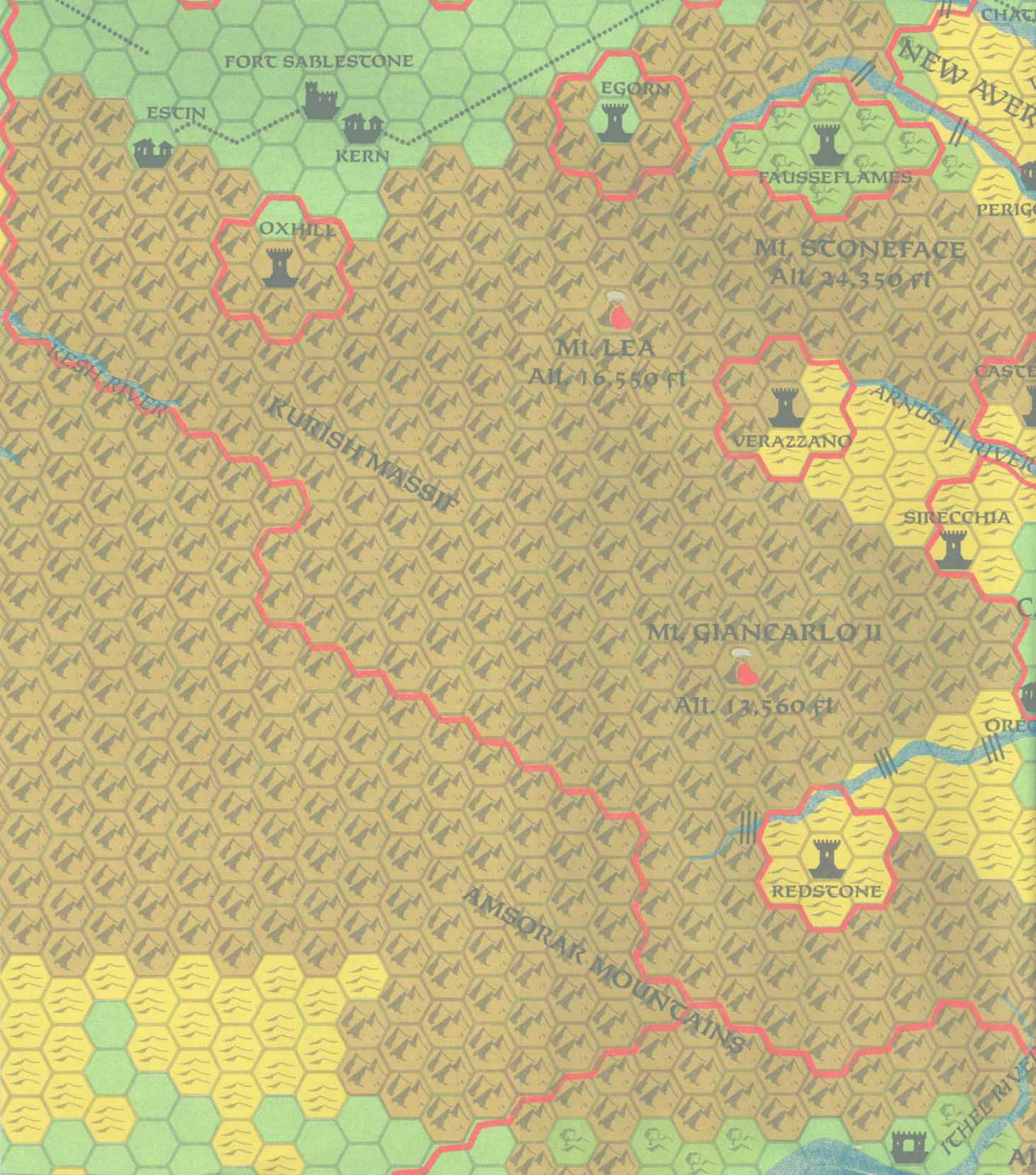


THE WESTERN COUNTRIES

Scale: one hex equals 8 miles

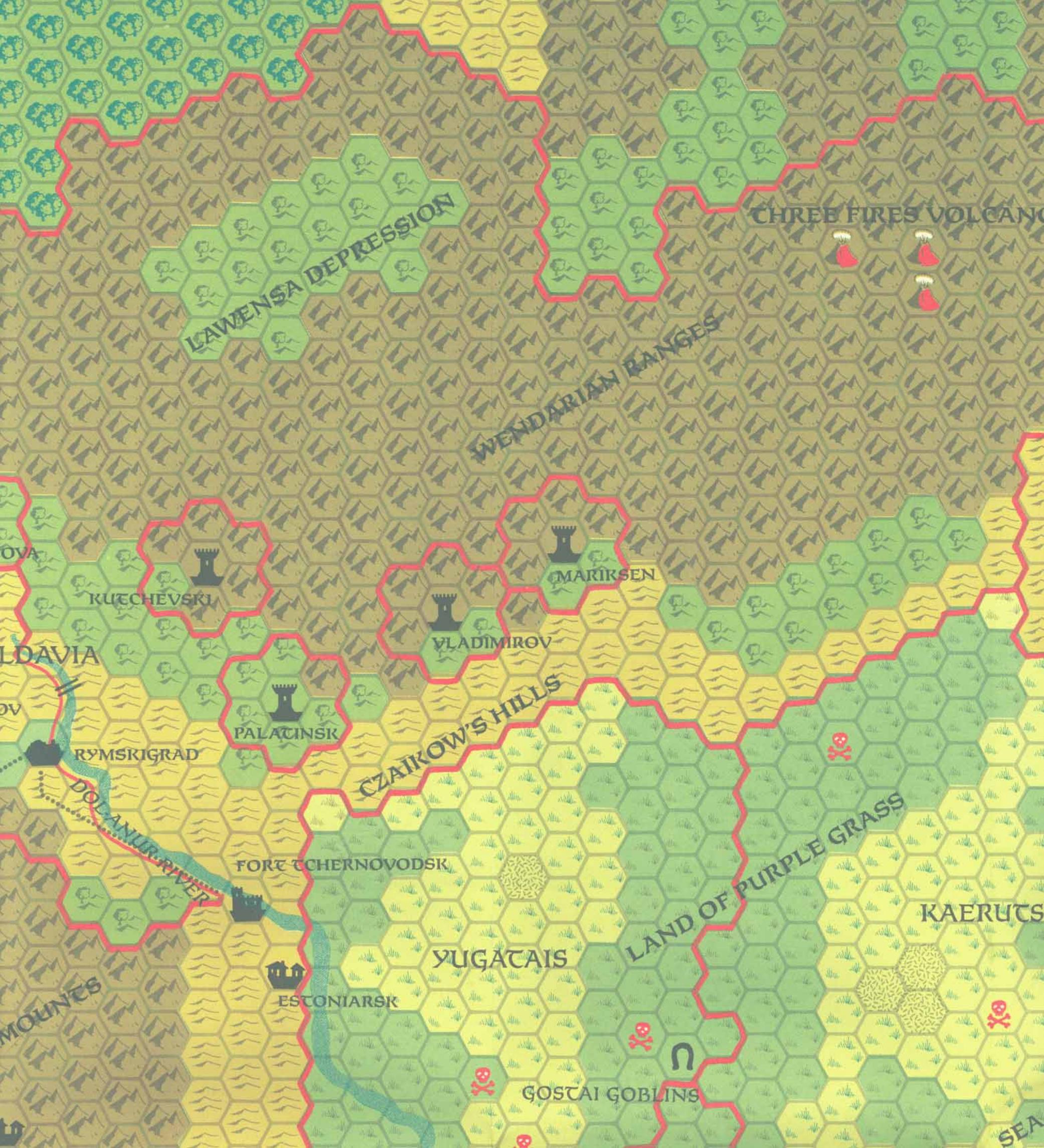


FORTERESSE D'YEOURGNE











GLANTRIAN HOROSCOPE

Star Sign	Time of Birth	Ascendancy
Manticore	Week #1 of month	Sun
Hydra	Week #2 of month	Land
Centaur	Week #3 of month	Sea
Basilisk	Week #4 of month	Sky
Planets	Influences	
Sun is up	Winds of Law	
Moon is up	Winds of Chaos	
Both up or down	Winds of Wisdom	
Birth during Twilight	is an omen of great luck or hardship for newborns	

born in Thyatis at 4:50pm on the 4th Lunadain of
and live under the sign of the *Sky Warrior*. Winds of
will turn his fate, with an omen of great luck or hardship
in his life. Only Immortals would know more than this.

SOLAR TIME

Time	Places
10:00 AM	Sind Desert, central point
11:00 AM	Port Tenobar, Known World
11:30 AM	Specularum, Known World
