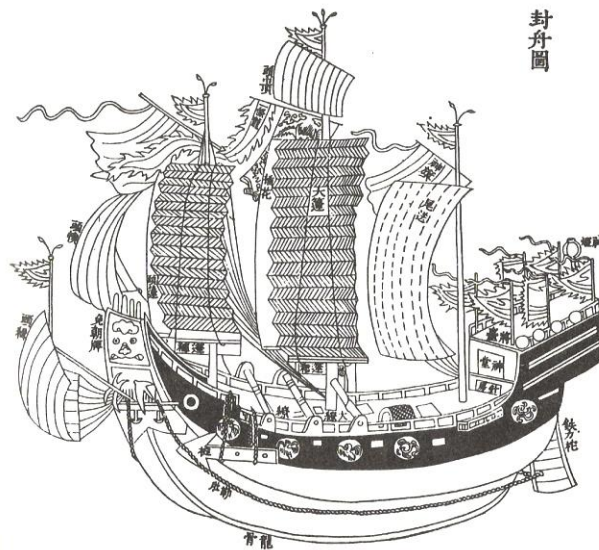


# 法術干擾

## Oriental Adventures and Spelljammer: A Guide



*Print of a Yuan Dynasty junk, 14<sup>th</sup> century*

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October 2015*

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# Table of Contents

Table of Contents .....	2
Introduction.....	3
Character Description Shorthand.....	4
Realmspace .....	5
Shou Lung.....	5
The Dock.....	6
T'u Lung .....	7
Kozakura.....	8
Wa.....	9
Shou Fleet .....	11
Waan Fleet .....	13
The Path, The Way, and the Nine Travellers.....	17
Greyspace.....	19
Suhfang .....	19
Suhfang Mythos .....	20
Chomur and Changol .....	21
Chomur Mythos .....	21
Mystarospace.....	22
Myoshima .....	22
Hackjammer .....	23
Celestial Empire.....	23
Spelljammer .....	24
The Rock of Bral.....	24
The Path and the Way .....	29
Legend of the Spelljammer.....	30
Mythic Earth .....	31
Spelljammer Oriental Adventures Timeline .....	32
Bibliography .....	37
OA Banner products .....	37
FR Banner products .....	37
Historical Reference.....	38
Spelljammer .....	38
Generic .....	38
Other .....	39
Dragon Articles.....	39
Dungeon Adventures .....	41
Polyhedron Articles .....	41
Novels .....	41
AD&D Trading Cards.....	42
Non-gaming Sources.....	43
Appendix:.....	44
Timeline of Kara-tur .....	44



Medieval Japanese battle flags (from *O Uma Jirushi*, by Kyūan, 15<sup>th</sup> century)

## Introduction

From the beginning, oriental cultures have had a place within the *Spelljammer* campaign setting. The Shou Lung Empire of Toril is described as a groundling nation with a realistic approach to space travel and exploration in the entry on the ‘dragonship,’ a distinctively Oriental Shou-designed spelljammer. *Oriental Adventures* was a popular book with most gamers, and especially with TSR’s designers. It was natural to add this setting to the *Spelljammer* campaign, both as an example of human groundling culture beyond the standard medieval feudal societies of the major campaign settings and as an exotic element for dungeon masters to draw on while designing *Spelljammer* campaigns.

*Oriental Adventures* was never a runaway sales success; further Oriental-themed products were produced but they never made the mainstream of gaming culture. They did remain a part of the *Spelljammer* setting, however, with various Oriental elements occurring in different *Spelljammer* products.

From my point of view, this worked out well, but it did have drawbacks. Kara-tur, the official setting for *Oriental Adventures*, was published as part of the sprawling *Forgotten Realms* campaign. This was one of my favorite settings, but if every *Spelljammer* culture or character originated on the planet Toril, then it would lose its cosmopolitan, multi-setting flavor. And that “everything including the kitchen sink” flavor was one of *Spelljammer*’s greatest charms, in my opinion. So, I started searching for examples of Oriental cultures and settings other than Kara-tur to inject into *Spelljammer*. This booklet is the result.

This project is a bit different from my other pdf gaming books. It is not only a compilation and guide to published material, although it does gather and collect a great deal of material published by TSR, WOTC, and other companies for the 1st and 2nd editions during *Dungeons & Dragons*’ Golden Age. This information is mixed in with a great deal of my own original writing expanding on this original material. It was written over the last two decades (I have been playing AD&D since 1980 and my writing has accumulated accordingly). Much of the original material has been seen on various AD&D discussion lists or on Static’s **Beyond the Moons** *Spelljammer* website, other parts appear here and in some of my other pdf books, most particularly my ‘Realms Updates’ and *The Stellar Main: A Sphere Guide to Bralospace*, which are not yet finished.

Hopefully, other dungeon masters will find this useful; I know I will use it in my own campaigns.

## Character Description Shorthand

The work uses a shorthand format to describe non-player characters (NPCs) in the text. The format is: Name (alignment race gender class level notes). For example, Elrohir Amroth (CN em T13), a chaotic neutral elven male 13th level thief or Taran Goblinciller (NG hm F11) a neutral good human male 11th level fighter. Multi-class characters have the classes divided by a /, while dual-classed characters list the dormant class in parentheses. Additional information, such as kits or deities, is spelled out in the notes as are odd races or classes. For example: Sasha Wavesilver (CG hef F/P(sp) 9/9 Selune), a 9th level Fighter/Priestess of Selune, Helix (CN hm F(T)8(9)) human male 8th level warrior, former 9th level thief, or Ferric Gundson (LN ½ Dragon male F5 swashbuckler), a half-dragon fifth level warrior with the swashbuckler kit.

When a range of levels is given for groups of NPCs use the "90% rule", ie 100 F1-3 = 90xF1, 9xF2, 1xF3.

### Alignment

LG	Lawful Good
LN	Lawful Neutral
LE	Lawful Evil
NG	Neutral Good
N	Neutral
NE	Neutral Evil
CG	Chaotic Good
CN	Chaotic Neutral
CE	Chaotic Evil

### Race

h	human
d	dwarf
e	elf
he	half-elf
ho	half-orc
half	halfling
g	gnome



"Yorimasa and the Night Beast" from *Japanese Fairy World* by William E. Griffis, illustrated by Ozawa of Tokio (1887).

### Class

F	Fighter/Warrior	W(I)	Wizard (Illusionist)	W(C)	Wizard (Conjurer)	P	Priest
Pal	Paladin	W(T)	Wizard (Transmuter)	W(D)	Wizard (Diviner)	P(Sp)	Priest (Specialty)
R	Ranger	W(N)	Wizard (Necromancer)	W(E)	Wizard (Enchanter)	D	Druid
W	Wizard	W(A)	Wizard (Abjurer)	W(IN)	(Invoker)	T	Thief
W(EI)	Wizard (Elementalist)	W (W)	Wizard (Wild Mage)	Ps	Psionicist	B	Bard



Medieval Japanese battle flags (from *O Uma Jirushi*, by Kyūan, 15<sup>th</sup> century)

## **Realmspace**

The sections in SJR2 *Realmspace* on Kara-tur were perhaps the worst researched sections of a very poorly researched book. The headquarters of the Shou Lung fleet according to SJR2 is Chumning, for instance. That is quite a coup, considering that Chumning is actually in T'u Lung, Shou Lung's archrival! With that in mind, much of that material had to be severely altered below.

The eastern portion of the main continent on Toril is called Kara-tur. Kara-tur is the home of the Torilian nations most active in spelljamming, and is thus the area most visited by spelljamming traders. While generalities cannot hold true concerning the populations and topography of this vast region, the educated folk here are more likely to know and accept spelljamming than any other region on Toril. In fact, two Kara-turan nations are major powers in Realmspace.

### ***Shou Lung***

The vast empire of Shou Lung is undoubtedly the most powerful nation on the face of Toril. With an immense population, vast territory, and governed by an efficient and generally honest bureaucracy the Shou could, with a great deal of effort, come to completely dominate the planet. That they do not is due to cultural rather than military or economic factors. The Shou have been expansionistic in the past, but the current emperor finds more pleasure in knowledge and culture than military conquest. This tendency has been reinforced by the recent Horde invasion, which devastated many of the northwestern provinces, decimated the armed forces, and left the upper ranks of the Mandarinate in a leaderless shambles. The nation is thus still recovering from the upheavals. So, while this nation controls the largest military fleet in Realmspace (45 War Dragons) those vessels are employed in a strictly defensive role, rooting out pirates and acting as a counter to the fleets of Wa and the Elves.

Shou Lung remains a fairly popular destination within Realmspace. The population is civilized, enlightened, and spelljammer aware. The taxes are (mostly) reasonable and laws concerning spelljamming vessels follow common sense guidelines (flying over cities at low altitude is prohibited, for instance). The nation's primary port, Karatin, is as welcoming to spelljammers as it is to any other foreign trade.

Karatin is the capital of the Hai Yuan, or Maritime provinces, and is said to be the home of the legendary Sea Lords of Karatin. Besides acting as the headquarters of the fleets of the Ministry of War and the Ministry of Glorious Flight, several nobles and temples from the region have dabbled in spelljamming themselves. The people of Hai Yuan province are particularly confident and adventurous; vessels seeking crew should have little trouble hiring sailors here.

The landlocked Kao Shan province holds the only other important spelljammer port in Shou Lung, the semi-independent city of Kai Shan. A den of vice, corruption, and shady dealings Kai Shan is ruled by the Tsui Tong, the largest of the criminal organizations in Shou Lung. The Tsui are permitted a free hand in Kai Shan due to aid they gave to Wo Mai, the Emperor who brought Shou Lung back from the brink of ruin during the Black Cycle (985 Shou Reckoning). Kai Shan can only handle vessels able to set down on land, but it sees a steady traffic in pirate Wasps, smuggler's Dragonflies, and other vessels. It is rumored that the Tsui have contacts with the Chainmen (though selling Shou citizens to slavers would surely bring the wrath of the Emperor down on the city, if discovered), the Tenth Pit, and even the Zhentarim of Faerun. The accuracy of such rumors is doubtful, but the Tsui certainly have contacts among the space going Wako, and this port is considered the best place in Realmspace to sell items of doubtful origins, no questions asked.

There are no Imperial troops stationed in Kai Shan, nor are there any magistrates or town guard. The city's reputation is its greatest defense, though the Shou Spelljammer fleet would certainly counter any attempts by outsiders to invade the city, as it is technically still a part of Shou Lung, and surrounded by other Imperial territories.

The dragonships of the Ministry of War and the Ministry of Glorious Flight are the official representatives of the Shou in Realmspace, but there are many nonofficial vessels as well. The Order of the Dragon (a monastery devoted to the Path and the Emperor) sponsored several vessels, as have several of the richest noble houses. The Society of the Purple Lotus, a group of noble artists, has also sponsored several dragonships. This is disturbing to some, as it is rumored that this group of decadent, languid nobles is secretly a group dedicated to restoring the power of the nobles and destroying that of the bureaucracy. It also seems that the Kuo-tan, a secret society dedicated to supporting the Emperor, has established a branch on the Rock of Bral. This branch calls itself Yakuza, a term more properly applied to Waan or Kozakuran criminal groups, those in the know say this is simply to cover its tracks. The Kuo-tan is led by the Shou Emperor's maternal grandfather and they are deadly enemies of the Tsui Tong.

## ***The Dock***

Deep in the heart of the Wu Pi Te Shao mountain chain, surrounded by impassable peaks lays a fantastical spelljamming port. Known simply as the "Dock", this port was established by the Arcane following a series of negotiations with the Shou Emperor. At the end of the negotiations the Emperor had 30 new helms and the Arcane had the deed to this relatively useless piece of Torillian real estate. Both sides still feel they received the better deal.

The Dock is located at the center of the glacier field which lies furthest south within the range. The Yikarian Empire is the closet organized nation, controlling the mountains to the south. Fear of this evil, destructive, and magically powerful nation has

forced the Arcane to place a permanent ban on selling spelljamming equipment to them, they know that if the Dock's advantage of a defensive fleet were matched the Yakmen would soon conquer and control the lucrative city. For their part the Yakmen know legends concerning a magical settlement to the north, but have little direct knowledge of it.

This is the primary port for purchasing helms and other merchandise from the Arcane, the city itself is completely dependent on imports for food. The surface is bitter cold year round due to the altitude, the businesses and other inhabitants are all indoors, space is at a premium. The Arcane have used magic to carve landing zones for ships of many descriptions, even those vessels normally only able to land on water are capable of putting down here. Shipbuilding facilities here can build a wide variety of vessels, and this is one of the few places vessels with special Arcane modifications can be constructed. The prices, of course, are exorbitant.

The Dock is administered by the Arcane Calabrie Zhentle, though at least three other Arcane are known to make their homes here. She runs the port in a very open manner, essentially commerce rules. There is only one rule for merchandise at the dock, besides the import and export taxes; Only Arcane or their representatives are permitted to sell helms or ships of any sort. Adventurers bringing captured helms and vessels must sell them to the Arcane, who of course will make a handsome profit on them after resale. Calabrie's rule at the dock is enforced by several hired mercenary companies; the Arcane prefers to hire Giff and Anadian halflings for this duty. These companies officer themselves but answer to Calabrie's two bodyguards, Jor Demyse (NE hm F10) and Shoah (N hm F9). Open brawls and other events which disrupt business are dealt with harshly, while discreet poisonings and kidnappings tend to be ignored. Justice is not the primary concern, ending the disturbance and preventing a reoccurrence is the main goal.

Besides privateers hired on as needed, the Arcane have permanently acquired the services of the 97th Giff High Space Flotilla. This fleet consists of 2 clippers and a Great Bombard, one of the largest concentrations of pure firepower in the sphere. These vessels all remain near the Dock, at least one is in the air at all times.

## ***T'u Lung***

T'u Lung has been a separate state from Shou Lung since breaking away from its northern neighbor nearly three centuries ago. Since that time Shou Lung and T'u Lung have officially be at war, the conflicts have ebbed and flowed, of course, but the provinces along their borders have become deserted and ruined from the endemic warfare. Composed of six provinces T'u Lung is everything Shou Lung could become but is not. The provinces are ruled by hereditary nobles who pay as little attention to the T'u Emperor as they can get away with. Taxes go unpaid, free men are enslaved and criminals left free. The government is corrupt on all levels, though in some rare districts a local magistrate may be somewhat honest and honorable. Poverty runs rampant throughout the nation. Unless forced to unite by some outside force (in the past this has most often been an invading Shou army) the nobles of T'u Lung fight incessantly among themselves.

There are over 45 powerful noble families within the nation, all of whom feel they have some claim on the Emperorship. Many of the cities and towns are now in ruins; even those which have not been abandoned have many ruined buildings within their town

limits. T'u lung is obviously not a popular stop for legitimate spelljammers, taxes are too high, and someone in power is sure to confiscate the vessel if anyone discovers the vessel can fly. On the other hand, the nation's corrupt, ineffective government allows neogi, Chainmen, and pirate raids unheard of access. Only the random presence of powerful wu jen or shukenja in some of the smaller villages appear as potential dangers to raiders.

T'u Lung itself has no permanent spelljamming fleet, the central government is simply too weak, but despite this T'u lung does have some impact on Realmspace. Ausa province is ruled by the Ho noble family, the Ho have a private, provincial navy based in the port town of Keeling consisting of 75 terrestrial warships. Five of those war junks are equipped with minor helms, though they are seldom used for more than the occasional flight through the atmosphere. Ho family junks can be identified by their sky-blue banners bearing two white daggers and three red stars.

The small port town of H'sin-to in the Ausa province is the headquarters of Osu Qyu Lo'ahn (NG hm F3), a local merchant who owns three furnace-helm equipped junks. Osu Qyu has found new challenges in wildspace, where his vessels journey in search of rare artifacts and other small, high value commodities. His expeditions are always carefully planned because of the high cost of fueling the furnaces; he has extensive trading contacts on Dragon Rock in the Tear's of Selûne. Within H'sin-to itself his ship's helms are kept secret, folk are only told that he journeys to far foreign lands. Since the vessels are gone the majority of the year this explanation satisfies most easily.

More disruptive by far than the Ho family or Osu Qyu is the growing impact of the Yellow Lizards of Keeling. A pirate conspiracy based somewhere near Keeling harbor in Ausa province, the Yellow Lizards are a band of bloodthirsty pirates. Members all bear a purple crane tattooed on their right arm, but seldom are found on vessels other than those owned by the band.

Yellow Lizard vessels always bear black sails and banners depicting a yellow sea-lizard on a green background. They have been seen in a variety of vessels in Realmspace; junks, dragonships, and a wasp just to name a few. The Yellow Lizards began as a purely terrestrial band, and still maintain a large, mundane fleet which continues to raid up and down the Celestial Sea. No one is sure exactly where their main refuge is, who their leader is or how many vessels they possess. It is rumored that the Ho clan has some connection to this band.

## **Kozakura**

The island kingdom of Kozakura is a land of beautiful mountains, thick forests and sparkling seas. The majority of the inhabitants live on the main island of Shinkoku, but there are nearly a thousand islands surrounding it. The people live along the coasts, the central mountains are wild and untamed. This central range is called the Dragon's Spine, referring to the legendary earth dragon said to sleep beneath it. The peasants of Kozakura tend to be rice farmers and fishermen. Powerful samurai rule the land, in theory their power devolves from the Emperor. For many years this has been a purely symbolic office, however, the real power has rested in the hands of the Shogun, the military commander of the nation.

This office, like all others in Kozakura is hereditary. Following the Hojo War the current Shogun, Hojo Kawabuko (? hm F?), came to the position, yet he was not of legal age to hold it, being only 8 years old. His father, Hojo Todahiro (? hm F8), who should



have held the office was exiled. Power came to rest in the hands of the Takaenaka family through the office of Shikken (Shogunal regent), Takenaka Okawa (? hm F9) took the position as the Shogun's maternal grandfather. Over the years he has angered his chief supporter and half-brother, Takenaka Sugawara (? hm F14).

Recently, when it became apparent that Okawa did not intend to relinquish his power as shikken upon Hojo Kawabuko's majority (Kawabuko has recently turned 18), Takenaka Sugawara led an army to the Shogunal capital at Gifu. His army was successful in rescuing the Shogun, but failed to destroy the shikken, who accepted the aid of those supporting the retired emperor's bid for a return to power! Into this chaotic situation arrived Hojo Todahiro and his supporters who felt the time was ripe for his own attempted return to power. The result has been a Kozakura thrown into violent civil war. The Imperial administration is in chaos, and the constant demands for troops and supplies have decimated most of the provinces. At least 4 different factions are involved; each struggles now to gain allies among the unaligned houses. The massive battles of the war's first year have ended, with all sides suffering heavy losses. The war has degenerated into a series of raids and guerilla actions while the various factions replace their losses and jockey for position.

A nation undergoing a civil war is a poor partner for trade, so spelljammers are advised to avoid Kozakura. The factions are likely to seize any spelljammers they can, searching for an advantage over their opponents. The many uninhabited islands do provide reasonably secure bases for those wishing to make use of them, and spelljamming raiders of all sorts occasionally take advantage of the war to raid this or that small village. The larger cities tend to have an abundance of wu jen, as well as being militarily alert because of the civil war. They are not a tempting target.

## **Wa**

The island nation of Wa has much in common with Kozakura, despite (or perhaps because of) the two nations' traditional rivalry. Like Kozakura it is composed of a series of islands clustered around a large central island, Tsukishima. Over 80% of Wa is mountainous, the other 20% composes the strips of habitable land along the coasts. Wa is particularly cursed by nature, Typhoons and earthquakes are not uncommon, and many of Wa's volcanoes are still active.

