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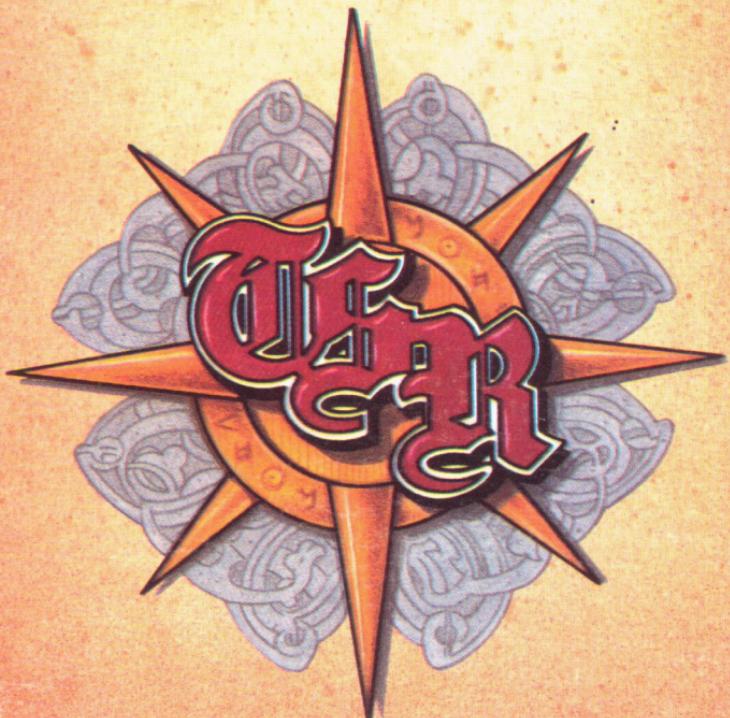
DUNGEONS & DRAGONS®