Noon —	Thyatis, Known World
12:30 PM	Oceansend, Norwold
01:00 PM	Dunadale, Isle of Dawn
02:00 PM	Sundsvall, Central Alphatia

Thyatian Year: 12 months of 28 days, or 48 weeks of 7 days, or 336 days. Each month equals one full moon cycle.







MAIN WEATHER CHART

Cities	Altitude	Winter	Spring	Summer	Fall
Aasla	300ft	45 35 P30/N15	55 45 P40/N35	70 60 P20/D30	60 50 P40/D20
Aegopoli	0-100ft	70 60 P50/D10	75 65 P55/D05	85 70 P60/D01	80 70 P55/D05
Alfheim *	250ft	45 35 P95/D15	55 35 P95/D15	75 60 P95/D15	60 40 P95/D15
Alpha **	0-250ft	35 20 P40/N25	40 30 P45/N20	55 45 P30/N15	45 35 P45/N20
Atruaghin	2,700ft	55 30 P30/D20	65 50 P35/D15	85 70 P20/D10	70 55 P35/D15
Corunglain	1,800ft	35 15 P15/D15	45 30 P20/D25	65 50 P25/D30	45 35 P20/D25
Darokin	1,200ft	40 25 P25/D15	55 35 P20/D10	75 60 P15/D10	55 40 P20/D15
Dengar/Evemur ***	4,500ft	25 15 P15/D15	45 30 P20/D25	65 50 P25/D30	45 35 P20/D25