Waan government is similar to that of Kozakura as well, there is an Emperor but his position is largely ceremonial, the real ruler of the nation is the Shogun, Matasuuri Nagahide (LN hm F23). Unlike Kozakura, however, the Shogunate of Wa is strong and vital, in fact Wa is enjoying the longest period of peace of any nation in Kara-Tur. Peace has led to advancements in education and the arts, as well as a general increase in prosperity.

But this has not come without a price. A rigid social system ensures domestic tranquility, distinct social classes are strictly adhered to, travel is monitored, and religion is regulated. Contact with foreign elements is forbidden, foreign vessels are only allowed to dock at the port of Akkaido. Those who have adopted foreign customs and ways are oppressed, especially those who follow the imported Western deity, Chantea ('Chauntea'). The nation's prosperity is limited to the upper classes, the peasants stagger under a dizzying array of obligations, rules, and taxes.

Spelljamming traffic with Wa is limited by law to vessels landing at the port city of Akkaido. Such traffic is unwelcome, the port's Daimyo (governor), Matasuuri Ieysuna (LN hm F2), will go out of his way to make life difficult for foreigners while in port. He is not above simply confiscating the vessel and having its crew beheaded, provided he has a proper pretext. Few vessels make more than one stop at Akkaido, spelljammers which attempt to land anywhere else in Wa are summarily destroyed by the Waan fleet.

Soon after becoming Shogun Matasuuri Nagahide (LN hm F23) discovered the existence of the various fleets flying about within RealmSpace. He quickly realized how dangerous this was to Wa and began a program of crash development on a fleet for Wa itself. This decade long program resulted in some of the most intriguing spelljammer design advancements in centuries. First, the Master of the Grand Sky (? hm W?) a powerful wu jen from the island of Shidekima was able, with the aid of several monks, shukenja, and the Arcane to develop the *Ki-helm*, a powerful helm capable of powering vessel up to 200 SJ tons in size. He also designed and built the first *Rudder of Propulsion*, which combined with the *ki-helm* allowed the Shogun's vision for the new fleet to take place. Taking advantage of the unique aspects of these two propulsion systems the Tsunami and locust ships were designed (The Master of the Grand Sky disappeared into the expanses of wildspace soon after completing his work).

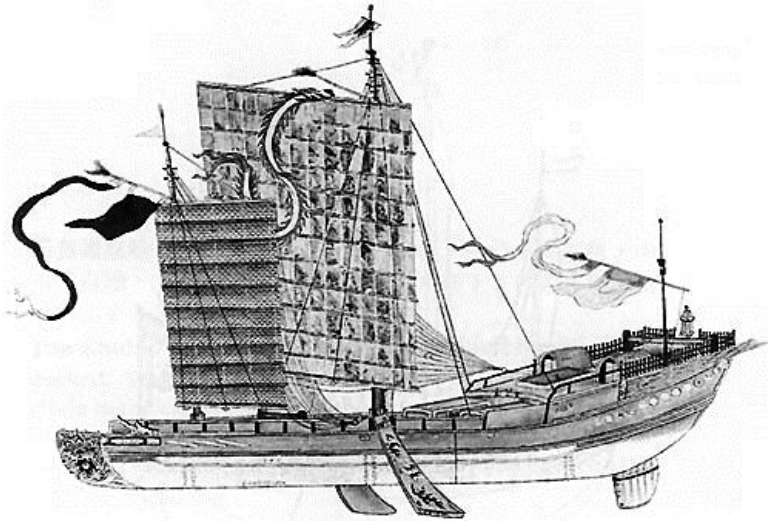
The Waan fleet consists now of 8 of the huge Tsunamis, 4 are in space at any one time, usually in close orbit above Wa though occasionally retributive strikes are made against pirate bases at Garden or in the Tears of Selûne. Each carries at least 20 of the locusts, though they can carry up to 36. The headquarters and dockyards for this powerful fleet are located within the bowl of Mount Fo, an extinct volcano and the second highest peak in the Ikuyu mountain range. Each tsunami has its own massive cave hanger, and several deep lakes provide landing strips for the few helm equipped junks that fill out the Wa Imperial Fleet. This is one of the best guarded sites in the Realms, catapults, bombards, and ballistae dot the peak from hidden, fortified emplacements.

The Waan fleet is commanded by Daimyo Akahu Nagasa, a firm believer in discipline and a former Tsunami captain. Nagasa works very closely with the Shogun, who takes a great interest in the fleet.

Ronin and out of work bushi have caused many problems since the Shogun's administrative reforms reduced the numbers of the nobility and soldiery to more reasonable levels. The Shogun has already used the creation of the spelljamming fleet to reward the more deserving of these with positions; he is now considering setting up a colony on Garden for the express purpose of reducing the number of trouble makers in his realm. A series of troubling reports seem to indicate that the IEN is attempting to smuggle weapons and magic to disaffected groups within Wa using their Men-o-War, one such vessel was destroyed recently by the Waan fleet. Relations between Wa and the IEN are correspondingly tense.

## Shou Fleet

As is mentioned every time a dragonship is described, the Shou take a practical approach to spelljamming. Unlike most groundling nations, they purposely build their vessels for wildspace. Indeed, a Shou dragonship is a solid ship by any standard. Still, the Shou are not a major political presence outside of Realmspace because they concentrate their energies



on exploration and the hunt for curiosities. Shou traders are not unknown, but they are few and far between. The majority of Shou vessels are owned by the Imperial government; their numbers rise and fall with the fluctuations in the political fortunes of the Ministry of Glorious Flight.<sup>1</sup>

Regardless of the political power of the ministry (often it waxes and wanes many times while a given ship is away) all dragonships of this ministry have the same basic command: "Go forth, explore, and bring back wonders to the center of the Multiverse: The Emperor's Court in Shou Lung". Despite a few mutinies and traitorous captains, most dragonships take this command seriously. The Shou have so thoroughly explored Realmspace that Ministry of Glorious Flight vessels usually fly directly to the crystal sphere. And from there to Bralspace, which is at the junction of many phlogiston rivers. One of the duties of the Shou ambassador in Bral involves maintaining a list of rumors, so that arriving Dragonships have a place to start looking for curiosities.

The Ministry of Glorious Flight is not the only Shou ministry which maintains a fleet of spelljammers, the Ministry of War maintains a fleet as well. During the Horde Wars the Ministry of Glorious Flight was on the downswing of political influence: all of the Dragonships were away, exploring when the Horde struck. Their absence was not noted by the court, torn by the intrigues that accompanied the war, but their return was rather spectacular. A single dragonship returning from its explorations spotted a scouting column of 1000 Tuigan warriors, roaming unusually close to the Imperial city undetected. The captain ordered an immediate attack, and destroyed the unprepared column, chasing the fleeing horse warriors across the fields for many miles.

The Ministry of War was quick to see the advantages of spelljammers after this demonstration, as well as the dangers (they finally believed the Ministry of Glorious Flight's tales of the many fleets flying above them). They have since established an official Shou spelljamming Fleet of about 45 Dragonships. At any time 7-8 of those vessels are outside of Realmspace, assigned to Shou embassies in places like Bralspace or

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<sup>1</sup> The department responsible for most Shou spelljammers: see *Kara-Tur: The Eastern Realms* Shou Lung: Science page 29 for the origins of this relatively small ministry.

Refuge. 30 are assigned to the 3 ship squadrons that patrol Realmspace and Shou Lung airspace. These vessels attempt to suppress piracy (especially the Wako) and protect Shou vessels. The balance of the thirty vessels (7-8) is in reserve at the port of Karatin, their crews on leave. In time of War these vessels could be ready to fly within a week (1 is ready to defend the port at all times). In addition to these forces the Ministry of War may co-opt and vessels of the Ministry of Glorious Flight (over 100 vessels scattered throughout the spheres) in times of war. The fleet is led by Chien Jang Liang, a promising, middle-aged warrior who rose through the ranks to become the Admiral of the Celestial Fleet. Chien Jang is very competent, and makes it a point to make it into wildspace at least once a year himself. When he is absent he entrusts the running of the fleet to his wife and second in command, An Ching Wang.

The Shou use three versions of the Dragonship, described below:

Dragonship, standard class:

This is the vessel first described in the original boxed set. It is well designed for exploration, and usually carries a Minor Helm. Ministry of Glorious Flight vessels typically have Wu Jen as helmsman, and are commanded by adventurous young nobles (use the Nobles kit from the Complete Fighters handbook, modified for Shou.) Several individual temples have their own ships of this class as well; their vessels are crewed entirely by monks and Sohei of the temple. Most Shou vessels of any Ministry that must leave the sphere (and thus enter the phlogiston) are of this class.

Dragonship, Flaming Dragon Class:

These vessels are similar to the standard class, but replace the medium ballistae with bombardars. These vessels are popular with renegade Shou, and a few are used by the Ministry of War. Those other than Shou who use a dragonship often prefer this model.

Dragonship, War Dragon Class:

This is the primary warship of the Ministry of War. It appears as a standard Dragonship, but adds two bombardars (arc: FP, FS) and a Greek Fire Projector (arc: F) that fires out of the mouth of the dragon figure head. The two ballistas are moved to the rear of the main deck (arc: AP, AS). The cargo capacity drops to 16 tons. These vessels have the following crew:

1 captain (F8-12, noble kit)

4 officers (F5-7, noble kit)

33 sailors (F2, Bushi kit<sup>2</sup>)

10 Wing Jen Sen (F3-5, Marine kit<sup>3</sup>, specialized with chu-ko-nu)

4 helmsmen (P3-7, Sohei kit<sup>4</sup>)

1 Ship's mage (M4-9, Wu Jen kit)

The Sohei on all Ministry of War vessels are always of the Order of the Dragon, they have a reputation for utter loyalty to the Emperor. The personal weapons aboard War Dragons tend to be naginata and Chu-ku-nos (repeating light crossbows). The

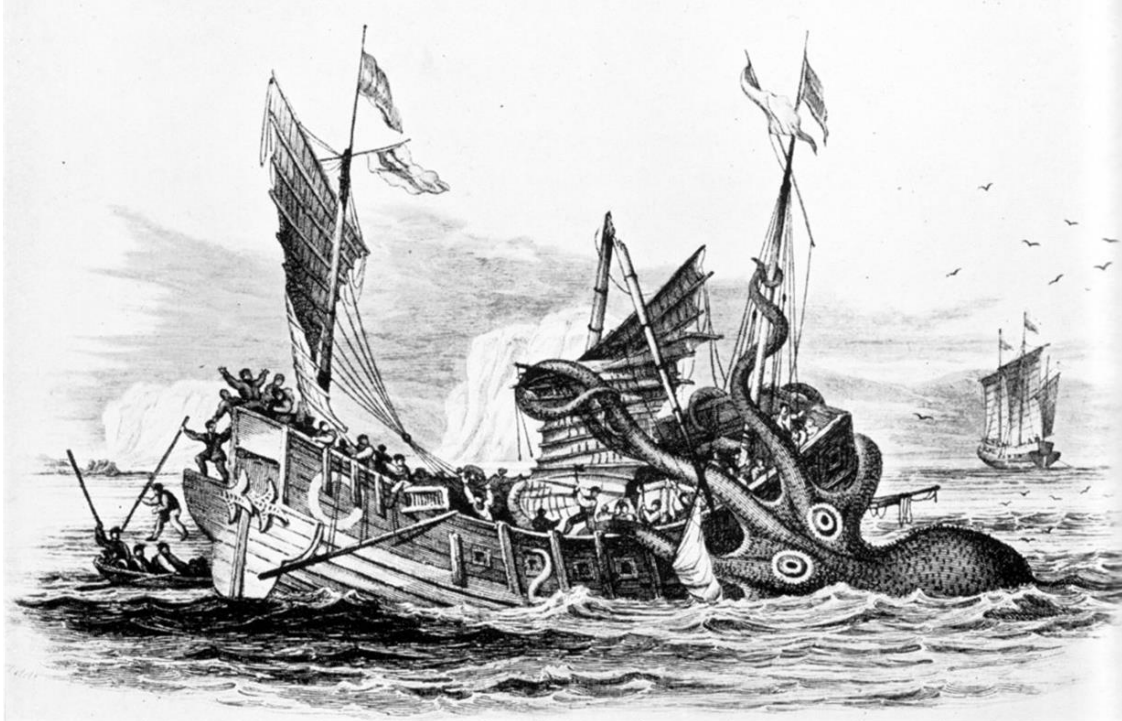
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<sup>2</sup> See 'The Other Orientals' *Dragon* #189.

<sup>3</sup> See *The Complete Spacefarer's Handbook*, p35.

<sup>4</sup> See 'The Other Orientals' *Dragon* #189.

officers aboard these vessels carry many magic items, at least 2-5 each. The flagship in a given three ship fleet will have the highest level captain (who will act as the fleet commander as well) and other officers. It is suspected that agents of the Ministry of State Security are also aboard such vessels, as well as many other Shou Dragonships.



Pierre Denys de Montfort, *Poulpe Colossal attacks a merchant ship*, 1809.

## ***Waan Fleet***

The Waan fleet consists now of 8 of the huge Tsunamis, 4 are in space at any one time, usually in close orbit above Wa though occasionally retributive strikes are made against pirate bases at Garden or in the Tears of Selune. Each carries at least 20 of the locust fighters, though they can carry up to 36. The headquarters and dockyards for this powerful fleet are located within the bowl of Mount Fo, an extinct volcano and the second highest peak in the Ikuyu mountain range. Each tsunami has its own massive cave hanger, and several deep lakes provide landing strips for the few helm-equipped junks that fill out the Waan Imperial Fleet. This is one of the best guarded sites in the Realms, catapults, bombards, and ballistae dot the peak from hidden, fortified emplacements.

The Waan fleet is commanded by Daimyo Akahu Nagasa, a firm believer in discipline and a former Tsunami captain. Nagasa works very closely with the Shogun, who takes a great interest in the fleet. Ronin and out of work bushi have caused many problems since the Shogun's administrative reforms reduced the numbers of the nobility and soldiery to more reasonable levels. The Shogun has already used the creation of the spelljamming fleet to reward the more deserving of those with positions; he is now considering setting up a colony on Garden for the express purpose of reducing the number of trouble makers in his realm. A series of troubling reports seem to indicate that

the IEN are attempting to smuggle weapons and magic to disaffected groups within Wa using their Men-o-War, one such vessel was destroyed recently by the Waan fleet. Relations between Wa and the IEN are correspondingly tense.

The Tsunami is a vessel which suits the needs of the Shogun very well. The huge, powerful vessel is placed under the command of a Daimyo of exceptional personal loyalty to the Shogun, the Daimyo is supported by two Hatamonos, or Bannermen, who are also chosen for their personal loyalty. The vessels' Ki-helms are manned by a new order of monks, the Saburau, trained by Baiyosho Degi (LN hm Monk15), a member of the Tairo (the Shogun's top advisors) renowned for his personal loyalty. The Shogun is well aware of the dangers a rogue Tsunami would present to Wa, so in addition several ninja are always secretly placed among the crew, unaware even of each other, with orders to destroy the vessel itself if need be to prevent a mutiny. Tsunamis simply don't turn rogue, and unlike the Shou fleet there is not a large population of expatriate Waans who forgot their oaths to the Emperor the moment they saw the stars.

The Waan fleet uses a rank structure adopted from its feudal roots, earlier sages assumed the Waans simply copied the IEN and so reported a complicated, inaccurate view of the Wa rank system. The correct system appears below.

Title	Duties
Daimyo	Supreme Commander of the Tsunami
1st Hatamono	Second in command, similar to First mate, Commands Locust crews.
2nd Hatamono	Third in Command, similar to Second Mate, Commands weapon crews.
Go-Kenin	Ship's junior officers, Command watches
Kenin	Locust Crews, lowest Samurai rank
No-toryo	NCOs, highest Bushi rank, command groups of 5-20 Bushi or Ashigaru
Ashigaru	Marines; fight boarding actions, provide security
Bushi	Sailor or weapon's crewman

The Saburau sit outside the traditional rank structure, they follow their own internal seniority system and answer only to the Daimyo and Hatamonos.



*Japanese samurai boarding Mongol ships in 1281. Mōko Shūrai Ekotoba (蒙古襲来絵詞), circa 1293.*

Tsunamis carry a wide variety of special ammunition, notably greekfire for their catapults. Each also carries 20 Locusts, 36 can be carried but Rudders of Propulsion are difficult and expensive to create so fewer must be accepted. Some Tsunami Daimyos make up for this lack with one or two captured Mosquitoes. Tsunamis are notably poor handlers in an atmosphere, within an air envelope other than its own a Tsunami suffers a three level loss of MC. Tsunamis typically carry more crew than the standard for a ship

of its size. Since they remain in orbit above Wa, and often dip into Toril's atmosphere to replenish air this is not normally a problem.

The complement of one Tsunami, the SILVER STAR, is described below.