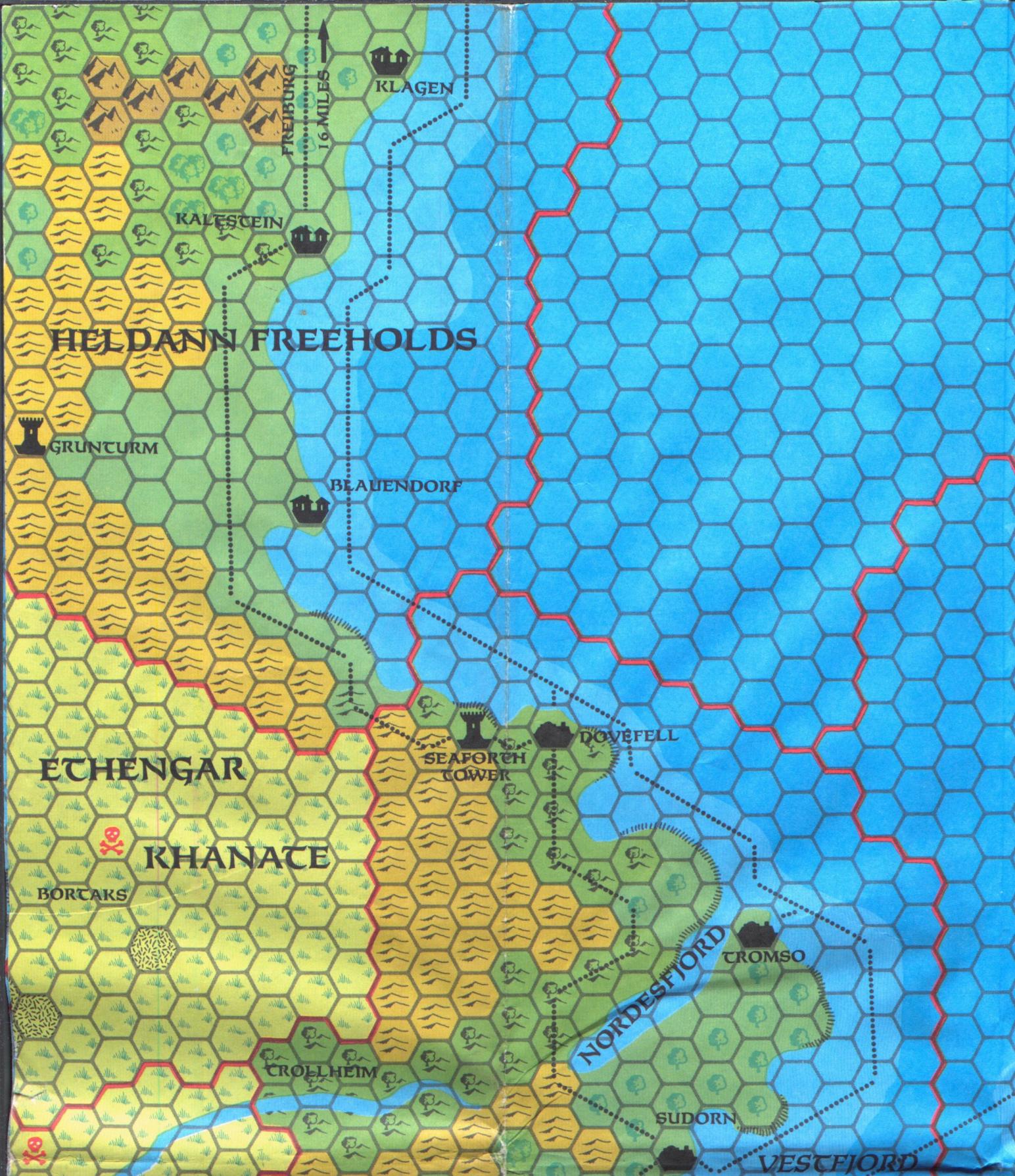
Official Game Accessory

The Eastern Countries



TRAIL MAP





OSTLAND

RUNSLØ ISLAND



PORT SWENSON

STORM BAY



ZEAFORT

ZEA

BAY

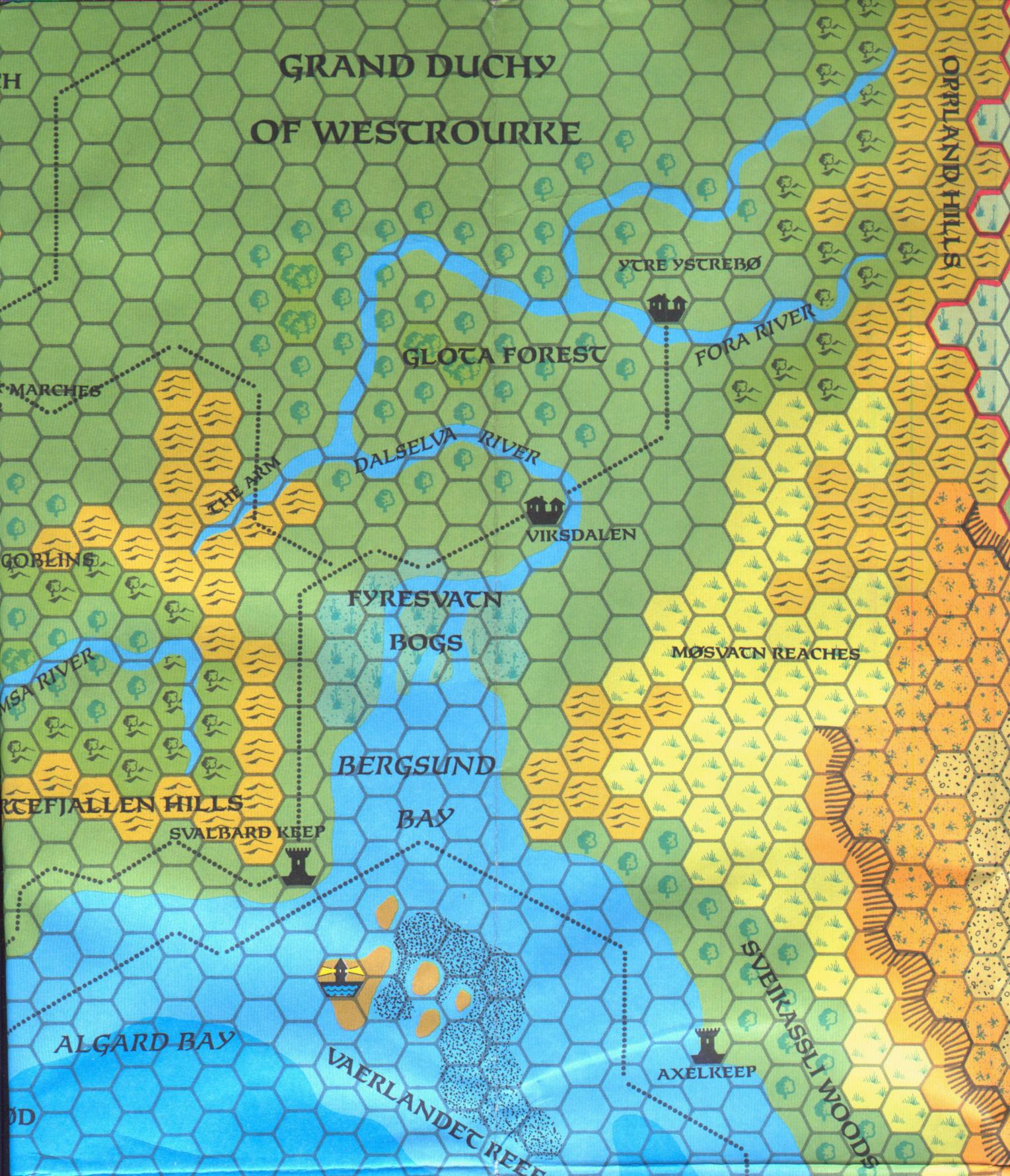
ZEABURG

SHIPTON

OSTMANHAVEN



GRAND DUCHY OF WESTROURKE



TROLLS

DUNADALE WALL

THE MIRES

TROLLS

ORCS

DUSK REACHES





WESTERN SEA OF DAWN

HELLIGVA

CAPE GUDVAN

ODAR'S CAVES

GRANDSTO

HOGN
KEL

LA

GULF OF WESTROURKE

JAER

NGEN

NERUD'S
EEP

LAR

MAXIM'S CAVES

GREY BAY

ROLLSGON
KEEP

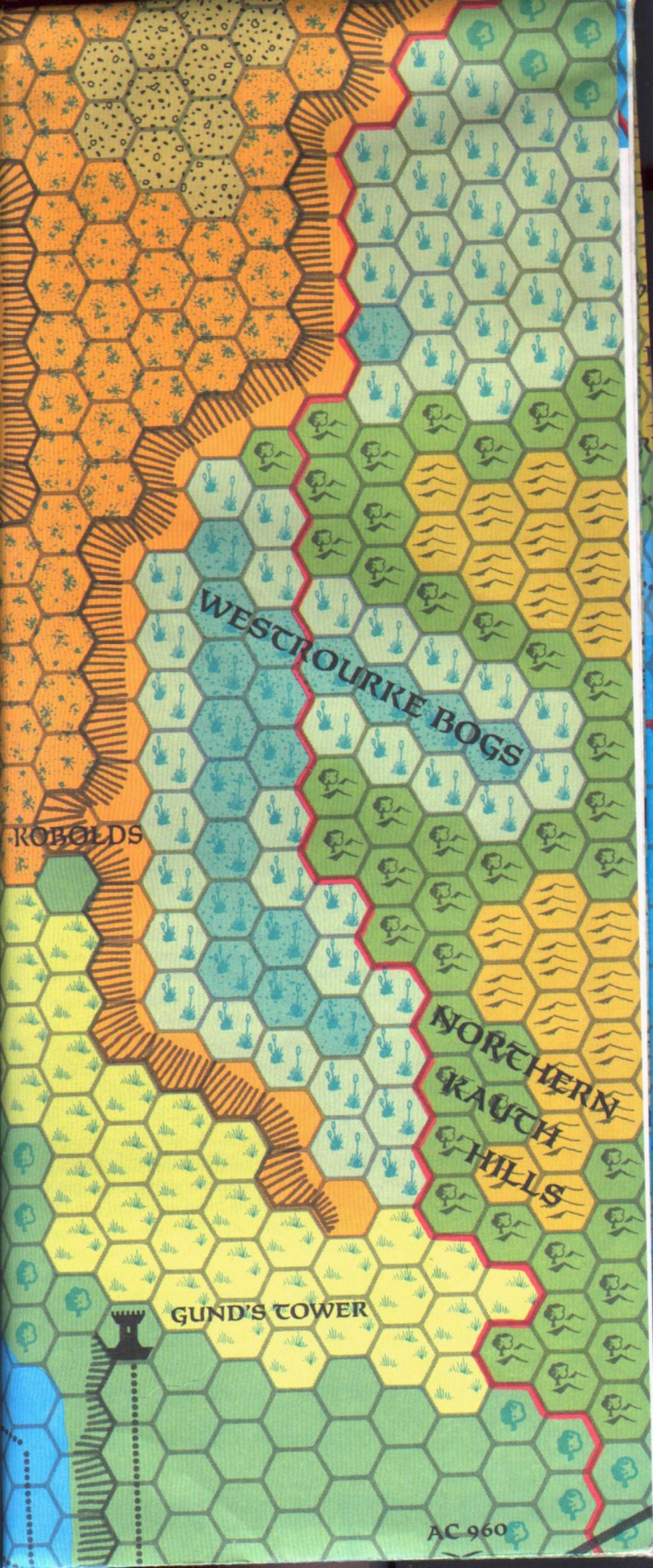
HAVERUD BAY

ERIKSEN TOWER

LAG

GULF OF

NEWKIRK



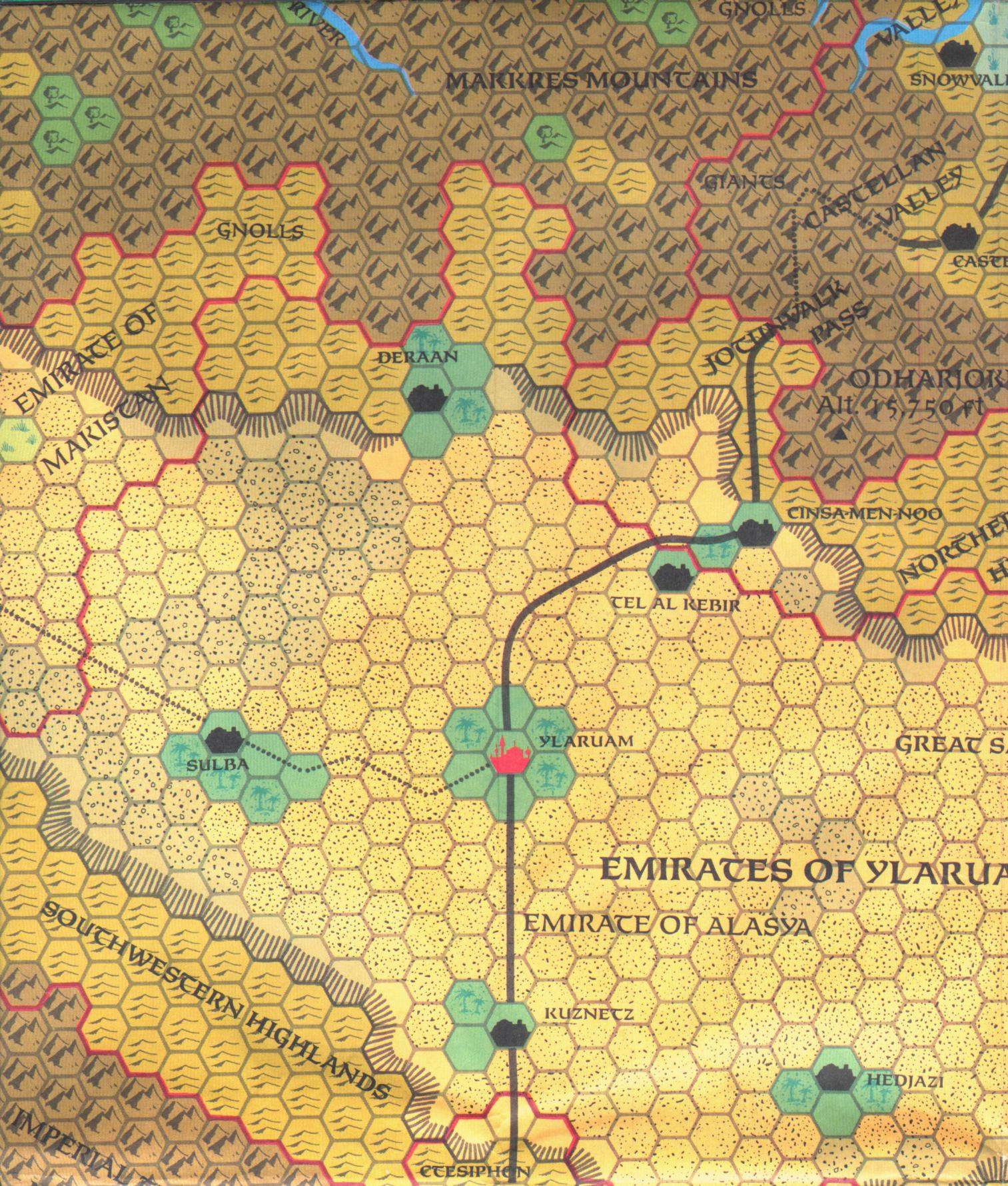
WESTCOURKE BOGS