Dengar/Evinur ***	4,500ft	25 15 P15/D15	45 30 P20/D25	65 50 P25/D30	45 35 P20/D25
Dunadale	0-250ft	30 25 P30/N15	35 30 P45/N35	50 40 P20/D30	40 35 P45/D20
Ethengar	1,800ft	25 05 P10/D10	40 25 P15/D15	75 55 P20/D15	45 30 P15/D15
Farend **	0-150ft	15 0 P40/N25	30 20 P45/N20	45 40 P30/N15	35 25 P45/N20
Freiburg **	0-200ft	25 10 P30/N15	35 25 P40/N35	60 50 P20/D30	40 30 P40/D20
Glantri City	4,800ft	25 15 P15/D15	45 30 P20/D25	65 50 P25/D30	50 35 P20/D25
Helskir **	0-100ft	20 10 P40/N25	35 20 P45/N20	55 45 P30/N15	40 30 P45/N20
Ierendi **	0-100ft	65 55 P40/D15	70 60 P45/D10	75 65 P50/D05	75 65 P45/D10
Landfall **	0-150ft	25 15 P40/N25	35 25 P45/N20	55 45 P30/N15	40 30 P45/N20
Minrothad **	0-100ft	65 55 P40/D15	70 60 P45/D10	75 65 P50/D05	70 60 P45/D10
Newkirk	0-200ft	40 30 P30/N15	50 40 P40/N35	65 55 P20/D30	55 45 P40/D20
Norrvik **	0-250ft	30 20 P30/N15	40 30 P40/N35	65 55 P20/D30	45 35 P40/D20
Oceansend	0-350ft	20 15 P40/N25	35 20 P45/N20	50 40 P30/N15	40 25 P45/N20
Sayr Ulan	900ft	45 35 P20/D15	70 60 P15/D10	95 80 P10/D05	75 65 P15/D10
Selenica	1,800ft	40 25 P25/D15	55 35 P20/D10	75 60 P15/D10	40 P20/D15
Shireton	300ft	45 35 P20/N15	55 45 P35/N20	70 60 P20/D15	60 50 P30/D20
Soderfjord **	0-100ft	25 20 P30/N15	45 35 P40/N35	65 55 P20/D30	50 40 P40/D20
Specularum	150ft	45 35 P35/D15	55 45 P40/N35	70 60 P30/D30	60 50 P40/D20
Sundsvall	700ft	25 20 P15/D15	50 35 P20/D25	75 55 P25/D30	55 40 P20/D25
Surra-Man-Raa	500ft	75 65 P05/D05	80 70 P10/D10	105 90 P01/D01	85 75 P10/D05
Tel Akbir	0-100ft	65 55 P20/D15	70 60 P25/D10	85 75 P15/D05	75 65 P25/D10
Thanegioth	n/a	70 65 P40/D10	75 65 P55/D05	85 70 P65/D01	80 70 P55/D05
Thyatis	150ft	50 40 P20/N15	55 45 P35/N20	70 60 P20/D15	60 50 P30/D20
Trollhattan**	0-100ft	25 15 P40/N25	40 30 P45/N20	55 45 P30/N15	45 35 P45/N20
Wendar	2,500ft	35 20 P25/D05	60 45 P40/D25	75 55 P15/D05	65 50 P45/D30
Ylaruam	250ft	70 50 P15/D10	75 55 P10/D05	110 80 P05/D01	95 65 P10/D05
Zeaburg	0-250ft	35 25 P40/N45	50 40 P50/N40	65 55 P30/N30	55 45 P50/N40

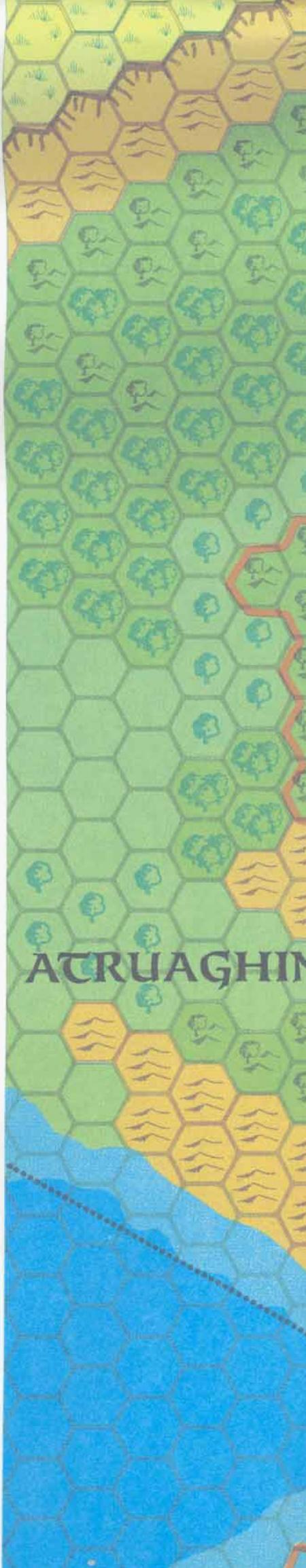
Altitude is already taken into account for temperatures in the listed cities.

- * Only rains during night hours.
- ** On overcast days, fog lasts all day.
- *** Add one to die roll on Wind Strength.

CHECKING THE WEATHER

Roll 1d%, and an extra d10. Then check the following:

Hi-Lo Temperatures: Cross reference the season and city entries in the *Main Weather Chart*. The first line in the box indicates High and Low temperatures. High temperature is assumed to be early in the afternoon, Low temperature just before dawn. For more flexibility, add the result on the extra ten-sided die to Summer and Spring temperatures, or subtract from Fall and Winter temperatures. As an option, drop temperature 6 degrees for every 1,000' altitude in nearby mountain areas.















Precipitation: The second line in the box indicates the chance of Precipitation. P35 indicates a 35% chance of rain (on the percentile dice). If there is precipitation, temperature governs whether it is rain, melting snow, or snow. Adding the two dice indicates the duration of the precipitation in hours. The last digit in the percentile score indicates the intensity of the precipitation, if any (see *Precipitation Chart* below); the extra ten-sided die always indicates wind strength, whether precipitation occurs or not. A roll of "00" indicates a Hurricane, Tornado, Damaging Hail, or some extreme temperatures for the region (up to the DM).

Precipitation Chart

Die Roll	Precipitation	Snow Accumulation	Wind Strength
1-2	Drizzle, or Flurries	Traces	Little or none
3-6	Light Rain, or Snow	.1-.6" total*	Moderate Breeze
7-9	Heavy Rain, or Snow	.1" per hour*	Strong Breeze
10+	Thunderstorm, or Snowstorm	.2" per hour*	High Winds

* Double snow accumulation in hilly areas

* Triple snow accumulation in mountain areas

For Example: Specularum in Winter has a P35. If the percentage dice roll is 30, rain occurs that day. The duration would be $3 + 0 = 13$ hours. The last digit is 0 (10), indicating a thunderstorm (which will turn into a snowstorm when temperature falls below 30 degrees). The extra ten-sided die scored a 7, indicating a strong breeze.

Timing Precipitation: Multiply the result on the ten-sided die by two. This indicates at what time precipitation starts (if any). Precipitation can carry over to the next day. The timing of the second day's precipitation should then be counted from the end of the previous day's precipitation, rather than the beginning hour of the day (12 am). If this moves the starting time of the second day's precipitation into the third day, then the second precipitation does not occur at all — the sky simply remains overcast during the second day. Check for the third day's weather normally.