#### SILVER STAR crew

Daimyo	Wo Han Do of Chozawa (LN hm F16 Samurai kit)
1st Hatamono	Kyate (LE hm F11 Samurai kit)
2nd Hatamono	Seiroku Ashida (LG hm F8 Samurai kit)
Go-Kenin	10 Go-Kenin (L? hm F3-6 Samurai kit)
Kenin	50 Kenin (L? hm F1-3 Samurai kit)
No-toryo	25 No-toryo (? hm F3-6 Bushi kit)
Ashigaru	30 Ashigaru (? hm F2 Bushi kit)
Bushi	150 Bushi (? hm F1 Bushi kit)
Saburau	30 Monks (LN hm Mk1-6)

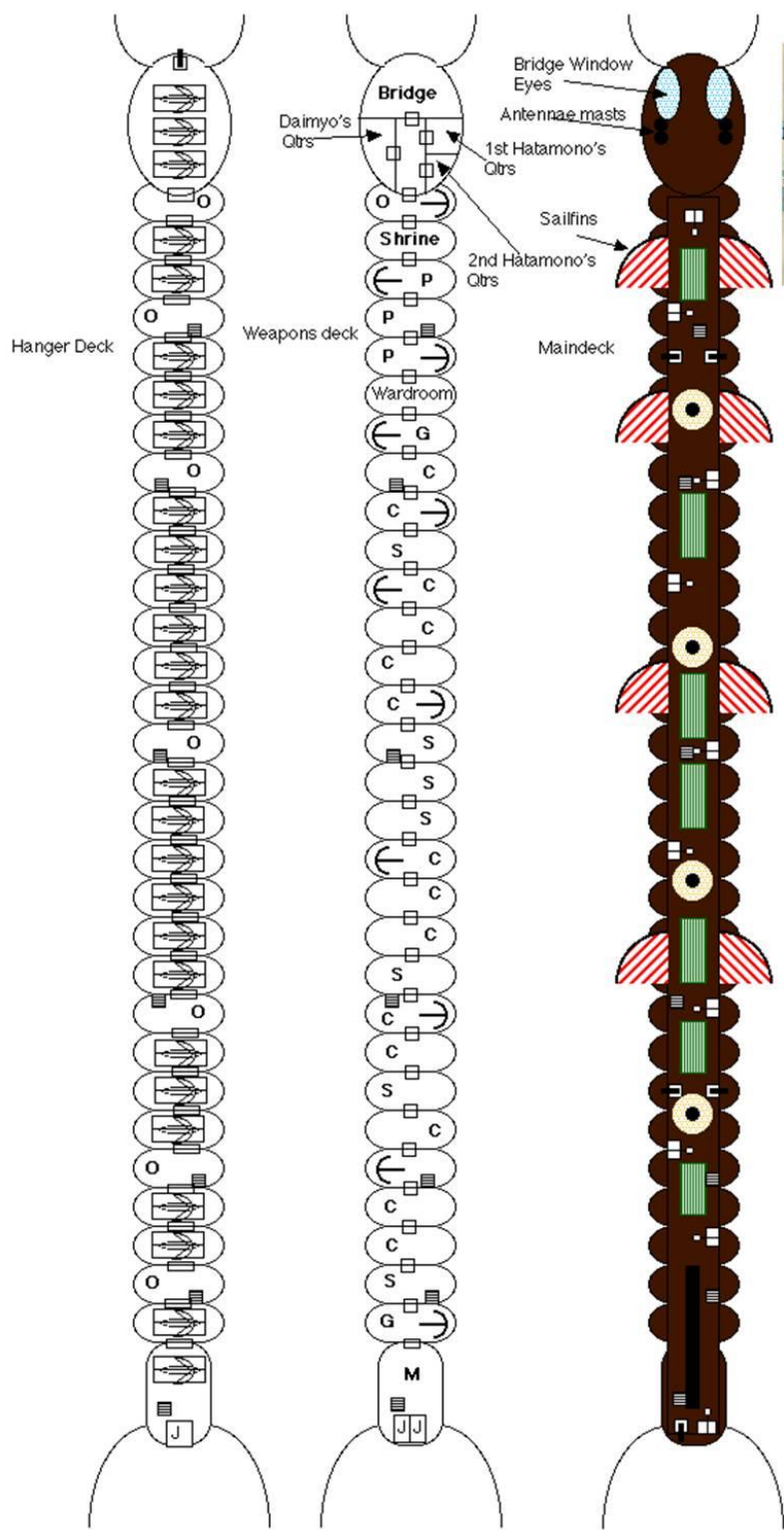
#### Personal Weaponry

Samurai	Katana, wakizashi, scale mail, kote sleeves (AC 5)
No-Toryo	Nagimaki (horseman's halberd), Std Leather (AC 7)
Ashigaru	Naginata, Arquebus, Std Leather (AC 7)
Bushi	Dagger, Spear, Sling, Padded (AC 8)
Saburau	Bo staff (All Saburau are prof in the Atemi Martial art (see CNHB p45-46)



Hata Rokurozaemon a famous warrior. Utagawa Kuniyoshi, 1798 - 1861

Tsunamis are powerful vessels; none have been taken or destroyed despite battles with multiple deathspiders and armadas. Without the limitations of low numbers, the Tsunami's poor atmospheric handling, and the inability of the locusts to climb within planetary gravity wells, the Wa fleet would be a major danger to the stability of Kara-tur, if not all of Toril. As it is the Shogun's militant isolationism keeps these awesome weapons close to home.



*Kanagawaoki nami ura*  
 ("The Great Wave off Kanagawa")  
 by Katsushika, Hokusai, 1760-1849

## Waan Tsunami Deckplans

60'

32 sections

- =Bombard
- = Med Jettison
- =Heavy Catapult
- =Heavy Ballista
- G**=Galley
- C**=Crew Quarters
- M**=Messhall
- =Mast w/Cont. Light spell on top.
- =Gardens
- =Ladder wells
- O**=Officers Quarters
- P**=Monk's Quarters
- S**=Storage area



## ***The Path, The Way, and the Nine Travellers***

The three major religions of Shou Lung have journeyed into wildspace together. Because the three faiths reinforce each other, in spheres like Bralspace, where large expatriate Shou populations exist all of these religions have garnered sufficient belief for their priests to gain spells.

### **The Path**

The Path is the official religion of Shou Lung. It is a religion devoted to honor gods and ancestors properly, respecting the Emperor, and revering the past. There are many different interpretations and sects within the faith, represented by a plethora of monasteries and temples. Shukenja, monks, and sohei all follow the Path, and the different sects and temples often fight with each other, although in theory all revere the Celestial Emperor and the Celestial Bureaucracy. Most temples or sects venerate one or more of the Nine Travelers as a patron.

All official Shou Lung expeditions into wildspace are accompanied by the Shouling Tao or Guardians of the Path, as the priesthood is called, usually those belonging to the sect that is currently ascendant at the Emperor's Court.

### **The Way**

Known in Shou Lung as the Chung Tao, this is one of the major faiths of Kara-tur. It is primarily a philosophy, and is followed by both wu jen and shukenja but has very few temples and no monestaries. The sect rejects the notion of law, chaos, good, or evil and teaching that everything affects everything else.

The faith is divided by conflict between the Black Chung Tao, who believe they are superior men and thus must bend the world to their will, and the White Chung Tao who believe they are Enlightened and must maintain the proper balance of events.

Many Black Chung Tao have entered wildspace to impose their will on new worlds. Fewer White Chung Tao of followed to stop them. But most Kara-turans, regardless of nationality, know the basics of their beliefs, especially shukenja and monks.

### **The Faith of the Nine Travelers**

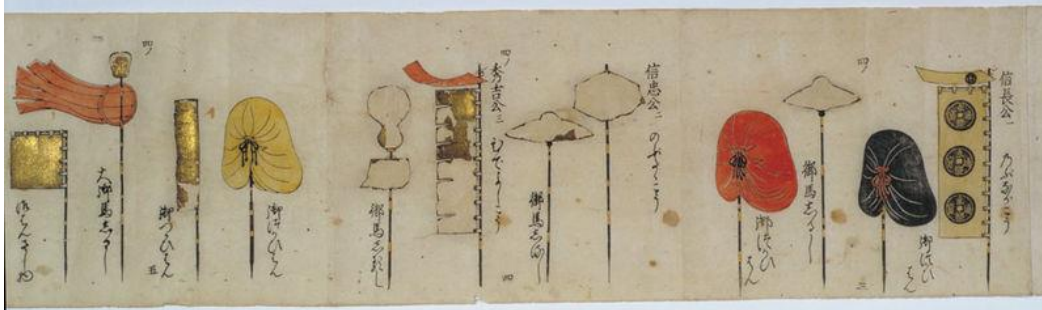
This is the most common faith in Shou Lung, followed by the common people, yet it lacks organized priests or temples. Essentially, it focuses on the celestial Emperor's nine Mandarins, the legendary first emperors of Shou Lung:

Kwan Ying (Compassion, Mercy and Joy)  
Chan Cheng (war, the martial arts, combat and bravery)  
Ch'ien Hsiang (poetry, music and literature)  
Chih Shih (History, Lore and Tradition)  
Nung Chiang (Agriculture and Fertility)  
Ai Ch'ing (Love and Marriage)  
Fa Kuan (Justice)  
Hsing Yong (Fortune and Prosperity)  
Shu Chia (Artificers and the Arts)

This faith is followed by most of the commoners who have ended up in Wildspace, and they often conflate it with similar Oriental religions they encounter from other worlds. Though the faith has no organized priesthood, isolated shukenja and hermits do follow personal versions of the faith.



*"The Eight Immortals Crossing the Sea"*  
from E.T.C. Werner, et al., *Myths & Legends of China*, (c) 1922



Medieval Japanese battle flags (from *O Uma Jirushi*, by Kyūan, 15<sup>th</sup> century)

## Greyspace

Originally, *Oriental Adventures* was to be placed on Oerth in the *World of Greyhawk*. But in the upheaval which accompanied Gary Gygax's departure from TSR in the 1980s, it got shifted to the *Forgotten Realms*. The *Kara-tur* boxed set has many references placing Kara-tur firmly on the Toril, but the idea of an Oriental region of Oerth never died, and some few references to it allow us to recreate an alternative set of *Oriental Adventures* cultures much as the respective centers of the *Forgotten Realms* and *World of Greyhawk* campaigns present us with alternative European Fantasy cultures.

Specifically, a map and short article, 'Beyond the Flanaess' in *Dragon Annual* #1, indicates the broad region of the two major Oriental Cultures on Oerth: the Celestial Imperium and Nippon. In addition, the post-TSR 'Gord' novels of Gary Gygax provide a small amount of information, including some alternative names: Suhfang, and Chomur, which seem better (to my ears) than 'Celestial Imperium' or 'Nippon.'

### **Suhfang**

Also known as the 'Celestial Imperium,' Suhfang is a large nation ruled by a complex bureaucracy. The culture is very similar to Earth's China at the height of imperial power, or Shou Lung in Kara-tur. It is ruled by an Emperor supported by a Mandrinate chosen for merit (as determined by examinations). The society is very old, very conservative, and very powerful

Like China and Shou Lung, Suhfang has built a massive wall, the Wall of Tsian, as a defense against outsiders. But while the walls of China and Shou Lung defend against human horse nomads, the Wall of Tsian defends against a massive Orcish Empire, the Orcreich.

In the past, Suhfang has had a very active Spelljamming presence, and in fact predates Shou Lung in space by at least a century. Indeed, it is likely that wu jen of Suhfang designed the first dragonships. But the ebb and flow of politics have left those in favor of spelljamming exploration out of power for centuries now. Though there are many minor Suhfang colonies and some private exploratory vessels sailing the stars, Suhfang has been eclipsed by Shou Lung as the premier Oriental power in space.

There are signs this may be ending, as more Suhfang trade and exploratory vessels have set sail recently.

## ***Suhfang Mythos***

Suhfang follows the dictates of the celestial Emperor, Shang-ti. Specifically, the Emperor of Suhfang receives the Mandate of Heaven from Shang-ti. The Suhfang religious life follows exactly the patterns laid out for the Chinese Pantheon in *Legends & Lore* and *On Hallowed Ground*.

Most Suhfang priests are generalists, conforming to the rules for Shukenja. Some, however, are devoted to specific deities. Generally, these are shukenja devoted to a specific shrine devoted to a specific deity. Sohei and monks are always devoted to a specific shrine and deity. But even those devoted to a specific deity still offer respect and worship to the entire Celestial Bureaucracy. However, no priest is devoted to Shang-ti, the Celestial Emperor alone.

The following deities most commonly have shrines or orders of monks devoted to them:

Kuan-ti (god of fortune telling and war)

Yen-Wang-Yeh (the dead, chief judge)

Fu Hsing (happiness)

Liu (crops)

Shou Hsing (longevity)

Kuan Yin (mercy)

Lei Kung (Thunder, vengeance)

Sung Chiang (thievery)



“The Oni submitting to Peach Prince” from *Japanese Fairy World* by William E. Griffis, illustrated by Ozawa of Tokio (1887).

## ***Chomur and Changol***

Also known as Nippon and the Nippon Dominion. Chomur is an island Empire whose culture is very similar to that of medieval Japan or Wa of the *Forgotten Realms*. Though somewhat reclusive, the Cho have invaded and conquered Changol, a land whose culture is very similar to that of Earth's Korea or the *Forgotten Realms*' Koryo.

Chomur is a militaristic society based on a fairly stable feudal model. Beyond Changol, they seem to have little appetite for conquest and even less for trade, which is limited to only a few enclaves. The Cho act aggressively to preserve their culture from outsiders. The Imperial family is descended from the goddess Amaterasu, but most power resides in the person of the Shogun, the warlord who has the greatest military strength at his disposal and the Emperor under his control.

Chomur is well known for its ninja clans, the three most famous being the Isobe, Nishi, and Motoyoshi.<sup>5</sup> Chomuran ninja are often sought by those needing a ninja's skill on Oerth or in Greyspace.

Chomur has a small spelljammer fleet comprised of dragonships and junks. They have sent no known explorers out into space and seem focused on defending their realm from interaction or even contact with wildspace societies. Some few Cho have gone to the stars, however, primarily those who have fled political reverses in Chomur. They tend to establish small asteroid colonies and avoid contact with other spelljamming societies.

## ***Chomur Mythos***

Also known as the Japanese Pantheon, the deities of Chomur are served by shukenja, sohei, and monks who conform to *Oriental Adventures* and follow religious duties as outlined in *Legends & Lore*. Followers of Amaterasu, Goddess of the Sun, support the Emperor. Other favored deities include:

Tsuki-Yomis (time, moon)

Hachiman (war)

Susanoo (storms)

Raiden (thunder, archery)

O-Kuni-Nushi (medicine, sorcery, the land, and patron of heroes)

Ama-Tsu-Mara (blacksmiths)

Inari (rice)

Ho Masubi (fire)

Nai No Kami (earthquakes)

O-Wata-Tsu-Mi (ocean, sea creatures)

Kura Okami (rain)

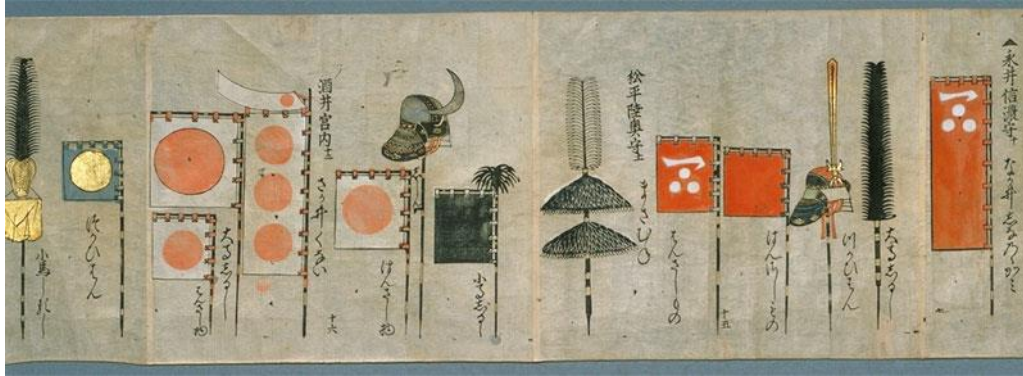
Shina-Tsu-Hiko (winds)

Amatsu-Mikaboshi (evil)

Shichifukujin, the Seven Gods of Happiness or Luck

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<sup>5</sup> All detailed in *The Complete Ninja Handbook*, pp. 123-125.



Medieval Japanese battle flags (from *O Uma Jirushi*, by Kyūan, 15<sup>th</sup> century)

## Mystarospace

### **Myoshima**

Myoshima is the second, hidden moon of Mystara, the most famous planet in Mystarospace. It is a small world with jungles and mountains, and has a fairly warm atmosphere. The moon is prone to earthquakes and monsoon rains often drench the surface. Its atmosphere refracts light in such a way as to make it nearly invisible to those outside its atmosphere. Myoshima orbits Mystara around the poles but does not revolve itself. Its day/night cycle is therefore very complicated.

The planet's chief indigenous race is the rakasta. They are divided into three political groups: The Empire of Myoshima is by far the most powerful, its rakasta are Japanese in culture, their Empire's true lord is the Shogun, the puppet Emperor's military commander. The Empire is spelljammer aware, its samurai ride saber-tooth tigers wearing magical *flying collars*.

Next most powerful after the Empire is Rajahstan, it is a land ruled by the partnership of religious gurus and military maharajahs. It is divided into 12 smaller kingdoms that rule their alliance through a Spiritual Council. Some of these kingdoms are plagued by rakshasas.

Finally there are a host of smaller kingdoms and holdings mostly outcasts from the Empire or Rajahstan. These vary widely in culture but generally resist imperial expansion.

Many Myoshimans have gone out into wildspace, both as individual adventurers and as colonists. This migration has led to colonies of Myoshiman rakasta on many asteroids throughout the spheres.



*Medieval Japanese battle flags (from O Uma Jirushi, by Kyūan, 15<sup>th</sup> century)*

## Hackjammer

### ***Celestial Empire***

In Hackspace, the moon Wajan, orbiting the gas giant Olipi'sard is home to the Celestial Empire. Originally two kingdoms, one following the Japanese pantheon and the other the Chinese, were founded by early colonists from parts unknown (but quite likely Oerth) on the large moon. Eventually, the Celestial Empire was formed generations ago when a royal marriage officially ended their strife. The first son was named Celestial Emperor and for generations the Empire was at peace with both pantheons revered equally.

Attacks from hobgoblins and ogres tribes during the First Unhuman War led to the destruction of many of the temples and monasteries of the Japanese pantheon, and the Chinese pantheon dominated the Empire after the humanoid attacks were fought off. Peace returned to the Empire.

Over time, the central government became corrupt and unresponsive, leading to a revolt and civil war. Emperor Sukume eventually put down much of the revolt, drawing strength from the followers of the Japanese pantheon, and establishing an Imperial ninja clan to protect the throne. The followers of the Chinese pantheon were now out of favor, but Sukume was unable to fully end the strife. Instead, the Celestial Empire is now in a period of constant tension and strife, always on the verge of rebellion or civil war. Power is divided uneasily between Sanurai clans and the Imperial bureaucracy. Only one of the Imperial family may rule the Empire, so the Emperors and their kin live in constant fear of kidnapping.

The original colonists arrive on Wajan on spelljammers, and trade with off-worlders never completely ended, though at times it decreased significantly. Many Wajan have set forth into wildspace as explorers or merchants, but the instability of the Empire prevents any major political expansion off-world. The Empire does maintain a small spelljammer fleet that tries to protect its people from its primary foes, the Slaver's Guild and the Tenth Pit.

After Faerun and Greyhawk, Wajan is the most likely home world for any given Oriental starfarer.



Medieval Japanese battle flags (from *O Uma Jirushi*, by Kyūan, 15<sup>th</sup> century)

## Spelljammer

When *Spelljammer: AD&D Adventures in Space* came out it included a description of the Shou dragonship and described the Shou of the Forgotten Realms as an example of how a typical groundling empire might get into wildspace. As with most *Spelljammer* products integration and use of *Oriental Adventures* was sporadic and imprecise, the authors doing only cursory research and worrying not at all about consistency. Many ‘Shou’ characters in *Spelljammer* products have names that are Japanese in tone & style, rather than the Chinese style names that the Shou actually follow. Culture and religion is equally muddled. This section attempts to bring the major *Oriental Adventures* sections of various *Spelljammer* products into line with the original material.

### ***The Rock of Bral***

The Rock of Bral holds the largest and most influential *Oriental Adventures* population outside of the various home planets. Most spacefarers consider them all ‘Shou,’ in the same way most humans consider elves to all be ‘elves’ with little notice of the difference between Gold Elves of Toril and Kaganestri of Krynn, for example. Shou-Town is the largest of the various barrios that have sprung up on the Rock, with a population of several hundred. Most are Shou from Toril, but many are also from Kozakura or Wa on Toril, as well as coming from Oerth in Greyspace and Wajan in Hackspace. As it is for most other cultures, the Rock is a melting pot for the various Oriental cultures.

Situated near the docks in the Low City, Shou-town is filled with hard working artisans, merchants and laborers. The neighborhood is bounded by Grand, Dragon, Dock, and Eel Streets. The district is filled with industry and fairly crowded; the buildings tend to be at least three stories tall with upper stories crowded with apartments and the lower stories containing various shops and workrooms. Shou-town has a pronounced male majority, far fewer Oriental women have emigrated into wildspace. Many of these



bachelors work for the Longshoremen's Guild or the Shipwrights' Guild and share apartments in the tenements.

The shops on the ground floors vary but Shou-town is most famous for its cobblers, tailors, apothecaries, tea shops, and noodle stands. Hanwo Cobblery is one of the best known shops in Shou-town, making and repairing shoes and boots to very high standards at reasonable prices.

