



EAMON GAZETTEER

This gazetteer incorporates material from the following adventures:

- Grunewalde
- The Pyramid of Anharos
- Buccaneer!
- The Dark Brotherhood

EVENHOLD: a bustling, cosmopolitan city; a major port since it is the only natural harbor along the mountainous coast; a center for many religious, racial, and ethnic groups; a trading hub that offers a wide selection of commodities; the coinage is a holder in gold, silver and copper denominations

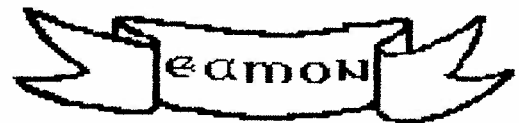
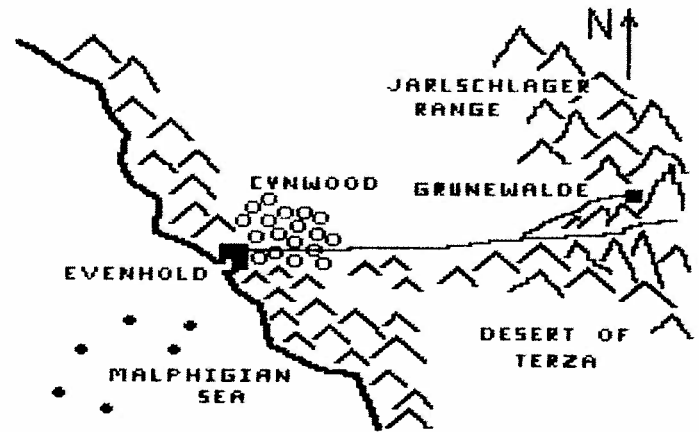
GRUNEWALDE: a small duchy midst the Jarlschlager Range; pronounced as grune'-vall-deh; the coinage is the walder in gold, silver, and copper; the only town takes its name from that of the duchy; the duchy is the hereditary domain of the de Lupus family; a mining center that extracts precious metals and gems

MALPHIGIAN SEA: the sea to the west and south of Evenhold; the closer islands include Melosia, Cormorant Island, Burning Rock, Esparea Cay, Serpent Isle, and Leanda Atoll; an area of trading, smuggling, and piracy; hazards include reefs, sea monsters, and fierce storms

DESERT OF TERZA: an expansive waste with little or no water for miles; thought to be the abode of Terza (see Pantheon); rumored to be the site of the pyramid of Anharos; crossing the desert without a good guide is not recommended; tribes of desert nomads called Rifs eke out a meager existence through trade, herding, and preying on others

JARLSCHLAGER RANGE: the mountains that divide the western half of the continent from the spice lands of the east; they rise to extreme heights with only one known pass through to the east; the Great East Road connects east and west via this pass; surround the duchy of Grunewalde; rich in mineral ore and gem deposits, the most famous being the lost Gruner Mine

CYNWOOD: the forest east of Evenhold; popular for hunting; provides all types of forest products; bisected by the Great East Road; unsafe for travel alone; caravans often can be found to travel with along the road for greater safety; common site of secret religious rites



This map details the major areas of the adventures. Evenhold is the site of the Main Hall. There are 6 island groups in the Malphigian Sea in the vicinity of Evenhold. The Great East Road leaves Evenhold on its way to the spice lands of the East. A fork of this road leads to Grunewalde. A pass through the broken lands leads to the Desert of Terza. More of Eamon will be mapped as new adventures are added to the series.

IMPORTANT NAMES OF EAMON

- TANIS IV:** current ruler of Evenhold; lineal descendant of Anharos and defender of Alaxar (see Pantheon)
- PINDAR RAMBIS:** high priest of Alaxar; very old - has held his position as long as anyone can remember; said to have mighty sorcerous powers
- ANHAROS:** ancient ruler of Evenhold who consolidated the kingdom against the forces of chaos and evil; the anointed one of Alaxar
- SAR:** a warrior of humble origin who led a popular rebellion against the excesses of Mlatan brotherhood (see Pantheon); hero of the realm
- LORD COLLINGWOOD:** commander of the navy of Evenhold; captor of Henri Le Marque; rigid and humorless
- DE LOPUS:** family name of the rulers of Grunewalde; reputed to be cruel and merciless; the family line is said to be cursed by the gods

LANDMARKS OF EVENHOLD

- MAIN HALL:** favorite meeting place for adventurers; for R & R
- PHRACIAN FIELDS:** foremost burial gardens; on the Avenue of the Temples near the east end of town
- RAMSGATE:** large rock formations on either side of the harbor entrance
- WEYREN'S GATE:** gate that separates the harbor district from the rest of Evenhold; on Sea Lane
- TEMPLE OF ALAXAR:** houses state religion; largest temple in Evenhold; located on the south side of the main plaza; site of golden altar of Alaxar

THE EADMON PANTHEON



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A compendium of deities, demigods, and demons that inhabit the outer planes.