For Example: Today's thunderstorm goes on for 13 hours, and the score on the ten-sided die was 7. The thunderstorm starts at 2 pm today, and lasts until 3 am tomorrow. If any precipitation occurs tomorrow, start counting from 3 am instead of 12 am.

Fog: Check the number following the Precipitation Indicator in the chart. The letter D indicates Fog at dawn and dusk hours only. The letter N indicates fog during the night hours as well. The number that follows gives the percentage chance of fog rising each day (switch the two percentile dice around to obtain a new percentage score). Multiplying the numbers on both dice gives the distance in feet to which vision is limited. Fog usually lasts 1d4 hours. Precipitation automatically ends any fog; freezing temperatures produce frost as well.

For Example: D15 means there is a 15% chance of fog at dusk and at sunrise. The original percentage score of 13 becomes 03 when switching the numbers on the dice — when multiplying the two dice scores, the result becomes 30 ($10 \times 3 = 30$). There was no precipitation at dawn that day, so an early morning fog rises and vision is limited to 30".

Winds: If fog exists, then assume winds are absent during those hours. Otherwise, follow the result on the *Precipitation Chart* (see above). High winds always indicate violent weather. Reduce temperature 10-15 (1d6 + 9) degrees when high winds are blowing. For example, high winds could turn a snowstorm into a blizzard (treat as Fog, as far as vision is concerned), or cause a storm at sea. Roll for winds at +1 when 24 miles or more away from any coast. Roll for winds again each time precipitation or fog status changes.

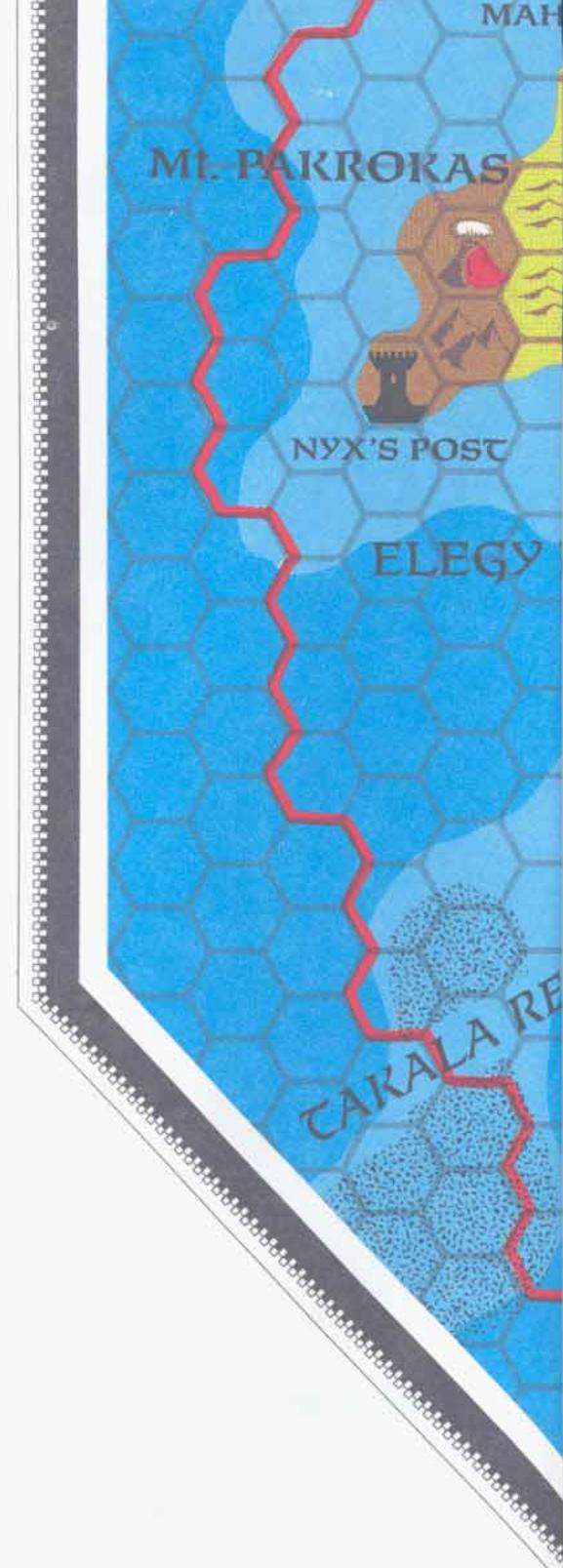
WIND VARIATIONS* (Roll 1d20)

1-11:	Dominant Wind as above	17:	Shift two, counter-clockwise
12-13:	Shift one, clockwise	18:	Shift three, clockwise
14-15:	Shift one, counter-clockwise	19:	Shift three, counter-clockwise
16:	Shift two, clockwise	20:	Opposite wind

* Add 1 to Precipitation Roll when non-dominant wind blows from a coastal area within 50 miles (unless Dominant Wind for that region already does so). One shift equals 1 hexside.

SEASONAL TRENDS (Optional*)

d10	Effect on Seasonal Weather
1	Very Cold: Coldest:
2-3	Temp. -10, Precip. +10%** Temp. -5, Precip. +5%**



REGIONS	TRAILS	R
Alfheim	Fair	U
Atruaghin	Poor	n
Broken Lands	Bad	n
Darokin, central	Good	P
Darokin, eastern	Fair	P
Darokin, northeast	Bad	n
Darokin, southern	Poor	P
Darokin, western	Fair	U
Ethengar	Poor	U
Five Shires	Good	P
Glantri	Fair	P
Heldann Freeholds	Poor	n
Ierendi	Fair	P
Isle of Dawn	Fair	P
Karameikos	Fair	P
Minrothad	Fair	P
Norwold	Poor	n

Effect on Seasonal Weather		
1	<i>Very Cold:</i>	Temp. -10, Precip. + 10%**
2-3	<i>Colder:</i>	Temp. -5, Precip. + 5%**
4-7	<i>Seasonable:</i>	no change
8-9	<i>Warmer:</i>	Temp. +5, Precip. -5%**
10	<i>Very Hot:</i>	Temp. +10, Precip. -10%**

* Roll 1d10 on this chart once per season.