Alongside these legitimate businesses are gambling dens and houses of ill repute. Shou-town has no taverns but there are a few opium dens. These latter businesses all pay protection to, if they are not actually owned by, the Yakuza, the large thieves' guild which runs Bral's Low City.



A typical scene in Shoutown on Bral.  
"The Fish Stall in Tokio" from Japanese Fairy World by William E. Griffis,  
illustrated by Ozawa of Tokio (1887).

## The Yakuza

Master: Ozamata Ku Murawa

Headquarters: A ramshackle old warehouse deepn in Shou-town, #125 on the Bral map

Livery: Yakuza are tattooed with secret symbols indicating membership and rank within the organizations.

Entrance: None. Members are recruited

Dues: 75% of all income from Yakuza jobs. Members receive a monthly stipend.

Contact: Wu, proprietor of Wu's Place, a gambling den in Shou-town.

This guild is actually a branch of the Kuo-tan, a secret society dedicated to supporting the Shou Emperor. This branch calls itself Yakuza, a term more properly applied to Waan or Kozakuran criminal groups, those in the know say this is simply to cover its tracks. They practice extortion and racketeering as their primary source of income but have a finger in every pie, so to speak. The Shou and Halflings have often clashed in the past, but before the coming of the Red Masks both groups had reached a detente. Now, tensions mount again as the Halflings' worry the Yakuza will use the Red Masks as a distraction so they can claim more territory.

The Yakuza have often hired Golden Brotherhood thugs who are down on their luck for various jobs. Some Golden Brotherhood captains pay the Yakuza to press (kidnap) sailors if they are having trouble hiring crew.

Ozamata Ku Murawa is the Yakuza's master, he runs the organization with an eye towards profit, but it also operates as a finely tuned intelligence organization gathering secret information on ever power group in Bralspace. Murawa's ultimate loyalty is to Shou Lung, not the Rock. He is one of the city's Underbarons, however.

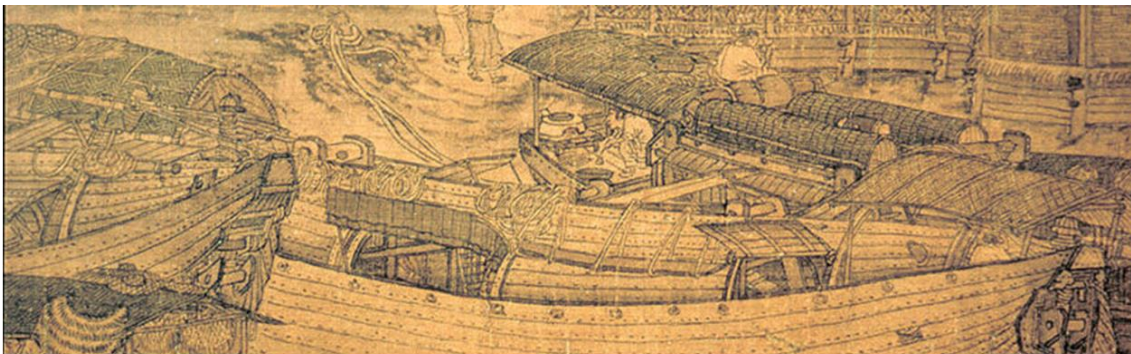
Haruo Otawa (LN hm Yakuza 5), a large, sweaty brutish man, is the primary trainer in the Yakuza, which generally recruits quite young. He rules the dojos inside the Yakuza's warehouse headquarters with an iron hand.

Despite Murawa's precautions and paranoia, the Yakuza have themselves been infiltrated by a budding ninja clan. Members are recruited to this clan by Yoshiko Kawashima (LN hf Yakuza/Ninja 6/6), the independently-wealthy sister to a successful

Kozakuran spice merchant. She is also a recruiter for the Yakuza, and deftly handles potential recruits. The small clan is led by Lu Shan (LE hm Psci/Ninja 9/8), a mysterious man who is something of a legend for his abilities at stealth and disguise. Lu Shan is believed to be a loyal, senior lieutenant of Ozamata Ku Murawa. Perhaps he is, the ninja clan has made no move detrimental to the Yakuza to date.

Aside from Lu Shan, the most notable member of the ninja clan is Kenuchio, a small man who serves as a guard at the Shou Embassy. Kenuchio (CE hm Bushi/Ninja 3/2) is supposed to merely spy on the Embassy, but he styles himself 'The Wrath of the Night' and participates in unauthorized burglaries. He likes to steal from adventurers' inn rooms, and will likely get caught at it eventually.

Sources: SJR5 *Rock of Bral*; *Oriental Adventures*; *Kara-Tur: The Eastern Realms*; *The Complete Ninja's Handbook*; *Dragon #189 'The Other Orientals'*; AD&D Trading Cards 'Kenuchio'



A portion of *Along the River During Qingming Festival*, 18th century remake of a 12th century original by Chinese artist Zhang Zeduan.

**Family Name: Murawa**

Prominent Members: None

Patriarch: Ozamata Ku Murawa

Consort: Zhang Lí

Heir: Ozamata Ku Chan

Trade & Interests: silk, spices

Arms/Colors:

Symbol: A white lotus flower on a green field

Colors: White and green, usually silk clothing in the oriental style

Sources: SJR5 *Rock of Bral*

House Murawa is a large Noble & Merchant House that deals primarily in silk, spices, and other goods shipped from the lands of Kara-tur on Toril in Realmspace. The House owns six dragonships, and half of these are travelling to or from Toril at any given time. The House is headquartered in a large complex of living quarters and warehouses on the Cliffside above the docks, on Dock Street (#148 on the Bral map).

The House's name is a misnomer as Murawa is the given, not family name of the patriarch, it should properly be House Ozamata and will likely become known so when the heir becomes the next patriarch. The current patriarch, Ozamata ku Murawa (LE hm T16 Yakuza) is a short, pot-bellied Shou of fifty, who wears the traditional Shou garb and hairstyle.

Ozamata Murawa founded the House a quarter of a century past, when he arrived in Bral with with Shou Lung's 'Gathering of the Pearls' expansion into wildspace. He secretly founded the Bral's Yakuza thieves' guild at the same time, but generally keeps the two enterprises separate. House Murawa has no bravos in the Bralian style, but has a large contingent of Bushi armed and armored with traditional Shou equipment.

Ozamata Murawa is one of the most influential members of the Council of Captains, and strongly supports Lord Chan Fu Wi.

**Family Name: Otobe**

Prominent Members: Askoro Imo

Matriarch: Kurishi Otobe

Consort: None

Heir: None

Trade & Interests: speculator and moneylender

Arms/Colors:

Symbol: red oriental dragon.

Sources: SJR5 *Rock of Bral*, OA5 *Mad Monkey vs the Dragon Claw*

House Otobe is a small merchant house that offers some competition to House Murawa. Kurishi Otobe (?? hf W7 Wu Jen) owns and directs the house, which focuses on loaning money and buying small, rare cargos for later resale. She is very mysterious, her past is unknown and she employs disguises and illusions during many business dealings to maintain her enigmatic status. On the Rock she is also known as the Dragon Lady, though she does not answer to this nickname she has shown no offense when it is used. She is a dues paying member of the Mage Guild, but like most members takes no active role in Mage Guild affairs.

Her house employs dozens of people, her lieutenant is Askoro Imo (?? Cat Hengeyokai male F6 Bushi) who wields a no-daichi with great skill. He keeps his race a secret and is often sent by the Dragon Lady on missions that involve leaving Bral. He has map he keeps on his person at all times, and when he comes to new places he often compares it to the place, trying to see if the map matches the area he is in.

House Otobe occupies a warehouse complex on the cliff above the docks, on Dock Street near the Shipyard, #146 on the Bral Map.

**The Shou Embassy**

The Shou Embassy is on Dock Street, directly across from House Murawa, #123 on the Bral Map. It is a stately building in the Shou style, guarded by dragon and foo beast statues that rumor claims can be animated to defend the embassy.

The ambassador from the Imperial Court of Shou Lung is Lord Chan Fu Wi (NG hm F6 Samurai kit), a dignified old warrior in his seventies who fully supports his emperor's cautious policies in wildspace. He is very dignified, and does not involve himself in the Rock's internal affairs. He is known to have some means of communicating directly to the Emperor when a quick decision is needed, but also has a great deal of personal discretion to make decisions.

Lord Chan has two primary advisors. Mariko Bareshu is a middle-aged woman known as a wise wu-jeñ and due paying member of the Mage's Guild on Bral. She is less well-known as an infamous ninja of Chomur, once a member of its Motoyoshi clan. She

and her husband, one of the clan founder's sons, discovered the Isobe's clan's secret plan to overthrow the Shogun of Chomur and brought it to light. The Isobe clan managed to assassinate her husband, and drive Mariko from Chomur into exile. She has retired to Bral, but has had to return to her ninja ways several times when Isobe agents came to the Rock.

Lord Chan's other advisor is Admiral Sukari (LG hm F15), a veteran warrior. Sukari commands the small Shou squadron that has recently been based on a nearby asteroid. He is renowned as an instructor, and devotes much of his time to training young warriors. He greatly respects Lord Chan, and serves him and the Empire with great loyalty. Socially he is withdrawn, but he has taken care to get to know the commander of Bral's small fleet.

Sources: SJR5 *Rock of Bral*, AD&D Trading Cards 'Mariko Bareshu' & 'Sukari', *Oriental Adventures*; *Kara-Tur: The Eastern Realms*; *The Complete Ninja's Handbook*; *Dragon* #189 'The Other Orientals'

### **House of the Path and the Way**

Location: Small rectangular building near the intersection of Mainmast Street and Temple Street, on Temple Square, #77 on the Bral map.

Deities: All deities worshipped by Oriental cultures throughout the spheres.

High Priest/Priestess: Ranach (LN hm P10)

Clergy: fewer than half a dozen

Sources: SJR5 *Rock of Bral*, AD&D Trading Cards 'Ranach', *Complete Spacefarer's Handbook*

The House of the Path and the Way is a small, humble shrine dwarfed by the larger temples around it in the district. The temple is has a small but loyal following, especially amongst the inhabitants of Shou-town, but their insistence on honoring all deities and unwillingness to proselytize keeps their numbers down.

The head priest, Ranach, is hard-working and wise, but somewhat gullible. His underpriests work to protect him from Bral's numerous conmen. Ranach sees wisdom in the divisions within his faith and encourages debate between followers of the different sects.

### **Festivals**

The inhabitants of Shou-town have contributed two festivals to Bral's annual calendar. The Cherry Blossom Festival is celebrated primarily by Shou-town's citizens, but the Dragonboat Festival has become a city-wide event, so that Shou participants are actually in the minority.

*4th Month: Shou Cherry Blossom Festival*



*Cherry-blossom Viewing on the Hill of the Tenjin Shrine in Yasui (Yasui Tenjinyama hanami), from the series Famous Views of Osaka (Naniwa meisho zue), 1834*

The Shou have planted a grove of cherry trees near the edge by the Dracon Enclave. When the trees bloom they hold a three day festival during which the Shou practice 'hanami,' a custom of enjoying flowers. Small food offerings are made at the roots of the trees, small, quiet processions wind through the trees and poetry about the flowers is read. Afterwards, feasts with rice, sweet-meats, and sake are held underneath the blossoming boughs.

#### *6th Month: Dragonboat Festival*

Originally a Shou Festival, on Bral the Dragonboat festival has transformed itself into a Spelljamming regatta. A course is laid out that circles through Bral's asteroid field and various races are held.

### ***The Path and the Way***

PORTFOLIO: All of them

ALLIES: None

FOES: None

SYMBOL: A yin-yang symbol in the colors of the chief of their personal pantheon for The Path; a low, rounded stone bridge for the Way

HOLY ANIMAL: All

WOR. ALIGN.: Any

The Path and the Way is a wide-ranging, syncretic faith that evolved over the centuries as the various Oriental cultures reached wildspace and began to encounter each other. Many of these cultures believed in some form of Celestial Bureaucracy, but found that they disagreed on which deities held which positions within it.

Today, the religion is fairly unique, in that its followers have found that they receive access to clerical spells within every inhabited sphere. The fractitious nature of the faith prevents it from gaining much power, however. The broadest division is between followers of the Path and followers of the Way, but even within those divisions many different groupings exist. These differences often lead to violence with others within the faith, but seldom affect those who do not follow the faith.

#### **The Church**

Dogma: All deities have their place within the Celestial Bureaucracy. Individual sects within the whole argue over which deities fill which roles.

Day-to-Day Activities: Varies greatly from sphere to sphere. Generally, priests seek enlightenment through meditation and study so they can better understand the workings of the Bureaucracy. The priests also instruct new members of the faith.

Holy Days/Important Ceremonies/Sacrifices: Varies from sphere to sphere.

Major Centers of Worship: Realmspace, Bralspace, Greyspace

Affiliated Orders: None

Church's Enemies: The Church of Ptah, as his church's claim that he leads the Celestial Bureaucracy was firmly rejected by all sects of the faith. This is more of a case of rivalry and distrust than outright conflict.

Priestly Vestments: Varies widely.

Priestly Adventuring Garb: Varies widely

Sources: *Spelljammer: AD&D Adventures in Space, Lorebook of the Void*, p51, *The Complete Spacefarer's Handbook*, pp 81-82.

## **Legend of the Spelljammer**

*From the Scrolls of Lu Pi, scribe to his Celestial Highness, the Court of Shou Lung*  
“... And it is recorded on this day, the 32nd year of the Master's rule, that a great beast or perhaps a ship appeared in the sky with the morning sun. At first we thought it a dragon, but it was shaped more like a manta-fish than a drake, and as it neared, we saw that it carried a mighty city on its back, much like an elephant carries a howdah. His Celestial Highness was enchanted by the appearance of this good omen, and he has directed me and my servants to set about procuring such a creature for his own private use. I have the feeling this may take a little time...”<sup>6</sup>

The Shou have their own legends of the *Spelljammer*, just like all the cultures of Wildspace, and all vessels of the Ministry of Glorious Flight have standing orders to pursue any promising leads to the *Spelljammer*. Several Shou dragonships have managed to discover the vessel and their crews, trapped like the rest of the great ship's crew, have formed a Shou community on the vessel.<sup>7</sup>

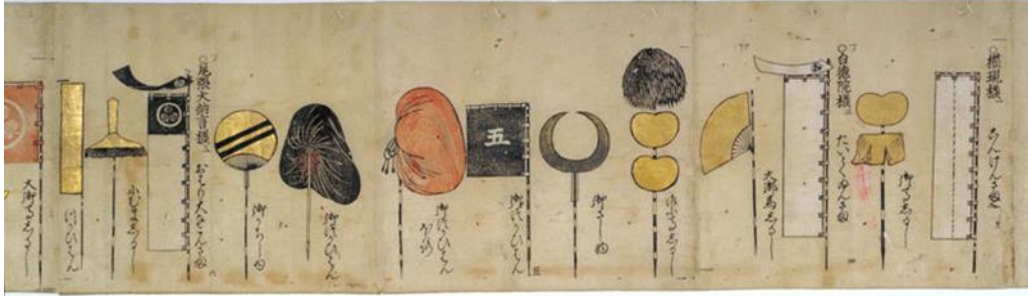
The Shou have their own tower, #30 on the *Spelljammer* maps. They have developed rice gardens and a silk-worm industry that manages to keep the Shou of the tower employed and fed even during the ship's 'Dark Times' when food is scarce everywhere. They also produce a small trade in minor healing potions. There are about 80 Shou in the Tower, which is damp, poorly ventilated, and has several levels of gardens for rice and the mulberry trees the silk-worms feed on.

The Shou of the *Spelljammer* are led by Magistrate under the Heavens Si Loo (NE hm F8 Bushi), captain of the last dragonship to reach the great ship. He reached the ship five years ago and has since gone mad; he thinks he controls the vessel. Real power amongst the Shou rests with his advisor, the Nagasimi (NE hm W12 Wu jen). Both Si Loo and Nagasimi are virulent racists, and they have allied the Shou on the *Spelljammer* with the Xenos, a terrorist organization devoted to human supremacy.

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<sup>6</sup> *Legend of the Spelljammer: Legends and More*, p. 5-6.

<sup>7</sup> I have always disliked the *Legend of the Spelljammer* boxed set as a description of the *Spelljammer*. In my own 'Jammers' campaign, and in my *The Stellar Main: A Sphere Guide to Bralspace*, I have repurposed the boxed set as an asteroid city mysteriously built to resemble the *Spelljammer*.



Medieval Japanese battle flags (from *O Uma Jirushi*, by Kyūan, 15<sup>th</sup> century)

## Mythic Earth

There is a final TSR campaign setting with Oriental societies that should be addressed: Earth, or at least a fantasy version of Earth. This campaign setting was not detailed in a unified series of products by TSR, but nonetheless it was detailed fairly well. The earliest details of the various Earth cultures and mythologies were in *Deities & Demigods*, expanded on in 2nd Edition's *Legends & Lore*. Each of the major European mythological and legendary periods was further detailed in the seven book *Historical Reference* (HR) series. The **Ravenloft** line produced a setting hearkening back to its original gothic horror inspirational material with *Masque of the Red Death and Other Tales* and *The Gothic Earth Gazetteer*, each set in 'Gothic Earth' in the 1890s. Finally, in the *Spelljammer: AD&D Adventures in Space* boxed set *The Concordance of Arcane Space* (pp. 42 & 90) provided some very barebones detail on SolSPACE (including the name). Mythic/Gothic Earth did not have a single product line, but it was as well detailed across time as any of TSR's other published settings.

In the article "Chronomancy & the Multiverse, version 1.1," published online, Roger E. Moore explicitly linked the HR series books Mythic Earth with Gothic Earth. He went a step further, linking the Mythic/Gothic Earth with Laterre, the Earth on which the X2 *Castle Amber* and its sequel, *Mark of Amber*, placed the homeland of the d'Amberville family, Averogne. Averogne is one of the settings created by legendary fantasy/horror author Clark Ashton Smith.

There isn't much to add to **Spelljammer** from this setting. The original 1st edition *Deities & Demigods* included gods and some heroes/NPCs for the Chinese, Japanese, and Indian pantheons, 2nd edition's *Legends & Lore* updated that information, included some information on culture, temples, and specialty priests for the pantheons. Some minor mentions in **Planescape** products as well. There is a wealth of articles in *Dragon* magazine on historical fantasy games in the Orient.

# Spelljammer Oriental Adventures Timeline

This is not a comprehensive history of all of TSR's Oriental campaign settings. It only includes events listed in **Spelljammer** products, or events from the Oriental settings that impacted **Spelljammer**. It also includes events that involve travel through space, or between worlds that are described in non-**Spelljammer** products.

For specific information on how the dates between settings were synchronized, please see *An "official" Spelljammer Timeline* [revised 2.0].

## **Entry format:**

Entries are listed by year. Each entry is begun with a notation indicating the game setting it comes from (ie [SJ] = **Spelljammer**, [FR] = **Forgotten Realms**, [GH] = **Greyhawk**, [AQ] = **Al Qadim**, [DL] = **Dragonlance**, [KT] = **Kara Tur**, [MY] = **Mystara**, [ME] = **Mythic Earth aka Gothic Earth aka Laterre**, [HJ] = **Hackjammer**, [PS] = **Planescape**). They are followed by the date in the world's own calendar (if not a **Spelljammer** only event) and a citation with the source and pagination.

\* Events marked with an asterisk do not have a specific time notation but the general chronology is correct.

@ Events marked with a '@' symbol are past events with no specific time notation nor a sense of when the event occurred. These events are best guesses on my part.

c Dates preceded by a 'c' are 'circa'. Dates without the 'c' are specific.