ROBOLDS

NORTHERN
RAUCH
HILLS

GUND'S TOWER

AC 960









BATTLEFORD

AC 960

NEWKIRK

SOUTH CREEK

CROMBLEKEEP

SOUTHERN

RAUTH HILLS

OGRES

URBEN FOREST

EE RIDGE

PROVINCE

HOLD OF
FENSWATCH

OF

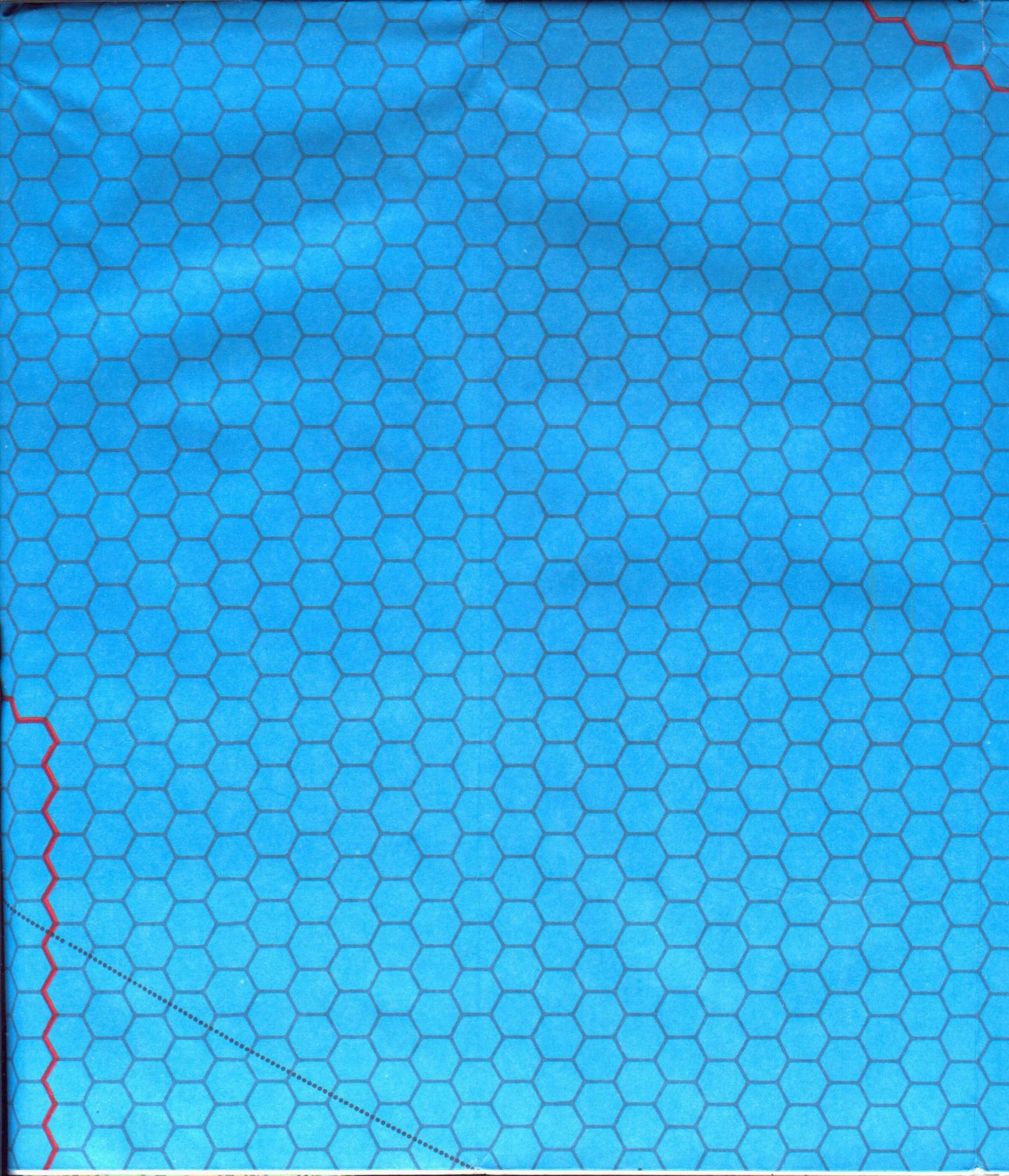
WEST

RHUTA

NDGE







NEAGH FLACS

TOWER OF
DHONNE

BASTION

BALLYDONEGAN
HILLS

LARAGH TOWER

PORT

DONNYBROOK REEFS

DUNBERRY

DUNBERRY
POINT

SEAW



DONAHUE'S
COVE

LOUGH OF

CAGE

O'CONNOR'S
LIGHT

WOLF BAY

CROSSDAWN
ROAD

PORTAGE

WEST PORTAGE

KENDACH ROAD

CHE SHALLOWS



SEA OF DREAD

OPEN ISLE

MALFTON

MINROTHAD GUILDS

SEAHOME



ALFISLE

VERDUN

TO THANEGIOTH ARCHIPELAGO



CAPE HATTIA