** Minimum Precipitation is 1%; maximum is 90% in all cases.

HIGHEST MOUNTAINS

Mountain Range & Type of Rock	Average* Altitude	Highest Peak & Location	Altitude
Altan Tepes, Granite	8,950ft	Mt Tarsus, Thyatis	11,380ft
Black Peak Mnts, Basalt	4,500ft	Mt Pavel, Karameikos	5,800ft
Broken Lands, Sandstone	10,000ft	Unknown	
Colossus Mnts, Schist	18,500ft	Stoneface, Glantri	24,350ft
Cruth Mnts, Hornblende	4,000ft	Adrian Peak, Karameikos	5,250ft
Glantrian Alps, Schist	20,250ft	Mt de Glace, Glantri	25,100ft
Hardanger Range, Limestone	10,000ft	Odharjokull, Soderfjord	15,750ft
Icereach Range, Gneiss	14,000ft	Mt Einrick, Norwold	21,050ft
Ierendi Uplands, Trachyte	9,000ft**	Mt Kikapua, Ierendi	12,100ft
Kerothar Mnts, Granite	19,740ft	Mt Eriadna, Alphatia	24,450ft
Kurish Massif, Marlstone	12,500ft	Urapurda, Sind Region	18,250ft
Makkres Range, Granite	13,800ft	Steel Fang, Rockhome	15,720ft
Diamond Spurs, Feldspar	4,500ft**	Gold Needle, Minrothad	5,200ft
Silver Sierras, Phyllite	17,000ft	Adruzzo, Darokin	18,820ft
Wendarian Range, Basalt	11,300ft	Mt Lea, Glantri	16,550ft

* 16 miles away from foothills.

** Mountains form a ridge at the indicated altitude.

TRAIL & ROAD CONDITIONS

TRAILS

Bad Trails: barely visible; branch off occasionally into dead ends; dangerous sections (cliffs, narrow passages, unstable terrain); treat as clear terrain for movement; useless trail after any heavy rain or snowfall of 3 hours or more, or light rain of 6 hours or more (requires a full week of clear weather to dry up); trail wide enough for two horses abreast; no bridges; no advisable water sources, caravansaries, taverns, or safe camping sites known near trail; rarely patrolled if at all; banditry and humanoid raids likely. Traffic: one very large, heavily armed caravan every two to four weeks.

Poor Trails: treat as clear terrain for wagons or other wheeled transportation; otherwise treat as bad trail after any heavy rain or snowfall of 6 hours or more, or light rain of 12 hours or more, as far as movement, trail width, and patrols are concerned (six days of clear weather needed to dry up); bridges unsafe if any; trail wide enough for two horses abreast; very few water sources, caravansaries, taverns, or safe camping sites available near trail; patrolled once a week; banditry and humanoid raids possible. Traffic: one medium-sized caravan, armed, every one or two weeks.

Fair Trails: treat as poor trail after heavy rain or snowfalls of 12 hours or more for movement, width, and patrols (requires four days of clear weather to dry up); occasional bridges; safe river fords; trail wide enough for six horses abreast; some water sources, minor caravansaries, taverns, and camping sites available near trail; patrolled once every other day; some rare banditry. Traffic: small or medium-sized caravans, possibly armed, every three of four days.

Good Trails: treat as fair trail after heavy rain or snowfalls of 12 hours or more for movement, width, and patrols (needs three days of clear weather to dry up); bridges common, or easily fordable rivers; trail wide enough for twelve horses abreast; water sources, minor caravansaries, taverns, and camping sites commonly found on trail; patrolled once or twice a day. Traffic: caravans of any kinds and sizes, armed or not, up to one or two a day.

Karameikos	Fair
Minrothad	Fair
Norwold	Poor
Ostland	Poor
Rockhome	Good
Sind Region	Poor
Soderfjord	Bad
Southern Alphatia	Fair
Thyatis	Good
Vestland	Fair
Wendar	Fair
Ylaruam	Poor

ROADS

None: no known roads exist, besides trails.

Unpaved Roads: Local authorities or horsemen maintain trails one category better than horse ride, that portion of highway.

Partial Roads: Sections of roads end are paved (see Paved Roads below); Good Trails.

Paved Roads: Highways covered with accumulated snow renders a road unusable (requires a week to clear a paved road). One small hamlets, easily found and reached. Directions and road signals common after winter in colder regions, or after.

Major Highways: are paved roads common. Wide enough for eight horses abreast; dozens of caravans of any sort.

The remaining paved roads are called centers of less than 15,000 inhabitants; raids very rare. Traffic equivalent to.