**All the dates in this timeline are given in the Olven Calendar of Greyhawk.**

## **240**

[SJ/FR] The Tears of Selune 'pop' into existence; the event is noted in ancient histories of Shou Lung and Evermeet. (-3440 DR/-2190 Shou)

{SJR2 *Realmspace*, p29}

## **1195**

[FR/KT] Following the fall of Inupras and the collapse of the western Imaskar Empire, the eastern provinces of Khati and Katakoro endure. Bearing Dhonas's Shroud, one of the seven False Imaskarcana, the artificer Kujawa claims the Dragon Throne at Thakos and declares himself Emperor of Anok-Imaskar. Scholars mark this as the start of the First Age of Shou Lung. (-2487 DR/-1237 Shou)

{*The Grand History of the Realms*, p31}

## **2432**

[FR/KT] Start of the Shou calendar. Nung Fu, a simple peasant, is invested with the Emblems of Authority by the legendary Nine Travelers and becomes the first Emperor of Shou Lung, thus beginning the Third Age of Shou Lung. (-1250 DR / 0 Shou)

{*The Grand History of the Realms*, p37; OA5 *Mad Monkey vs the Dragon Claw*, p3; OA3 *Ochimo: The Spirit Warrior*, p3}



**3265**

[FR] The Wa calendar begins with the first emperor of the Goshukara line. (-417 DR/ 1 Wa / 833 Shou)

{*The Grand History of the Realms*, p43; *OA7 Test of the Samurai*, p5}

**c4549**

[HJ] \*Elves, dwarves, and two human groups, one following the Japanese and the other the Chinese pantheons, colonize Wajan. (c. 11,582 FD)

{*Hackjammer*, p. 68}

**c4649**

\*Celestial Empire founded on Wajan when leaders of the kingdoms following the Chinese and Japanese pantheons marry. (c. 11,682 FD)

{*Hackjammer*, p. 68}

**c4742**

[SJ] \*The Dock in the Wu Pi Te Shao mountains is founded by the Arcane. (1060 DR / 2310 Shou)

{*SJR2 Realmspace*, p21} (1060 DR / 2310 Shou)

**c4749**

[HJ] Ogre and Hobgoblin attacks on Wajan weaken the Japanese pantheon, so the Chinese pantheon comes to dominate the Celestial Empire. (c.11,782 FD)

{*Hackjammer*, p. 69}

**c4849**

[HJ] On Wajan, the Isukami marches on the court and forces the Emperor to marry into their clan. The Isukame regency is established, leading to years of disorder and civil war in the Celestial Empire of Wajan. (c. 11,882 FD)

{*Hackjammer*, p. 69}

**4948**

[GH] In Chomur, on Oerth, the Nishi clan is founded when a band of samurai decide to strike out on their own after their treacherous lord turned against the shogun and was defeated. These samurai fled the aftermath of that defeat and turned ronin. After due consideration, they decided that wealth and greed were far more agreeable than the blind devotion that had resulted in their exile.

{*The Complete Ninja's Handbook*, p. 124}

**4949**

[HJ] Emperor Sukume enforces an uneasy peace on the Celestial Empire. The Japanese pantheon becomes the official religion but the Chinese pantheon is still followed by many. Uneasy truce between the various samurai lords and the Emperor continues to present day. (11,982 FD)

{*Hackjammer*, p. 69}

**4964**

[SJ/KT] The fifth Emperor Chin (later given the deific name Ch'uan) of Shou Lung observes the *Spelljammer* and orders his servants to acquire it for him. (1282 DR / 2532 Shou)

{*Legend of the Spelljammer: Legends and More*, pp. 5-6, OA3 *Ochimo: The Spirit Warrior*, p. 5}

**c4994-5019**

[SJ] The legendary pirate Corsair's career spans a generation. He captained the GOLD OCTOPUS, a legendary octopus with fittings of gold and tentacles of silvery steel. The Corsair boasted of being part Shou, part Solamnic Knight, and all-round hellion. He disappeared after boasting of being able to raid any ship and setting off to take on the SPELLJAMMER itself.

{*Legend of the Spelljammer: Ships and Captains*, p18}

**4995**

[SJ/KT] The Shou Lung empire on Toril dispatches one of its first dragonships to establish diplomatic relations with other planets. It is attacked and destroyed by illithids a week after leaving Toril, the IEN discovers the wrecked dragonship and rescues its sole survivor. (1313 DR / 2563 Shou)

{*Heart of the Enemy*, p12}

**c5000**

[SJ] \*The Shou dragonships IMPERIAL COURT and IMPERIAL TRADER are drawn into a mysterious space vortex and destroyed while on a trading mission.

{SJR8 *Space Lairs*, p46}

**5008**

[GH] In Chomur, on Oerth, a military advisor to the old shogun has a vision. He saw himself visited by the god of truth, who announced that henceforth the man's allegiance would be to the god instead of the shogun, and that the man must use the tools of deception so as to be on guard against those same dangers. The man retired from military service and founds the Motuyoshi ninja clan.

{*The Complete Ninja's Handbook*, p. 125}

**5021**

[KT/FR] The Eighth Shou Emperor Kai Chin announces the "Gathering of Pearls" as a goal of his reign. Plans are set in motion to recover lost artifacts and books. Contacts with Wa and Kozakura are expanded. This marks an increase in Shou Lung's interest in spelljamming. (1339 DR/ 2589 Shou)

{*Kara-Tur: The Eastern Realms*, p8; *The Grand History of the Realms*, p139}

**5024**

[SJ] \*Ozamata Ku Murawa arrives on Bral. Soon afterwards he founds House Murawa and Bral's Yakuza thieves' guild.

{SJR5 *Rock of Bral*, p28}

**5030**

[KT/FR] \*The Ministry of Glorious Flight is established in Shou Lung. Shou Dragonships begin to appear in wildspace in greater numbers. (1348 DR/2598 Shou)  
{*Kara-Tur: The Eastern Realms*, p29}

**5031**

[SJ/KT] The nation of Wa on Toril discovers spelljamming and the existence of the Shou and Elven fleets. They lose several ships in battle with the Imperial Elven Fleet, so they begin to design the Tsunami, the *Ki-helm*, and the *Rudder of Propulsion*. (1349 DR / 2599 Shou)

{*War Captain's Companion: Book 1*, p29-30, *SJR2 Realmspace*, pp19, 94}

**5038**

[GH]In Chomur on Oerth, the Isobe clan was a samurai clan that supplied many skilled warriors and military advisors to the army of the shogun. Secretly, it was also a ninja clan of great antiquity. Enemies of the Isobe clan uncovered and revealed their secret, the clan was forced to flee and have constructed a secret citadel on an inaccessible mountain.

{*The Complete Ninja's Handbook*, p. 123}

**5039**

[SJ] Si Loo, Magistrate Under the Heavens, arrives aboard the SPELLJAMMER and takes control of the Shou Tower, replacing the previous magistrate of the Shou Tower.  
{*Legend of the Spelljammer: Ships and Captains*, p66}

[FR/KT] Current year for *Kara-Tur: The Eastern Realms* (1357 DR / 2607 Shou)

[SJ] \*Current year for *Spelljammer: AD&D Adventures in Space*

**5040**

[FR] The Time of Troubles on Toril. (1358 DR / 2608 Shou)

{*Forgotten Realms Campaign Setting*, 2<sup>nd</sup> ed.: *Running the Realms*, p18}

**5041**

[SJ/KT] With their new Tsunamis completed, Wa fights a short war with the Imperial Elven Fleet in Realmspace. At least one Armada is destroyed. (1359 DR / 2609 Shou)

{*War Captain's Companion: Book 1*, p29-30}

**5042**

[SJ/KT] The Battle of the Selune Tear Elmonitae. The Waan Tsunami STORM OF HONOR under the command of Daimyo Akahu Nagasa attacks the moonlet, a neogi base defended by six mindspiders. All but two of the mindspiders are destroyed and one hundred captives are freed, including 60 elves and half-elves. These are delivered to the IEN Armada WINGS OF GLORY beginning five years of peace between the Waan and Imperial Elven fleets in Realmspace. (1360 DR / 2610 Shou)

{*War Captain's Companion: Book 1*, p30}

[SJ/KT] Wa has completed construction of six Tsunami vessels. (1360 DR / 2610 Shou)

{*SJR2 Realmspace*, p95}

[SJ] Current year of SJR2 *Realmspace* (1360 DR)  
{SJR2 *Realmspace*, pp 58-59}

#### 5044

[SJ] \*Current year of *The Legend of the Spelljammer*.

#### 5045

[SJ] The Battle of the Broken Sphere. The Cloakmaster, Teldin Moore, gains the Spelljammer and becomes her captain. Squadrons of neogi, illithid, gnomish, scro, elven, dwarven, beholder, and multiple human groups converge on the legendary Broken Sphere to either take the Spelljammer from Teldin's control, or help him protect the Spelljammer from the other groups. Hundreds of vessels were involved in the battle, and over two-thirds were destroyed. Destroyed vessels include an elven Armada, a Waan<sup>8</sup> Tsunami, and the Scro battlewagon EVISCERATOR. The Spelljammer itself was the subject of conflicting reports, with some saying it was destroyed, others claiming it fled into the Broken Sphere or otherwise escaped the battle. In any event, the Broken Sphere began to mysteriously close following the battle, and none have been able to enter it since.

{*The Ultimate Helm*; *Dragon Annual* #1 'Campaign Classics: The Scro', p47}

[SJ] \*Novel: *The Ultimate Helm*

#### 5046

[SJ/KT] The Waan Tsunami HAGURE JIMA commanded by Wo Han Do of Chozawa defeats a neogi deathspider, capturing the neogi and discovering the identities of seven neogi spies in the mountains of Wa, leading to a quick drop-off in disappearances therein. (1364 DR / 2614 Shou)

{*War Captain's Companion: Book 1*, p31}

[SJ] Current year of the *War Captain's Companion* Boxed Set.

{*War Captain's Companion: Book 1*, p38}

#### 5047

[SJ/KT] A Waan tsunami 'accidentally' destroys an elven man-o-war after a Shou spy informs them it is being used by drow to smuggle illegal goods into Wa. (1365 DR / 2615 Shou)

{*War Captain's Companion: Book 1*, p31}

#### 5048

[SJ] Current Year of the *Complete Spacefarer's Handbook*.

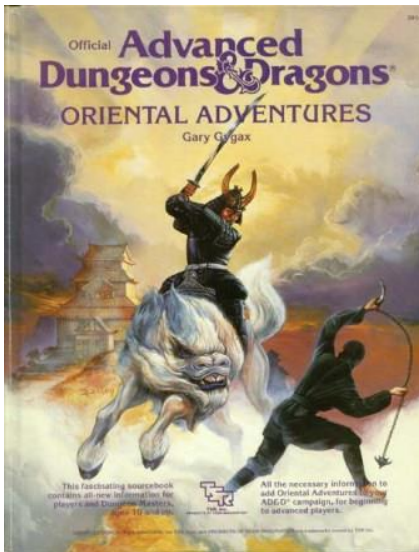
{*Complete Spacefarer's Handbook*, p9}

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<sup>8</sup> One of the major vessels involved is described as a 'Shou tsunami.' Tsunamis are Waan vessels, no one else makes them

# Oriental Adventures

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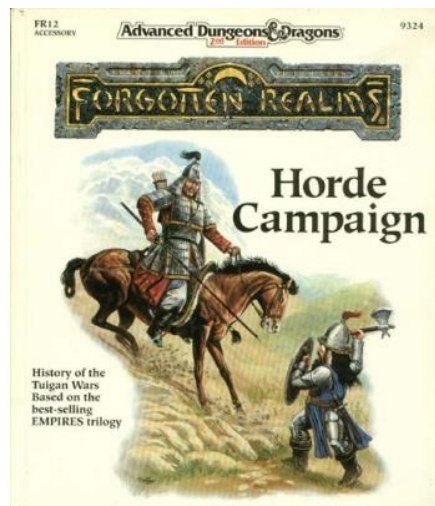
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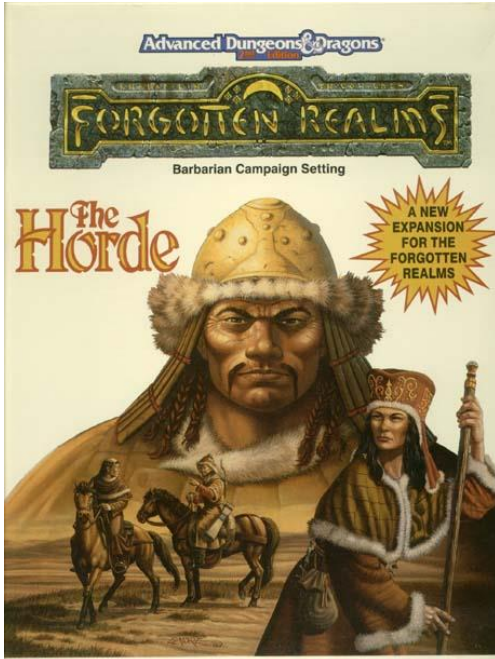
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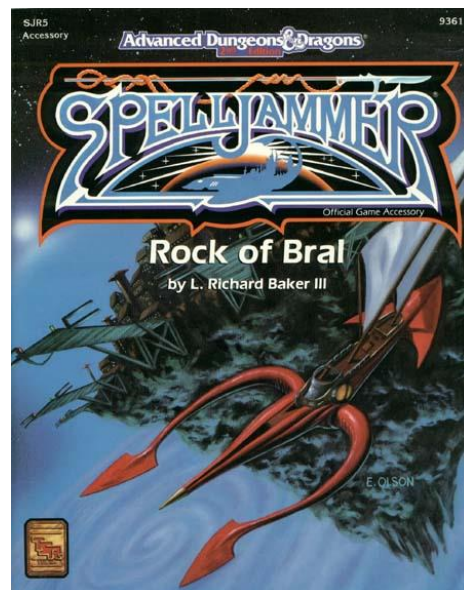
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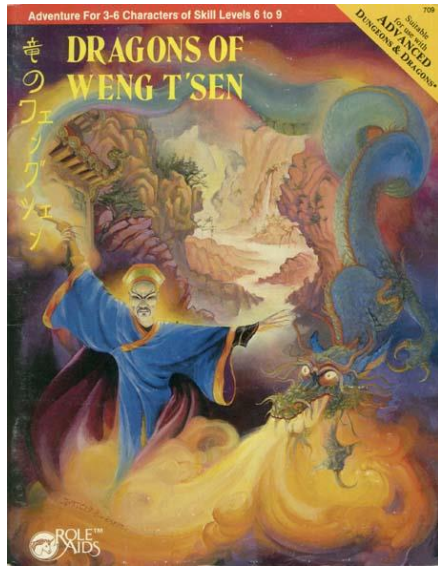
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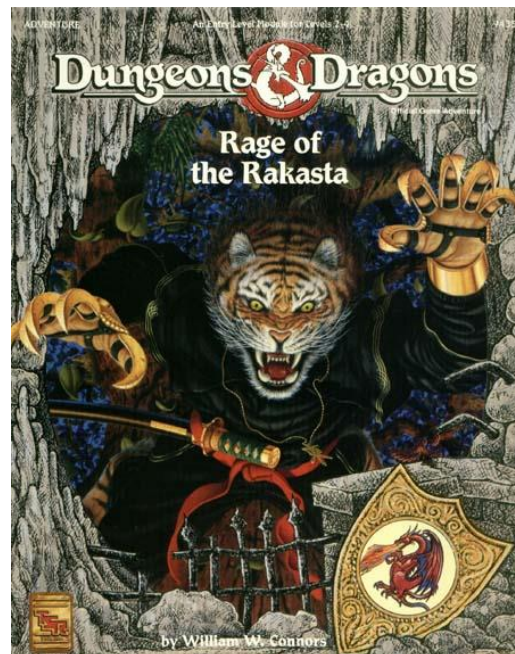
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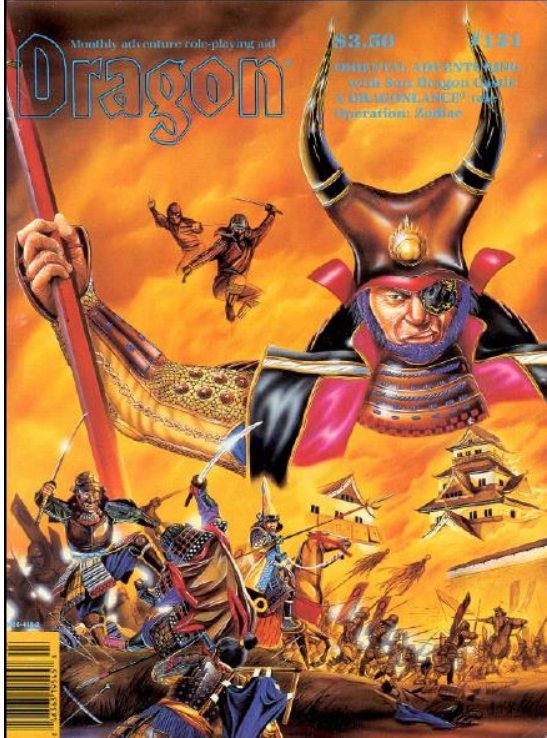
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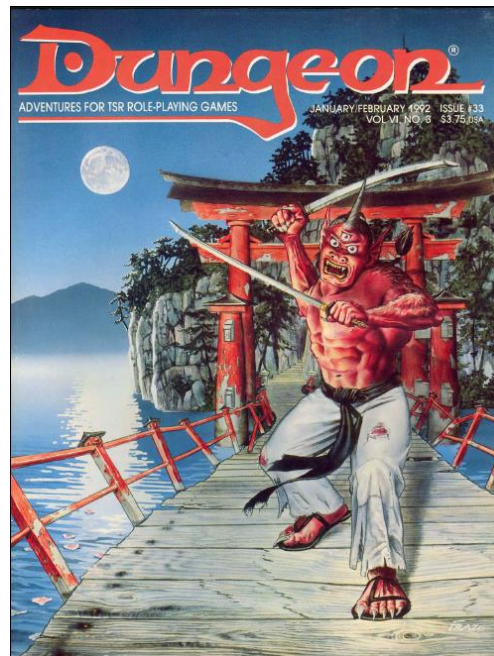
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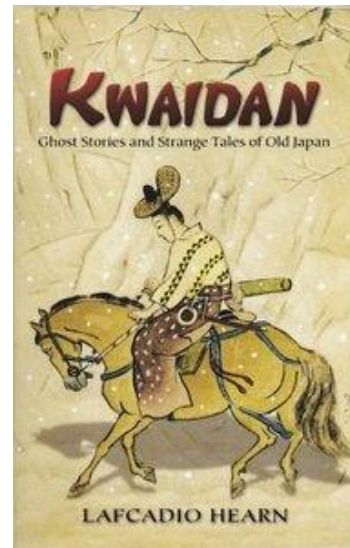
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# Appendix:

## ***Timeline of Kara-tur***

I first compiled this timeline back in 1997; it does not include entries from any of the *Spelljammer* products that mention *Kara-tur*. I intended not to make any major changes to this, it is included here because I don't wish it to disappear and I thought those who enjoy this article would find it useful. However, I decided to add entries from 1359 DR onward drawn from the *The Grand History of the Realms* so it would be a more complete timeline. All of the entries are drawn directly from the various TSR *Oriental Adventures* products listed in the bibliography above.