PILION

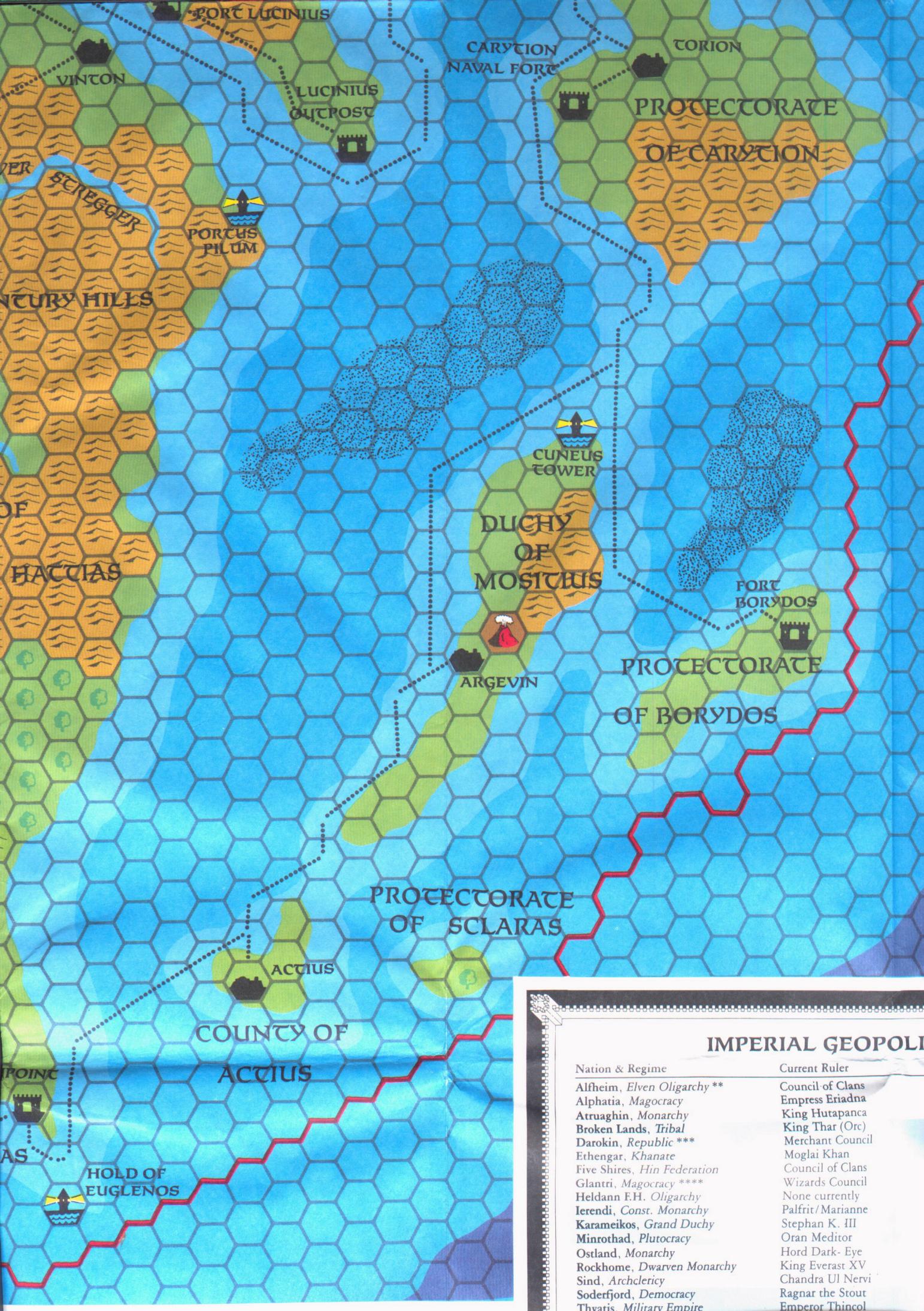
HATTIAS

RHEON RIVER

GRAY BAY

COUNTY

FORT
SOUTHERN



IMPERIAL GEOPOLI

Nation & Regime

Alfheim, *Elven Oligarchy* **

Alphatia, *Magocracy*

Atruaghin, *Monarchy*

Broken Lands, *Tribal*

Darokin, *Republic* ***

Ethenigar, *Khanate*

Five Shires, *Hin Federation*

Glantri, *Magocracy*, ****

Heldann F.H. *Oligarchy*

Ierendi, *Constituent Monarchy*

Karameikos, *Grand Duchy*

Minrothad, *Plutocracy*

Ostland, *Monarchy*

Rockhome, *Dwarven Monarchy*

Sind, *Archclerisy*

Soderfjord, *Democracy*

Thyatis, *Military Empire*

Current Ruler

Council of Clans

Empress Eriadna

King Hutapanca

King Thar (Orc)