MAJOR NAMES

River & Region	From
Amsorak, Darokin	Akora
Elber, Heldann F.H.	Men
Great Flow, Alfheim	Meath
Hrap, Rockhome **	Lake
Isole, Glantri	Vyo
Ithypool, Shires	Fish
Landersfjord, Vestld.	Ran
Marsfjord, Vestland	Lan
Mesonian, Thyatis	Foot
Otofjord, Soderfjord	Whi
Saltfjord, Soderfjord	Sort
Streel, Darokin	Con
Streel, Ethengar	(any)
Styrdal, Rockhome **	Lake
Vestfjord, Vestland	Rho
Vesubia, Glantri	Leen
Volaga, Karameikos	Kelv

Alphas (South)

Ambur (Northwest)

Fris (Far North)

Greenlake (South)

Llyn & Easthollow

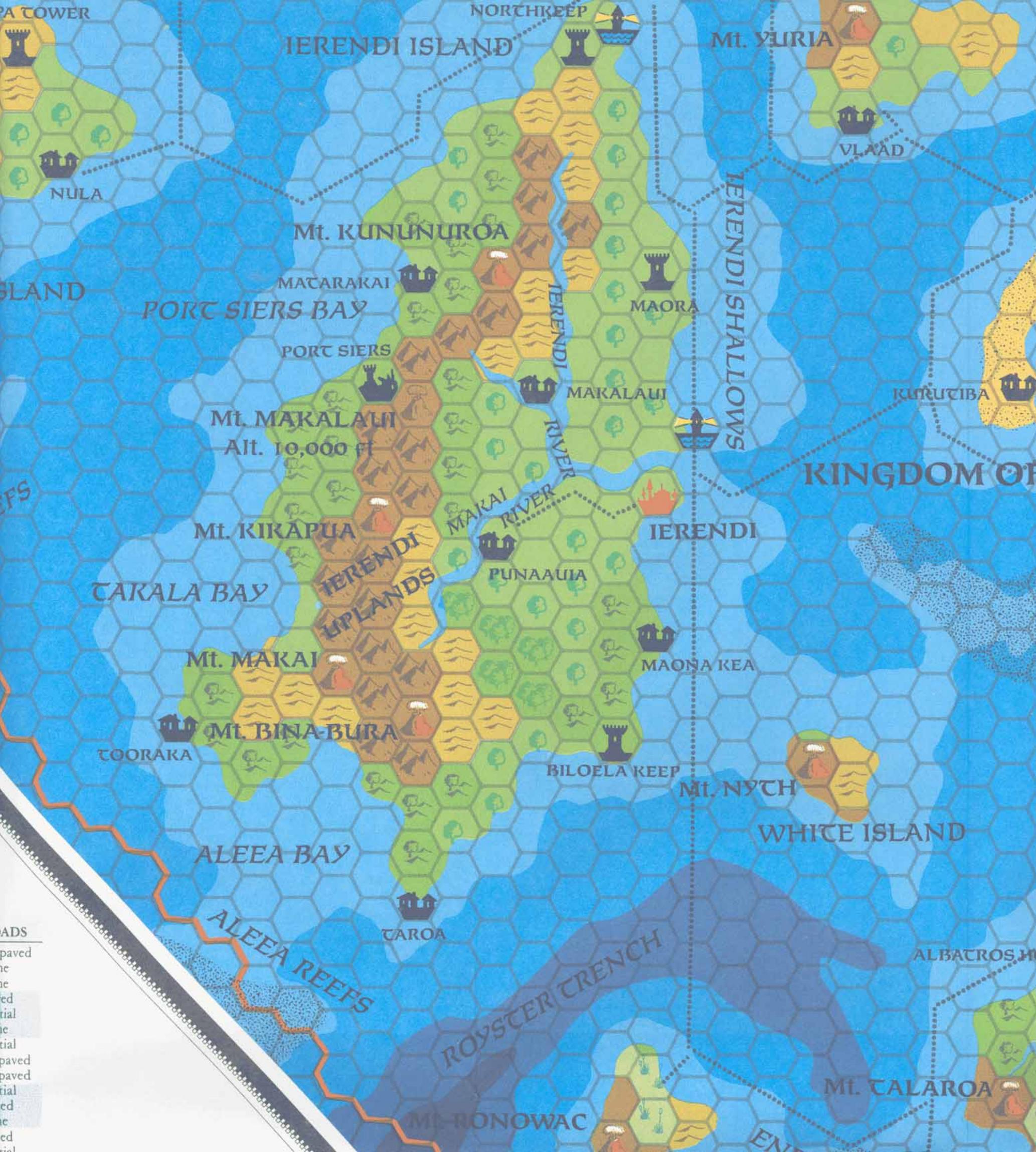
Randel (Southeast)

Thera (Deep South)

* Halve navigation speed going

** Strong current prevents going

Double speed going down river



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trails.
lder maps may identify some highways as roads; these are, in the usual local trails. If a town is within one or two day's equivalent to a Good Trail (at best).

g/starting at cities (centers of 15,000 inhabitants or more) locations lying between two smaller centers are equivalent to

stone slabs or cobblestone, unaffected by rain. A foot of less (a day of clear weather per accumulated foot of snow is two patrols day and night. Water sources, caravansaries, from the road. Bridges always available on paved roads. found at intersections. Expect road works slowing traffic serious downpours.

necting to at least one city (center of 15,000 inhabitants or abreast. Banditry and humanoid raids very unlikely. Traf-individual travellers every day.

Minor Highways (any paved road stretching between two s). Wide enough for six horses. Banditry and humanoid Good Trail, with common individual travellers.

VIGABLE RIVERS

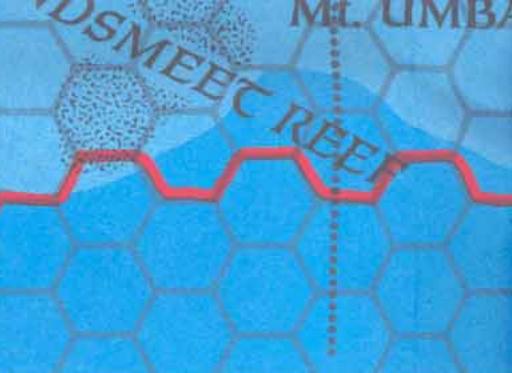
(down to) To *

os	Darokin
ul Fthills	Sea of Dawn
dor	Alfheim Town
Klintest	Ethengar
nes	Glantri
ckle	Shireton
pod	Sea of Dawn
rsfjord	Sea of Dawn
jills	Vanya's Girdle
heart	Sea of Dawn
ld	Sea of Dawn
glain	Sea of Dread
ir. within Ethengar)	
stahl	Ethengar
na	Sea of Dawn
n	Trintan
Alphantian Rivers	Sea of Dread

h	Aasla
l Lake	Gulf of Qheodar
Lake	Gulf of Qheodar
och	Aaslan Gulf
el	Sea of Ester
n	Rardish
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ROISTER ISLAND