### Calender of Shou Lung

Dates are taken from the Year Zero, the reported ascendancy of Nung Fu. T'u Lung also uses the Shou method of record-keeping, to T'u Lung eyes, their nation is the logical continuation of the legacy of Nung Fu, with their northern neighbor no more than an abomination which has strayed from the true path and which will eventually stratify and crumble, leaving the dynamic nation of T'u Lung to reclaim Shou lands.

### Calender of Wa

The Wa calendar is measured from the time of the first emperor of the Goshukara line. Emperors preceding this date are only recorded by their era, name and year. For example, the marriage of Samon to the serpent was said to have occurred in the 23rd year of Kuni, during the reign of Emperor Nagazane.

### Calender of Kozakura

The Kozakuran calender uses 60 year cycles to keep track of dates. The number before the slash is the cycle, the number after is the year of the cycle. So, 11/19 represents the 19th year of the 11th cycle, and is 619 years after the year 1/1. 1/1 is the ascension of the first human emperor, Mori.

### Dalereckoning

The standard calender of the Dalelands in Western Faerun dates from the erection of the Standing Stone in the forest of Cormanthor. It is provided so interested DMs may cross reference this timeline with those available for the West. Lacking any concrete intersection point (a common event given a date on both calenders) I decided the date of the *Kara-tur* boxed set coincided with the date of the original, grey *Forgotten Realms* Boxed set. So, 1357 DR equates to 2607 in the Shou calender. The dates given for events in the Horde Wars have only been given DR dates in the official TSR material so those dates are dependent upon the accuracy of my choice described above.

The dating format used below follows a pattern. The first date given is the year according to the Shou calender; the second is the date according to the Kozakuran calender, in paraenthesi; the third is according to the Calender of Wa, also in parenthesis and with the word "Wa"; the fourth and final date given is Dale reckoning, from faerun. DR is included so DMs may easily determine what is occurring at similar

times in the west. Note the only the Shou calender and DR appear in all entries, Kozakuran and Waan dates are only provided when a given year contains entries for that nation.

Sample Date: 1177 (1/1) (345 Wa) {-73 DR}

Each entry is preceded by a note detailing the nation it most effects. Also, events are often described twice, once according to each of the nations involved. In some cases, notably dealing with Kozakuran interaction with Shou Lung and Wa, the timelines had conflicting dates. I have presented both dates, in that case, at the appropriate spot in the timeline for each version.

## TIMELINE

### **?? (1st year of Chisho Wa):**

-[Wa]The Sacred Wand and the Moonlight Arrow, emblems of the imperial office, are given to the Emperor Kochi by the Spirit of Wa, allowing him to establish the claim to the entire island of Wa.

### **?? (412th year of Chisho Wa):**

-[Wa]The Emperor Kochi dies. The War of the Spirits begins. The spirit folk are divided in their loyalties and split into two factions. One faction sides with the spirits while the other supports the humans. The korobokuru attempt to remain neutral, but eventually join the spirits. The hengeyokai take great delight in the resulting turmoil and manage to fight for both sides with equal abandon. In the end, the unity of Wa is destroyed and the island divides into petty clans engaged in fairly constant warfare. The Age of Kochi, Master of the Peach Tree, becomes a romantic ideal, which foreverafter drives the nobles to attempt the impossible task of ruling the entire island.

### **?? (1st Year of Koyo Wa):**

-[Wa]Emperor Kasada regains the Moonlit Arrow from the Spirit of Yakamashi Mountain and claims control of all Wa. The southern korobokuru support the claim against their northern brothers. Kasada is recognized as the first emperor since Kochi but refuses to name the era after him for fear of evil omens.

### **?? (23rd year of Kuni Wa):**

-[Wa]The wandering shukenja Samon is forced to seek shelter at a simple peasant's hut during a raging blizzard. There he becomes entranced with the peasant's beautiful daughter, a girl of obvious grace and breeding. During that night he forgets his vows and woos the daughter. For three nights he continues the courtship until by custom it is decreed they are married upon the third night. But with the dawn he discovers a great serpent coiled by his side the true form of his new bride. Maddened by horror and remorse, he flees into the mountains where his spirit is still sometimes seen.

### **0 {-1250 DR}:**

-[Shou]Ascendency of Nung Fu, a simple peasant, who was invested with the Emblems of Authority by the semilegendary Nine Travelers.

**120 {-1130 DR}:**

-[Shou/Tu]Earliest record of the Black Leopard Cult. Cult history says that the Black Leopard and his followers are eternal and immortal, having advised the Nine Travelers when they ruled the lands of Kara-Tur. This is the earliest written mention of the cult, noting that it had temples all along the Fenghsintzu River. Its major temple was at Durkon.

**221 {-1029 DR}:**

-[Shou]Death of Nung Fu. His greatgrandson becomes the first Emperor Chin of the Li Dynasty (Dynasty of Might).

**c221-580: {-1029 DR to -670 DR}:**

-[Hordelands] During the Li Dynasty the Shou warriors seize the lands from the Koryaz mountains to the Rusj River, and the mountains of Khazari. Later, the Kalmyks arise out of the Haggga Shan and drive the Shou back into the heart of the Chukei Plateau. Khazari rebels in this period of Shou weakness and proclaims its independence. The Kalmyk's squabbling prevents further successes, and the Copper Demon of Tros appears and seizes the eastern portion of the Kalmyk empire. The remaining Kalmyks split into two groups, those north of the Kora Shan and those south of it.

**320 {-930 DR}:**

-[Shou/Tu]The Black Leopard Cult reaches its zenith, the power of its kio ton mu (mystic witch doctors) held in more fear and reverence than that of the Shou Lung emperor in the lands of T'u Lung.

**382 {-868 DR}:**

-[Shou]Unification of the western provinces under the Emblems of Imperial Authority, the emperor's symbols of office.

**395 {-855 DR}:**

-[Shou]Crushing of the Sea Lords' Revolt in Karatin Province consolidates power beneath the Emblems of Imperial Authority.

**408 {-842 DR}:**

-[Shou]Seventh Emperor Chin of the Li Dynasty declares "Gathering of Waters," an attempt to bring the land fed by all the major rivers in Shou Lung under the sway of the Emblems of Imperial Authority. Shou Lung armies invade the Fenghsintzu valley.

**411 {-839 DR}:**

-[Shou]Surrender of the Grey Owl Tribes in the north secures the present northern boundary of the empire.

**413 {-837 DR}:**

-[Shou]Agents of the emperor Chin discover the Impossible Palace of Silver Domes in the northeast of Arkarin Province.

**414 {-836 DR}:**

-[Shou/Tu]The Battle of Infinite Darkness, at the mouth of Fenghsintzu. Combined leadership of the southern tribes under the kio ton mu challenges the forces of General Wo Can. The entire battle is fought under the cover of darkness spells, and legends say that the kio ton mu summoned fell and dangerous beasts from the other side of the world to aid them. In the end, Wo Can's army routed the southern tribes. The great southern scholar Po Nih dies in this battle, struck by a spear as he was writing a report to send to the main temple of Durkon.

**420 {-830 DR}:**

-[Shou/Tu] Wo Can's forces destroy the temple of the Black Leopard Cult at Durkon. The records say that the temple itself was sunk to the lowest depths of the earth. The kio ton mu are said to have either been slain or fled to distant lands. One legend in particular states that a high priest journeyed unseen down the Fenghsintzu and made his way out to sea. This destruction of the Black Leopard cult's temple at the mouth of the Fenghsintzu River ends resistance in the southern provinces (later to become T'u Lung). The leader of the Black Leopard cult is not found and is rumored to have been destroyed by his own summoned creatures.

**435 {-815 DR}:**

-[Shou/Tu]Shou Lung establishes the "18 Garrisons of T'u" in the T'u Lung lands. These military bases are instrumental in establishing Shou customs in the southern regions.  
-[Shou] The War of the Nobles begins.

**440 {-810 DR}:**

-[Shou]Teachings of the Path of Enlightenment first appear in the stone bluffs above the mouth of the Hungtse River. The meter-high characters are blasted into the solid granite by reddish lightning during a firestorm witnessed throughout the continent. Though the skies are ablaze with light, the vegetation and people near the Hungtse are unharmed. The ancestors of the emperor are said initially to refute these teachings.  
-[Shou] The War of the Nobles ends, the bureaucracy comes into its own.

**580 {-670 DR}:**

-[Shou]The last Emperor Chin of the Li Dynasty dies without heir. Defying his ancestors, he passes on the affairs of office to his wu jen advisor, a follower of the Path of Enlightenment. The advisor becomes the first Emperor Chin of the Ho (Peace) Dynasty.

**581 {-669 DR}:**

-[Shou/Tu]First Emperor Chin of the Ho Dynasty proclaims the "Organization of Thought," in which he seeks to make the Path of Enlightenment the only faith of Shou Lung. The Time of Contentions begins, as rival faiths battle each other in the bureaucracy, among the populace, and finally on battlefield as temple militias contest in small civil

wars. In T'u Lung, the establishment of rival faiths and temples leads to some of the bloodiest fighting.

**585-640 {-665 to -610 DR}:**

-[Tabot] The "Years of Frost" in Tabot, during which 15 temple militias fled persecution in Shou Lung and journeyed into the mountains of what would become Tabot.

**601 {-649 DR}:**

-[Shou]The Impossible Palace of the Silver Domes disappears. That which remains is renamed "The Field of Burnished Bronze."

**630 {-620 DR}:**

-[Shou]The first Emperor Chin perishes mysteriously, along with his son. The grandson becomes the second Emperor Chin and announces "The Time of Sharing Meals." Temple militias are outlawed and religious freedom encouraged. The Path of Enlightenment remains the official religion.

**631 {-619 DR}**

-[Shou] The Imperial Capital moves from Hsi-Feng to Hai Sheng (now renamed Kirin).

**646 {-604 DR}:**

-[Tabot] An alliance of temple militias and lowland heathen citystates defeats an invasion of Ho Dynasty Shou Lung troops at the Battle of Tsagang. Following the battle the Peace Land Treaty between the monasteries and the lowland city states creates the land of Tabot.

**703 {-547 DR}:**

-[Shou]The first recorded appearance of the Giants in Grey, huge humanoid figures dressed in concealing grey cloaks and accompanied by thick fog. A massive earthquake destroys the province they are sighted in soon after their appearance.

**830 {-420 DR}:**

-[Shou]The last of the Ho Dynasty is humbled before the armies of the maritime Karatin Province. The warlord of that province ascends the throne the first Emperor Chin of the Hai(Ocean) Dynasty.

**833 (1 Wa) {-417 DR}:**

-[Wa]When the Kasada line collapses for lack of an heir, the regency is established while the search is commenced for a suitable relative. The Goshukara line is finally chosen and the first emperor of the Goshukara is enthroned.

**835 (3 Wa) {-415 DR}:**

-[Wa]The regent Toda no Nagamori attempts to overthrow the Emperor so as not to lose his power in the court. The conspiracy is discovered and all the plotters are slain or captured. The regent's family clan is scattered. Unable by custom to execute his ex-regent,



the Emperor orders his wu jen to devise the most terrible fate they can conceive. They create the Cell of Perpetuity, where Toda no Nagamori languishes to this day.

**856 (24 Wa) {-394 DR}:**

-[Shou]Discovery of Wa by Cham Hag, the Mariner.

-[Wa]An emissary of the King of the Western Lands (Shou Lung), Cham Ko Hag, arrives in Wa. He is brought before the Emperor Tsuba. Upon leaving he promises to return with gifts from the King of the Western Lands.

**837 {-413 DR}:**

-[Tabot] Failed invasion of Tabot by Shou Lung.

**858 {-392 DR}:**

-[Shou]The Giants in Grey sighted in the Imperial Compound.

**859 {-391 DR}:**

-[Shou] The first Emperor Chin and his household die from the Ivory Plague. The emperor's young grandson survives, as does the emperors sister. She masquerades as the emperor, aided in this ruse by the bureaucracy and various good spirits until the grandson is old enough rule. The emperor's sister then reveals her true identity and flees the city, never to be seen again. Her rule now recognized as that of the second Emperor Chin, and her grand nephew's is the third Emperor Chin of the Hai dynasty. From this time on, if no male heirs are of age, it is custom for an able female heir to rule until a male heir comes of age. The ruler is referred to as emperor, regardless sex.

-[Tabot] The Ivory Plague forces Shou Lung to abort another invasion of Tabot.

**869 {-381 DR}:**

-[Shou] The capital is moved to Kuo Te' lung.

**894 {-356 DR}:**

-[Tabot] An invasion by Shou Lung is initially very successful, conquering all of northern Tabot. At the Battle of Lokar Pass the Shou are defeated by the ragged Tabotan army backed by the five magical Crystalline Warriors of Ji . The day is called "Crystal Day" in Tabot and marked as a holy day in the monasteries.

**935 {-315 DR}:**

-[Shou/Tu] Hu Ling Do writes his famous Hsao Chronicles. His writings encourage a strong following of the Way in the south.

**970 (138 Wa) {-280 DR}:**

-[Shou] Pirate activities in the Celestial Sea result in proclamation by sixth Emperor Chin of the Hai Dynasty of the "Scattering of Winds," demanding the warlords of Wa swear fealty to the emperor. They refuse, the emperor begins massing his fleet.

-[Wa]The King of the Western Lands offends the Emperor of the Jade Throne Gok~mi when his emissaries demand the obeisance of all Wa. They brazenly suggest that the Emperor has encouraged the activity of the wako who have been preying on the Shou

Lung coastline. Great Counselor of the Middle Nobunaga orders all but one of the impudent emissaries executed. The sole survivor is refused any reply and sent back to Shou Lung. The chroniclers record this as the beginning of the Omi War.

**972 (140 Wa) {-278 DR}:**

-[Wa]Hearing reports that the King of the Western Lands is amassing a fleet, the Great Counselor of the Middle Nobunaga begins preparations for the defense of Wa. The master ninja Fukio is dispatched to Shou Lung to report and be ready to strike. The coastal cities are fortified and a grand program of castle building is begun. These activities all place huge demands on the Imperial Treasury, and Nobunaga in turn places more and more of the burden on the local chieftain (promising land and reward when the war is over).

**973 (141 Wa) {-277 DR}:**

-[Wa]Eye of the Law Kaian sees the Palace of the Sea Lord in the deeps off Komei Bay. There he instructs the Lord of the Ocean towards the Path of Enlightenment.

**975 (143 Wa) {-275 DR}:**

-[Shou]Multiple attacks against various strongholds of Wa result in the capture of the north and south. The sixth Emperor Chin moves against the center with land armies and the collection of his fleets.

-[Wa] The Omi War begins in earnest as the King of the Western Lands invades Wa with his fleet of 100,000 ships. The fortifications of Nobunaga are strongest across the central part of Wa and these areas resist the invasion. However, the daimyo of the north and south, angered at Nobunaga's heavy taxation, betray their garrisons to the invaders. Shou Lung soldiers begin to march overland on the capital. In the north, only Nakamaru remains uncaptured, due to the cunning of General Yoshibeï. Shou Lung forces settle in for a long siege of the fortified manor that forms the city's main defence.

**976 (144 Wa) {-274 DR}:**

-[Shou]Death of the sixth Emperor Chin and his court in the battle of Wa. While the land forces overrun the Wa forces, the emperor's fleet runs aground on reefs hidden by the dweomercraft of the opposing lords' wu jen. The ship's pilot, a man named Rourke, recovers the emblems of Imperial Authority, but is slain upon return to the Imperial City. The Emblems disappear and Black Cycle of Years begins.

-[Wa]The wu jen Kira and a confederation of sorcerers cunningly prepare a trap for the King of the Western Lands Chin, who is aboard his royal flagship. Through their spells they conceal a dangerous reef from all aboard. Driven forward by a summoned storm, the flagship breaks up on the rocks. Before the Emperor Chin's wu jen can whisk him away to safety, the ninja Fukio, in disguise and aboard the ship for two years, strikes. The Emperor Chin is slain. Almost immediately the most powerful Shou Lung generals leave Wa to battle for the Shou Lung throne. The Shou Lung forces are plunged into leaderless confusion. Fukio disappears in the shipwreck. Some claim he is dead, while others say Kira rewarded him with prolonged life and great powers for his services.

**976 (144 Wa) {-273 DR}:**

-[Wa]General Yoshibei breaks the siege of Nakamaru and reconquers the province. The Shou Lung governor of the north offers a truce with Yoshibei. Cut off from land communication with the south, Yoshibei accepts the truce and sets himself up as Sengokudaimyo (warlord) of the province. For the next 100 years or so, the island of Wa is wracked by sporadic warfare. At first it is between the nobles of Wa and the Shou Lung governors. Although the nobles are able to drive the governors and their troops back, they never fully defeat them. The men of Shou Lung recruit new troops from the countryside and defend their lands. With time they adopt more and more of the ways of Wa, until they are almost indistinguishable from their subjects. By the time the Emperors of Shou Lung return, their governors owe more allegiance to the Emperor and daimyos of Wa than they do to the Emperor of Shou Lung.

**976-1025 {-273 to -225 DR}:**

-[Shou/Tu]Cycle of Black Years. In T'u Lung, this was marked by continual invasions from the south, incursions by petty lords from the north, blights, floods on the Fenghsintzu, and crop failures. Only regions where the local feudal lords remain in power retain some semblance of order. It is from these feudal lords that the barons of the south take their mandate to rule. Here is the first mention in records of the Wai and Yang clans, which were to shape the recent history of the nation of T'u Lung.

**980 {-270 DR}:**

-[Shou]The Giants in Grey are reported throughout the known empire. Crops fail as a blight strikes the coastal lowlands.

**985 {-265 DR}:**

-[Shou]A criminal family in Kai Shan seizes control of their city, declaring their own sovereignty. Such city-states are common in the Black Cycle, but Kai Shan survives semi-independent to this day, as it aided and supported Wo Mai, a noble from a neighboring province, in his adventures.

**1004 {-246 DR}:**

-[Shou]The Impossible Palace of the Silver Domes reappears for a period of two weeks, then disappears.

**1010 {-240 DR}:**

-[Shou]End of the reign of the Copper Demon of Tros, who held a large section of the west in his thrall for eight years, ruling the land in a brutal fashion. The beast is slain by the Seven Heroes and the Seven Nonmen. Wo Mai is reported as one of the Heroes.

**1025 {-225 DR}:**

-[Shou]The Black Cycle of Years ends with the coronation of Wo Mai, a noble claiming descent from Nung Fu himself. Wo Mai recovers the Emblems of Imperial Authority from the crypts beneath the Imperial City, rallies the armies and other nobles, and crushes the rebellious outlying provinces. Wo Mai becomes the first Emperor Chin of the Kao (High) Dynasty.

**1025-1100: {-225 to -150 DR}:**

-[Hordelands] The fall of the Copper Demon of Tros marks the resurgence of the Shou. The Northern Kalmyks become a vassal state of the Shou, as do Khazari, Solon, and Semphar. The Southern Kalmyks, now called the Suren, continue to resist but are steadily pushed west where they struggle against the realm of Raumathar.

**1026 {-224 DR}:**

-[Shou/Tu] Defeat of the last invading southern tribes by Shou Lung allows the empire to reestablish its control in the south. First mention of the Black Leopard Cult as a secret society working to aid peasants displaced by the warring forces.

**1072 (240 Wa) {-178 DR}:**

-[Shou] The second Emperor Chin on his ascendancy declares the "Spreading of Knowledge" also known as the "Opening of Wa." Wa survived the Black Cycle in a state of guerilla warfare against stranded Shou Lung governors. Orders are given to pacify and redirect the population in Shou Lung ways.