Merchant Council

Moglai Khan

Council of Clans

Wizards Council

None currently

Palfrit/Marianne

Stephan K. III

Oran Meditor

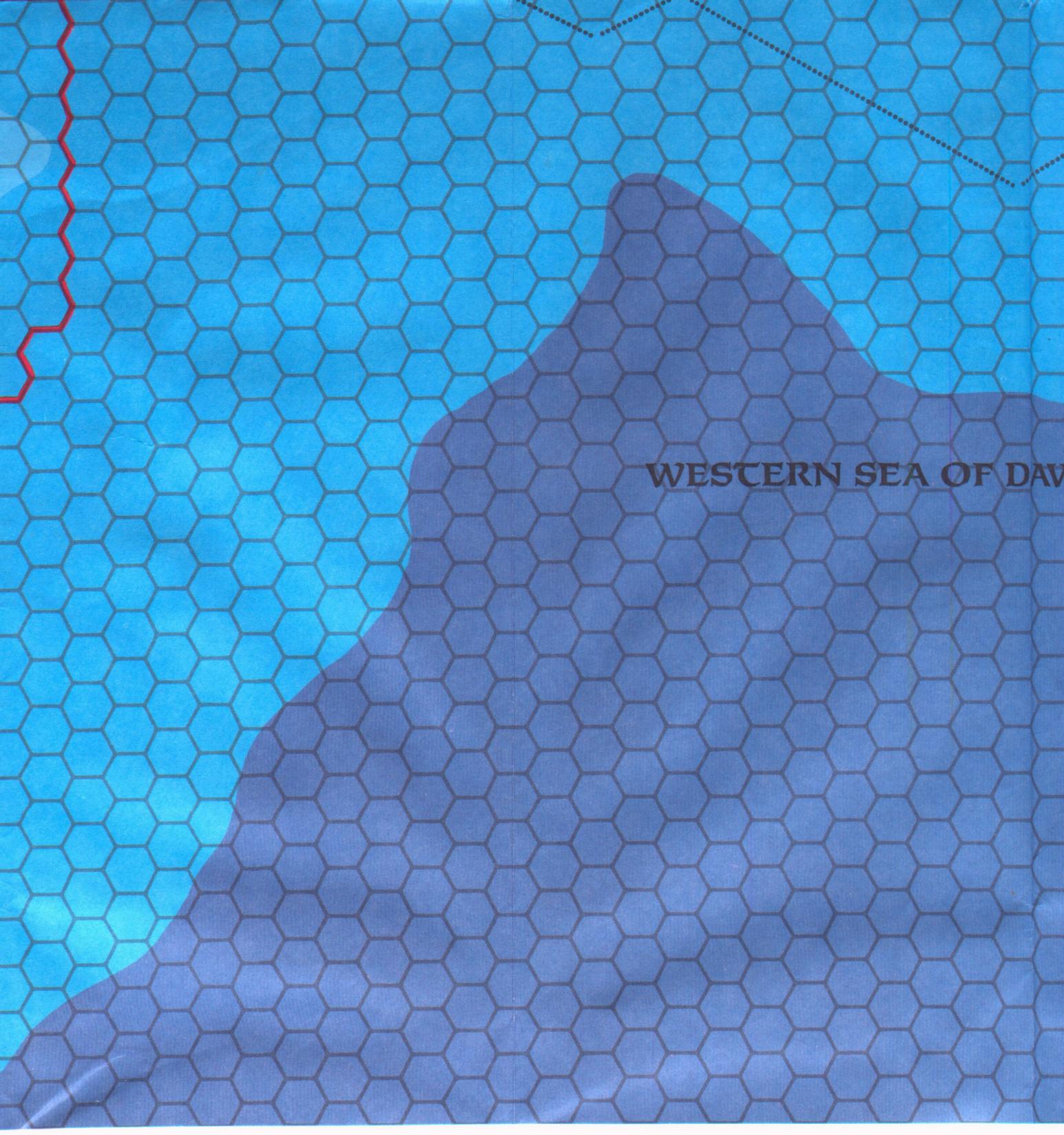
Hord Dark-Eye

King Everast XV

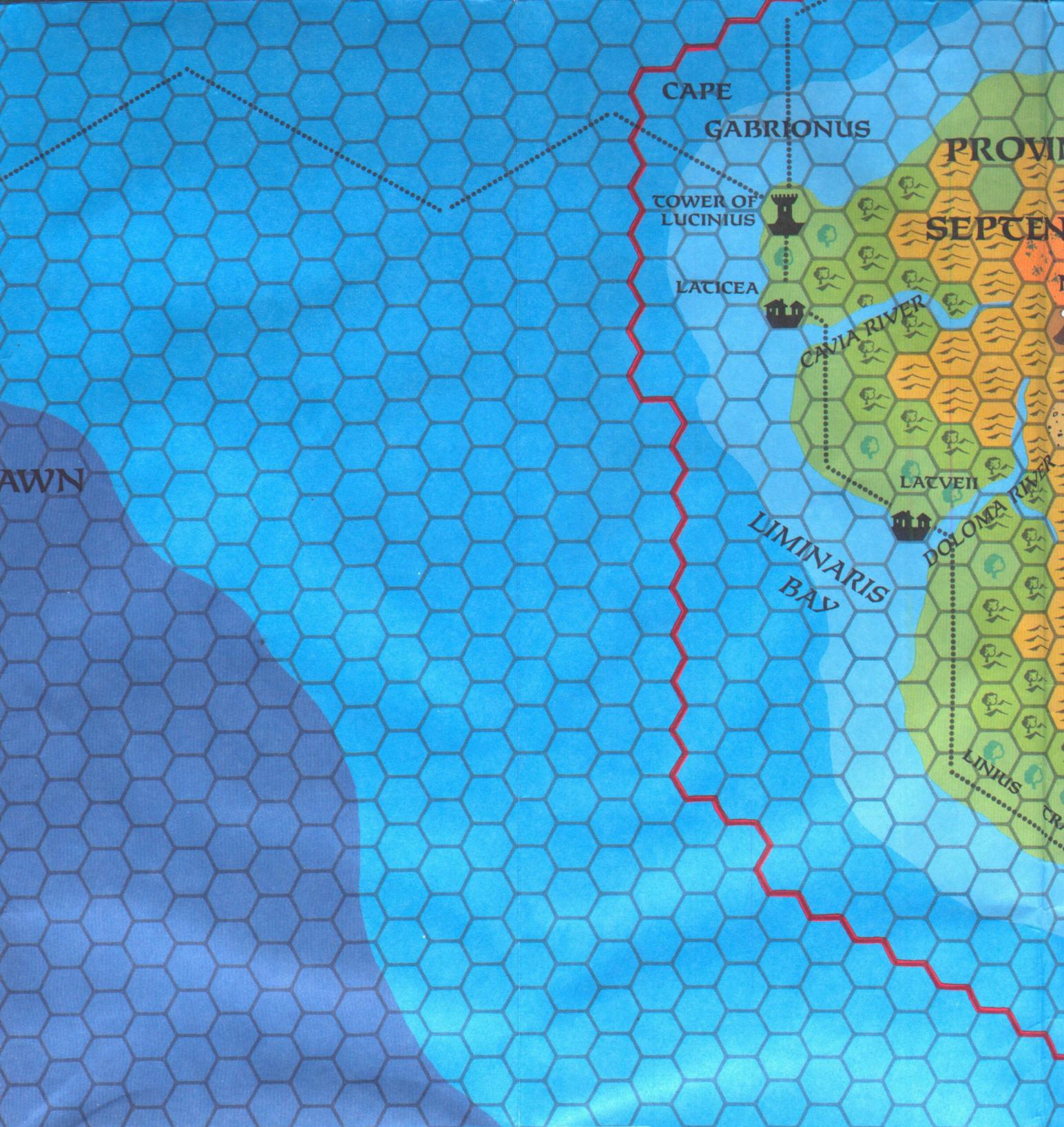
Chandra Ul Nervi

Ragnar the Stout

Emperor Thincol



WESTERN SEA OF DAVROS



REVIATIONS & CHANGE FEES *

Abbrev.	Fee	Currency	Abbrev.	Fee
Pl	10%	Sind		15%
Gv		Guru		
Sn		Rupee		Rp
Ck		Khundar		Kh
		Bhani		Bh
		Piaster		Pr
os **	10%	Soderford		p/c
Pl				