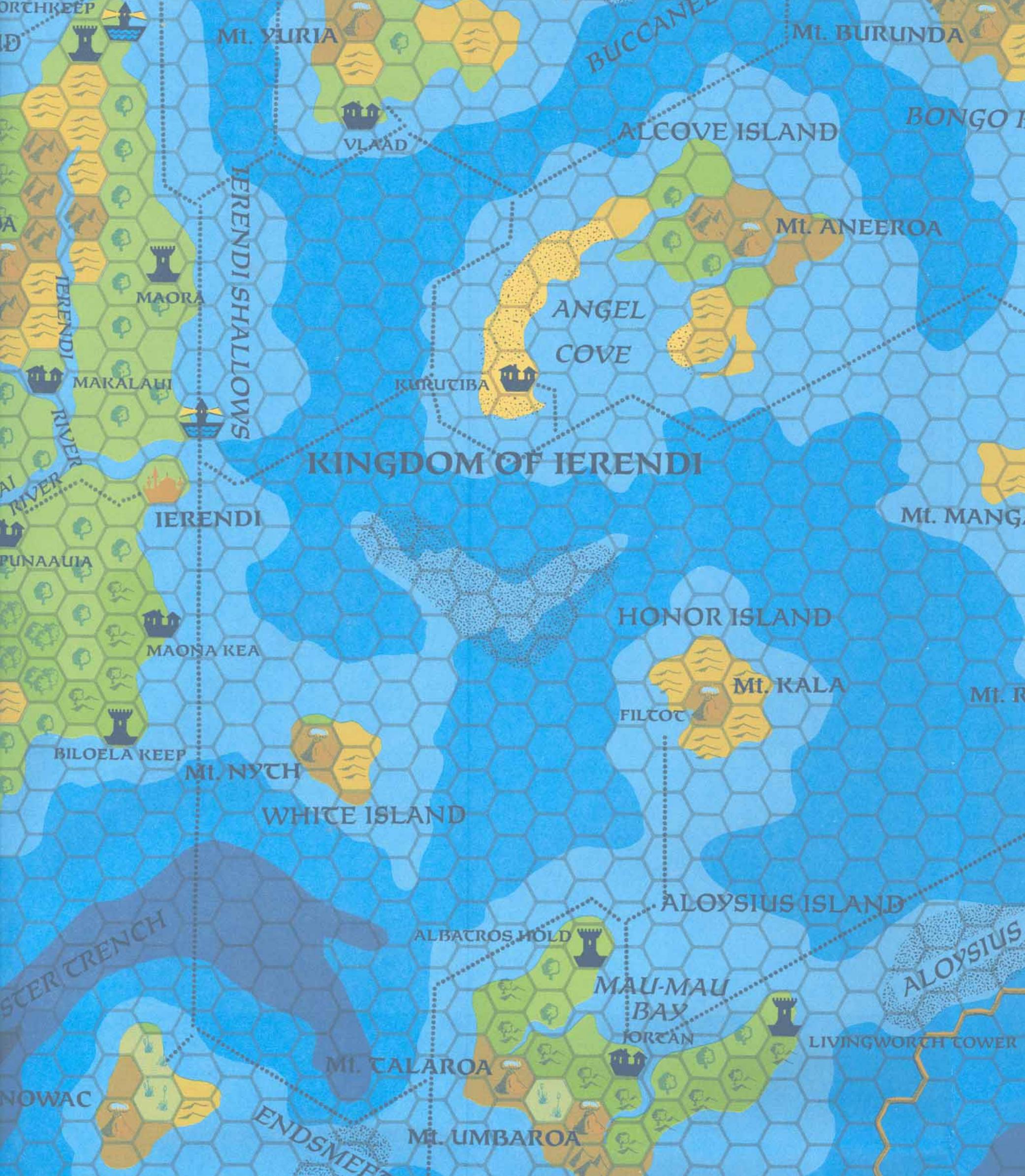
TRAVELING RATES

Traveling Mode	Distance Covered per Day					
	Trail(1)	Clear(1)	Hills(1)	Mountains(1)	Sand(1)	Muddy(1)
Foot, no encumbr.	36	24	16	12	16	- 1/2
Foot, lt encumbr.	24	12	8	6	8	- 1/2
Foot, encumbered	12	8	6	4	6	- 1/2
Camel	48	32	24	16	32	- 1/4
Donkey, Mule	36	24	16	12	16	- 1/2
Elephant	36	24	12	8	8	- 1/2
Draft Horse	24	16	12	8	8	- 1/2
Riding Horse	72	48	36	24	16	- 1/2
War Horse	36	24	16	12	8	- 1/2
Oxen	16	12	10	8	6	- 1/3
War Chariot(3) as per carriage, minus 1/4	- 2/3
Small Wagon(3) as per carriage, minus 1/4 imp.(2)	- 2/3
Large Wagon(3) as per carriage, minus 1/3 imp.(2)	- 3/4
Flying Mount	72 miles per day
Flying Device	120 miles per day
Galley, small	90 miles per day
Galley, large/war	72 miles per day
Longship	90 miles per day
Raft	12 miles per day, half against current, double downriver
Riverboat	36 miles per day, half against current, double downriver
Sail Ship, small	90 miles per day
Sail Ship, large	72 miles per day

(1) Distance covered is given in miles. Trails includes roads. Clear includes any flat, solid terrain (grasslands, prairies, savanna, etc), or calm waters for ships. Hills are equivalent to light forest. Mountain is equivalent to broken terrain, heavy forest, forested hills, or any other difficult terrain. Apply the penalty for mud to other terrain if appropriate, except for paved roads. Mud is equivalent to snow; snow does affect paved roads.