-[Wa] Shou Lung forces return to Wa and begin the reconquest of the island. At first the new invaders attempt to command the old Shou Lung families still on the island. These families quickly discover that they lose power and importance under the new arrangement. Most refuse to cooperate and side with the various daimyo of Wa. Resistance is spirited but essentially futile. A century of warfare has destroyed the government of Wa, leaving the Emperor and the Great Ministers as little more than figureheads. Distrustful of and uncooperative with each other, the daimyo are easily broken by the organized forces of the invaders.

**c1100-1330: {-150 to 80 DR DR}**

-[Hordelands] Narfell and Raumather destroy each other in "The Great Conflagration". The Suren take advantage of this to drive the Raumatharans from the Steppe. Continuing there advance the barbarian horde overwhelms most of modern Narfell before they are stopped.

**1175 {-75 DR}:**

-[Shou/Tu] Descendants of the Ho Dynasty living in T'u Lung refuse to house the Emperor's troops and take control of the coastal city of Ausa. Shou troops spend four months reducing the city's defences and another two years tracking down and defeating the clan leaders. By imperial decree, most of the Ho clan is slain. Some members survive and reestablish the clan. Shou atrocities during this uprising were widely spread among the barons and population.

**1177 (1/1) {-73 DR}:**

-[Kozakura] Ascension of Mori, first emperor of the Kozakuran people.

**1271 (2/34) {21 DR}:**

-[Kozakura] Prince Miki begins his campaigns to subjugate the northern korobokura

**1282 (2/45) {32 DR}:**

-[Kozakura] The northern Korobokura overwhelm Todaijo, the stronghold of Prince Miki. He and all his followers are slain. The korobokura cheiften Inoyep begins to recover lands lost to Prince Mikki.

**1284 (2/47) {34 DR}:**

-[Kozakura] The Emperor Itonin leads an army against the northern korobokura. In the midst of the campaign Inoyep is treacherously assassinated by Akarweop, one of his sub-chiefs. Itonin accepts Akarweop's peace offer. At the peace council, Akarweop and his allied chiefs are slain. Leadership of the northern korobokura is destroyed.

**1310 (3/13) {60 DR}:**

-[Kozakura] Chiro no Maasate establishes a Kozokuran colony on Tenmei.

**1330 {80 DR}:**

-[Shou] Invasion of the Horse Barbarians. The fifth Emperor Chin of the Kao Dynasty routs them in the Battle of the Silver Grasslands.

-[Hordelands] The Suren conquer the weakened outlying states of the Shou. Khazari and Ra-Khati are overwhelmed, Semphar is cut off from Shou Lung and establishes its own independence. The Suren tribes again bicker, they soon lose control of their conquests.

**1384 {134 DR}:**

-[Shou]The mariner Wan Ko Hei discovers Kozakura, and is presented to Emperor Koshu at the Kozokuran capital at Fukama. Note discrepancy with Kozokuran date.

**1490 (6/13) {240 DR}:**

-[Kozakura] The last resistance of the northern korobokura is overcome. The northern provinces are formally declared part of the imperial lands.

**1499 (6/22) {249 DR}:**

-[Kozakura] The first envoys from Shou Lung arrive at the imperial capital of Fukama. Shou Lung histories refer to this as the "discovery" of Kozakura. See earlier entry for Shou dating discrepancy.

**1501 (669 Wa) {251 DR}:**

-[Shou]The Wa warlords overthrow the rulership of their Shou Lung governors, destroying many things Shou Lung in the ensuing rebellion. Civil war rocks the island for more than 200 years before a stable government emerges, but the various petty warlords of Wa present a unified front against the "outland invaders."

-[Wa]The Shou Lung are finally driven out of Wa by Nitta Shogoro, the Hidden Shogun. In the midst of the final battle, the Giants in Gray are seen watching the carnage. Shogoro proclaims this as a sign of doom for the Emperor Chin. After the victory, there is growing contention among the victors as Shogoro's sway over them weakens. By the end of the year the government has split into several factions.

**1502 (670 Wa) {252 DR}:**

-[Wa}Nitta Shogoro attempts to force the Empress Bishakammon to name him regent of Wa. His move is thwarted when the Great Minister of the Left refuses to recognize him and declares his support for the Empress' youngest son. The capital is divided into two camps and violent skirmishing breaks into open warfare.

**1503 (671 Wa) {253 DR}:**

-[Shou]The twelfth Emperor Chin of the Kao Dynasty, faced with defeat in Wa, declares "The Unleashing of Shackles." Wa is recognized as an independent state, and the tattered remains of the Shou Lung Regiment of the Grey Blossom are withdrawn from Wa. Many monuments are erected in the capital declaring the wondrous nature of the emperor as the sage emancipator of noble foreign peoples.

-[Wa]:Emissaries from the Twelfth Emperor Chin of the Kao Dynasty arrive with a proclamation declaring Wa as a fellow state of Shou Lung and further lifting the burden of tribute from the inhabitants of that land. Further proclamations grant citizenship to any person of Wa wishing to settle in Shou Lung, provided that person can demonstrate Shou Lung ancestry. Trade agreements are also reached allowing for open ports between the two lands. Nakamaru is named as one of these and the Empress allows the establishment of a small Shou Lung community there. It is carefully guarded and watched, as the governor, a descendant of General Yoshibeï, does not want the return of Shou Lung occupation. The commander of the Grey Blossom regiment petitions the governor for permission to remain in Wa. He has little desire to return to Shou Lung as the commander of a defeated army. Many of his men also petition to remain. These requests are granted and the Grey Blossom mercenary regiment is founded. Initially it is in the service of the governor of Nakamaru.

-[Shou/Tu]The Nights of the Screaming Demons, a six-day span when major cities along the Fenghsintzu River are visited by great, roaring spirits that chase people from the streets. The next morning, several prominent bureaucrats are discovered missing. Those missing were noted for their incompetence and corruption, so their passing was noted only to make the other bureaucrats more responsive to the people's needs. The autobiography of a H'sin-to crime lord, published in 1545, links the Black Leopards to the Screaming Demons, but no other mention is made.

**1562 (7/25) {312 DR}:**

-[Kozakura] The korobokuran hero, Poiyopepoen, leads the remainder of his people in a great migration to Tenmei. There they settle in the deep woods, hidden well away from the small human settlements.

**1583 (7/46) {333 DR}:**

-[Kozakura] Under the guidance of Prince Sanetomo, the Prime Minister, Emperor Sentai begins the Great Land Reforms. Much property is redistributed and the status of korobokura and hengeyokai is formally defined as outside the Kozakuran government. the action sparks many fierce uprisings. the end result is the strengthening of Prince Sanetomo's family, the Honda.

**1639 (8/42) {389 DR}:**

-[Kozakura] the Way of Enlightenment is introduced to Kozakura.

**1681 (9/24) {431 DR}:**

-[Kozakura] Empress Jumei begins the construction of a new capital at Dojyu.

**1755 (10/38) {505 DR}:**

-[Kozakura] The Black Castle is founded by Aga in the Miyama province.

**1761 {511 DR}:**

-[Shou]The Sixteenth Emperor Chin of the Kao Dynasty declares "The Revealing of Scrolls." The discussion of knowledge is encouraged, and many rival schools are established. The sciences of Astronomy, Alchemy, and Geomancy are in a golden age. Priests of the Path of Enlightenment are dispatched to the far reaches of the globe, setting up shrines as far away as Kozakura. (In Kozakura, the faith is known as the Way of Enlightenment, much to the mutual embarrassment of Shou Lung followers of the Path of Enlightenment, and its rival faith, the Way).

**1787 (11/21) {537 DR}:**

-[Kozakura] The Black Castle is destroyed by Kinusake no Yori.

**1800 (11/23) {550 DR}:**

-[Kozakura] The village of Kuda is founded as the provincial capital of Miyama by Kinusake no Yori's grandson.

**1810 {560 DR}:**

-[Shou]The Impossible Palace of the Silver Domes reappears briefly, but disappears again before investigation may be made.

**1831 (11/54) {581 DR}:**

-[Kozakura] The Zakura Insurrection begins in the north against the empress. prince Sagi, half-brother of Emperor Toakimi, was persuaded by the Nagato family to rebel when the Honda family supported Princess Kodaiku after the death of her childless husband, Toakimi. The northern rebels established a separate capital at Senita. The northern court survives for 68 years. During this time 3 emperors are proclaimed by the rebels: Sagi (11/54), Gosagi (12/46), and Ouizu (12/59).

**1878 (12/41) {628 DR}:**

-[Kozakura] The Kanchi school of the Way of Enlightenment is founded.

**1881 {631 DR}:**

-[Shou/Tu]The Wasting Sickness sweeps the continent. In dealing with the emergency, local lords are granted more power in the bureaucracy, particularly in the hard-hit southern provinces. Thus more power falls into the hands of the local lords, for the first time since the destruction of the Ho clan in Ausa.

**1889 (12/52) {639 DR}:**

-[Kozakura] Suffering from the political and financial strain of the Zakura Insurrection, Empress Kodaiku is compelled to name Honda no okumi as regent for her young son, Bidamu. The Honda control of the imperial court is now complete.

**1895 {645 DR}:**

-[Shou/Tu] Incursion of jungle barbarians results in the appointment of a T'u Lung native as captain of a Shou Lung garrison post. Over the next 500 years more and more natives of the southern provinces come to the fore in the military.

**1899 (13/2) {649 DR}:**

-[Kozakura] The last stronghold of the Zakura Insurrection is captured. the war is officially ended and the rebel court destroyed.

**1920 {670 DR}:**

-[Shou/Tu] Invasion of the Southern Barbarians. An invasion of southern barbarians overruns the Wetpeng garrison and Kahgang Su. For the first time local forces outnumber those loyal to the emperor in the armies repelling the invasion. The invasion ends suddenly and the barbarian forces retreat. The cause of the retreat is unknown, but guessed to be the death or other loss of the barbarian's charismatic leader. Many of the clan militias and mercenary forces formed during this invasion remain in place after this time.

**2011 {761 DR}:**

-[Shou]The Impossible Palace reappears, then disappears again with a party of investigators inside.

**2036 (15/19) {786 DR}:**

-[Kozakura] The Konjo school is introduced to Kozakura.

**2050 {800 DR}:**

-[Shou]The last ruler of the Kao Dynasty and his family perish in a fire that sweeps the old Imperial City. His third cousin Ton Bor becomes the first emperor of the La (Wax) Dynasty. The reigns of this emperor and those that follow in his dynasty are controlled by rival factions and secret societies, and the name of the dynasty has been given to it by the successor Kuo Dynasty to reflect the malleability of its rulers. (Its own name was Yin [Silver], but that name has been eradicated from all tomes in the empire, and only survives in records in Kozakura and other lesser states.)

**2053 {803 DR}:**

-[Shou/Tu]The Yang clan takes control of the Tyu Ton garrison, replacing Shou troops with those loyal to Yang. There is widespread feeling that the La Dynasty is insufficient for the task of controlling an empire, and most garrisons are infiltrated by secret societies, including the Black Leopards, who make a resurgence during this time.

**2055 (15/38) {805 DR}:**



-[Kozakura] Ichiro the Swordsman fights his first duel at the age of ten. In the next 83 years, he becomes the foremost swordsman of Kozakura. legends maintains he was the finest swordsman who ever lived or ever will live. Living the life of a wastrel and vagabond, he is never beaten in a duel. Shortly before his death, it is said he achieved his ultimate goal, making the perfect weapon, infusing it with the very essence of his life. It is the Breath-Floating-Sword and it has never been found.

**2061 (1229 Wa) {811 DR}:**

-[Wa]Hidegari Iegusa sails from Wa with a fleet of 1,000 ships. He lands on the southwestern tip of Shinkoku and immediately secures the provinces as a base of operations. Initial resistance to the invasion is thwarted when Hidegari persuades several daimyo of the area to join his army. The winter season forestalls further reinforcements from Wa and conquest stalls in the south. By the next spring, the Kozakurans have stabilized the front and no more progress can be made. Iegusa appoints the Nakori, Tokuma, and Tsuburaya families as governors of the conquered provinces. Raiding continues along the border for many years. Hidegari Iegusa returns to Wa. (note dating discrepancy)

**2062 (1230 Wa) {812 DR} :**

-[Wa]Hidegari Iegusa launches the Orchid Fleet, a combined force of ships from Wa and southern Shinkoku. His plan is to strike at the capital of Kozakura, but his fleet is intercepted at sea by Honda no Mototsune. During a fierce storm that Hidegari's sorcerers are unable to control, a bloody hand-to-hand battle is fought. His ship ablaze and his men dead or dying, Hidegari's ship disappears into a sudden fog. Thereafter, his gruesome ghost ship is said to be seen on occasion by sailors.(note dating discrepancy)

**2063 (1231Wa) {813 DR}:**

-[Wa] The Kozakuran leader, Honda no Mototsune, reclaims the southern provinces of Shinkoku. After several months of warfare, the Nakori clan is forced to retreat to Wa. At the same time Shiro Tokuma deserts his command, a blot which hangs over his descendants for the centuries that follow. Likewise stained is the Shinkoku branch of the Tsurabaya who are forced to swear allegiance to Honda no Mototsune. (note dating discrepancy)

**2161 (17/24) {911 DR}:**

-[Kozakura] An invasion fleet from Wa commanded by Hidegari Iegusa lands on the southwestern tip of Shinkoku, conquering several provinces. the shogunate organizes a counterattack, but the effort is hampered by the defection of several southern lords. After the initial battles both sides are unable to make further progress. raiding along the borders of the occupied provinces becomes a common practice of the Kozakuran families in the area. (note dating discrepancy).

**2172 (17/35) {922 DR}:**

-[Kozakura] Hidegari's Iegusa attempts to break the deadlock in the Southern War by invading the Dai plain from the sea. the regent, Honda no Mototsune, launches a force onto the Inland Sea. In the midst of a great storm raised by Mototsune's sorcerers, the

two navies meet. For two days a fierce hand-to-hand battle rages across the decks of over 300 ships. In the end, his ship ablaze and most of his men dead, Iegusa refuses to surrender or leave his ship. With Iegusa dead and his army broken Mototsune begins the recapture of the occupied southern provinces.

**2173 (17/36) {923 DR}:**

-[Kozakura] The Great Hunt begins in the southern provinces. As the survivors of Iegusa's naval expedition return to their conquered territories, fell creatures and oppressors exact a horrible revenge on the stragglers. Many villages overthrow their oppressors and proclaim their freedom. As Mototsune's army arrives, many of these communities refuse to give up their independence. Mototsune savagely destroys these rebellious hyakusho (non-samurai classes), leaving a wake of devastation behind him.

**2181 (17/44) {931 DR}:**

-[Kozakura] Honda Mototsune completes the reconquest of the southern provinces.

**2190 (1358 Wa) {940 DR}:**

-[Wa] Great Teacher Saizu (later known as Saizu the Immortal) appears over the capital standing on a cloud. Upon his landing spot is built a huge temple. Saizu begins his teachings of the Winter Sect of the Path of Enlightenment.

**2198 (18/1) {948 DR}:**

-[Kozakura] Dorumijii Monastery built in Miyama province.

**2201 (18/4) {951 DR}:**

-[Kozakura] Konjo Monastery built in Miyama province.

**2238 {988 DR}:**

-[Shou/Tu] Wai Fu Hong leads a group of cities in revolt against imperial taxes. Instead of reprisal, the throne negotiates, concentrating instead on not spreading the news of the revolt. T'u Lung nobles (as they think themselves now, a separate entity from the corrupt northerners) are encouraged by the perceived weakness of the imperial court.

**2285 (19/28) {1035 DR}:**

-[Kozakura] Prompted by the weakness of the imperial court the Hojo family precipitates the Tenu War. The country splits between supporters of the emperor, under control of the Honda family, and the Hojo cause.

**2289 (19/32) {1039 DR}:**

-[Kozakura] Hojo forces win Battle of Kurisammyaku, conquering Miyama province. The emperor Sago is assassinated.

**2294 {1044 DR}:**

-[Shou/Tu]Two of the concubines of the thirteenth Emperor Chin of the La Dynasty give birth within hours of each other (the emperor is otherwise less and without heir). Factions gather over the succession.

**2296 (19/39) {1046 DR}:**

-[Kozakura] Under the authority of the puppet Emperor Showaji, the Hojo family assumes the title shogun. Although fighting continues sporadically for many years the Tenu War is considered to have ended. The power of the Honda family is broken. Most of its members are exiled or executed, the few that remain have their power carefully restricted.

**2297 (19/40) {1047 DR}:**

-[Kozakura] the Bakufu (Shogun's capital) is officially declared at Gifu. Most of the lords of Kozakura present themselves to the Hojo shogun there. Those who do not come are considered enemies of the shogunate.

**2310 {1060 DR}:**

-[Shou/Tu]Last Emperor of the La Dynasty takes ill, but refuses to name an heir to the throne, fearing that he might meet an untimely end if he did. The southern lords begin mobilizing their armies and those remaining southern garrisons loyal to the Shou are overthrown.

**2312 {1062 DR}:**

-[Shou/Tu]The seventh and last emperor Chin of the La Dynasty dies without recognizing either son as heir. The provincial armies and bureaucrats favor Shin Lu, while the southern nobles and courtiers back the malleable Shin Gisen. War breaks out and the La Castle and the new Imperial Capital are burned.

**2315 {1065 DR}:**

-[Shou/Tu]The Battle of Crimson Wheat. Shin Gisen's forces are destroyed, but the victorious Shin Lu's forces are too weak to pursue. Lu returns to the old capital with the Emblems of Imperial Authority and becomes the first Emperor Chin Kuo (Nation) Dynasty. His first directive is to offer to supporters of Gisen "The Choice of Blades' or flee to the south to the stronghold by Shin Gisen's nobles. Most chose to flee south.

**2316 {1066 DR}:**

-[Shou]Shin Gisen is proclaimed Emperor in Chia Wan Ch'uan, and recognized as the first Emperor of the Lui (Green) Dynasty. Shou Lung attempts to put down the uprising fails, in the first of the Uncountable Wars between the two countries, which continue for the next 250 years.

-[Tu] Shin Gisen is made the first emperor of the Lui Dynasty, forming the respected nation of T'u Lung. Shou Lung forces invade T'u Lung but are repulsed. Shou Lung calls these invasions over the next 250 years the Uncountable Wars, but T'u Lung refers to them as the Major Incursions of The Northern Barbarians in their texts. The writings out of the T'u Lung provinces from this point on refer to Shou Lung as a corrupt empire on the verge of internal collapse. The powerful families in T'u Lung, backing the new

emperor, are the Tan, Ho, Wai, and Yang families. They extend their power over the next 40 years.

**2317 {1067 DR}:**

-[Tu] In order to repel the Shou invaders, Emperor Lui (Shin Ginsen) appeals to the secret societies, declaring an amnesty for those organizations that had been previously banned by the Shou, provided they send troops to help in the First Incursion. The combined force, called "The Might of the South," routes the northerners at the Battle of Feng Wa Crossing and the Stand of Ninto. The Black Leopard Cult, while neither the largest nor the most popular force on the field, is well represented.

-[Tabot] The High Lord of Oceans, a six year old boy, single handedly overthrows the nobles of Tabot and establishes the government as it is known today. The nobles are stripped of their power and reduced to titles and small estates in their former territories. The Council kashag is formed to advise the High Lord of Oceans, composed of one monk and 3 lay peasants. the High Lord of oceans ruled for 82 years, then chose a worthy successor and disappeared into the mountains.