INCIA

ENTRIONA

NOVA GABRIONA

Alt. 1,200 ft

FIELSCTE

BE OCEAN

BLACK DUST DESERT

FOREST

DRAGONS

CULAE GAR BULGE

RAIL

PER DIDIS

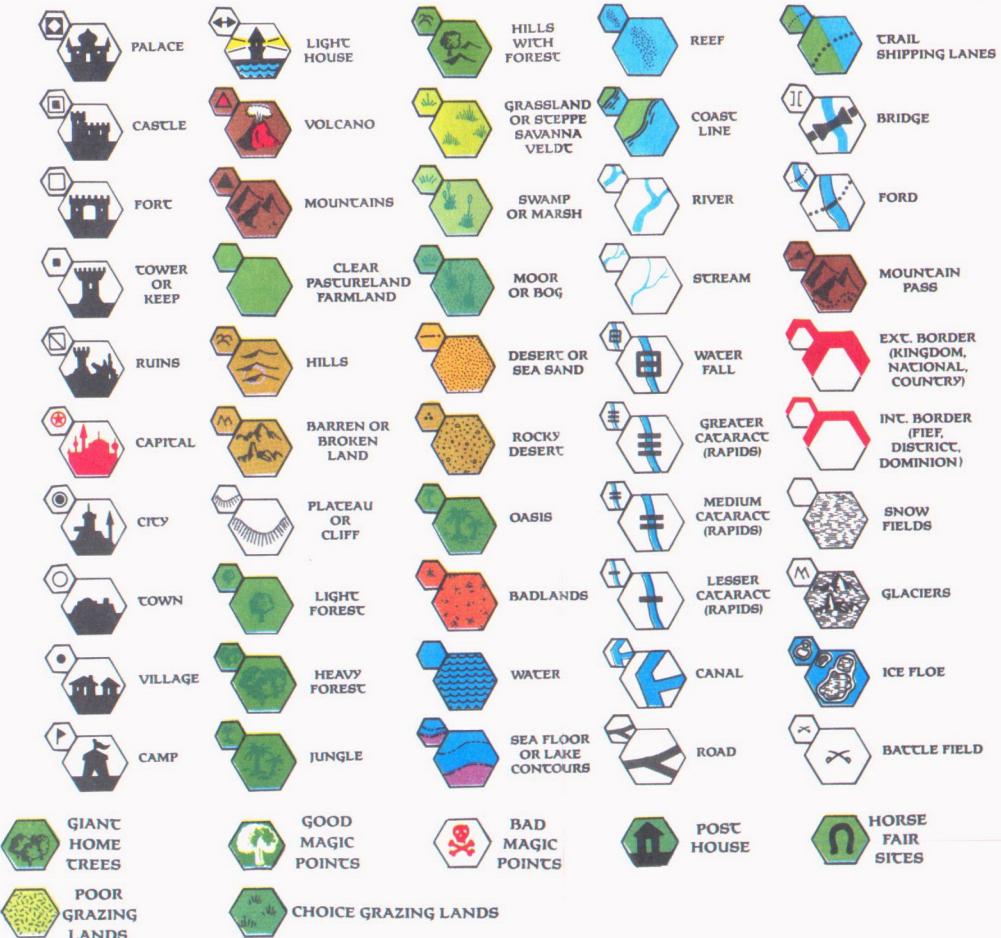
SALICIA BAY

BAREUS CLIFFS

THE SHADOW COAST

THE EASTERN COUNTRIES

Scale: ONE hex equals 8 miles



MAJOR UNIVERSITIES

Location	Name	Most Illustrious Teachings
Aasla, Alphatia	<i>Eriadna High</i>	Magic of the Air, astronomy
Biazzan, Thyatis	<i>University of Biazzan</i>	Algebra, Hollow World Theories
Camp Sodhor, Broken Lands	<i>Thar's Legion</i>	Orcish warfare (humanoids only)
Corunglain, Darokin	<i>University of Corun</i>	Siege warfare, land-based exploration
Darokin City, Darokin	<i>DDC Compound</i>	Diplomacy, global trading
Dengar, Rockhome	<i>Skarrad High Seminary</i>	Architecture, engineering
Evemur, Rockhome	<i>Syrklist Conservatory</i>	Mining, metallurgy, geology
Glantri City, Glantri	<i>Great School of Magic</i>	Magic in all its forms
Harbortown, Minrothad	<i>School of Harbortown</i>	Navigation, commercial shipbuilding
Ierendi City, Ierendi	<i>Naval Academy</i>	Navigation, naval warfare
Retebius, Thyatis	<i>Retebius Air Academy</i>	Air warfare, monster training
Leenz, Glantri	<i>Drachen Zentral</i>	Monster lore and hunting
Newkirk, Isle of Dawn	<i>Newkirk High</i>	Sea exploration, linguistics
Norrvik, Vestland	<i>Uppsala College</i>	Magical runes, poetry
Rymskigrad, Glantri	<i>Igorov Institute</i>	Ancient history, necromancy
Sayr Ulan, Sind	<i>Ul-Nervi Palace</i>	Philosophy, theology
Selenica, Darokin	<i>University of Al-Azrad</i>	Economy, commerce, administration
Shireton, Five Shires	<i>Shireton Tea House</i>	Literature, poetry, agriculture
Specularum, Karameikos	<i>Magicians' Guild Hall</i>	Basic magic & spell research
Stahl, Rockhome	<i>Lyceum of Dwarven Magic</i>	Dwarven magic crafting
Sundsvall, Alphatia	<i>Sundsvall University</i>	Universal Magic, Arcane Exploration
Thyatis City, Thyatis	<i>Imperial Academy</i>	Land warfare, diplomacy
Thyatis City, Thyatis	<i>College of Lucinius*</i>	Magical warfare & engineering
Trollhattan, Alphatia	<i>Large Grey House</i>	Spying, stealth, poisons
Vyonnes, Glantri	<i>Beaux Arts of Vyonnes</i>	Art & entertainment
Ylaruum Town, Ylaruum	<i>Dream of the Desert</i> <i>Garden University</i>	Water management, theology

* Also called *Collegium Arcanum*

MOON APPEARANCES OVER THYATIS

1 Season				
Week	Month #1	Month #2	Month #3	
#1	NM 7:00PM-7:00AM	1:00AM-12:00PM	1:00PM-8:00PM	
#2	FQ 8:00PM-9:00AM	4:00AM-1:00PM	3:00PM-11:00PM	
#3	FM 9:00PM-10:00AM	7:00AM-3:00PM	5:00PM-2:00AM	
#4	LQ 11:00PM-11:00AM	10:00AM-5:00PM	6:00PM-5:00AM	

For each 10 degrees of latitude North of Thyatis, moon rises 20 minutes later (earlier if South) and sets 20 minutes earlier (later if going South of Thyatis).