ALAXAR: major god of the plane of fire; sun god; aligned to lawful good; worshiped as state religion of Evenhold; father of Terza; he is symbolized as the sun or as a hawk that soars above the world and sees all with his keen vision; his domain is the heavens

TERZA: major goddess of the plane of fire; daughter of Alaxar; goddess of purification through pain and sacrifice; the Desert of Endless Sorrows is her personal domain; symbolized by a whip or branding iron; aligned to lawful neutral; called mistress of the iron, chalice of inner strength, and defender of the true path; worshiped by some ascetic and monastic orders

KRELL: arch-demon of the plane of fire; aligned to lawful evil; bound in service to Anharos by the will of Alaxar; symbolized as a jackal

WEYREN: major god of the plane of water; god of the seas; brother of Brynne; aligned chaotic neutral; ruler over all sea creatures; he is symbolized as a sea giant or as an octopus whose tentacles penetrate all seas; worshiped primarily by mariners and fishermen

BRYNNE: major goddess of the plane of air; sister of Weyren; goddess of wisdom, knowledge, and judgment; aligned lawful good; symbolized by a scroll; worshiped by sages and all classes of magic users; rumored to consort with Alaxar, a major source of friction between Alaxar and Weyren

MINDEN: major god of the plane of air; god of destiny; aligned to neutral; 'he who maps the future planes'; his voice is fate and his trail as he walks is history; symbolized as a blind man inscribing entries in the Book of Ages; worshiped by adventurers and gamblers; takes no part in the internecine spats of the gods

PHRAX: major god of the plane of earth; god of the underworld and shepherd of the flocks of the dead; aligned to neutral; symbolized by a black willow tree or as a man in a burial shroud; worshiped by those who have dead relatives; shunned by the other gods due to his dour personality

MLAT: major god of the plane of earth; god of evil lusts, carnal pleasures, and base human desires; aligned to chaotic evil; symbolized by the face of a wart hog; known for his avarice in seeking dominion over the other gods; worshiped by the self-centered and the morally corrupt

MORIDAI: demigod of the plane of fire; resident spirit of the volcano on Burning Rock island; aligned to chaotic neutral; worshiped by the islanders of Burning Rock

IMPORTANT ARTIFACTS AND SITES

DIAMOND OF PURITY: powerful talisman given to Anharos by Alaxar to aid in his battle against the forces of chaos and evil; a flawless diamond that radiates a magical aura deadly to the unpurified; entombed with Anharos so that it would continue to aid him in the afterlife; said to be Alaxar's tear

SHROUD OF PHRAX: powerful talisman; the symbol of Phrax's domain; a white linen burial shroud with a black willow tree woven into the cloth; wellspring of Phrax's power; kept on the plane of earth

WELL OF THE SOUL: a bottomless well on the plane of earth; filled with the concentrated anguish and torment of the human soul; will never run dry because the human soul will never be perfected

PILLAR OF TERZA: an obelisk in the heart of the Desert of Terza; a place for direct communication with Terza through prayers and offerings

PYRAMID OF ANHAROS: the burial tomb of Anharos in the Desert of Terza; from here Anharos is said to still combat evil; sacred shrine to the people of Evenhold who revere Anharos above all other men

SWORD OF VIRTUE: a mystical weapon with supernatural powers; its thrust is anathema to corrupt, degenerate, and evil beings

TALISMAN OF BRYNNE: a magic medallion that confers great wisdom on the wearer; enchanted by the breath of Brynne; gold embossed with a picture of Brynne laying hands on the heads of kneeling kings and potentates

HAND OF PHRAX: a potent talisman which signifies that the recipient is the favored one of Phrax; a golden hand with an ebony index finger

FORTITER: enchanted axe fashioned by the mage, Molgrest; charged with the power of lightning when used at sea due to imperfection in spell of enchantment

SEEKER: enchanted sword fashioned by the dark dwarf, Fulstan; it is sentient and drinks the blood of its victims