**2335 (20/18) {1085 DR}:**

-[Kozakura] Gizu Hanashi is appointed shugo of Toyaki province. All provinces are now directly or indirectly under Hojo control. the country is unified under a shogun.

**2356 {1106 DR}:**

-[Tu] In order to strengthen the ties between the emperor and the barons, Emperor Shin Ginsen marries his eldest daughter, Shin Do, to the scion of the Wai Clan, Wai Long Hwa. The festivities were scheduled for high summer but were pushed back by the 15th Incursion, so the wedding occurred in the winter, an unlucky time according to court seers.

**2358 {1108 DR}:**

-[Tu]Shin Ginsen dies in a hunting accident. His son, Shin Rokan, becomes the second emperor of the Lui Dynasty. Shin Rokan proves to be a less capable commander than his father, for while he blunts the Shou attacks in the 16th Incursion at the Battle of the Blood Plains, he loses a significant portion of the northern territories in the process. The various baronial clans rumble in dissent.

**2366 {1116 DR}:**

-[Tu]Shin Rokan proposes to remove the power of the armies from the barons, increase taxes to pay for the new forces, and demand of all an oath of loyalty to the Lui dynasty above all. He is assassinated by Wai Long Hwa, who proclaims himself Emperor. The Ho and Tan families form an alliance and secede, as does the Yang Clan. This is the beginning of the "Three Kingdoms" period of T'u Lung history There are fewer Shou Lung incursions during this period as the corrupt northerners send diplomatic missions to first one, then the other, then the third kingdom, hoping to weaken all and eventually reabsorb them into the Shou empire.

**2384 {1134 DR}:**

-[Shou]Shin Lu dies after 70 years on the throne, and is given the deific name of Ying (Eagle). Shin's son becomes the second Emperor Chin

-[Tu] The hated Shin Lu, emperor of Shou Lung, dies of old age. A meeting to celebrate the death among representatives of the Three Kingdoms ends in poison, treachery, and assassination. None of the leaders of the kingdoms attended the celebration.

**2390 {1140 DR}:**

-[Shou]The second Emperor dies of old age and is given the deific name of Tz'u Wei (Hedgehog). His grandson takes the throne as the Emperor Chin.

**2392 (21/15) {1142 DR}:**

-[Kozakura] The wu jen Ch'u tei Zao and Goboro the Lame engage in a murderous duel of sorcery. So great are their powers that one stands atop Mount Kaza and the other on the neighboring peaks of Dagoryama. For an entire the sky in the area is changed to a horrid violet-green. The villages, fields, and forest between the two are burned to cinders. the 237-year-old feud apparently ends with the climatic explosion of the peak of Mount Kaza. the site is now called Broken-Dish-Mountain for the shape of the remaining mount. No bodies are found, so it is difficult to say if the feud ended or is postponed.

**2398 {1148 DR}:**

-[Tu] The Three Kingdoms are reunited. Wai Long Hwa is officially recognized as the third emperor of the Lui Dynasty. The Ho and Tan families are defeated in the war, though still powerful. The Yang family is given autonomous control of its lands in a diplomatic settlemeet. The Maki Clan, a group of upstart barons, gains power during this time by supporting Wai.

**2399 {1149 DR}:**

-[Tu]The third emperor demands an oath of loyalty to the throne and to the barons who support it, and taxes heavily to support his rebuilding programs.

**2403 {1153 DR}:**

-[Tu]The 29th Incursion of the Shou Lung. During this incursion the city of Balanzia is attacked and its walls breached for the sixth time. Incurring an ancient curse, the inhabitants of the city go mad and abandon the city.

**2404 (1572 Wa) {1154 DR}:**

-[Wa]The Tokiryō War is fought. Although only a short skirmish in this long period of warfare, it marks the beginning of the rise of the Matsuuri clan. By the end of the war, the Matsuuri and the Loyal Families have conquered the small provinces of the north. However, the various lords still do not cooperate towards further ends. The Matsuuri begin a slow effort to unite the north.

**2408 {1158 DR}:**

-[Tu]Wai Long dies in his sleep and is succeeded by his son, Wai Long Sun, the fourth emperor in the Lui Dynasty.

**2419 {1169 DR}:**

-[Tu] Jo He Ting, a potter of Chedoru, creates a set of magic bowls for the imperial court. These eight bowls bestow clear thought on those who eat from them, but only for an hour after they are used.

**2423 {1173 DR}:**

-[Tu]The bowls provide no protection from poison, however, and Wai Long Sun dies after eating poisoned rice from the bowls while seeking an answer to the problem of what to do about ambitious relatives. Wai Long Sun's cousin, Wai Chu Doang, becomes the fifth emperor of the Lui Dynasty. He uses the oath of loyalty to raise large, powerful armies, both to contain the baronial clans and to fight Shou Lung. His heavy-handed military solutions to domestic problems earn his reign the name "The Law of Fists."

**2430 {1180 DR}:**

-[Shou]The third Emperor dies and is given the deific name (Panther). He is succeeded by his wife, who rules as the fourth Emperor Chin until his son comes of age.

**2432 {1182 DR}:**

-[Shou]The fourth Emperor Chin steps down and retires to a monastery. Upon her death 30 years later she is given the deific name Yeh (Nightingale). Her son becomes fifth Emperor Chin.

**2444 (22/7) {1194 DR}:**

-[Kozakura] The career of Ichi the Highwayman ends in his death.

**2456 (1624 Wa) {1206 DR}:**

-[Shou]The fifth Emperor Chin distinguishes himself in battle against pirates of the Celestial Sea, sacking several havens of the pirates, including the one located on Akari. Wa, also hurt by pirate raids, recognizes Shou Lung claims to small islands in the Celestial Sea.

-[Wa]Pirate activity in the Celestial Sea has become quite troublesome after several years of petty raiding. Approached by envoys of Shou Lung, the Shogun agrees to a joint expedition against the wako. The Shogun's contribution is limited since the wako are unofficially protected by Wa nobles. To appease the Fifth Emperor Chin of the Lui Dynasty the Shogun signs over several small islands in the sea south of Wa.

**2469 {1219 DR}:**

-[Tu]The 41st Incursion. Wai Chu Doang leads his troops in the Battle of Tan. They are routed, and the emperor is chased into the Thai Salt Flats and slain by Shou assassins. Wai Chu Cor, the emperor's only son, turns back the incursion, but dies of wounds suffered in the Battle of Steaming Horses before he can ascend the throne. Wai Chu Doang's grandson, Wai Juku A'ti, becomes the sixth emperor of T'u Lung.

**2479 (1647 Wa) {1229 DR}:**

-[Wa]The Matsuuri clan, having consolidated several of the smaller provinces of the north, is offered the opportunity to ally with the Makino clan, who are at this time the most powerful daimyo of Wa. The pact is sealed and under the generalship of Matsuuri Shogoro the process of unification is begun. The Matsuuri become the strong right arm of the Makino.

**2484 (22/47) {1234 DR}:**

-[Kozakura] Dorumiji Monastery destroyed by hostile sohei.

**2493 (1661 Wa) {1243 DR}:**

-[Wa]Upon the instructions of Matsuuri Shogoro, Makino Mansaku, the power of the Makino clan is struck down by ninja. Matsuuri begins the Summer March on the capital. Upon reaching a plain outside of Tomo, the Matsuuri army is faced by a coalition of other daimyo. The battle goes badly for the Matsuuri and they are forced to retreat behind the defences of Tomo. The enemy lays siege to the town.

**2494 (1662 Wa) {1244 DR}:**

-[Wa]: Matsuuri Shogoro manages to convince the daimyo of southern Wa to march on the lands of the central daimyo who are currently besieging him at Tomo. The enemy is distracted and weakened, enabling Shogoro to bring in reinforcements and break the siege. He spends the rest of the summer consolidating his position in the Tomo region.

**2495 (1663 Wa) {1245 DR}:**

-[Wa] In the middle of winter, Matsuuri Shogoro makes the unprecedented move of beginning a campaign. Catching his enemies off-guard, he reaches the capital in force and demands his recognition as shogun. Armed with his official title, Shogoro persuades many daimyo to ally themselves with him. He faces his last major resistance at the battle of Shido Plain. Although there are several years of campaigns after this, Wa is officially considered under the rule of the new shogun.

**2500 {1250 DR}:**

-[Shou]The fifth Emperor Chin dies in a hunting accident. His grandson becomes the sixth Emperor Chin. The deceased emperor is given the deific name Yeh T'u (Hare), giving rise to speculation that he was assassinated by a jealous relative.

**2511 {1261 DR}:**

-[Tu] Wai Juku A'ti dies when an evil spirit steals his soul. Shou Lung wu jen are suspected, and Shou natives are persecuted, though later evidence indicates that a rival family or cult was responsible. The eldest son, Wai Chi Con, dies in a sailing accident soon afterward, and the second son, the weaker Wai Lo Yan, becomes the seventh emperor of T'u Lung. Wai Lo Yan is young and sickly, taken to fevers and fits for most of his reign. Court politicians and baronial clans prosper through intrigue during this period.

**2543 {1293 DR}:**

-[Shou]The sixth Emperor Chin dies of old age, and is given the deific name Ch'uan (Dog) for his faithful service to the memories of his forbearers. His son becomes the seventh Emperor Chin.

**2555 {1305 DR}:**

-[Tu] Wai Lo Yan proves to be one of the most long-lived and competent of the Lui Dynasty, lasting 44 years before passing on from a particularly vicious fever. His only direct descendent is a daughter. Under tradition dating back to Shou Lung, the daughter would be made emperor, but the T'u Lung nobles bristle at the thought. Instead, the daughter is made regent until Wai Gada Sinzu, Wai Lo Yan's nephew (through a younger sister) comes of age. The daughter was named Wai Yeh Ying, but is only remembered officially as Wai Lo Yan's Daughter in texts. Her reign is called "The Regency."

**2558 {1308 DR}:**

-[Tu] Wai Gada Sinzu, the nephew, takes the throne as the eighth emperor of the Lui Dynasty. Wai Yeh Yin disappears soon after. Diplomatic overtures with Shou Lung are made, stabilizing the border and ending the major incursions (though armed forces of the Shou continue to invade, usually seeking criminals of the state who flee south to sanctuary). The Shou consider these wars to be uncountable, but T'u Lung official histories identify no fewer than 74 separate invasions (Shou Lung scholars dispute these figures).

**2561 {1311 DR}:**

-[Shou]The seventh Emperor Chin dies mysteriously in his sleep. He is given the deific name Hsiao (Owl). His son becomes the eighth Emperor Chin of the Eighth Dynasty of Shou Lung.

**2586 (1754 Wa) {1336 DR}:**

-[Wa] Matasuuri Nagahide becomes the new shogun. Foreign traders are ordered to leave the country. Unauthorized interaction with foreigners is declared illegal.  
-[Tu] After the birth of two daughters (who cannot take the throne, save as regents), Wai Gada Sinzu's wife gives birth to twin sons, named Wai Anku and Wai Soreti. Various factions, families, and cults begin taking sides, sending gifts to one son or the other.

**2587 (1755 Wa) {1337 DR}:**

-[Wa] Government forces slaughter thousands at Juzimura Castle, which had been seized by a coalition of displaced ronin and radical worshippers of Chauntea. After the seige is broken, the government denounces Chuantea as an illegal deity. Worship of Chuantea is declared an offence punishable by execution.

**2588 {1338 DR}:**

-[Horse Plains] Yamun Khahan of Clan Hoekun conquers the Commani tribe, beginning his rise to power.

**2589 (1757 Wa) {1339 DR}:**



-[Shou]The Eighth Emperor Chin announces the "Gathering of Pearls" as a goal of his reign. Plans are set in motion to recover lost artifacts and books. Excavations begin in cities that have been noted as capitals. Old territories to the north and west are brought back under imperial control. Contacts with Wa and Kozakura are expanded. The nobles of T'u Lung fear that this is an attempt to isolate their nation in the world.

-[Wa] New contacts are made between the countries of Wa and Shou Lung. Restrictions limiting contact with foreigners are somewhat relaxed. The port city of Akkaido expands foreign trade.

-[Tu] The perfidy of the Shou is revealed when their emperor declares the "Gathering of Pearls," at first glance a gathering of knowledge, but in reality a subtle attempt to further isolate T'u Lung from the rest of the civilized world. In response, T'u Lung opens its doors to traders and establishes diplomatic missions to Tabat, Wa, and Kozakura.

-[Koryo] The King of Silla conquers the neighboring kingdoms of Koguryo and Saishu, uniting the Choson peninsula.

#### **2592 (24/35) (1760 Wa) {1342 DR}:**

-[Wa]A bitter feud between Funada Toragi and Funada Kazuo erupts, reaching a bitter conclusion. Lord Kazuo contrives evidence that his brother is planning to support a nephew of the shogun in a coup. The shogun orders Toragi and several other lords executed and exiles his nephew to the Island of One Thousand Pines. The coup, while it had been discussed, was far from a reality at the time.

-[Kozakura] The Hojo War begins.

#### **2598 (24/41) {1348 DR}:**

-[Kozakura] The Battle of Norinoshima ends the Hojo War with the defeat of the Hojo forces.

-[Shou]The Ministry of Glorious Flight is established.

#### **2599 {1349 DR}:**

-[Shou]The Puissant Department of Joyful Rediscovery charges the Ko family with the task of turning Akari Island into a maritime colony and forward base for his Magnificent and Just Majesty's Fleet.

#### **2601 (1769 Wa) {1351 DR}:**

-[Wa] The shogunate orders daimyos to raise the moral standards in their provinces. Known and suspected adulterers are executed, waitresses are banned from teahouses, and luxury items are forbidden to the lower classes.

#### **2602 (1770 Wa) {1352 DR}:**

-[Shou] The events of OA6 take place.

-[Shou] Mysterious warriors from the jungle raid the province of Chu' Yuan. When the province's Governor Kawabi is unable to halt the raids the Emperor sends General Goyat Nagumo to aid him. Later in the year General Nagumo and Governor Kawabi fight a pitched battle, Governor Kawabi flees to the south and General Nagumo follows him. Taking their armies with them they disappear from Shou Lung and are not heard from again.

-[Wa] The events of OA7 take place.

-[Wa] The Fochu peninsula is plagued by yellow clouds tainting the atmosphere and yellow poison fouling the waterways. The taint is traced to the machinations of a powerful Wu jen named Za-Jikku, but his plot is foiled by a band of brave gaijen heroes.

-[Horse Plains] Yamun Khahan turns his armies on the caravans of the Golden Way.

#### **2604 {1354 DR}**

-[Koryo] The King of Silla musters a fleet to invade the hated Kozukurans. His fleet is destroyed by a tsunami, and the resulting turmoil enabled one of his generals, Wanang Sun, to overthrow him and unite the factions of Choson into the Kingdom of Koryo.

#### **2607 (24/50) (1775 Wa) {1357 DR}:**

-Kara-Tur Boxed set correct to this date.

-[Shou]The events of the module OA3 take place.

-[Wa] The events of the adventure OA4 take place.

-[Kozakura] The events of OA1 take place.

-[Tu] An outpost of the Black Leopard Cult is found and destroyed on Akari Island. This is believed to be an offshoot of the sect founded by the high priest who escaped down the Fenghsintzu river. When the news arrives in Pendir Chao and H'sin-to, there are massive parades and demonstrations by followers of the Black Leopard, who understand that a group of Shou Lung merchants brought in outside mercenaries to destroy the surviving cultists.

#### **2608 {1358 DR}:**

-[Tu] The events of the adventure OA5 take place.

-[Kara-tur] Time of Troubles. For three months in the summer magical and natural chaos ensues, none are able to divine the cause. Then, suddenly, the chaos disappears, though it does leave its mark in the form of wild and dead magic zones scattered throughout the lands. Interestingly, during this period the Temples and shukenja are unable to contact the Nine Immortals, and afterwards none are willing to discuss this amazing event.

-[Kozakura] Following the Time of Troubles the Shikken, Takenaka Okawa, refuses to step down when the young Shogun, Hojo Kawabuko, turned 18. Instead he attempts to force the young Shogun into early retirement. Dissatisfied with the Shikken's performance during the Time of Troubles Okawa's brother, Takenaka Sugawara, rejects the Okawa's plan and musters his forces on the Shogun's behalf, the Shikken musters his own forces. The two armies meet in Oie province, in the subsequent battle Sugawara is victorious, and his armies march towards Gifu. Sugawara was thwarted, however, when his brother managed to secure the aid of Hojo Todahiro (the exiled shogun from the Hojo war) and Gokammu, the Retired Emperor. After a confused three day battle all of the factions retreat towards their home provinces and a protracted civil war begins to fester in Kozakura, with no faction able to gain a significant military or diplomatic advantage. Kozakura thus passes into chaos.

#### **2609 {1359 DR}:**

-[Semphar] Hubadai, Yamun Khahan's son conquers Semphar in his father's name.

-[Khazari] Khazari's Prince Ogandi sues for peace following a Tuigan victory at the battle of Manass.

-[Shou] The Tuigan breach the Dragonwall and invade Shou Lung. After a hard fought campaign a truce is declared, in exchange for the lives of the ministers of War and State Yamun Khahan departs from Shou Lung. The Minister of State Security is discovered to be a traitor, working for the Tuigan. The Mandrinate goes into an uproar as no less than three of the Emperor's top minister positions are left open.

**-From this point entries are drawn from *The Grand History of the Realms*.-**

— The Tuigan Horde invades Thay. Although a small scouting force of Tuigans was defeated by Thayan magic, General Batu Min Ho proved a far worthier foe. Thousands of gnolls and the vaunted Griffon Legion are defeated at the mouth of Shar's Pass. Zulkir Szass Tam arranges peace with the Tuigans and builds a great portal to transport them north to Rashemen.

— Soon after arriving in Rashemen, the Tuigans besiege and destroy Citadel Rashemar, with the main force moving across the High Country to attack forces rallied by the witches at the Lake of Tears. Pinned by the Thayan army south of Lake Mulsantir, the largest force of Rashemi berserkers is unable to support the witches, who can only delay the immense horde.

#### **2610 (24/53) {1360 DR}:**

-[Kozakura] The events of OA2 take place.

— Having been defeated in Rashemen the previous winter, Yhamun Khahan turns his attention west, along the Golden Way. People of many nations rally to the cry of the Council of Thesk. Their combined forces defeat the Tuigans at Phsant. King Azoun IV defeats Yamun Khahan in individual combat.

— The lich Tan Chin, former Emperor of Shou Lung, gathers an army of undead at the fallen Imaskar city of Solon. Wielding powerful magic from that ancient empire, Tan Chin (masquerading as the Raja Ambuchar Devayam) marches his undead armies east easily conquering Ra-Khati and settlements within the Katakoro Plateau.

#### **2611 {1361 DR}:**

— Tuigan bandits occupy Tammar in Thesk. They terrorize merchants traveling the newly reopened Golden Way for months.

— Tan Chin and his undead armies push eastward into Shou Lung. Weakened by the Horde invasion two years prior, the Shou make feeble stands at Shih Tuh and Yenching but are easily overrun. Turning his army northwest, Lo Tu is next to fall, followed by the realm of Khazari by year's end.

#### **2612 {1362 DR}:**

— Wielding the ancient Stone Scepter of Shih, adventurers slay Tan Chin in the catacombs beneath Skarou.

#### **2613 {1363 DR}:**

— Hubadai, son of Yamun Khahan, declares himself khahan and founds the nation of Yaimmunahar.