IMPERIAL GEOPOLITICAL INTELLIGENCE (Table 1)

Nation & Regime	Current Ruler	Attitude	Politics	Laws*	Philosophy
Alfheim, Elven Oligarchy **	Council of Clans	Peaceful	Darokin Ally	Moderate	Lawful
Alphatia, Magocracy	Empress Eriadna	Warlike	Imperialist	Flexible	Chaotic
Atruaghin, Monarchy	King Hutapanca	Varies	Neutral	Weak	Neutral
Broken Lands, Tribal	King Thar (Orc)	Warlike	Imperialist	None	Chaotic
Darokin, Republic ***	Merchant Council	Peaceful	Mercantile	Moderate	Lawful
Ethengar, Khanate	Moglai Khan	Varies	Neutral	Weak	Chaotic
Five Shires, Hin Federation	Council of Clans	Peaceful	Darokin Ally	Moderate	Lawful
Glantri, Magocracy ****	Wizards Council	Varies	Darokin Ally	Strong	Chaotic
Heldann F.H. Oligarchy	None currently	Warlike	Ostracist	Weak	Neutral
Ierendi, Const. Monarchy	Palfrit/Marianne	Peaceful	Neutral	Weak	Neutral
Karameikos, Grand Duchy	Stephan K. III	Peaceful	Thyatis Ally	Moderate	Neutral
Minrothad, Plutocracy	Oran Meditor	Peaceful	Mercantile	Strong	Neutral
Ostland, Monarchy	Hord Dark-Eye	Warlike	Thyatis Ally	Moderate	Chaotic
Rockhome, Dwarven Monarchy	King Everast XV	Peaceful	Thyatis Ally	Strong	Lawful
Sind, Archclerisy	Chandra Ul Nervi	Peaceful	Neutral	Strong	Lawful
Soderfjord, Democracy	Ragnar the Stout	Varies	Vestland Ally	Weak	Chaotic
Thyatis, Military Empire	Emperor Thincoll	Warlike	Imperialist	Strong	Lawful
Vestland, Monarchy	King Gudmundson	Peaceful	Neutral	Moderate	Lawful
Wendar, Elven Monarchy	King Gylhareen I	Peaceful	Thyatis Ally	Moderate	Lawful
Ylaruum, Monarchy	Mohammed Al Kalim	Varies	Xenophobic	Strong	Lawful

* Laws: indicates how complex laws are, and how harsh their enforcement is.

** Main representative is King Doriath Erendyl. Elven Council is in power.

*** Main representative is Chancellor Corwyn Montea. Although technically a Republic, power remains among the wealthy, making this a Plutocracy.

**** Main representative is Prince Volospin Aendyr, Chancellor of the Princes.

IMPERIAL GEOPOLITICAL INTELLIGENCE (Table 2)

Kingdoms	Total Sq Mileage	Total Population	Common People Revenues	Kingdom Treasury*	Peacetime Military*
Alfheim, elves	17,950	180,500	10sp/month	18,000	5,200 1%
Alphatia, metro.	2,100,000	5,800,000(2)	9sp/month	575,000(1,8)	215,000 70%(9)
Atruaghin	46,380	231,400	5sp/month	11,570	2,500 5%
Broken Lands, orcs	11,600	35,000(2)	raiding	unknown	20,000 9%
Darokin	81,900	1,228,500	16sp/month	226,500	29,000 80%
Ethengar	57,970	330,000	5sp/month	16,500	5,300 5%
Five Shires, hin	10,660	220,000	12sp/month	26,400	2,700 3%(4,10)
Glantri	116,650	780,000	10sp/month	78,000	6,880 25%
Heldann Freeholds	46,750	265,000	4sp/month	n/a	25,500 5%(3)
Ierendi	17,240	62,500	14sp/month	16,800	6,500 10%(4)
Karameikos	29,550	280,000	7sp/month	19,600	2,000 25%(4)
Minrothad	8,120	131,300	18sp/month	23,600	2,100 70%(4)
Ostland	8,920	126,100	6sp/month	7,600	2,650 10%(5)
Rockhome, dwarves	41,140	1,000,000	9sp/month	90,000	4,750 1%(6)
Sind Region	147,360	549,800	2sp/month	11,500	3,400 30%
Soderfjord	31,060	160,500	4sp/month	6,500	3,600 5%(4,7)
Thanegioth, savages	10,800	6,000(2)	n/a	n/a	n/a n/a
Thyatis, metro.	42,300	3,200,000	8sp/month	300,000(1,8)	223,750 15%(9)
Vestland	21,060	161,000	8sp/month	12,800	1,800 35%(4)
Wendar, elves	78,170	416,200	8sp/month	33,300	2,100 15%
Ylaruum	54,180	230,000	3sp/month	6,900	2,860 5%

* Treasury: Monthly gold available at the Treasury; actual wealth of the kingdoms including services, and natural resources equals ten times the monthly gold available. Military: Most nations can levy 5-10% of their population in defensive militias. Peacetime armies are enlisted natives with salaries compatible with local income averages; percentages represent foreign mercenaries among local troops.

- Administrative situation too chaotic. Neither Alphatian officials nor Thyatian spies know exactly what the total revenues including colonial taxes, or what total spendings are.
- Educated guesses based on explorers reports. Alphatia: official numbers published by the Imperial Council; suspected actual figures are three times greater according to Thyatian observers.
- Internal wars have raged this area for as far as anyone can remember.
- Including naval combat personnel. Halfling and Longship rowers are combat troops.
- Including naval combat personnel. Full contingent has standing orders to raid and plunder Alphatian interests for gold, and the glory of the Thyatian Empire.
- An estimated 250,000 or more troops can be levied for the defense of the kingdom. It is clear none of these will leave Rockhome territory.
- Troops divided among various rival Jarls. Will unite against invasions.
- Includes taxes from colonies. Total natural resources unknown to date.
- Does not include armies available in colonies. Does include metropolitan naval combat personnel. Rowers are either convicted criminals or slaves.
- Up to 132,000 halfling troops can be levied by the local militias to face major invasions. None of these will leave Five Shire soil in any case.

CURRENCY ABBREVIATIONS & CHANGE FEES *

Currency	Abbrev.	Fee	Currency	Abbrev.	Fee	Currency	Abbrev.	Fee
Alfheim		5 %	Ierendi **		10 %	Sind		15 %
Alphatia **		15 %	Pali	Pl		Guru	Gu	
Crown	Cr		Geleva	Gv		Rupee	Rp	
Mirror	Mr		Sana	Sn		Khundar	Kh	
Judge	Jd		Cokip	Ck		Bhani	Bh	
Atruaghin		5 %	Karameikos **		10 %	Piaster	Pr	
Cloud	Cl		Royal	Rl		Soderfjord	n/a	
Land	Ld		Crona	Cr		Markka	Mk	
Darokin		5 %	Kopec	Kp		Gundar	Gn	
Daro	Dr		Minrothad		5 %	Oren	Or	
1/2Daro	1/2Dr		Crona	Cr		Penne	Pn	
Tendrid	Tr		Quert	Qr		Thyatis	10 %	
Passem	Ps		Byd	Bd		Emperor	Em	
Ethenigar		n/a	Plen	Pl		Lucin	Lc	
Tang	Tg***		Ostland		15 %	Asterius	As	
Five Shires		5 %	Krona	Kr		Denarius	Ds	
Yellow	Ye		Eyrir	Ey		Vestland **	10 %	
Star	Sr		Oren	Or		Schilder	Sch	
Sunset	Ss		Rockhome ****		10 %	Guldan	Gl	
Glantri **		10 %	Sun	Su		Floren	Fl	
Crown	Cr		Trader	Tr		Oren	Or	
Ducat	Dc		Moon	Mn		Ylaruam	15 %	
Sovereign	Sv		Star	Sr		Dinar	Dn	
Penny	Pn		Stone	St		Dirham	Dm	
Heldann FH		n/a				Fal	Fl	
Groschen	Gr							
Gelder	Gd							
Erzer	Er							
Markschen	Mk							
Fenneg	Fn							

n/a No legal or commonly used change fee in this region.

* Add 5% surcharge for changing gems or treasure.