(2) Impassable. Wheeled vehicle either progress very slowly, or are immobilized.

(3) In muddy or snowy conditions, apply the penalty given for the vehicle rather than the one appearing for the carriage. Penalties for wheeled vehicles and mud/snow are cumulative. Example: a war chariot pulled by a riding horse moves 16 miles per day on clear but muddy terrain. In the same condition a heavy wagon would move 12 miles per day. This assumes a sufficient number of pulling animals are included in the carriage.





DOMINANT WINDS & SEA CURRENTS

Region	Winds	Currents	Region	Winds	Currents
Aegopoli	NE	E	Minrothad	W	NW

Nations
Alfheim *
Alphaia **

DOMINANT WINDS & SEA CURRENTS

Region	Winds	Currents	Region	Winds	Currents
Aegopoli	NE	E	Minrothad	W	NW
Alfheim	W	n/a	Norwold	NW	S
Alphatia, Upper	NW	(*)	Ostland	W	S
Alphatia, Lower	SW	(*)	Rockhome	W	n/a
Atruaghin	W	W	Sea of Dawn, Western	(**)	S
Broken Lands	SW	n/a	Sea of Dawn, Eastern	(**)	SE
Darokin	W	W	Sea of Alphatia	(**)	S
Ethengar	NW	n/a	Sea of Ester	(**)	N
Farend/Qheodar	NW	W	Sind Region	NW	SW
Five Shires	SW	W	Soderfjord	W	S
Glantri	NW	n/a	Thanegioth	NE	E
Heldann F.H.	SW	S	Thyatis, east coast	W	NW
Ierendi	W	W	Thyatis, west coast	W	S
I. of Dawn, Upper	NW	(*)	Vestland	W	S
I. of Dawn, Lower	SW	(*)	Wendar	NW	n/a
Karameikos	SW	W	Ylaruam	W	S

* Check appropriate seas for currents.

** Check appropriate coastal area for winds.

IMPERIAL THYATIAN TRAVELERS ADVISORY *

Region	Cause	Recommendations
Alfheim	Elven snobbism at its worst	Just ignore them, stay at Brutus' Corner
Alphatia	Decadent empire, root of all chaos	Don't fraternize, do not annoy anyone there
Altan Tepe Mts.	Humanoid raids, mountain storms	Travel quickly, be alert, keep dagger handy
Atruaghin	Uneducated scalp hunters, red ants	Bring worthless trinkets and bad beer
Broken Lands	Killer orcs, earthquakes, voodoo	Stick with caravan, don't pick up gri-gris
Cruth Mts.	Orcish raids and highway banditry	Camp on northern side of Darokin trail
Darokin	Greedy merchants, hidden taxes	Inquire about import duties at Consulate
Ethengar	Food is terrible, smelly natives	Hold your nose in both cases
Farend	Port freezes up for six months	Go in summer, leave before fall
Five Shires	Low ceilings, legalized piracy	Watch your head in both cases
Glantri	Clergy illegal, rampant lycanthropy	Don't pray out loud, avoid hairy people
Heldann F.H.	Unstable region, constant warfare	Don't get involved, keep moving
Ierendi	Brawls, weirdos, sharks galore	Stick with the tour leader (blue banner)
Kelven Road	Over-priced service-caravansaries	Bring own spare wagon wheel and food
Landfall	Crock full of thieves, cutthroats	Avoid back alleys and cheesy taverns
Luln	Nasty Barony, major beggar hassles	Go around it, watch your pouch
Malpheggi	Monsters, quicksands, no trails	Just don't go, shoot anything on sight
Minrothad	Legal extortion is a national hobby	Our stuff is better anyway
Nithia	Poor, boring, desertic, weird	Send your in-laws on vacation
Norwold	Wilderness, monster infestations	Bring your army or join the Legion
Oceansend	Brashness at its pinnacle (almost)	We can do it better anyway
Ostland	Cold, damp weather, always foggy	Bring your coat, find a guide
Rockhome	Dwarven racism at its worst	Bring money and gems, be shrewd
Sind Region	Sanctimonious gurus, inhuman piety	Don't sit with fakirs, be respectful
Soderfjord	Unreliable laws, crude barbarians	Bring your sword, attach horns to helm
Specularum	Shoddy ships, smugglers & muggers	Avoid the port area and shady people
Thanegioth	Unfriendly natives, mosquitoes	Bring experienced cleric or druid
Thyatis	Anything and anyone has its price	Never trust anyone, especially your brother
Vestland	Phony tollbooths manned by trolls	Don't brake for trolls, bring oil and torches
Ylaruam	Fervent anti-Thyatis bigotry	Be inconspicuous, don't argue, don't boast

* Quotes and recommendations from *Rufus Omnibus*, gourmet critic and explorer extraordinaire. Included here with the Gracious Permission of the Imperial Office of Transportation. In Thyatis, Year AC 988.

SUNRISE & SUNSET

Approx. Location	Degrees Latitude	Sunrise				Sunset			
		Winter	Spring	Summer	Fall	Winter	Spring	Summer	Fall
Farend	60 North	8:35AM	7:00AM	2:50AM	4:55AM	3:05PM	5:30PM	9:05PM	7:05PM
Landfall	40 North	7:05AM	6:35AM	4:35AM	5:30AM	4:35PM	5:50PM	7:25PM	6:30PM
Thyatis	30 North	6:40AM	6:25AM	5:00AM	5:35AM	5:00PM	6:00PM	6:55PM	6:25PM
Thanegioth	20 North	6:25AM	6:20AM	5:20AM	5:45AM	5:20PM	6:05PM	6:35PM	6:15PM

Twilight lasts 30 minutes before and after sunset and sunrise.



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