** Drop the usual 5% surcharge but double the change fee instead for gems and treasure.

*** Platinum PTg, gold GTg, electrum ETg, Silver STg, Copper CTg. The Gold Tang is the base money.

**** 5% change fee maximum on gems and treasure. Gems are duty free in Rockhome (no import/export tax).

CURRENCIES & CHANGE

Coins

Nations	Platinum	Gold	Electrum	Silver	Copper	Other	
Alfheim *	(Local coins are pieces of art, valuable souvenirs)					Barter	
Alphatia **	Various	50gp	Crown	1gp	Various	1ep	Gems often traded
Atruaghin	n/a		n/a	n/a	Mirror	1sp	Barter; gems also used
Darokin ***	n/a		Daro	1gp	Cloud	5sp	Gems often traded
Ethenigar	Tang	****	Tang	****	Tendrid	1sp	Barter as well.
Five Shires	n/a		Yellow	1gp	Tang	****	Silver Bars 50gp
Glantri	Crown	50gp	Ducat	1gp	Star	1sp	Crowns are magical
Heldann F.H.	Groschen	5gp	Gelder	1gp	Sovereign	1sp	Trade laws not enforced
Ierendi	Pali	10gp	Geleva	1gp	Markschen	1sp	Prefer foreign coins
Karameikos	n/a		Royal	1gp	Sana	1sp	
Minrothad	n/a		Crona	1gp	Crona	1 sp	
Ostland	n/a		Crona	1gp	Kopec	1cp	
Rockhome	n/a		Sun	10gp	n/a	Minrothad	
Sind	Guru	25gp	Trader	1gp	Moon	10sp	Gems often traded
Soderfjord	n/a		Rupee	5gp	Star	1sp	
Thyatis **	Emperor	5gp	Rupee	5gp	Bhani	2ep	Gems often traded
Vestland	Schilder	5gp	Markka	1gp	Khundar	1sp	Trade laws not enforced
Ylaruam	n/a		Penne	1ep	Gundar	1sp	Gems often traded

* Officially recognized currency is the Darokinian Piaster (or Golden Daro).

** Colonized territories may use different currency, but value is aligned on Metropolitan money. Imperial currency is legal in those places.

*** Large sums handled with Certified Letters of Credit. Daro also called Piaster.

**** Coins come in denominations of 1, 5, 10. Use Basic Metal Value.

n/a This metal is not in use for local coinage. Use Basic Metal Value for foreign currency in this metal.

Basic Metal Values: 1gp = 2ep = 10sp = 100cp; 5gp = 1pp.

Tradeable Gems & Precious Stones: 100-500gp each

Example: 5/100gm = 5 gems at 100 gp each.

MEDICAL ADVISORY

Area Affected	Recurrence	Potential Diseases	Symptoms & Effects
Aloysius (Ierendi)	Permanent	<i>Mau-Mau Fever*</i>	Heavy sweating, pale skin and skin rashes; St, Co, Ch -3. Death if not cured in a month.
Altan Tepes	Winter	<i>Bugbear Typhus**</i>	High fever, stupor alternating with delirium causing acute unpredictable berserk rages. Death if not cured in a week. Co -3, Ch -3, St +2. Highly infectious.
Black Eagle Barony	Every 1d10 years	<i>Griffin Pox*</i>	Yellowish skin with red pimples; high fever; Ch -4; highly contagious (25% on contact).
Black Peaks	Spring	<i>Scum Variola*</i>	Pale skin, pustular eruptions, nausea; scummy attitude; death if not cured in a week.
Broken Lands	Famine years	<i>Yellow Orc Plague*</i>	Yellowish skin, violent hiccup & coughing; brown buboes cause deadly choke within a day.
Cruth Mountains	Mid Winter	<i>Goblin Measles*</i>	Small red pustules all over body. Larvae grow in pus; death is not cured in a week.
Dwarfgate Mountains	Unpredictable	<i>Dumendum Fever*</i>	Profuse drooling, runny nose/snout, gaping mouth; Intelligence -2d6 until cured. Can last a year.
Dwarven Caverns	Years of warfare	<i>Dwarven Bronchitis*</i>	High fever, coughing; Co -1d4; save vs. spell to avoid berserk rage at the sight of gold or gems.
Farend, Landfall	Fall & Winter	<i>Longship Pneumonia*</i>	Coughing, loss of balance, memory and direction, sea sickness; cures itself after a month of mild fever.
Five Shires	Every 1d10 years	<i>Hin Eczema & Acne*</i>	Large pustules on face, skin rashes, and dandruff; Ugly but harmless affliction; Ch -1d6 until cured.
Glantri	Full Moons	<i>Lycanthropy</i>	Turns into drooling, raging beast on full moons. Needs special magical care to heal. Can be deadly.
Hardanger Range	Unpredictable	<i>Kobold Flu**</i>	Coughing, loud sneezing, runny nose. St, Co, Ch -2; Dx -1d6 until cured. Can last a month.
Heldann Freeholds	Every d% years	<i>Black Plague**</i>	Pale skin, sweat, black swollen tongue, oozing buboes; All stats. -1d6. Death within 1d6 days if not cured.
Malpheggi	Permanent	<i>Troll's Cholera**</i>	Gray-greenish skin with warts; pain, extreme weakness; St, Co -1d6. Cures itself in 1d4 days, after a violent fever (roll 1d20 under Co or die in convulsions)
Sind Desert	Early Fall	<i>Glubfly Debility*</i>	Caused by Glubfly sting during mating season. In, Wi, Ch -1d4. Lasts a week. Causes madness (save vs. spell)
Soderfjord Marsh	Summer	<i>Gnoll's Hepatitis*</i>	Violent abdominal pains, nausea & convulsions. Co -1 per day until cured (not permanent). Can be deadly.
Soderfjord City	Every 1d10 years	<i>Brain Rot**</i>	Sleeping disease; victim becomes uncouth and careless; Int -1 per day (permanent) until cured.
Southern Alphatia	Drought years	<i>Purulent Cataract*</i>	Caused by rare Alphatian dust affecting the eyes. Causes searing eye pains and blindness if not cured in a week.
Southern Ethengar	Famine Years	<i>Bubonic Catarrh**</i>	Purulent coughing affecting solely humans. Must be cured within a month to avoid choking with lung buboes.
Surra-Men-Raa	Religious Holidays	<i>Mummy Rot, Leprosy*</i>	Caused by contact with old relics taken from infected graves. Rotting skin; death in a few days if not cured.
Thanegioth Isles	Permanent	<i>Dysentery, Malaria*</i>	Fever, weakness, diarrhea; nausea, delirium for Malaria. Death in both cases if not cured within a week.
Thyatis City	Overcrowding	<i>Sewers Typhoid**</i>	Violent head aches and intestinal pains; Death occurs in two weeks if not cured. Madness occurs in a week.
Ylaruam Coast	Drought years	<i>Desert Meningitis*</i>	Loss of consciousness, head aches. Must be cured in a week to avoid death. Int -1 per day (not permanent).

* 1% chance contracting this disease per week of exposure. Epidemic lasts 1d6 weeks.

** 10% chance contracting this disease when exposed (check only once per epidemic). Epidemic lasts 1d4 months.

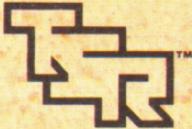
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Countries**

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